

# 3D BOMB ALLEY

*Professional, Released On Cassette Only*

Game Type : Arcade  
Author : Simon Vout  
Standalone Release(s) : 1984: 3D BOMB ALLEY, Software Invasion, £6.95  
1985: 3D BOMB ALLEY, SInvasion/Dixons, Free In 10 Pack  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SOFTWARE INVASION, 50 Elborough Street, Southfields, LONDON  
SW18 5DN  
Disc compatibility : CDFS E00, DFS E00

## Instructions

A realistic 3D simulation of an explosive Air-Sea Battle, in which you must defend a fleet of ships from attacking enemy aircraft.

This game is compatible with the "First Byte" switched joystick interface.

**Instructions' Source** : 3D BOMB ALLEY (Software Invasion) Inner Inlay

## Review (Electron User)

Is it because war is so much fun that we turn it into games? Or is it because we play so many war games that we go so eagerly to war? These were some of the more serious thoughts sparked off by playing Software Invasion's game 3D BOMB ALLEY. Mind you, there isn't too much time to think when you're actually playing the game!

The scenario is obviously based on San Carlos Bay in the Falklands. Your fleet is at anchor in a narrow sea inlet and you are under attack from enemy planes. These appear in the far distance but rapidly grow larger as they near. To defend yourself you have to throw up a barrage of anti-aircraft fire. The trouble is that, although you can miss the planes, if they get through they don't miss you.

You get an extra ship for each ten planes downed and the game ends when you've lost your last ship.

It's a simple game with nice graphics and adequate instructions. The way the planes appear in the distance and then grow larger is a good technique but it's annoying when they slow down and even appear to stop when under fire. You can almost feel the micro thinking.

At first I thought that that would mean a slow game, but I soon learned differently as the planes came in at me five at a time. The main difficulty comes from the increasing number of enemy planes. If you like action where quick reactions are at a premium then this is the one for you.

Eileen Young, ELECTRON USER 2. 3



# 3D DOTTY

## *Professional, Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : J. L. Harris  
Standalone Release(s) : 1987: 3D DOTTY, Blue Ribbon, £1.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 10, Superior/Acornsoft, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

The aim is to clear the dots on the three levels of each screen whilst avoiding the dreaded fungus. Any contact with the fungus will reduce your energy, and you lose a life when your energy reaches zero. The fungus can be blocked, but only three blocks are permitted at any one time. On completing a screen a bonus is added to your score, proportional to the amount of energy you have remaining.

There are eight different screens. After the eighth, the screens are repeated, but your energy is reduced by two units when you make contact with the fungus. You gain an extra life when your score reaches 5,000 and 10,000 points.

There is a practice mode to allow you to try any of the eight screens.

### Game Controls

Keyboard or joystick can be used on the BBC Micro version. Only keyboard control can be used on the Electron version.

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire  
S/Q - Sound On/Off, <ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 10 (Superior/Acornsoft) Inner Inlay

### Review (Electron User) - "This'll Drive You Crazy"

3D DOTTY is a simple game in which your aim is to eat all of the dots on a screen. Success will take you through a series of eight rooms, similar in style, but of increasing complexity. Each screen consists of three large platforms drawn in 3D perspective. The higher platforms are supported on substantial pillars and this creates the first difficulty in eating all of the dots as some of them are behind pillars and can't be seen.

There are even some junctions behind pillars and these are quite a problem to negotiate. The levels are linked by ladders.

Your main problem is to avoid the fungus, which appears as a fast moving but rather shapeless snake. Contact with this nasty substance causes a very rapid loss of energy and a fairly swift loss of life.

Fortunately, you can drop anti-fungal barriers behind you, which will force it to chase you via a different route giving you a short breather. These barriers last for a few seconds and you can have up to three on a screen at a time.

The game's graphics are adequate, and I like the 3D effect, but the main character is rather small, and I am sure the fungus could have been made more interesting.



The sound is about par for this type of game. If you like persistent footstep beeps then it's fine. If not you can select the silent play option. Keyboard or joystick options can be chosen at the start of each game.

3D DOTTY is a quite a good budget-priced game with nice graphics, fast gameplay and it is fun to play. But for me, it lacks that compulsive edge that keeps me coming back for more. But at just £1.99 you can't really go wrong, and it has got to be worth a try.

Sound .....	6
Graphics .....	5
Playability .....	6
Value for money .....	7
Overall .....	6

Rog Frost, ELECTRON USER 5. 8



# 3D MAZE

*Professional, Released On Cassette Only*

Game Type : Arcade Pinball-style Soccer  
Author : B. Cridland  
Standalone Release(s) : 1983: 3D MAZE, IJK, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Pit your wits against the computer's logic in this highly realistic graphical game. The computer sets up the logical mazes (you choose the size), and then it shows you the view of the maze in 3D, each step you take as you battle against the clock to escape!

**Instructions' Source** : 3D MAZE (IJK) Inner Inlay

**Reviews** : No Review Yet



# 3D TANK ZONE

*Professional, Released On Cassette Only*

Game Type : Arcade Wireframe  
Author : Unknown  
Standalone Release(s) : 1983: 3D TANK ZONE, Dynabyte, £6.95  
Compilation Release(s) : 1986: SUPERSELLERS (DYNABYTE COLLECTION), Dynabyte, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : DYNABYTE, Unit F3 Railway Triangle, Farlington, HANTS  
PO6 1TG  
Disc compatibility : Incompatible. Writes to locations &400-&800.

## Instructions

As weapon commander, you must, with the aid of radar, scan the terrain surrounding the city and missile silos for marauding enemy tanks then destroy them before they get you. Watch out too for incoming jets and helicopters on the horizon. To aid you in your task, you have at your disposal a direct fire anti-aircraft cannon and an anti-tank missile launcher. The game features excellent 3D wire graphic tanks and battleground displays with realistic missile in-flight action and detailed instrument console.

**Instructions' Source** : SUPERSELLERS: THE DYNABYTE COLLECTION Inner Inlay

## Review (Electron User)

It's not easy being the commander of a missile silo. First there are the aircraft attacking you, then there are the tanks. And you're stuck in a hole in the ground with only anti-tank missiles and an anti-aircraft gun to ward off this unprovoked aggression. All the time your energy is getting lower and the shields weaker. No, it's not easy... Still, if you think you could do any better, have a go at 3D TANK ZONE.

Your Electron's screen becomes a view from the silo as you scan for the enemy. As you guide the sights of your AA gun to attack the jets and helicopters on the horizon, you have to watch the radar for tanks. When you see one you have to turn the turret and loose off a missile, quick. At first the action seems a little slow but, as the tanks get nearer and your energy drops, it's all too fast!

The graphics are simple but effective. The tanks appear in 3D wire form and the missiles fly in an annoyingly realistic manner. I say annoyingly because of the way they miss.

The instructions are thorough and the key controls are well laid out. It's an interesting game, very different from anything else I've ever seen on the Electron. While not the fastest program around, it should suit those looking for a change from the usual arcade remakes.

Tony Sinclair, ELECTRON USER 2. 3



# 5 COMPUTER HITS

*Professional, Released On Cassette Only*

Game Types : Arcade  
Release Information : 1985: 5 COMPUTER HITS, Beau Jolly, £6.95  
Compilation Comprises : 1. CROAKER, Micro Power  
2. BLAGGER, Alligata  
3. SWAG, Micro Power  
4. MILLIONAIRE, Incentive  
5. BUGEYES, Icon  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility : 1. ADFS 1D00, CDFS 1D00, DFS 1D00  
2. CDFS 1D00, DFS 1D00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. CDFS 1D00, DFS 1D00  
5. CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - "Golden Oldies"

CROAKER heads this compilation tape of five golden oldies and is similar to FROGGER, seen in the arcades many years ago.

Your aim is to dodge the traffic while crossing a busy road, then use floating logs and turtles as stepping stones to cross a river. Unfortunately for you, you're the only frog that can't swim. Later screens become more difficult as hungry crocodiles float past, and the turtles dive now and then. The graphics are well drawn, with smooth character movement. And although the sound may become a little monotonous, it can be switched off.

The next game is BLAGGER, which is a variation on the platforms and ladders theme featuring a burglar called Roger the Dodger. With him you can steal your way through twenty screens.

Most of the obstacles don't fit in with the scenario and are there simply to add spice: Conveyor belts and disappearing platforms are fine, but spaceships and railway engines are hard to explain, while giant mouths with gnashing teeth, although graphically effective, do not normally pursue even the most villainous criminal.

The sound effects are basic, with the movement not always realistic, resulting in Roger staying in the air for so long Rudolf Nuryev would be green with envy.

SWAG is next, another game for budding burglars. You must collect 250,000 diamonds before your opponent, all the while dodging bullets and killer droids.

The screen shows two houses where you and your opponent hide your ill-gotten gains, and also the bank where a deposit of gold will finance a further supply of bullets. Police cars interfere with your progress, but can be stopped after a drink that refreshes parts others can't reach, and shooting at their car.

The graphics are excellent, the sound is good and the action is very fast. For my money this is the best game on the tape.



MILLIONAIRE is a simulation game where you are head of a software company and must make the necessary decisions on marketing policy, including whether to trade with Honest Harry. The program is virtually all text, graphics being limited to a picture of the type of office you occupy, starting from a terraced house. The questions posed are reasonably representative of the sort of decisions made in business, but too much depends on luck.

The last item is BUG EYES 2, a multi-screen sequel to SPACE AGENT ZELDA MEETS THE BUG EYES. In the original game, Zelda took on the might of the Xxabaneans and was captured. Your job is to search their flagship and find the 25 keys to release her while avoiding the nasties ranged against you.

Sound quality is good with the graphics composed of smoothly moving chunky sprites. I especially liked the way that as you exit each screen, one of Sir Clive's C5s is waiting for you.

I rate BUG EYES 2 and SWAG as the best on this compilation and if you have neither of these it becomes excellent value. The other games tend to be a little dated and I would not buy it for them alone but they are well worth having to build up your collection.

Sound .....	6
Graphics .....	7
Playability .....	7
Value for money .....	8
Overall .....	7

Beejay, ELECTRON USER 5. 1



# 9 CLASSIC CARD AND BOARD GAMES VOLUME 1

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Computerised Card And Board Games  
Release Information : 1987: 9 CLASSIC CARD AND BOARD GAMES 1, Database, £6.95  
Compilation Comprises : 1. DRAUGHTS  
2. FIVES  
3. DOMINOES  
4. MOLECULE  
5. REVERSI  
6. CODE BREAKER  
7. PATIENCE  
8. PONTOON  
9. PAIRS  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

9 CLASSIC CARD AND BOARD GAMES 1 was supplied with no paper-based documentation. All instructions are displayed on screen.

Reviews : No Review Yet



## 9 CLASSIC CARD AND BOARD GAMES VOLUME 2

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Computerised Card And Board Games  
Release Information : 1987: 9 CLASSIC CARD AND BOARD GAMES 2, Database, £6.95  
Compilation Comprises : 1. BACKGAMMON  
2. CRIB  
3. SQUARES  
4. SOLITAIRE  
5. TIC-TAC-TOE  
6. SLIDING BLOCKS  
7. POKER  
8. SEVENS  
9. HIGHER AND LOWER  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

9 CLASSIC CARD AND BOARD GAMES 2 was supplied with no paper-based documentation. All instructions are displayed on screen.

Reviews : No Review Yet



# 10 COMPUTER HITS

*Professional, Released On Cassette Only*

Game Types : Arcade  
Release Information : 1985: 10 COMPUTER HITS, Beau Jolly, £9.95  
Compilation Comprises : 1. CHUCKIE EGG, A n F  
2. GHOULS, Micro Power  
3. GISBURNE'S CASTLE, Software Communications  
4. GUARDIAN, Alligata  
5. SPECIAL OPERATIONS, Lothlorien  
6. TALES OF THE ARABIAN NIGHTS, Interceptor Micros  
7. EDDIE KIDD'S JUMP CHALLENGE, Martech  
8. KILLER GORILLA, Micro Power  
9. NIGHT WORLD, Alligata  
10. GAUNTLET, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility : 1. ADFS 1D00, CDFS 1D00, DFS 1D00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. CDFS E00, DFS E00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00  
5. CDFS E00, DFS E00  
6. ADFS 1D00, CDFS 1D00, DFS 1D00  
7. ADFS 1D00, CDFS 1D00, DFS 1D00  
8. ADFS 1D00, CDFS 1D00, DFS 1D00  
9. CDFS E00, DFS E00  
10. CDFS E00, DFS E00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

Reviews : No Review Yet



# 10 COMPUTER HITS 2

*Professional, Released On Cassette Only*

Game Types : Arcade  
Release Information : 1985: 10 COMPUTER HITS 2, Beau Jolly, £9.95  
Compilation Comprises :  
1. PERCY PENGUIN, Superior  
2. JET POWER JACK, Micro Power  
3. SMASH AND GRAB, Superior  
4. CIRCUS, Adventure International  
5. VIDEO'S REVENGE, Budgie  
6. MR WIZ, Superior  
7. FRENZY, Micro Power  
8. JET BOOT JACK, English  
9. MOONRAIDER, Micro Power  
10. KISSIN' KOUSINS, English  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility :  
1. ADFS 1D00, CDFS 1D00, DFS 1D00  
2. CDFS E00, DFS E00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00  
5. Unknown  
6. ADFS 1D00, CDFS 1D00, DFS 1D00  
7. ADFS 1D00, CDFS 1D00, DFS 1D00  
8. Unknown  
9. ADFS 1D00, CDFS 1D00, DFS 1D00  
10. Unknown

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

Reviews : No Review Yet



# 10 COMPUTER HITS 3

*Professional, Released On Cassette Only*

Game Types : Arcade  
Release Information : 1985: 10 COMPUTER HITS 3, Beau Jolly, £9.95  
Compilation Comprises :  
    1. CENTIBUG, Superior  
    2. BRIAN JACKS SUPERSTAR CHALLENGE, Martech  
    3. SNOOKER, Visions  
    4. FELIX IN THE FACTORY, Micro Power  
    5. DANGER UXB, Micro Power  
    6. ALIEN DROPOUT, Superior  
    7. FELIX AND THE EVIL WEEVILS, Micro Power  
    8. JUNGLE BOY, Alligata  
    9. MINESHAFT, Durell  
    10. STRANDED, Superior  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility :  
    1. ADFS 1D00, CDFS 1D00, DFS 1D00  
    2. ADFS 1D00, CDFS 1D00, DFS 1D00  
    3. CDFS E00, DFS E00  
    4. ADFS 1D00, CDFS 1D00, DFS 1D00  
    5. ADFS 1D00, CDFS 1D00, DFS 1D00  
    6. ADFS 1D00, CDFS 1D00, DFS 1D00  
    7. ADFS 1D00, CDFS 1D00, DFS 1D00  
    8. ADFS 1D00, CDFS 1D00, DFS 1D00  
    9. ADFS 1D00, CDFS 1D00, DFS 1D00  
    10. CDFS E00, DFS E00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - "Collection To Collect"

COMPUTER HITS 3 is a compilation consisting of ten games spread over two cassettes.

Tape one starts with CENTIBUG where a segmented nasty dodges through the mushrooms intent on your destruction, while you and your laser attempt to serve him the same. This is not one of the better versions of this game although it is fast enough to be a challenge. Graphics are smooth but the sound is unimaginative.

The next offering is BRIAN JACKS' SUPERSTAR CHALLENGE where you tackle the man himself in eight different events. Success is not dependent on pure key hammering but on your skill in manipulating the necessary keys. Sound is almost non-existent but graphics are superb and rate a 9 in their own right. With events ranging from cycling to canoeing and from swimming to squat thrusts it could take some time to master. My only grouse is that events cannot be practised but must be taken in order.

The third game is SNOOKER with options for one or two players and a choice of either ten or fifteen red balls. Graphics are hard to fault and if two people have plenty of time and patience then it's great. However, the game is slow and the movement of the balls is sometimes unrealistic. It should be noted that the one player option is not against the computer but one player taking all the shots.

I like FELIX IN THE FACTORY, a ladders and levels game where your aim is to keep the generator topped up with oil despite the attentions of evil gremlins and a conveyor



belt full of parcels to scramble over. The graphics are great, the sound is superb - but why such a terrible choice of keys? A for up and Z for down is quite normal but P for left and the up and down cursors for jump and right respectively seems a strange choice.

Tape one ends with DANGER UXB where you cross blocks to defuse the bombs. The blocks disappear as you move so watch the route you take or the next bomb is harder to reach. Gain extra points on the way by collecting the flags but avoid the skulls or you will lose a life. On higher levels you have a reduced time limit to clear the screen, and you are harassed by a pair of Doc marten boots intent on stamping you flat. Sound and graphics are excellent and the game is most addictive. One of my favourites.

Tape two opens with ALIEN DROPOUT, an invaders style game with the variation of mutant moths. These settle in boxes at the top of the screen allowing you to shoot them from below and only escape to attack you when a particular box is full. This might have been addictive once upon a time but it looks very dated nowadays. There are six different skill levels but they do little except speed up the action.

In the second game on this tape, FELIX MEETS THE EVIL WEEVILS, our hero travels about his factory using aerosols against the mutating weevils and dodging ball bearings rolling down the chutes and conveyors. Excellent sound effects and nice chunky graphics give this game a very high rating.

The game JUNGLE BOY started life as TARZAN BOY and your task is to negotiate screens to rescue Jane. These screens are so packed with pitfalls and peril that the real Congo must seem tame by comparison. There are cheetahs, rock dropping gorillas, a relative of Hissing Sid and, as a reminder of the original publishers, there's even a comparatively benign alligator. Colourful, well drawn graphics make this one of the best arcade adventures around.

In MINESHAFT you move through screens of skeletal graphics collecting what are supposed to be lumps of coal while dodging various hazards. I've seen better games in magazines listings.

The last game is STRANDED, a graphics adventure which starts with you stranded on a strange planet and looking for a way home. I have had this game in my collection since its original release and for anyone tempted to try a comparatively simple adventure game this is one of the best.

Despite the criticisms there are enough first class games on the two tapes to make this compilation very good value overall.

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	9
Overall .....	8

Beejay, ELECTRON USER 4. 4



# 10 COMPUTER HITS 4

*Professional, Released On Cassette Only*

Game Types : Arcade  
Release Information : 1985: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
Compilation Comprises :  
1. DEATHSTAR, Superior  
2. THE MINE, Micro Power  
3. THRUST, Superior  
4. KILLER GORILLA, Micro Power  
5. PSYCASTRA, Audiogenic  
6. REPTON, Superior  
7. BLAGGER, Alligata  
8. ZALAGA, Aardvark  
9. GHOULS, Micro Power  
10. BUG EYES 2, Audiogenic  
11. GALAFORCE, Superior  
12. KARATE COMBAT, Superior  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility :  
1. ADFS 1D00, CDFS 1D00, DFS 1D00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00  
5. CDFS E00, DFS E00  
6. ADFS 1D00, CDFS 1D00, DFS 1D00  
7. CDFS E00, DFS E00  
8. ADFS 1D00, CDFS 1D00, DFS 1D00  
9. ADFS 1D00, CDFS 1D00, DFS 1D00  
10. Unknown  
11. CDFS E00, DFS E00  
12. ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - "Rehashed Compilation"

Here is yet another bundle of the best (or supposedly best) games of yesteryear, the fourth in this particular series from compilation specialist Beau Jolly. In spite of the title however, this offering actually features twelve titles, GALAFORCE and KARATE COMBAT being thrown in free.

I find that compilations seem to be getting increasingly out of hand. More and more are appearing featuring games that have already appeared on at least one other compilation.

10 COMPUTER HITS 4 is a case in point: No less than eight of these games have already appeared on compilations - four of them on Beau Jolly's own FIVE STAR GAMES 2. The package caters well for shoot-'em-up fans, with ZALAGA, PSYCASTRIA, DEATHSTAR and the afore mentioned GALAFORCE.

ZALAGA was one of the first Electron games to offer a simple diet of pure mindless destruction. Hordes of aliens stream on to the screen before settling menacingly above you. Without warning they scream down towards you as you move your laser base to intercept.



The game is very hectic because the Zalagans have a nasty habit of curving off the bottom of the screen, then coming up and ramming you from below.

GALAFORCE takes this basic idea of a straightforward shoot-'em-up several stages further. It features a number of different types of brightly coloured alien, and a much greater variety of attack formations as well as a great musical accompaniment.

Unlike ZALAGA, GALAFORCE gives you up and down controls, as well as the conventional left, right and fire. Now you can go out and get 'em, rather than waiting helplessly to be overwhelmed.

Both ZALAGA and GALAFORCE allow First Byte and Plus 1 joysticks to be used, as well as having facilities to switch the sound on or off and end the game. However, it isn't long before you start another - just about a couple of seconds, to be precise.

Gary Partis' PSYCASTRIA must have appeared on almost every compilation since its original release. It is a super smooth sideways scrolling game covering four different scenarios - land, sea, the moon and deep space.

Although the idea is to shoot the ten energy pods on each level, you quickly learn to survive by simply shooting everything in sight. Each of the four attack phases must be cleared in one go; if you lose a life, you must start that level again. This feature - my only gripe with PSYCASTRIA - can get infuriating after a while, but the game is well worth a little perseverance.

DEATHSTAR is an excellent conversion of the arcade game SINISTAR, in which you are the pilot of a solitary mining spaceship in search of crystals. Shoot the asteroids to release them; once collected they act as bombs.

Competing with you are the worker ships, which use the crystals to assemble, piece by piece, the dreaded Deathstar. The workers are defended by warrior ships that shoot at you at the slightest provocation - remarkably accurately too.

DEATHSTAR's most impressive feature is the 16-way scrolling: As you move, the screen moves with you. A great blast.

In THRUST you jet around the galaxy in search of vital power pods. Unfortunately - for once - you are subject to the real physical laws of gravity.

You move around by burning your limited supply of fuel which can be replenished from fuel tanks dotted around each planet. The many hostile gun emplacements are problem enough, but your troubles really start when you manage to capture a pod, because then your ship's handling changes dramatically.

To finish a level you must destroy the planet's reactor before blasting off with your prize into the void. Great, but very tricky.

BUG EYES 2 is an arcade adventure in which you, as Agent Starman, must collect the 25 keys dotted around and about, in order to release your predecessor, Agent Zelda, from prison. Such diverse objects as jet-packed lizards, scissors, snakes and worms all bounce around merrily intent of robbing you of your precious oxygen supply. Unfortunately, the superb music and special effects are let down by a rather weak game.

REPTON needs no introduction to anyone. In this, his first adventure, you must collect all the diamonds while avoiding falling boulders and Repton-eating reptiles.

Some of the diamonds are hidden in safes; needless to say, the key is never easy to find. Playing number one again rather leaves me looking for the transporters, skulls and fungus - but it's as addictive as ever.

In THE MINE you tunnel through earth in search of buried treasure. However, the mine's many other inhabitants are all out to stop you. You can easily dispose of them with your neutraliser, but time is always against you. This is a fairly average



implementation of DIG DUG - fun, but not for very long.

BLAGGER is a MANIC MINER-style platforms and ladders game in which you run and jump around 20 increasingly difficult levels. As Roger the Dodger, burglar, you must collect all the keys and finally rob the safe before progressing to the next level. Although BLAGGER is a fun game, it is quite slow and jerky, and compares unfavourably with more recent offerings.

GHOULS is another Miner-type platform game. This time you are in a haunted house and must watch out for the spiders, poisoned spikes and collapsing floors. Although it was very popular in its day, it never grabbed me.

KILLER GORILLA is an implementation of the arcade machine game, DONKEY KONG, in which you must chase the gorilla of the title up increasingly difficult sections of scaffolding in an attempt to rescue the fair maiden from its clutches. The movement is rather jerky and the sound basic, but it's a game I still go back to on occasions. I think you will too.

KARATE COMBAT is a martial arts game, released as a competitor to YIE AR KUNG FU and WAY OF THE EXPLODING FIST. Although you can play against the computer or a human opponent, the practice mode is very useful, because there are seventeen manoeuvres to be mastered. Thank Buddha for joysticks - both the Plus 1 and First Byte protocols are supported. The graphics are finely detailed, but somewhat on the small side.

Although KARATE COMBAT was well received first time around, it lacks the technical merits of its competitors.

My main reservation about this collection is that so many of the featured titles have appeared on other compilations. If this problem does not affect you, then 10 COMPUTER HITS VOLUME FOUR is definitely not to be missed.

Sound .....	8
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

Martin Reed, ELECTRON USER 5. 6



# 10 EDUCATIONAL GAMES

## *Professional, Released On Cassette Only*

Game Type : Educational Compendium  
Author : Unknown.  
Standalone Release(s) : 1983: 10 EDUCATIONAL GAMES, Dimax, £6.99  
Compilation Release(s) : None  
Stated compatibility : Unknown.  
Actual compatibility : Unknown.  
Supplier : DIMAX STRUCTURED SOFTWARE. No further information available.  
Disc compatibility : Unknown.

### **Instructions**

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### **Review (Electron User)**

Whenever I see a compendium tape my reaction is to shudder. There is usually one reasonable program surrounded by a heap of others which vary from bad to awful. This one, however, is a pleasant exception, containing ten programs aimed at the user in school.

One superb innovation is that Dimax makes the listing freely available. Each program uses the same standard programming format so that the listing can be adapted to suit special needs. Indeed, Dimax will even sell the listings separately for just 40p each should your typing not be up to Olympic standard.

The games cover mathematical themes, letter recognition and a stiff test on capital cities. There are also quite reasonable versions of standard games such as Mastermind and Simon. While none of the ideas is especially original, the versions are well enough programmed to give interesting screen displays. There is even a version of Tree of Knowledge, a simple introduction to the setting up of a datafile.

For less than the price of a normal commercial program this tape offers a wide range of educational games which can be freely adapted. Indeed, there are even suggestions printed on the inlay of ideas to try.

Many parents will also find this a worthwhile purchase, especially as it has been written to run on both the Electron and the BBC Micro. My main criticism is that the Electron is a sophisticated machine which can use colour, detail, sound and animation to stimulate children using the machine. I am not convinced that Max Lang has exploited this to the full.

Philip Tayler, ELECTRON USER 1. 8



# 10 OF THE BEST - EDUCATIONAL

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Educational Compilation  
Release Information : 1985: 10 OF THE BEST - EDUCATIONAL, Database, £9.95  
Compilation Comprises :  
    1. COMPANY QUEST  
    2. DOZER DISORDER  
    3. HISS  
    4. MATHS FUN  
    5. ODDONEOUT  
    6. YULESPELL  
    7. CROC  
    8. HARRY  
    9. LEMONADE  
    10. SNAIL  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
          MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

10 OF THE BEST - EDUCATIONAL was supplied with no paper-based documentation. All instructions are displayed on screen.

Reviews : No Review Yet



# 10 OF THE BEST VOLUME 1

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1985: 10 OF THE BEST VOLUME 1, Database, £9.95  
Compilation Comprises :  
    1. JAM BUTTY  
    2. GOLF  
    3. HAUNTED  
    4. SPACEHIKE  
    5. PARKY  
    6. RALLY  
    7. ALPHASWAP  
    8. KNOCKOUT  
    9. MONEYMAZE  
    10. LANDER  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
          MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

10 OF THE BEST VOLUME 1 was supplied with no paper-based documentation. All instructions are displayed on screen.

Reviews : No Review Yet



# 10 OF THE BEST VOLUME 2

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1985: 10 OF THE BEST VOLUME 2, Database, £9.95  
Compilation Comprises : 1. ATOMSMASH  
2. BUNNY  
3. SANDCASTLE  
4. REACTION  
5. SOLITAIRE  
6. JUMPER  
7. BREAKFREE  
8. CODEBREAK  
9. PARACHUTE  
10. STARFIGHT  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

10 OF THE BEST VOLUME 2 was supplied with no paper-based documentation. All instructions are displayed on screen.

Reviews : No Review Yet



# 10 OF THE BEST VOLUME 3

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1985: 10 OF THE BEST VOLUME 3, Database, £9.95  
Compilation Comprises :  
    1. ROCKFALL  
    2. KARATE WARRIOR  
    3. GRAND PRIX  
    4. INVASION FORCE  
    5. GREBIT  
    6. FRUIT WORM  
    7. MANIC MOLE  
    8. SKRAMBLE  
    9. MR FREEZE  
    10. PAINT ROLLER  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
          MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

10 OF THE BEST VOLUME 3 was supplied with no paper-based documentation. All instructions are displayed on screen.

Reviews : No Review Yet



# 737 FLIGHT SIMULATOR

*Professional, Released On Cassette Only*

Game Type : Strategy; Flight Simulator  
Author :  
Standalone Release(s) : 1984: 737 FLIGHT SIMULATOR, Salamander, £9.95  
1985: 737 FLIGHT SIMULATOR, Salamander, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SALAMANDER, 17 Norfolk Road, Brighton, EAST SUSSEX BN1 3AA  
Disc compatibility : Unknown.

## Instructions

*"A comprehensive simulation of a modern high performance jet airliner, written specifically for the Acorn Electron by a professional 737 pilot.*

*Features: Detailed flight deck layout with both analogue and digital readouts, Hi-Res graphics, Take-off and Landing, Radar plot of aircraft in mid-flight, Engineering report and landing given, Simulated engine failure, Use of preset runway layout, or design your own layout, Set up your own atmospheric conditions (e.g. crosswinds) and Comes complete with detailed Flight Manual (including a flying lesson!).*

*Instruments include: Compass, Artificial Horizon, Altimeter, Vertical Speed Indicator, Air Speed Indicator, Machmeter, Ground Proximity Warning System (G.P.W.S.), Radio Beacon Indicators, Instrument Landing System (I.L.S.), Stopwatch, Fuel Gauge, Engine Power Indicator, Flap Indicator."*

Further instructions currently unavailable.

**Instructions' Source** : 737 FLIGHT SIMULATOR (Salamander) Back Inlay and Manual

**Reviews** : No Review Yet



# 747

## ***Professional, Released On Cassette Only***

Game Type : Strategy; Flight Simulator  
Author :  
Standalone Release(s) : 1984: 747, Doctorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : DOCTORSOFT, 258 Coneygree Road, Stanground, PETERBOROUGH  
Disc compatibility : Unknown.

### **Instructions**

#### **Briefing Summary (Also refer to 'Flight Plan' table)**

In general, falps allow slow flight without stalling. Stall speed is 200 knots without Flaps, 100 knots with Flaps.

Both Flap and Gear create extra drag.

In steady climb or descent with constant Power, control speed with Pitch (Nose Up/Down). Use Horizon position and VSI (Vertical Speed Indicator) to monitor Pitch changes.

In level flight control speed with Power. Watch for Height loss in turns.

#### **Navigation:**

(7 'Nav' points or 'Nav aids' including LHR and GAT runways.)

Pointer on compass points at selected Navaid. associated range and bearing also displayed.

If Hdg (Heading) agrees with bearing, with no wind, aircraft will pass over Navaid. To 'intercept' a specified bearing (say 90 towards a runway), if the bearing is *more* (say 105) steer *more* (say 135) and the bearing will reduce to the desired value. Gradually turn back to 'capture' the correct bearing.

#### **Approach:**

Start approach well out, starting down from 3000ft at 10nm Range. Don't forget Flap and Gear (refer to Table). Aim for a 3 degree slope down to the Runway (300ft per mile). Follow up with power to control speed.

Use the ILS (Instrument Landing System) if landing in the 90 direction at LHR or GAT. Localiser shows Left/Right deviation, Glideslope shows Up/Down deviation, from ideal path down to runway.

If all is well reduce sink around 100ft, reduce Power to idle after touchdown. If not OK, 'Go-around' again, Pull up, full Power, Gear and Flap as normal after Takeoff.

Happy Landings!

**Instructions' Source** : 747 (Doctorsoft) Inner Inlay

**Reviews** : No Review Yet



# 767 ADVANCED FLIGHT SIMULATOR

***Professional, Released On Cassette Only***

Game Type : Strategy; Flight Simulator  
Author :  
Standalone Release(s) : 1984: 747, Doctorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : DOCTORSOFT, 258 Coneygree Road, Stanground, PETERBOROUGH  
Disc compatibility : Unknown.

## Instructions

*"Flightdeck Software's 767 is an advanced, real-time flight simulator with all the state of the art aids, as used on a real Boeing 767, the most advanced airliner in the world. The Simulator can be used as an instrument flying procedure trainer up to Instrument Rating standard as required by the Civil Aviation Authority.*

*You can fly down an Instrument Landing System to six different runways and then takeoff to a new destination. The documentation takes you through twelve easy-to-follow lessons to help you build up your flying skills.*

*This program will keep you occupied for endless hours and at the end of it all you would be able to fly the real thing!*

*'Everything has obviously been so well researched and tightly programmed that the airfields are not only accurately shown, but are also stored in the computer to be the right distance from each other! So it is feasible to take off from Stansted and land at Birmingham, provided you have enough ability. If you don't, don't despair, for there is even an autopilot option which is invaluable during the early stages.... Flying the 767 make the adrenalin flow!' - A & B Computing November 1984"*

**Instructions' Source** : 767 ADVANCED FLIGHT SIMULATOR (Flightdeck) Back Inlay and Manual

**Reviews** : No Review Yet



# A QUESTION OF SPORT

*Professional, Released On Cassette Only*

Game Type : Professionally presented quiz  
Author :  
Standalone Release(s) : 1988: A QUESTION OF SPORT, Superior/Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Welcome to "A Question of Sport", the home computer version. Introduced by David Coleman, with team captains Ian Botham and Bill Beaumont, you at last have the chance to compete in the B.B.C.'s most popular TV Sports Quiz of 1988 on the same kind of one-to-one basis as your favourite sporting stars do on the show itself. In selected versions, you can play as Bill's or Ian's team with the options of a one- or two-player game. You can pit your wits against your family, your friends or, if you're on your own, against your computer - and you don't have to wait for the show to appear on TV. Now you can play whenever you're in the mood!

When loading the game, you will be asked whether you want to play a one- or two-player game. Move the cursor over your choice and SELECT. On some versions of the game, you will be able to define the keys you want to use (see PLAYING INSTRUCTIONS) as well. Choose your specialist subject by selecting the correct icon from the icons at the sides of the screen. Then select your other two team members so that they can best compliment your team captain's specialist subject. In one player mode in SPECTRUM, AMSTRAD and COMMODORE versions, choice of a captain is predetermined - then you select two team members. The computer selects its team members. If you are playing a two-player game, your opponent will be asked to select his or her team and specialist subject. At some stage (depending on which machine you have) you will be asked to choose which block of questions you want to answer.

The game has six exciting rounds that will test your knowledge of the sporting world to the limit.

The first is a "Pictureboard" round. This is an individual round. Each member of each team will be asked one question. The first question will be asked of a member of team one, the second of a member of team two. Thereafter questions will alternate. Each individual will be asked to choose one of the twelve numbered squares displayed: it will highlight to reveal the Olympic type sports symbol for the sport the question will be about. Wait while David asks the question, then select your answer from the four displayed, using the cursor and SELECT. If you get it right, you'll get two points; if you answer incorrectly, or "TIME OUT" is called, the opposing team will be given a chance to identify the correct answer for one bonus point. Each question will be asked only once.

Round two is called "Mystery Personality". You'll be given three clues to the personality's identity. After each clue, you will have a chance to select your answer from a choice of four: you will get three points if you answer correctly on clue #1, two points on clue #2 and one point on clue #3 - but beware! - if you answer incorrectly, your turn is over. So, if you can't answer clue #1 or #2, DO NOTHING - wait for the next clue. But if you answer incorrectly or "TIME OUT" is called on the last clue, you will be given no points and the next round will commence.



"Home or Away" comes next: This is an individual round. Each member of each team will be asked to select one question, either "Home or Away" and the Home question is on your specialist subject; Away is on a different subject. There's one point for each correctly answered Home question and two for a correct Away answer. The first question will be asked of a member of team one, the second question will be asked of a member of team two. Thereafter the questions will alternate. If you answer incorrectly or "TIME OUT" is called, the opposing team will be given a chance to identify the correct answer for one bonus point from the four answers shown.

"What Happened Next" speaks for itself. This is a team round. Each team will be asked one question. You will be given an outline of an event. Then David will describe four possibilities of "What Happened Next". Finally, you will be asked to identify from the four options shown, the correct answer. Beware - David will describe "What Happened Next" only once!

Round five is the "Quick Fire Round". You will get 60 seconds to answer nine questions. After each question, you will have a chance to select your answer from a choice of four. If you answer correctly, you will score two points. If you answer incorrectly, you will score nothing, and incur a two-second time penalty. You will get only one chance to answer each question. Incorrectly answered questions and/or any unanswered questions remaining if David calls "TIME OUT" are not passed to the opposing team. If you are playing any other versions of the game, the sequence is different. After each question, you'll have a chance to select your answer from a choice of four. Again you'll get 60 seconds to answer nine questions. However, whether you are playing the one- or two-player game, the first player to select an answer will stop the clock. David will tell the team who answered first whether their answer will stop the clock. David will tell the team who answered first whether their answer was correct and if it is, they will get two points. If not the opposing team will get one point. Only the first answer selected for each question will be considered.

The last round is another Pictureboard round: all you have to do is select from the remaining squares and answer the questions they conceal - your last chance to prove your mettle!

To ensure that this version of "A Question of Sport" provides many hours of entertainment and education, it has been designed to minimise the repetition of questions and answers. Selected versions of A QUESTION OF SPORT will therefore prompt you after you have played four games to load a new question block (to do this see the playing instructions). Other versions may start to repeat some questions after four games. When this happens, you are recommended to select another question block which contains fresh questions.

A QUESTION OF SPORT is an enthralling game for young and old alike and the only limit is your own knowledge. Good luck!

### **Loading Instructions**

After the game has loaded, the following message will appear on the screen: "PLEASE ENTER GAME CODE". You should then select a set of questions by pressing any key between A and M to load a question file from side one of the cassette, or between N and Y to load a question file from side two of the cassette. The question file you have selected will load in after the specialist subjects and team members have been chosen. To minimise repetition of questions, it is recommended that you start from question file A and work through to question file Y, remembering of course, that question files N to Y are on side two of the cassette. On completing a game, the next question file will load in.

### **Game Controls**

```
1/2 ..... Select One- or Two-Player Game
B/I ..... Select to Play as Bill or Ian

<SPACE> ..... Move Through Choices
<RETURN> ..... Select Choice
```



1/2/3/4 ..... Select Answer to Question  
H/A ..... Select Home or Away

**Instructions' Source** : A QUESTION OF SPORT (Superior/Acornsoft) Back & Inner Inlay

### **Review (Electron User) - "You May Confer"**

A QUESTION OF SPOT fans, and no doubt there are quite a few, can now have a bash at this popular quiz game in their own homes, courtesy of Elite, Superior and Acornsoft - it's a crowded loading screen with all those logos.

You are soon greeted by the familiar faces of David Coleman, Bill Beaumont and Ian Botham, and you can choose to be either Bill or Ian. Other options include a one or two player game and a choice of 25 question files. You can choose your specialist subject and two team mates from a board of well-drawn faces.

As in the television game, there are six rounds: Picture Board, Mystery Personality, Home or Away, What Happened Next, Quick-fire and then back to the Picture Board to finish off.

I expected the Picture Board to be similar to the television, however, this would be asking too much of the Electron's graphics. Instead, each square flips over to reveal an icon representing a sport.

A speech bubble appears over David Coleman's head and the question scrolls rapidly from right to left. Four answers are displayed multiple-choice fashion and you must choose the right one within a time limit. If you don't, or you get it wrong, the question is passed over to the opposition.

The Mystery Personality round is the same in name only. You are given three clues, one at a time, as to a person's identity. Three points are awarded if you get it at the first clue, two at the second and one at the third.

The third round tests your specialist knowledge, or you can choose to play away and answer on a foreign subject. The fourth round is What Happened Next? Here an incident is described and you have to supply the answer.

The penultimate round is Quick-fire Questions - everyone with their fingers on the buttons and the first to answer correctly gets the points. Finally it's back to the Picture Board to finish off the remaining squares.

The graphics are pretty good, with recognisable faces and well chosen icons, but there isn't much sound to speak of. If you like general knowledge, sport and trivia games you'll probably like this too. It's a fun game for all the family.

Jo Giles

### **\*\*\* Second Opinion \*\*\* (Electron User)**

A QUESTION OF SPORT is a fairly good attempt at reproducing the excitement and fun of a TV quiz program. However, the game won't appeal to everyone, and there is a limited supply of questions, though it should take you quite some time to work your way through 25 files.

Janice Murray

Sound .....	3
Graphics .....	8
Playability .....	8
Value for money .....	7
Overall .....	8



# A VOUS LA FRANCE

***Professional, Released On Cassette Only***

Game Type : Educational; French learning aid  
Author :  
Standalone Release(s) : 1983: A VOUS LA FRANCE, BBCSoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC (Although the compatibility with Electron is mentioned)  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BBCSOFT, 35 Marylebone High St, LONDON W1M 4AA  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"This software, produced in association with BBC Education's "A Vous La France" first stage radio and television language broadcasts, is a structured learning course to help you practise the basic skills required to speak French. Exercises range from shopping simulations to map reading and from a 'whodunnit' game to a French version of a one-armed bandit!"*

*Devised by Doctors Marie-Madeleine and Michael Kenning, the software comprises 45 programs based on the coursebook of the series. These are divided into fifteen units of three programs each; units 5, 10 and 15 of which are revision units. The accompanying booklet contains a description of each program as well as information on how to use them.*

*Based on the authentic, everyday language featured in the BBC's broadcasts, this software fully exploits the medium of computers for language learning.*

*The programs have been supplied on two cassettes and are designed to run on the BBC Model B and B+ Microcomputer, as well as the Acorn Electron. A converter program has also been provided to transfer the material to disc."*

Further instructions currently unavailable.

**Instructions' Source** : A VOUS LA FRANCE (BBCSoft) Back & Inner Inlay

**Reviews** : No Review Yet



# ABYSS

*Professional, Released On Cassette Only*

Game Type : Strategy/Educational Arcade  
Author : P. Martin  
Standalone Release(s) : 1983: ABYSS, CCS, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CASES COMPUTER SIMULATIONS, 14 Langton Way, London SE3 7TL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Far away from here, in a hidden gorge through the Mountain of the Golden Lion, lies the forgotten ABYSS. Forgotten, that is, until now - when brave and sometimes foolhardy adventures strive to cross it. You are one of this elite band whose sole aim is to destroy the many evil monsters that lurk in the shadows, waiting for the next meal to come strolling across one of the many bridges in the ABYSS.

ABYSS is an unusual adventure game. It requires the player to undertake a succession of mental tests, aptitude tests and arcade games. To achieve your goal, which is to get to the end of the trail, you must complete every test correctly. The tests are randomised as to type and difficulty. The player can be lucky and have a succession of the easier tests. However, to achieve his goal, he will have to prove his intellectual prowess and be able to get the more difficult tests correct as well.

After each test, you return to the matrix and proceed to the next stage. To reach the next step you have to cross over rickety bridges. If you are unlucky the bridge will fail and you will be plunged into the ABYSS - never to be seen again!

The game is excellent fun to play as some of the tests are very intellectually challenging whilst others are inane! Because of this, the game appeals to all ages. At times, the game appears to be infuriatingly simple - yet because many of the tests are played against the clock - the game builds up to a tremendous excitement amongst the players.

The game is for one player. However, it may be played by two or three players alternatively, each competing to see how far down the trail they can get before being pitched into the ABYSS!

The rules are simple, the tests are not!

**Instructions' Source** : ABYSS (Cases Computer Simulations) Inner Inlay

## Review (Electron User)

ABYSS is described as an unusual adventure game, requiring you to undertake a succession of mental tasks, aptitude tests and arcade games. To achieve your goal, which is to get to the end of the trail, you must complete every test correctly. The tests are randomised as to type and difficulty so you can be lucky and have a succession of the easier tests.

However, to achieve your goal you will have to prove your intellectual prowess and be able to get the more difficult tests right as well. After each test you return to the matrix and proceed to the next stage. To reach the following step you have to cross over rickety bridges. If you're unlucky the bridge will fail and you will be plunged into the abyss.



It is a game for one player, the rules are simple and no problems were experienced in loading. The front of the cassette is labelled CCS adventure games, but to my mind this not really an adventure game.

As an adventure freak I was bound to dislike this program, since I had obviously expected an adventure. However having said that I could find no technical fault with it. It's a capable program, but not the adventure it purports to be, being more of a quiz than anything else.

Merlin, ELECTRON USER 1.12



# ACES HIGH

*Professional, Released On Cassette Only*

Game Type : Computerised Card Games  
Author :  
Release Information : 1984: ACES HIGH, Oasis, £9.95  
Compilation Comprises : 1. BLACKJACK  
2. PONTOON  
3. DRAW-POKER  
4. STUD POKER  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : OASIS. No further information given.  
CORNWALL TR10 8LR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*Forget the baize table. No more shuffling those old playing cards. ACES HIGH brings four of the most popular casino-type games to the screen of your computer in amazing high resolution colour graphics.*

*These top specification programs contain the vital balance of skill and chance which has made games such as blackjack, poker and pontoon universally popular.*

- *Written for one to five players with several levels of play*
- *More than one player, and the computer takes the banker's chair. For a one to one, you're the banker and the computer has to outwit you*
- *At no time can the computer 'see' other players' hands or take account of them*
- *Reverses, stakes and 'pots' clearly displayed at all times, with a 'win or lose' analysis and pay-out after each hand*

**BLACKJACK** - *Bets are placed on the first card dealt and from then on strong nerve is a necessity as you go for the 'natural'. Includes such features as doubling of stakes and splitting the hand.*

**PONTOON** - *The great British game of chance. To 'stick', to 'twist' or to 'buy'; that is the question, in search of that elusive Pontoon or Five Card Trick.*

**DRAW-POKER** - *Conjures up the world's favourite form of poker. All the features you'd expect; 'calling', 'checking', 'raising', 'folding', discarding of cards and two rounds of betting.*

**STUD POKER** - *The most popular variation. Cards are dealt one at a time with a round of betting in between. All the usual features and as in Draw Poker, the program recognises all the standard poker hands.*

**ACES HIGH** comes with a full instruction booklet.

**ACES HIGH IS JUST ONE IN A SERIES OF QUALITY OASIS SOFTWARE PACKAGES!**

Welcome to the BBC Model B and Electron Card Games Compendium. Thank you for your purchase. We call it "The Best Deal Yet" and we don't think that you will be disappointed.

Now, in the comfort of your own home, you can enjoy that old favourite, Pontoon, or imagine yourself on that old Mississippi paddle boat steamer - or that Wild West Saloon, where the stakes are high in Stud and Draw Poker; you can join in with the



Jet-Set or Film Star circles in the Casinos of Las Vegas or Monte Carlo, playing for all, in Blackjack!

Many hours of fun are here - all that's required is your imagination!

### **Draw Poker**

Draw Poker is a computer program that allows you to play five card Draw Poker against the BBC Model B or Electron Microcomputer. Several levels of play are provided, giving the player the opportunity of playing with up to five 'computerised opponents'.

### **Playing Instructions**

To load DRAW-POKER, rewind the tape and type \*LOAD "DRAW-POKER" followed by RETURN, then press PLAY on the cassette recorder. When the program has loaded, type OLD followed by RETURN, then type RUN followed by RETURN.

After the title sequence, the player is invited to enter his skill level on the keyboard - what this does, is to set your number of computer opponents. The more you have, the more difficult the game. There is no need to press the RETURN key for this, or indeed, with only one exception, any input during the game.

Each player has a thousand pounds to bet with, in units of one pound - when this is exhausted, the player concerned takes no further part in the game.

Each player is dealt five concealed cards. The human player's cards in the top left hand corner are turned up for him, but none of the computerised opponents can see them, or take them into account in their play. The first round of betting now takes place. The human player is first and may FOLD, CHECK, CALL or RAISE by entering 1, 2, 3 or 4 when prompted to do so. Each player's remaining cash and last bet are displayed near their cards. The minimum bet is one pound and the maximum is one hundred pounds.

1. FOLD: If a player chooses to 'Fold', he puts no more money into the pot, but he loses any money he has already put in, and takes no further part in the hand.

2. CHECK: If a player chooses to 'Check', he does not put money in during this round, but may do so at his next turn. If all the players 'Check', the round of betting is over.

3. CALL: If a player chooses to 'Call', he must stay in the game at minimum cost, by putting in the same amount as the previous player's bet - this is done automatically by the computer.

4. RAISE: If a player chooses to 'Call', he must put in more than the previous bet. The minimum bet is the previous bet plus one pound. The maximum is one hundred pounds. All players must then 'Call' so that they contribute the same amount of money during the round.

If the human player chooses to 'Raise', he will be asked 'HOW MANY' cards he wishes to discard - you may replace up to five cards, or, if none are required, enter zero for a 'Pat' hand. If you press '4' in error, a bet of zero will return you to the menu.

NOTE: When raising, if the figure that you enter is less than three digits, eg. 7 or, say, 75; then press RETURN to complete the entry.

### **The Draw**

If the human player is still in the game, you will be asked 'HOW MANY' cards you wish to discard. You may replace up to five, or enter zero for a 'Pat' hand.

You will now be asked which cards you wish to be replaced, numbering from one on the left, to five on the right of your hand eg. if you wish to replace 2, 4 and 5; enter 245 and your cards will be replaced - the hand will be displayed again, with your new cards replacing the discarded ones.



Your opponents will now choose their discards - the number chosen will be displayed at their position.

A second round of betting now takes place. When all of the remaining players have called, the computer will sort and display their cards. The money in the pot will be awarded to the winner who will be indicated. The human player will be asked to press RETURN when he is ready to continue.

The computer will shuffle the cards and deal the next hand. The game will be over when the human player loses all his money or bankrupts his opponent.

### **The Rules Of The Game**

At the start of a hand, each player is dealt five cards face down. A player may look only at his own hand. The first player to open the betting may bet or check. Each player has the option, in his turn, of: dropping out ('folding'); putting in as much as the last bet ('calling'); or putting more than the last bet ('raising'). When all the active players have put the same amount of money into the pot, the first round of betting is over. The remaining players may then discard any or all of the cards from their hand, and receive in their place, an equal number of new cards from the unseen pack. This process, known as the draw, is conducted in clockwise order, starting from the first player.

Once the draw has taken place, there is a second round of betting, which is over when all the remaining players have put the same amount of money into the pot. The players all put the same amount of money into the pot. The players all turn over their cards and the player with the best hand takes the pot.

### **Ranking Of The Cards**

In Draw Poker, the Ace is always taken as HIGH. i.e. A, 2, 3, 4, 5 is NOT a straight, whereas 10, J, Q, K, A IS a straight.

Wild cards are not recognised in the game.

In order to determine the best hand, the following ranking applies (in descending order of value):

1. STRAIGHT FLUSH: Five cards of the same suit in an unbroken sequence, e.g. 2, 3, 4, 5, 6 of the same suit.
2. FOUR OF A KIND: Four cards of the same denomination, e.g. four Aces plus one other card.
3. FULL HOUSE: Three cards of the same denomination, plus two cards of any other denomination, e.g. Three Kings plus two Aces.
4. FLUSH: Five cards of the same suit NOT in an unbroken sequence. e.g. 2, 4, 5, 7 Q of the same suit.
5. STRAIGHT: Five cards of different suits in an unbroken sequence. e.g. 2, 3, 4, 5, 6 of any suit.
6. THREE OF A KIND: Three cards of one denomination, plus two different cards. e.g. Three Aces plus King and 9 of any suit.
7. TWO PAIRS: Two sets of two cards of same denomination, plus one other card. e.g. Two 5s plus two 9s and any other card (excluding 5 and 9). The fifth card is used as a tie-breaker in the event of two players having the same two pairs.
8. ONE PAIR: One set of two cards of the same denomination, plus three other cards. e.g. Two 5s plus any other three cards (excluding 5). The other three cards are used as tie breakers in the event of two players having the same pair.



9. HIGH CARD: If none of the above hands are possible, the value of the hand is taken as the value of the highest card in the hand. If two or more players have the same high card, the second highest cards are compared, and so on, until a winner is found.

## **Stud Poker**

Stud Poker is a computer program that allows you to play five card Stud Poker against the BBC Model B or Electron Microcomputer. Several levels of play are provided, giving the player the opportunity of playing with up to five 'Computerised opponents'.

### **Playing Instructions**

To load STUD-POKER, rewind the tape and type \*LOAD "STUD-POKER" followed by RETURN, then press PLAY on the cassette recorder. When the program has loaded, type OLD followed by RETURN, then type RUN followed by RETURN.

After the title sequence, the player is asked to enter his skill level on the Keyboard - what this does is to set the number of computer opponents; the more you have, the more difficult the game. There is no need to press the RETURN key for this, or indeed, any input during the game.

Each player has a thousand pounds to bet with, in units of one pound - when this is exhausted, the player concerned takes no further part in the game.

Each player is dealt one down card. The human player's down card in the top left hand corner is turned up for him - though none of the computerised opponents can see it, or take it into account in their play. Each player is obliged to contribute an ante of two pounds at this stage, which goes into a pot in the centre of the table - this is done automatically by the computer. The first card up is dealt, and the first round of betting now takes place. The human player is first and may FOLD, CHECK, CALL or RAISE by entering 1, 2, 3 or 4 when prompted to do so. Each player's remaining cash and last bet are displayed near their cards. The minimum bet is one pound and the maximum is one hundred pounds or the amount in the pot, whichever is the least.

1. FOLD: If the player 'FOLDS' he puts no more money into the pot but he forfeits any money he has already put in, and takes no further part in the hand.

2. CHECK: This means that a player does not wish to put money in at this stage, but may do so at his next turn. If all the players check, the round of betting is over.

3. CALL: This is putting in the same amount as the previous player's bet in order to stay in the game - this is done automatically by the computer.

4. RAISE: This is putting in more than the previous bet, the minimum is the previous bet plus one pound. All players must then call so that they contribute the same amount of money during the round.

If the human player chooses to 'raise', he will be asked the amount of his bet; if it is within the limits, and he has enough remaining cash, it will be accepted, otherwise he will be asked to re-enter it. If he has pressed '4' in error, a bet of zero will return him to the menu.

NOTE: When raising, if the figure that you enter is less than 2 or 3 digits, depending on how much you are permitted to bet, then press RETURN to complete your entry.

When all rounds of betting have been completed in this way, the computer will sort and display the cards of the remaining players. The money in the pot will be awarded to the winner, who will be indicated. The human players will be asked to press RETURN when he is ready to continue.

The computer shuffles the cards and starts to deal the next hand. The game will be over when the human player loses all his money or bankrupts his opponents.



### **The Rules Of The Game**

At the start of a hand, each player is dealt one card 'face down' and one card 'face up'. A player may look only at his own 'face down' card. A round of betting now takes place and all those who put in the necessary amount of money on this round, will stay in the game and receive a second 'face up' card. After receiving this card, those who put in the money stay in the game, the others drop out. The third 'face up' card is followed by another round of betting, then the fourth, and final round of betting now takes place. When the last round of betting is complete, those remaining in the game turn over their hands - the player with the best five cards wins the money (pot).

#### **Ranking Of The Cards**

In Stud Poker, the Ace is always taken as HIGH. i.e. A, 2, 3, 4, 5 is NOT a straight, whereas 10, J, Q, K, A IS a straight.

Wild cards are not recognised in the game.

In order to determine the best hand, the following ranking applies (in descending order of value):

1. STRAIGHT FLUSH: Five cards of the same suit in an unbroken sequence. e.g. 2, 3, 4, 5, 6 of the same suit.
2. FOUR OF A KIND: Four cards of the same denomination. e.g. Four Aces plus one other card.
3. FULL HOUSE: Three cards of the same denomination, plus two cards of any other denomination, e.g. Three Kings plus two Aces.
4. FLUSH: Five cards of the same suit NOT in an unbroken sequence. e.g. 2, 4, 5, 7, Q of the same suit.
5. STRAIGHT: Five cards of different suits in an unbroken sequence. e.g. 2, 3, 4, 5, 6 of any suit.
6. THREE OF A KIND: Three cards of one denomination, plus two different cards. e.g. Three Aces plus King and three of any suit.
7. TWO PAIRS: Two sets of two cards of same denomination, plus one other card. e.g. Two 5s plus two 9s and any other card (excluding 5 and 9). The fifth card is used as a tie-breaker in the event of two players having the same two pairs.
8. ONE PAIR: One set of two cards of the same denomination, plus three other cards. e.g. Two 5s plus any three other cards (excluding 5). The other three cards are used as tie breakers in the event of two players having the same pair.
9. HIGH CARD: If none of the above hands are possible, the value of the hand is taken as the value of the highest card in the hand. If two or more players have the same high card, the second highest cards are compared, and so on, until a winner is found.

### **Vingt-un**

Vingt-un (Pontoon) is a computer program that allows one player (punter) to play Vingt-un against the BBC Model B or Electron Microcomputer, with alternating banker, or, with up to five bankers, with the computer always playing the banker.

### **Playing Instructions**

To load VINGT-UN, rewind the tape and type \*LOAD "VINGT-UN" followed by RETURN, then press PLAY on the cassette recorder. When the program has loaded, type OLD followed by RETURN, then type RUN followed by RETURN.

After the title sequence, the player is invited to enter the number of punters who wish to play the game against the computer. If there is more than one punter, the



computer remains as banker throughout the game. If there is only to be one punter, the computer may or may not start as banker, and the banker changes hands as with a normal game; the identity of the banker will be indicated.

Each punter has one thousand pounds to bet with and takes no further part in the game should he run out of money. The game ends when all of the punters, or the computer, runs out of money - the program being then re-run.

Each punter is dealt one card. The computer's cards are in the top left hand corner, face down. The other punters' cards are face up, but the computer cannot 'see' them or take them into account in its play.

The first punter is invited to make his bet on his first card. The minimum bet is one pound, and the maximum one hundred pounds. The other punters make their bets in the same way and if the punter makes a bet, he receives a second card. Each punter is invited to TWIST (enter T), STICK (enter S) or BUY (enter B) as in a normal game, until he is satisfied with his total or 'BUST'. If he buys a card he is invited to make his first bet, his stake is increased, but the card is dealt face up for convenience.

NOTE: If, when betting, the figure that you enter is less than three digits, press RETURN to complete your entry.

After the banker's play, each punters' loss or gain will be indicated in turn before going on to the next hand.

When the punter is banker (one opponent game), the computer has the chance to STICK, TWIST (face up) or BUY (face down), before the human punter. Any change of banker will be indicated.

### **The Rules Of The Game**

A standard 52 card pack is used. Suits are irrelevant, only the face value of the cards is important. Cards from two to ten count as their spot value, court cards count as ten and Aces count one or eleven - at the player's discretion. The cards are only shuffled at the start of the game, or if the bank changes hands.

The object of the game, is to finish with a better hand than the banker's. A hand whose cards total over 21 is 'BUST' and loses. A hand totalling 16 or 21 beats the banker if the banker has a lower scoring hand, or is 'BUST'.

There are three special hands:

ROYAL PONTOON: Three sevens beat all other hands, and wins triple. This hand only applies to a punter, a banker's three sevens count as a normal 21.

PONTOON: 21 on two cards. This beats the banker, unless he has a PONTOON, and wins double.

FIVE CARD TRICK: A hand of five cards that is not 'BUST'. This beats all except banker's PONTOON or FIVE CARD TRICK and wins double.

### **The Play**

Each player receives his first card, and stakes on it an amount that lies between agreed limits, entitling him to receive a second card. The banker addresses himself to each player in turn, and finishes transactions with one player before he proceeds to the next. If the player is satisfied with his total, and requires no more cards, he says 'STICK' or is 'BUST'. He may acquire more cards by 'TWISTING' them face up, or buying them face down and increasing his stake. The banker must play before collecting the stakes of players who are 'BUST'. He turns his own cards face up, and deals himself more cards until he is satisfied with his total. If he is 'BUST', he collects the stakes of players who are 'BUST' and pays the others the amount they staked (double or triple for special hands). If he has a PONTOON, he collects double stake from everybody unless they have a ROYAL PONTOON. If he has a FIVE CARD TRICK, he collects double from everybody unless they have a PONTOON or ROYAL PONTOON. If



the banker's hand has a score of less than 22 (i.e. he is not 'BUST') he pays those with a higher count or better hand, and collects from those who with equal, lower or 'BUST' hands.

The cards are not shuffled, but are gathered up and placed at the bottom of the pack for the next deal. The bank changes hands when a player other than the banker has a PONTON.

## **Blackjack**

Blackjack is a computer program that allows one player (punter) to play Blackjack against the BBC Model B or Electron Microcomputer, with alternating banker or with up to five punters, with the computer always playing as banker.

### **Playing Instructions**

To load BLACKJACK, rewind the tape and type \*LOAD "BLACKJACK" followed by RETURN, then press PLAY on the cassette recorder. When the program has loaded, type OLD followed by RETURN, then type RUN followed by RETURN.

After the title sequence, the player is invited to enter the number of punters who wish to play BLACKJACK against the computer. If there is more than one punter, the computer remains as banker throughout the game. If there is one punter, the computer may or may not start as the banker and the bank changes hands as in a normal game. The identity of the banker will be indicated.

Each punter has one thousand pounds to bet with and takes no further part in the game when he runs out of money. The game ends when all of the punters, or the computer, runs out of money.

Each punter is dealt one card. The computer's cards are in the top left hand corner, face down. The other punters' cards are face up, as the other punters are playing against the banker, not each other. The computer cannot 'see' the other punters' cards or take them into account in its play.

The first punter is asked to bet on his first card. The minimum bet is one pound and the maximum one hundred pounds. The other punters make their bets in the same way, and if a punter makes a bet, he receives a second card.

NOTE: If, when betting, the figure that you enter is less than 3 digits, press RETURN to complete your entry.

If the first two cards are of the same rank, a punter is asked if he wishes to split them. If he enters 'N' the play continues as normal. If he enters 'Y', the two cards are split and a second card dealt to each. The punter now has two separate hands with the same stake on each.

If his first two cards total eleven, a punter is asked if he wants to double. If he enters 'N' the play continues as normal. If he enters 'Y' his stake is doubled.

Each punter is invited to TWIST (enter T) or STICK (enter S) until he is satisfied with his total or BUST. If a hand is split, the upper hand is dealt with first, and all transactions are completed on this hand before the lower hand is considered.

After the banker's play, each punter's losses or gains will be indicated, in turn, before going on to the next hand. For a split hand, the message for the upper hand is given first.

When a human punter is banker (one opponent game), the computer has the same opportunities as a normal player. Any change of bank will be indicated.

### **The Rules Of The Game**

A standard 52 card pack is used. Suits are irrelevant, all that matters is the numerical face value of the card. Cards from two to ten count as their spot value, court cards as ten and Aces as one or eleven - at the player's discretion.



The object of the game is to finish with a better hand than the banker's. A hand whose cards total over 21 beats the banker if the banker has a lower scoring hand or is 'BUST'.

There are two special hands:

NATURAL: 21 on two cards. This beats the banker.

FIVE CARD TRICK: A hand of five cards that is not bust. This beats all except the banker's Natural or Five Card Trick and scores double.

### **The Play**

Each player receives his first card, and stakes on it an amount that lies between limits, entitling him to receive a second card. If the second card is of the same denomination as the first, the player may choose to split them and play two hands. In this case, another card is dealt to each hand, the same money being staked on each hand. The banker may not split his own cards.

If a player's first two cards total eleven, he may double his stake.

The banker addresses himself to each player. He must finish all transactions with one player before he goes on to the next one. If the player is satisfied with his total, he can 'STICK'. If not, he may have up to three more cards 'TWIST'ed face up until he sticks or is 'BUST'.

The banker must play before collecting the stakes of any players who are bust. He turns his cards face up, and deals himself more cards until he is satisfied with his total. If he is BUST, he collects the stakes of the players who are bust, and pays the others the amount they staked, (double for special hands as previously described). If he has a Natural or Five Card Trick, he collects double stakes. With a total under 22, he pays those with a higher count, or better hand; and collects from equal, lower or bust hands. With a Five Card Trick, he beats a player's Five Card Trick, but not a player's Natural.

The cards are gathered, shuffled, and the next hand is dealt. The bank changes hands when a player, other than the banker, has a Natural.

### **The History Of Poker**

Poker, by all accounts, emerged in New Orleans at about 1820, and spread along the Mississippi in the steam-boat saloons. It was first played with twenty cards, straights and flushes not being recognised, though within ten years, the pack became 52.

The Draw appears to have been introduced during the American Civil War. Straights were ranked at around 1860-65; Flushes, though not clear, somewhat earlier. To complete the suite of games, Stud seems to have appeared at around 1870.

The derivation of the name is not clear. One theory is that the name was a Southern corruption of the French three card game Poque, possibly combined with the ancient Persian game, An Nas, which could have reached America via French settlers, who has been in Persian service. Another theory is that the name derives from the German game, Pochspiel, in which a player passed by knocking on the table and saying, "Ich poche".

The original game was Straight Poker, in which five cards were dealt. One period of betting followed - the winner of that taking the pot. From this developed Draw Poker, in which, after the first betting period, each player could seek to improve his hand by discarding some of his hand and 'draw'ing replacements. A second period of betting ensued before a winner could be determined.

Draw Poker is still regarded as the basic game and is recommended for beginners and home play. Serious players are now devoted to various forms of the next development, Stud Poker. In this development, each player receives five or more cards, from which



he selects any five as his eventual playing hand. Some of these cards are dealt face down (hole cards) for the player's eyes only, others face upwards (upcards) for all to see. There is no draw, but betting periods follow the deal of successive cards, giving more opportunity for betting and the application of skill.

### **Vingt-un**

Vingt-un, more commonly known as Pontoon, is the not-quite-French for the magic twenty-one, on which the whole game is based. The American version, and it is only an equivalent, is known as Blackjack.

There are no hard and fast rules laid down for the game. The basic object is to acquire cards whose combined face values must get as close to, or equal, 21.

Vingt-un is a banking game and one of the few that rewards skill; hence the popularity over the years, being recognised as a game that may be played for pleasure as well as money.

### **Blackjack**

Blackjack is the American equivalent of Pontoon. A count of 21 on two cards is known as a Natural. Players 'buy in' before the deal. If a player has a Natural, the banker pays him and collects from the others, without further play - otherwise they may 'STICK' on any total or call for a 'TWIST' for as many more cards as they wish, these being dealt face up. If the first two cards total 11, the player may double his stake 'double down'; the rule may be extended to totals of 10 or 9.

Optional payoff hands, calling for immediate payment from the banker, include: five, or more card tricks, paying double for each card over a four; 21 with 6-7-8, paying double, 21 with three sevens paying treble.

It should be noted, that these rules are those generally played to in American Casinos, and are given for interest only.

**Instructions' Source** : ACES HIGH (Oasis) Back Inlay And Booklet

### **Review (Electron User)**

ACES HIGH is a compilation package of four card games. These can be played either against the computer or between up to five opponents, depending on the game selected.

Draw poker and stud poker are played by the user against as many as five computer opponents. You are allocated £1,000 to start with, and the game ends when one player has accumulated all the money. The computer is always dealer and always to the same player first, which detracts a little from the reality of the game.

You are given the opportunity to fold, check, call or raise, depending on your hand. Don't worry if you don't understand these terms, or even if you don't know how to play poker, because all is adequately explained in a very handy, explicit booklet which is incorporated in the package.

Blackjack and Pontoon are very similar, but have subtle differences which become clear when you use Aces High. You win the chance to become banker if you get pontoon (in the game pontoon, that is) or a natural (in blackjack).

Again you are given £1,000 to start, and again play continues until one player has accumulated all the cash. All the programs are very simple to use and, as well as the booklet, instructions are given throughout the games.

They couldn't really go wrong with the graphics, but the cards are well depicted and the layouts good.

The games, as you would expect, are aimed at the more mature market, but kids from about ten years old upwards will enjoy the simpler pontoon and blackjack. As it is,



ACES HIGH gives all the family the chance to enjoy losing their shirts without really noticing it.

Adam Young, ELECTRON USER 2.11



# ACHETON

***Professional, Originally Released On DFS 1900 Disc***

Game Type : Text Adventure; Disc-based  
Authors : Jon Thackray, David Seal and Jonathan Partington  
Standalone Release(s) : 1987: ACHETON, Topologika, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

### About The Author...

*Jon Thackray first encountered adventure games in 1978 while studying for his PhD at Cambridge, and started writing his own game soon after.*

*In 1982, he joined Acorn Computers and started looking at putting adventure games onto micros in his spare time. He has maintained a keen interest in adventure games ever since, both single and multi-use, and is now an Arch-wizard on the British Telecom multi-user dungeon.*

### About The Adventure...

*A mysterious body, known only as The Ruling Council of Acheton, has issued the following challenge to sentient life-forms everywhere:*

*"We hereby challenge the greatest adventurers in the known universe to uncover the dread secrets of our realm.*

*"ACHETON is no ordinary land. Although explorers are welcome, you may find that Death is the only reward. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at. Understanding of the arcane science known as Magic will be mandatory...*

*"For the successful adventurer, the rewards will be great: riches immense, power supernatural, and the knowledge that you have succeeded where others have failed...*

*"Good luck - you will need it!*

*Signed and Sealed in the four thousand and twenty-seventh year of the Reign of Yelka-Dekklm TV. May his Dread Majesty live forever!*

*GAME SIZE: Expansive, with a wide range and a very high standard of problems.  
RATING: A real challenge.*

## On-line Help

ACHETON comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints. Pages 2-4 of this Hint Sheet contain a series of questions that players typically ask, like 'What do I do in the enchanted forest?' Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

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FOREST	42,68,89,103	PIT	131	ZOOG	203
FREEZING TO DEATH	43	POCKETS	153		
FRONT DOOR	44,69	PRISON	154		

	Hint
1 How do I prevent the *****'s front door from closing?	31
2 What is the significance of the inscription?	33
3 What do I do at the ***** of Ra?	84
4 How do I get past the wizard's **** *? *	155
5 How do I avoid bumping into the *****?	147
6 Why does an invisible ***** block my way?	93
7 How do I avoid being killed by the adult *****?	134
8 What is in the ship with the ***** *? *	122
9 What do I do in the cave with a faint impression of ***** and sorcery?	48
10 What does "BLEI AMEDI" mean?	73
11 How do I get hold of the alchemist's *****?	149
12 How do I get the wine out of the *****?	89
13 How do I get across the ***** safely?	142
14 How do I get a new **** for my lamp?	101
15 How do I open the **** safely?	151
16 How do I get the bronze *****?	83
17 How do I climb the walls of the desert *****?	65



18	How do I open the *****'s front door?	32
19	How do I get hold of the wizard's *****?	36
20	How do I swim out of the **** again safely?	143
21	How do I get out of the ***** in the wizard's dungeons?	11
22	How do I get the case of wine out of the *****?	88
23	What is *****?	111
24	How do I get across the *****?	30
25	Why is something ***** nearby?	35
26	How do I get down the *****?	50
27	How do I avoid being ***** by the giant?	29
28	How do I successfully negotiate the *****?	75
29	How do I get past the *****'s back door?	155
30	How do I climb the walls of the ***** canyon?	65
31	How do I get inot the *****?	52
32	How do I get the food from the wizard's *****s?	34
33	How do I carry more than one stone **** at a time?	161
34	How do I get out of the cells in the wizard's *****s?	11
35	How do I get down from the cliff?	140
36	What does "*****" mean?	102
37	What is the ***** for?	7
38	How do I avoid dying when I go through the *****'s back door?	156
39	How do I get across the *****?	17
40	How do I avoid being killed by the *****?	150
41	How do I stop the ice **** melting underneath me?	157
42	What do I do in the enchanted *****?	2
43	How do I avoid ***** ** ***** in the ice area?	27
44	How do I prevent the wizard's ***** **** from closing?	31
45	What do I do with the *****?	60
46	How do I get out of the area near the **** of Isis?	126
47	How do I get past the *****?	21
48	How do I win the *****'s combat?	164
49	How do I get past the ***** sheet?	56
50	What is the significance of the ***** walls?	132
51	How do I avoid losing treasure at the *****?	130
52	How do I avoid dying when I go through the wizard's **** *****?	156
53	At the edge of the ***** pit, how do I get back safely?	148
54	What is the significance of the fissures in the desert ***** which look like giant handwriting?	70
55	Is there anything in the ***** on the island?	118
56	How do I avoid *****?	113
57	How do I climb the *****?	61
58	How do I avoid being ***** by the things I'm carrying?	74
59	How do I get out of the *****?	63
60	How do I sail the *****?	53
61	How do I stop the stone ***** exploding?	162
62	How do I get out of the wizard's *****s?	96
63	How do I get up to the cliff *****?	141
64	What does "*****" do?	103
65	What is the significance of the *****s in the desert canyon which look like giant handwriting?	70
66	How do I get out of the area near the *****?	152
67	How do I get the **** from the wizard's dining room?	34
68	How do I get out of the enchanted *****?	3
69	How do I open the wizard's ***** *****?	32
70	How do I avoid being crushed by the *****?	29
71	What is the significance of the inscription on the ***** sheet?	55
72	Why does the ***** keep running away?	38
73	How do I get into the *****?	94
74	What is a *****?	28
75	What do I do in *****?	49
76	How do I get out of the **** ** *****?	90
77	What is the significance of the fissures in the desert canyon which look like giant *****?	70
78	How do I swim in the *****?	26



79	How do I turn the ***** off?	125
80	How do I get out of the *****'s dungeons?	96
81	How do I avoid freezing to death in the *** area?	27
82	How do I stop the **** killing me?	139
83	How do I recover treasure lost at the *****?	131
84	How do I get hold of the ***** in the library?	136
85	What do I do in the **** with a faint impression of black magic and sorcery?	48
86	What is the significance of the fissures in the ***** canyon which look like giant handwriting?	70
87	How do I steer the *****?	54
88	How do I get out of the area with the stone *****?	163
89	What do I do in the ordinary *****?	4
90	How do I get out of the cells in the *****'s dungeons?	11
91	How do I catch the *****?	39
92	How do I take the ***** safely?	85
93	How do I get out of *****?	108
94	How do I get hold of the treasure in the **** of *****?	91
95	How do I get past the toll **** without paying?	12
96	How do I avoid the melting *** passages?	44
97	How do I get into the ***** safely?	115
98	What does "***" mean?	23
99	What is the significance of the ***** beyond the west alcove of the slab room?	33
100	How do I get out of the area near the Gate of *****?	126
101	How do I get into the cave?	1
102	How do I survive the ***** crash?	76
103	How do I get out of the ordinary *****?	5
104	How do I let the ***** out of prison?	46
105	How do I navigate in the **** ** *****?	92
106	How do I recover things I've dropped down the toll *****?	13
107	In the *** passage where I see another *** passage below me, how do I get into this other passage?	86
108	What do the *****s on the signpost mean?	40
109	Is there anything in the caves on the *****?	118
110	How do I get through the wizard's *****?	37
111	How do I recharge my *****?	100
112	How do I get the **** ***** in the game?	165
113	How do I get hold of the books in the *****?	136
114	How do I control the direction in which I leave the ***** *****?	47
115	How do I get out of the *****?	9
116	How do I *** mazes and other areas where every location looks the same?	10
117	How do I get back up the ***** *****?	14
118	How do I map ***** and other areas where every location looks the same?	10
119	How do I go down the *****?	6
120	How do I get hold of the **** **** safely?	19
121	How do I get the ***** out?	59
122	How do I get past the *****?	82
123	Can I do anything useful with the *****?	79
124	What does "*****" mean?	97
125	How do I climb out of the *****?	135
126	Why am I sneered at when I leave the ***** *****?	16
127	How can I locate ***** in the mine reliably?	41
128	What is the significance of the *** walls that various places have?	8
129	How do I survive the *****' visit?	119
130	How do I prevent the ***** from strangling me?	95
131	At the edge of the balrog ***, how do I get back safely?	148
132	How do I stop the ***** crashing into the reef?	77
133	What use is the toll *****?	99
134	How do I stop the *** floe melting underneath me?	157



135	What is the significance of the ***** on the glass sheet?	55
136	How do I get through the *****'s laboratory?	37
137	How do I get a new bulb for my *****?	101
138	How do I get back to the mine from the ***** *****?	42
139	How do I *** the lower levels of the mine?	15
140	How do I get hold of the ***** in the Hall of Mirrors?	91
141	How do I map the lower levels of the *****?	15
142	How do I stop the ***** ***** being eaten?	20
143	What do I do with the *****?	80
144	What do I do with the holes in the east wall of the ***** *****?	22
145	What are the ***** doing when they are ashore?	121
146	What do I do while the ***** is sailing?	78
147	What is the significance of the scented *** tracks?	158
148	What is the significance of the ***** in the Slab Room?	58
149	How can I locate objects in the ***** reliably?	41
150	Why are the pockets of the ***** ***** bulging?	24
151	How do I control the *****?	81
152	How do I get back to the ***** from the lodestone room?	42
153	Why are the ***** of the mink coat bulging?	24
154	How do I let the giant out of *****?	46
155	In the small room below the *****, how do I go along the dark passage to the east safely?	124
156	What do I do in the *****?	62
157	How do I get through the *****?	114
158	How do I get the ***** ***** out?	109
159	How do I get past the *****?	67
160	How do I get onto the dark *****?	117
161	How do I close the ***** safely?	25
162	Where is the ***** for the dinghy?	64
163	How do I get the palladium *****?	105
164	What is the significance of the *****ed ice tracks?	158
165	What is *****?	110
166	How far away is the furthest interesting feature in the ***?	116
167	How do I get past the glass *****?	56
168	How do I attract the attention of a *****?	120
169	What do the inscriptions on the ***** mean?	40
170	Why won't the ***** let me out?	106
171	What is the significance of the inscription beyond the west alcove of the ***** *****?	33
172	How do I get out of the ***** maze safely?	133
173	Why am I *****ed at when I leave the ningy room?	16
174	How do I stop the dinghy crashing into the *****?	77
175	What is the booming voice at the ***** talking about?	71
176	How do I avoid *****?	112
177	How do I swim in the ***?	51
178	What is the significance of the inscription on the glass *****?	55
179	What is in the ***** with the black flag?	122
180	How do I get past the ***** with all my treasure?	107
181	How do I avoid being killed by *****s?	128
182	How do I kill *****?	144
183	How do I get back up the *****?	127
184	How do I take the *****?	69
185	What are the ***** for?	57
186	Why did the ***** make a noise?	87
187	Why do the ***** ***** kill me?	137
188	How do I ***** in the harbour?	26
189	How do I avoid dying of *****?	66
190	How do I get past the ***** ***** without paying?	12
191	What use is the ***** *****?	72
192	How do I get hold of the *****?	18
193	What is responsible for the sinuous *****?	129
194	Why was the voice at the safe dubious about one of my *****s?	160
195	What does "*****" mean?	98



196	How do I get hold of the *****'s cauldron?	36
197	What is the booming ***** at the safe talking about?	71
198	What do I do with the holes in the east **** of the ningy room?	22
199	How do I go down the *****?	104
200	What is in the ship with the ***** *****?	123
201	How do I get the ***** out of the bottles?	89
202	How do I get out of the area near the ***** *****?	153
203	What does "*****" mean?	43
204	Where is the sail for the *****?	64
205	How do I open the ***** safely?	159
206	What is in the ***** with the white flag?	123
207	What do I do in the cave with a faint impression of black magic and *****?	48
208	How do I take the stalactites?	68
209	How do I avoid being killed by the ***** *****?	138
210	How do I ***** in the sea?	51
211	How do I recover things I've dropped down the ***** *****?	13
212	What is the significance of the scented ice *****?	158
213	How do I avoid losing ***** at the altar?	130
214	How do I get the food from the *****'s dining room?	34
215	Why was the ***** at the safe dubious about one of my treasures?	160
216	What is the significance of the odd ***** that various places have?	8
217	What is the significance of the glowing *****?	132
218	How do I get the case of ***** out of the cellar?	88
219	How do I avoid being killed by the ***** *****?	154
220	Why was the voice at the ***** dubious about one of my treasures?	160
221	How do I ***** out of the cave again safely?	143
222	What use is the ***** *****?	99
223	How do I recover ***** lost at the altar?	131
224	How do I get hold of te *****'s book?	149
225	How do I climb the ***** of the desert canyon?	65
226	How do I get out of the snake ***** safely?	133
227	How do I get the ***** of wine out of the cellar?	88
228	How do I get past the skeleton with all my *****?	107
229	In the small room below the pyramid, how do I go along the ***** ***** to the east safely?	124
230	How do I light a *****?	146
231	How do I get back from beyond the *****?	45
232	What do I do with the *****s in the east wall of the ningy room?	22
233	How do I get off the *****?	145

**Instructions' Source** : ACHETON (Topologika) Back and Inner Inlay

**Reviews** : No Review Yet



# ACORN USER AUGUST 1984

*Professional, Released On Cassette Only*

Game Type : Magazine Companion Cassette  
Authors : See accompanying magazine  
Standalone Release(s) : 1984: ACORN USER AUGUST 1984, £3.75  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : REDWOOD PUBLISHING, 68 Long Acre, LONDON WC2E 9JH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : ACORN USER AUGUST 1984 (Redwood Publishing) Inner Inlay

**Reviews** : No Review Yet



# ACORN USER JUNE 1986

*Professional, Released On Cassette Only*

Game Type : Magazine Companion Cassette  
Authors : See accompanying magazine  
Standalone Release(s) : 1986: ACORN USER JUNE 1986, £3.75  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : REDWOOD PUBLISHING, 68 Long Acre, LONDON WC2E 9JH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A set of program listings for the June issue of ACORN USER magazine is listed below in the order in which they appear on the cassette.

### Electron Programs

!INDEX  
H+T2  
JOT1  
JOT2  
JOT3  
JOT4  
JOT5  
JOT6  
JOT7  
JOT8  
WCUP  
FORUM1  
FORUM2

The !INDEX program also contains a routine to transfer all the programs from cassette to disc in one go. Having CHAINED the index, insert a disc, rewind the cassette, press function key f8 then PLAY, and wait until the process is complete.

To run the index program, first select the correct side, ensure the cassette is fully remound and type CHAIN"" <RETURN>. To load the program you require, locate the start of the program on the cassette and type in the appropriate load command, using one of the above filenames.

**Please remember to refer to the associated magazine articles for any special features or loading requirements.**

**Instructions' Source** : ACORN USER JUNE 1986 (Redwood Publishing) Inner Inlay

**Reviews** : No Review Yet



# ACORN USER AUGUST 1986

*Professional, Released On Cassette Only*

Game Type : Magazine Companion Cassette  
Authors : See accompanying magazine  
Standalone Release(s) : 1986: ACORN USER AUGUST 1986, £3.75  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : REDWOOD PUBLISHING, 68 Long Acre, LONDON WC2E 9JH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A set of program listings for the August issue of ACORN USER magazine is listed below in the order in which they appear on the cassette.

### Electron Programs

!INDEX  
H+T1  
H+T3  
FBYTE1  
FBYTE2  
RMENU  
SETUP  
ROOM  
FURPLAN  
PLANNER  
COLJET  
FORUM1  
FORUM2  
FORUM3

The !INDEX program also contains a routine to transfer all the programs from cassette to disc in one go. Having CHAINED the index, insert a disc, rewind the cassette, press function key f8 then PLAY, and wait until the process is complete.

To run the index program, first select the correct side, ensure the cassette is fully remound and type CHAIN"" <RETURN>. To load the program you require, locate the start of the program on the cassette and type in the appropriate load command, using one of the above filenames.

**Please remember to refer to the associated magazine articles for any special features or loading requirements.**

**Instructions' Source** : ACORN USER AUGUST 1986 (Redwood Publishing) Inner Inlay

**Reviews** : No Review Yet



# ACORN USER DECEMBER 1986

*Professional, Released On Cassette Only*

Game Type : Magazine Companion Cassette  
Authors : See accompanying magazine  
Standalone Release(s) : 1986: ACORN USER DECEMBER 1986, £3.75  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : REDWOOD PUBLISHING, 68 Long Acre, LONDON WC2E 9JH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A set of program listings for the December issue of ACORN USER magazine is listed below in the order in which they appear on the cassette.

## Electron Programs

!INDEX  
H+T1  
H+T2  
H+T3  
H+T4  
FBYTE1  
FBYTE2  
FBYTE3  
FBYTE4  
FBYTE5  
FBYTE6  
FBYTE7  
JOE1  
JOE2  
JOE3  
JOE4  
JOE5-6  
JOE7  
JOE8  
JOE9  
JOE10  
JOE11  
JOE12  
NIGHTM1  
NIGHTM2  
NIGHTM3  
S.A  
S.B  
S.C  
NIGHTM4  
WINDOW1  
WINDOW2  
WINDOW3  
WINDOW  
FORUM1  
FORUM2  
BONUS  
PICLOAD  
SCREEN



The !INDEX program also contains a routine to transfer all the programs from cassette to disc in one go. Having CHAINED the index, insert a disc, rewind the cassette, press function key f8 then PLAY, and wait until the process is complete.

To run the index program, first select the correct side, ensure the cassette is fully remounted and type CHAIN"" <RETURN>. To load the program you require, locate the start of the program on the cassette and type in the appropriate load command, using one of the above filenames.

**Please remember to refer to the associated magazine articles for any special features or loading requirements.**

**Instructions' Source** : ACORN USER DECEMBER 1986 (Redwood Publishing) Inner Inlay

**Reviews** : No Review Yet



# ACORN USER FINEST FAVOURITES

*Professional, Released On Cassette Only*

Game Type : Magazine Compilation Cassette  
Authors : Various  
Standalone Release(s) : 1984: ACORN USER FINEST FAVOURITES, £3.75  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : REDWOOD PUBLISHING, 68 Long Acre, LONDON WC2E 9JH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : ACORN USER FINEST FAVOURITES (Redwood) Inner Inlay

**Reviews** : No Review Yet



# ACORN USER GAMES COMPENDIUM

*Professional, Released On Cassette Only*

Game Type : Magazine Compilation Cassette  
Authors : Various  
Standalone Release(s) : 1984: ACORN USER GAMES COMPENDIUM 1984, £3.75  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : REDWOOD PUBLISHING, 68 Long Acre, LONDON WC2E 9JH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : ACORN USER GAMES COMPENDIUM (Redwood Publishing) Inner Inlay

**Reviews** : No Review Yet



# ACORN USER GRAPHICS

## *Professional, Released On Cassette Only*

Game Type : Graphics Cassette; Programs from ACORN USER  
Authors : Various  
Standalone Release(s) : 1985: ACORN USER GRAPHICS, £3.75  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : REDWOOD PUBLISHING, 68 Long Acre, LONDON WC2E 9JH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Graphics programs from past issues of ACORN USER magazine are listed below in the order in which they appear on the cassette.

INTRO	Introduction
PAINTBX	Paintbox program by Rob Fenton (Feb 85)
DESIGN MOVER EDITOR EDCODE	Sprite designer, mover and editor by Harry Sinclair (Sep, Oct, Nov 84)
DOTFILL COLFILL	Recursive dot and colour fill routines by Peter Sandford (Jan 85)
PIES MCFILL BARS MCFILL	Pie and bar charts by Peter Sandford (Feb 85)

The INTRO file contains a routine to transfer all the programs from cassette to disc in one go. Ensure you have a blank, formatted disc in your disc drive before you begin.

Instructions for Rob Fenton's Paintbox are included in the INTRO program. To load and run INTRO, select the correct side of the tape for your machine (BBC Micro or Electron), rewind to the start, type CHAIN"INTRO" <RETURN> and press the play button on your tape recorder. To load and run any one of the programs on the cassette, position the tape at the start of the program, type CHAIN"" <RETURN> and press play on your recorder. Refer to the appropriate article in ACORN USER for full details about each of the graphics programs. We advise you to perform a hard reset by pressing <CTRL><BREAK> before using any of the programs on this cassette.

**Instructions' Source** : ACORN USER GRAPHICS (Redwood Publishing) Inner Inlay

**Reviews** : No Review Yet



# ACTION PACK

*Professional, Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1987: ACTION PACK, Alligata/WHSmith, £3.99  
Compilation Comprises : 1. NIGHTWORLD, Alligata  
2. GUARDIAN, Alligata  
3. BLAGGER, Alligata  
4. SHUFFLE, Budgie  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : 1. CDFS E00, DFS 1D00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. CDFS E00, DFS E00  
4. CDFS E00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

Reviews : No Review Yet



# ACTION PACK 2

*Professional, Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1987: ACTION PACK 2, Alligata/WHSmith, £3.99  
Compilation Comprises : 1. TARZAN BOY, Alligata  
2. DIAMOND PETE, Artic/Alligata  
3. VIDEO'S REVENGE, Budgie  
4. Q-BIX, Artic/Alligata  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : 1. ADFS 1D00, CDFS 1D00, DFS 1D00  
2. CDFS E00, DFS E00  
3. Unknown  
4. Unknown

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User)

This collection of four games - some of them new - is only available from WHSmith.

The first game on the tape, VIDEO'S REVENGE, is a shoot-them-down space game using good quality, smooth graphics and adequate sound. You can move your craft left and right as well as forwards and backwards, and the various nasties approach from above or below. Like so many of these games, it's simple but addictive. I really like the title screen which has a message scrolling while the game loads.

Q-BIX is a version of the classic in which you steer a character around a set of cubes, changing the colours of the top surfaces. Of course there are adversaries who try to bump in to you and cause you to lose one of your lives. This game has poor graphics and is painfully slow. It will soon have you reaching for the <BREAK> key.

TARZAN BOY is an oldie and was reviewed as a single game in December 1985. For those who missed that review TARZAN BOY is a four screen ladders and levels game, with an awful lot of problems to overcome. Getting on to screen two is my limit in this attractive, smooth and flicker-free game. It is a little slow, but by hitting <BREAK> the game restarts with no sound and a lot more speed.

The final game is DIAMOND PETE and this obviously has its origins in REPTON. The aim is to collect sixteen diamonds from each of ten screens without letting any rocks fall on your head.

An added problem is the severe time limit. There are said to be ten levels as well as the ten screens, but I never got the chance to find out.

There is no way that this matches the outstanding quality of REPTON, but it is very good. It's smooth, fast and has good sound. The problems are well thought out, and it provides a very good challenge.

Overall I thoroughly recommend this package. Three of the games would make excellent singles, so it is a real bargain to get all of them at such a low price.

Sound .....	6
Graphics .....	8
Playability .....	9
Value for money .....	10
Overall .....	9



Rog Frost, ELECTRON USER 3.11



# ADDCOMM

## *Professional, ROM Chip Expansion*

### Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### Review (Electron User)

As the name indicates, this is a utility program which adds commands to your Electron, giving you, in effect, an even more extended Basic. It is stored on a ROM chip and to be able to use it you must have a ROM card or box such as the Slogger Rombox.

The added commands fall into four categories:

- \* Graphics
- \* Logo graphics
- \* Toolkit Commands
- \* Miscellaneous

Electron graphics are already superb, but the ADDCOMM commands make them even better. There are, for example, commands for creating circles and ellipses. They are really easy to use. For instance:

```
10 MODE5
20 CIRCLE 640,512,400
```

will draw a circle of radius 400 screen units with its centre at the centre of the screen. If you don't like your screen being 1280 units across and 1024 units up, you can scale it.

```
SCALE 0,10,0,10
```

will make the screen 10 units across and 10 units down. To get a similar circle you need:

```
CIRCLE 5,5,4
```

On the scaled screen you cannot use MOVE, DRAW or PLOT but you can use SMOVE, SDRAW and SPLOT. Any line in a program can mix Basic and ADDCOMM statements or variables. Sp:

```
CIRCLE X,Y,RND(500)
```

is quite acceptable. Extra parameters give arcs.

If you've ever envied the colour fill routines you see in commercial programs it's easy with ADDCOMM. The statement FILL with X and Y co-ordinates will fill from the point specified to the edge of the screen or to a non-background colour.

This will fill any shape, however complex, even through text. If you fancy patterned filling, CFILL allows you to specify a mix of colours for individual pixels.

It's even possible to have a non-upright screen by using ROTATE, or to shift the whole thing up or to the side with the TRANS command. Logo graphics give you the chance to create displays with minimal use of co-ordinates. It's rather more like using a pen.

First you decide where to start on the screen (LOMOVE). This sets the position of the Logo cursor. You choose your PEN (dots, lines or fills) and then the ANGLE to draw and the distance to ADVANCE.

If you prefer relative rather than absolute angles, TURN can be used to rotate a



specified number of degrees. LCIRCLE and LELLIPSE draw circles/ellipses or arcs around the Logo cursor.

The Toolkit commands offer a mix of useful and informative commands. MEM displays in decimal and hex how much memory your program takes and what is spare. This is based on your current mode, so put yourself into the correct mode when using it.

CHAR is a superb command enabling you to design/edit VDU 23 characters. There are dozens of programs which do this, but this one can be used while you're actually writing your program.

GOODPROG attempts to mend a Bad Program, while FKEYS displays on screen the contents of your function keys. Both work well, and, because ADDCOMM becomes a part of your computer they sit there waiting to be used in crisis situations.

The same applies to LVAR, which lists all the variable names you've used. This can really help to avoid a muddle.

VERIFY is a facility that was missed out on the Electron. It checks that what has been saved on tape exactly matches the same program in memory.

LLIST is a line listing command. Unlike ordinary LIST, LLIST can be included in a program. Silly? Not at all. My error routine, when debugging programs is now:  
ON ERROR MODE6:REPORT:PRINT" at line ";ERL:LLIST ERL:END

This tells me the error and displays the problem line. Using FIND it is possible to list the whole program, including the possibility of different list formats such as multi-statement lines broken up.

Whenever I program I like to use meaningful variable names. It makes life easier for me, but the computer can handle the resident integer variables (A%-Z%) more quickly and efficiently.

Using the ADDCOMM command GREPL I can ask for a variable such as pos\_of\_prog and change it right through the program to F%. SREPL finds each variable you might want to change and then gives you the option of whether to change it or not.

I can now use variables that I understand and when the program is fully debugged, change to short fast variables. Not only that, I can use KILLREM to remove all REM statements and then superb COMPACT to combine lines, thus saving more memory and processing time.

Programs of mine that I have put through the processes save about one third of the original memory - and run more quickly into the bargain. For example, programs I and II are identical in what they do (selecting football pool numbers) but Program II has had its variables changed and its REMs removed. It has then been compacted and renumbered. Table I shows the differences. Imagine the effects on long programs.

#### **Program I: Long pools selector**

```
10REM POOLS PREDICTOR
20REM By Rog Frost
30REM
40REM
50MODE1
60rnd=RND(-TIME)
70VDU19;4;0;
80PRINTTAB(1,10)"Auto selection of twenty four numbers"TAB(10,13)"for
football pools"TAB(4,20)"Press space to get numbers"
90REPEATUNTILGET=32:CLS
100DIM choice%(55)
110FORselection%=1TO24
120number%=RND(55)
130IFchoice%(number%)<>0THEN120
140choice%(number%)=number%
```



```

150NEXT
160PRINT'
170FORprintout%=1TO55
180IF choice%(printout%)<> 0 PRINT printout%
190NEXT

```

#### Program II: Compacted

```

10MODE1:R%=RND(-TIME):VDU19;4;0;:PRINTTAB(1,10)"Auto selection of twenty
four numbers"TAB(10,13)"for football pools"TAB(4,20)"Press space bar to get
numbers":REPEATUNTILGET=32:CLS
20DIM C%(55):FORS%=1TO24
30N%=RND(55):IFC%(N%)<>0 THEN30
40C%(N%)=N%:NEXT:PRINT':FORP%=1TO55:IF C%(P%)<>0 PRINT P%
50NEXT

```

**Table I: ADDCOMM advantages**

	<b>Program I</b>	<b>Program II</b>
Time taken	2.1 seconds	1.9 seconds
Program length	394 bytes	246 bytes
Variable storage	291 bytes	232 bytes
Spare memory	7763 bytes	7970 bytes

So far all has been very good, but three of the miscellaneous commands are dreadful. POPGOS, POPREP and POPFOR allows you to jump out of subroutines, REPEAT/UNTIL loops and FOR/NEXT loops. All of these make for very bad programming and should be avoided.

Another command, LGOTO is like GOTO but instead of jumping to a specified line number, you jump to a label.

It works fine, but so far I've had no particular use for it. SETWIN allows you to predefine seven text windows which can then be edited with the WIN command. It's easier than VDU28.

The last miscellaneous command is SORT. This can be used to sort string arrays into alphabetical order. In truth, it actually produces ASCII order with upper case before lower case. It's a very fast sort taking just 0.75 seconds to sort 100 words into order.

To sum up, ADDCOMM is brilliant, particularly the graphics and the toolkit, but there is a small price to pay in terms of memory. It requires 256 bytes of RAM for its own use and so it pushes PAGE up to &F00. If you are going to load a long commercial program it's as well to turn ADDCOMM off. To do this type ADDCOMM and hit the <BREAK> key. \*FX 163 will turn it on again.

Firmware like ADDCOMM requires good documentation, and Vine Micros has achieved a winner here. The 72 page manual is clear, concise and simple giving full syntax and examples for each of the forty commands. ADDCOMM is the most valuable piece of software I've got. Every Electron owner who does some programming should consider getting it. It's easily worth the £28.

Rog Frost, ELECTRON USER 2. 9



# ADVANCED DISC TOOLKIT

## *Professional, ROM Chip Expansion*

### Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### Review (Electron User)

ADT is a ROM compatible with both the Electron and the BBC Micros and designed to be used with either an ordinary disc filing system or the advanced disc filing system. The ROM adds 32 new \* commands which are available from within a program or directly from the keyboard.

Most of these commands use the disc filing system, but several don't, although I wouldn't really recommend it if you haven't yet upgraded to discs.

ADT is available as a ROM cartridge which plugs into the Plus 1 or as a bare ROM. This could be plugged into something like Slogger's ROMBOX, tested in the August issue of Electron User.

\*HELP ADT reveals all the extra commands and their syntax. Several commands, \*BACKUP, \*BUILD, \*FORM, \*TYPE and \*CATALL should be familiar. These have been included in the ROM as they aren't in the ADFS but are on the Welcome disc supplied with the Plus 3.

\*BACKUP copies the contents of one disc to another. \*BUILD creates a file, usually text, which can be executed when the disc is booted with <SHIFT> and <BREAK>. \*CATALL catalogues the whole disc and \*FORM formats a new disc. \*TYPE displays a text file without line numbers.

There are several useful search commands. \*DFIND searches a disc, \*MFIND searches the memory and \*BFIND searches a Basic program, printing out the address of all occurrences of a given string. The search can be for a hex or ASCII string.

Programs can be loaded and run at any address, relocation is automatic. \*MLOAD loads a program while \*MRUN loads, relocates and runs a program. This saves a lot of fiddling about with programs that have to run with PAGE set to &E00 for example. Memory contents can be examined in hex, ASCII or assembly language with \*MEX.

The disassembler is excellent and is the best I have seen so far on the Electron. It allows you to follow subroutines and branches by pressing the <RETURN> key when one is encountered. It even disassembles backwards!

A disc can be examined and edited with \*DEX and sectors loaded and dumped with \*SECTORS. \*DUMP displays the contents of a file. I didn't realise how important these commands were until I accidentally saved one file with the same name as another. By examining the disc, I found the old program and used \*SECTORS to load it back to PAGE and OLD to restore it.

\*LIST lists a text file like \*TYPE but adds line numbers. \*VERIFY checks that a disc is OK. \*FCOMP compares two files to see if they are the same and \*DCOMP compares two discs. \*SETADR changes the load and execution address of a file and \*FCOPY makes a copy of a file.

Several commands act on ROMs. \*ROMS prints all the ROMs present and \*UNPLUG turns off a particular ROM. This is necessary if one ROM is interfering with the operation of another and can happen if two ROMs have the same name for two entirely different commands. Simply \*UNPLUG the one you don't want.



\*FREE displays the amount of free space on a disc and \*MAP displays a map of free space. \*FSN tells you which filing system is active and \*XFER will copy a file from one filing system to another.

I've only briefly mentioned each command and given an indication of what it does. Many of the commands have several options and functions which are invoked by passing parameters and I haven't the space to explain in detail the full capability of such a comprehensive toolkit. Suffice it to say that it has just about every utility you're likely to need.

None of the utilities are new - they're all old hat on the BBC Micro. They are new on the Electron, however. The big plus point for this toolkit is that it's compatible with an ordinary DFS, the ADFS, the Electron, BBC Micro, and most commands work across the Tube.

One point worth mentioning though is that for some of the utilities to work in Modes 0 to 3, a link may need soldering inside the Plus 3 on the circuit board. However, all the commands work in Mode 6 whether the link has been made or not, so it's not all that important.

I found the ADT an invaluable tool. It saved time and effort and helped saved the day on several occasions. If you have discs, then you'll need a toolkit. Take a close look at ADVANCED DISC TOOLKIT - it's superb.

Roland Waddilove, ELECTRON USER 2.12



# ADVENTURE

*Professional, Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1983: ADVENTURE, Micro Power, £6.99  
Compilation Release(s) : 1987: PRES GAMES DISC 3, PRES, £9.95  
1988: MICRO POWER MAGIC, Micro Power, 1988, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Adventure is a text-only game where the computer acts as your eyes and ears as you wander through the fantasy world to rescue the Princess from the Magic Caverns. You have to travel through more than 100 different locations and solve many problems to achieve this goal.

You interact with the computer by using one or two-word commands. Compass directions are used for moving from location to location. The most useful commands are already set up on the function keys:-

f0: INVENTORY  
f1: CHECK SCORE  
f2: GO NORTH  
f3: WALK EAST  
f4: RUN SOUTH  
f5: WEST  
f6: TAKE  
f7: DROP  
f8: KILL

The rest of the verbs that the computer understands are left for you to discover.

You are well advised to make a map as you go along so that all avenues open to you can be thoroughly explored. Lastly your recollection of stories from the Arabian Nights could stand you in good stead.

NOTE : MICRO POWER'S NEW SHOWROOM ADDRESS IS :  
NORTHWOOD HOUSE, NORTH STREET, LEEDS LS7 2AA. Tel : (0532 458800)

**Instructions' Source** : ADVENTURE (Micro Power) Inner Inlay

## Review (Electron User)

The Electron acts as your eyes and ears in this all-text adventure game where you wander a fantasy world trying to rescue a princess from magic caverns. You have a compass, but it is fairly unreliable, often making it impossible to retrace your steps. You're well advised to make a map as you go along.

The keyboard entry uses the standard verb/noun system such as "Take axe" or "Go West". The vocabulary available is fairly large though the game leaves you to discover this for yourself, only telling you the most basic commands.

One annoying feature is that the Electron can get bored if you take your time - and it tells you so! This is usually when you're completely lost and it doesn't help.



The game can be listed, but this provides no answers, which annoys me as I still can't get past the fierce rat and you can't kill him yourself. As the cassette insert tells you, your recollection of stories from the Arabian Nights should stand you in good stead.

As you might expect, there are various treasures and objects in the adventure, including a bottle of potent wine. You can drink the wine but hang on to the bottle.

All in all, the game is well written and the answers may take some time to work out, but the clues are all there. It's the type of program that has people looking over your shoulder giving "helpful" hints and ideas to try.

Although perhaps a little simple for the experienced adventurer, for the beginner it is an extremely good game.

Neil Graham, ELECTRON USER 1.12

**See also** : EUG #47 for a review of PRES GAMES DISC 3



# ADVENTURE 4 PACK

*Professional, Released On Cassette Only*

Game Type : Text Adventure Compilation  
Release Information : 1985: ADVENTURE 4 PACK, Potter Programs, £9.95  
Compilation Comprises : 1. PHILOSOPHER'S STONE  
2. HEXAGRAM OF TRUTANIA VALLEY  
3. INNER SPACE  
4. STRANDED ON ILOOFRAK  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POTTER PROGRAMS, 7 Warren Close, Sandhurst, Camerley, SURREY  
GU17 8JR. Tel: 0252 877608  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00 (Assumed)

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User) - "Enthusiasm Pays Off"

Whenever I see compilation tapes at bargain prices I am always a little worried about the quality of the software. I was especially concerned in this instance when I discovered that each adventure had been written by an enthusiastic amateur. But my prejudice proved ill-founded as I soon found that ADVENTURE 4 PACK is a smashing collection of text-only adventures.

PHILOSOPHER'S STONE, written by Graham Barlow, opens side one. It employs a very clever loading screen and an excellent choice between Mode 4 text or a mystical re-defined script. You take the role of Daverick Harpmoon on a quest to find the philosopher's stone, a rare substance which will change base metals into gold and produce an elixir of life.

You will soon find that the forest is a series of dead ends - but you will also come across a kleptomaniac pixie who is guarding a dog's dinner.

The second adventure is HEXAGRAM OF TRUTANIA VALLEY, which I have to admit is my favourite of the four. It is written by Michael Winter and Simon Clifford and involves a search to find six coloured triangles which together make up a hexagram. You begin your task in a town centre but after a few moves you find yourself walking through fields of turnips, oats and barley. The exit descriptions are excellent and remind me of the Level 9 style of writing.

You need to read these descriptions carefully to discover some poison and meat which can be used to kill the lion that guards the first triangle.

INNER SPACE is an anonymously-written adventure which is quite mystic and off-the-wall in character. The opening scenario is streets of derelict houses infested with flies which need swatting. In the back garden of one such house is a ladder to the clouds which is definitely worth climbing. The opening 30 moves require the seemingly random collection of objects in order to solve equally obscure problems.

The final offering is a Quill-written adventure entitled STRANDED ON ILOOFRAK. Author Matthew O'Donnell informs you that while you're working on a new form of teleport, an experiment in your lab goes terribly wrong and you find yourself transported to the small planet of Iloofrax. This adventure was spoilt for me by



some unfortunate errors in the location descriptions but was otherwise an enjoyable romp through a maze-ridden planet.

All in all, well worth the money and the best thing Potter has produced to date.

Presentation .....	3
Atmosphere .....	8
Frustration Factor .....	7
Value for money .....	10
Overall .....	9

Pendragon, ELECTRON USER 4. 5



# ADVENTURE ANTHOLOGY

*Professional, Released On Cassette Only*

Game Types : Text Adventure  
Standalone Release(s) : 1987: ADVENTURE ANTHOLOGY, Database Publications, £3.99  
Compilation Comprises : 1. JOHNNY, Database

Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# ADVENTURE QUIZ

*Professional, Released On Cassette Only*

Game Type : Educational  
Author :  
Standalone Release(s) : 1983: ADVENTURE QUIZ, Dialsoft, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DIALSOFT. No further information available.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User)

This is not, as one might think, a test of knowledge of adventures but an educational program in an adventure setting. Its purpose is to test children's knowledge of mathematics. The program comes in two parts, the quiz itself and a drawing program which is automatically CHAINED if the questions set in the quiz are answered correctly.

The quiz makes little use of the graphics capabilities of the Electron and all too much of the sound. I eventually used \*FX 210,1 to turn the sound off, though the kids loved it.

The program is well error-trapped and listable on loading. Being written in Basic, it is easy to adapt. Since you are not given the correct result when a wrong answer is given, this would probably be the first thing you would change.

The questions cover multiplication up to the 12 times table, division, addition and mixtures of these. Only whole numbers are used. The drawing game offered as a reward for successfully answering the quiz is a simple etch-a-sketch type program. It isn't as well error-trapped as the quiz but since this is also in the Basic that, too, can be easily changed.

The quiz won't teach children mathematics but it is novel enough to hold their attention and I found there was fierce competition to see who could get to the end first.

The reward stands up well against commercial packages, though a separate instruction sheet would have been helpful. A useful package that could be slightly improved, but is nevertheless good value for money.

Peter Lundstrom, ELECTRON USER 1.12



# ADVENTURELAND

*Professional, Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 1  
Game Type : Text Adventure (Rated Moderate)  
Author : Scott Adams  
Standalone Release(s) : 1983: ADVENTURELAND, Adventure International, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Wander through an enchanted realm and try to uncover the thirteen lost treasures. There are wild animals and magical beings to reckon with as well as many other perils and mysteries. This is the Adams Classic that started it all!

Difficulty Level : Moderate

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : ADVENTURELAND (Adventure International) Back Inlay

## Review (Electron User)

This was the first adventure ever to be released for a home computer, and if that isn't reason enough to buy it, let me state it is also an excellent one.

The object of your quest is to collect and store thirteen treasures. You start the game in a forest and though you aren't a social climber the view is disappointing. The axe is soon found in a sunny meadow and when I tell you that Bunyon's first name was Paul you'll know where to visit when you try some magic.

You might bear this in mind when you visit the quicksand, a definite case of sink or swim! The chiggers in the swamp will soon get under your skin so protect it. The cypress tree is worth a visit but it is not necessary to do so to finish the game, though it will provide a clue.

Having been given the chop, your next problem is getting down to the main body of the game. An examination of the room descriptions and a careful choice of wording is as essential here as it can be elsewhere.

Before you go back up you might consider playing the lead in Aladdin!! A score of 38 out of 100 should be your mark and a means of lighting the lamp will also be found underground, though don't go too far!

If you die you will go to limbo and you only have one move you can make here - a Hell of a choice! By now you are well into the main body of the adventure, and though you will still have to return to the surface several times the answer to most of your problems lies underground.

Scott Adams rates this game at moderate level. I think it is more like beginners' level, especially when you compare it with some of his later games. That is not to



say that it doesn't have some fiendish problems though! What makes it easy is the level of help given.

The seasoned adventurer can expect to finish it within a couple of days, but the novice will find it the perfect introduction to the genre. An excellent adventure that is worth having for its collectors' value alone. If you haven't got it, you should have!

Merlin, ELECTRON USER 3. 4

### **Solution (EUG #46)**

The first of Scott Adams' adventures is a journey through mystical, unknown lands, in which you must collect a blue Ox, jeweled fruit, a pot of rubies, a diamond ring, a diamond bracelet, a magic mirror, a golden crown, a thick Persian rug, a firestone, a golden net, a golden fish, some royal honey and the Dragon's eggs.

If the chiggers bite you, type GET MUD then DROP MUD (or it will get infected).

#### \*\*\* Treasure 1. The Blue Ox \*\*\*

E, E, GET AXE, N, GET OX, SAY BUNYON, SWIM, S, GO HOLE, GET FLINT, U, W, W, GET AXE, GET OX

#### \*\*\* Treasure 2. Jeweled Fruit \*\*\*

GET FRUIT

#### \*\*\* Treasure 3. Pot of Rubies \*\*\*

E, CLIMB TREE, GET KEYS, CLIMB DOWN, CHOP TREE, DROP AXE, GET MUD, GO STUMP, DROP MUD, DROP OX, DROP FRUIT, D, GET RUBIES, U, DROP RUBIES

#### \*\*\* Treasures 4 and 5. Diamond Ring and Diamond Bracelet\*\*\*

GET LAMP, RUB LAMP, RUB LAMP (Yes, twice!)

#### \*\*\* Treasure 6. Magic Mirror \*\*\*

D, GO HOLE, OPEN DOOR, DROP KEYS, LIGHT LAMP, GO HALL, D, S, GET BLADDER, N, U, U, U, UNLIGHT LAMP, U, U, GET GAS, GO STUMP, D, LIGHT LAMP, GO HOLE, GO HALL, D, S, U, DROP BLADDER, IGNITE GAS, GO HOLE, JUMP, YELL, GET MIRROR

#### \*\*\* Treasure 7. Golden Crown \*\*\*

GO THRONE, GET CROWN

#### \*\*\* Treasure 8. Thick Persian Rug \*\*\*

W, JUMP, W, GET BRICKS, D, N, U, U, U, UNLIGHT LAMP, U, DROP CROWN, GET BOTTLE, D, LIGHT LAMP, DROP FLINT, GO HOLE, GO HALL, D, D, D, W, D, GET RUG

#### \*\*\* Treasure 9. Firestone \*\*\*

D, BUILD DAM, LOOK LAVA, POUR WATER, GET FIRESTONE

#### \*\*\* Treasure 10. Golden Net \*\*\*

GET NET

#### \*\*\* Treasure 11. Golden Fish \*\*\*

SAY AWAY, SAY AWAY (Yes, twice!), UNLIGHT LAMP, S, GO STUMP, DROP RUG, DROP MIRROR, DROP FIRESTONE, U, E, N, GET WATER, GET FISH

#### \*\*\* Treasure 12. Royal Honey \*\*\*

S, W, GO STUMP, DROP FISH, DROP NET, GET MUD, D, GET FLINT, LIGHT LAMP, DROP FLINT, GO HOLE, GO HALL, D, N, SAVE GAME (You *need* to do this as the bees suffocate randomly unless you're lucky), GET HONEY

#### \*\*\* Treasure 13. Dragon's Eggs \*\*\*



(If the bees die, you need to restore the game and pick up at GET HONEY) POUR  
WATER, GET BEES (If you are stung, GO UP), S, U, U, UNLIGHT LAMP, U, DROP MUD,  
U, U, N, DROP BEES, GET EGGS

\*\*\* The Home Stretch \*\*\*

S, GO STUMP, DROP EGGS, DROP HONEY, SCORE



# AERONAUTICAL DOGFIGHT II

*Public Domain, Released On DFS E00 Disc*

Game Type : Strategy; Two-player 3D Dogfight  
Author : Adam Sandman  
Standalone Release(s) : 1991: AERONAUTICAL DOGFIGHT II, Ultrasoft, PD  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : www.8bs.com  
Disc compatibility : CDFS E00, DFS E00

## Instructions

It is the year 1996. The USSR having been dissolved five years previously by a series of revolutions, resulted in the creation of new democratic states. But with the collapse of the USSR, the arms' manufacturers for the NATO alliance lost their production market.

Therefore, in a bid to avert massive unemployment, a contest was set up to all budding pilots, with a prize of \$10,000,000 to the winner - of which there could only be one.

The contest: 'A Trial By Combat'. This is the fifth year of the contest, and you have reached the final round, which is all that stands between you and the prize money...

## Flying Manual

A list of all the keys used by each player to control their planes is given on screen. Firstly, the 'Flight' displays are described below:-

## Flight Displays

Each planes' display consists of three parts: (i) The Visual Window, (ii) The Instrument Panel and (iii) The Message Area.

## The Visual Window

The Visual Window is the main playing window, in which the 'outside world' is viewed. The ground and enemy planes are seen in this large window. Also, at the top of the window, five numbers make up the H.U.D. (Heads Up Display). Of the five numbers, the last one is the most critical. The five numbers are as follows:

The first two are the co-ordinates of the plane as viewed from above. N.B. The base of player #1 is at 0, 0 and the base of player #2 is at 1000, 1000. These bases are where the respective player can land to refuel and re-arm.

The number is the % amount of fuel left (at 0 the plane crashes).

The fourth is the direction (or heading) of the plane. This changes depending upon whether the plane is banking or not (and in which direction). The values are in the range 0-1000 and correspond to the following:

N = 0+	NE = 125+
E = 250+	SE = 375+
S = 500+	SW = 625+
W = 750+	NW = 875+

N.B. In order that the enemy plane appears in the middle of your sights, the direction value should be set to the base value of that direction, eg if travelling North, set to as near to 0 as possible.



The fifth number (and most important) is the amount of damage sustained due to enemy action. The maximum damage that can be sustained varies between different planes.

### **The Instrument Panel**

This makes up what is known as the H.D.D. (Heads Down Display) - despite being situated on the side of the Visual Window.

This panel contains all the other important values: speed, thrust, altitude (x0000 ft) and the pod number of the current selected weapon.

Also above this, there is the tracking radar, which shows the relative position of the enemy *taking account of the direction you are heading.*

### **The Message Area**

This is the thin rectangular box situated beneath the Visual Window. Warning messages appear in this window. One that must be noted, is the message telling the player that the runway is beneath. This warning means that the player is flying too high to land, despite being at the correct location to land. The solution is to descend.

The other message that must be noted is the weapon change notice - this appears and disappears rapidly after changing weapon, and so must be watched carefully.

### **Weapons Control**

When an enemy is in your sights ("ENEMY IN SIGHTS" in Message Area), your guns will hit the target (if guns selected), but once the enemy leaves the target, the guns will miss, despite still being able to fire.

The missiles when selected will only fire when locked onto the enemy (NB. They can miss - unlike the guns). Once an enemy is in your sights with your missiles selected ("MISSILE LOCKED" in Message Area), the missile remains locked on, even if the enemy moves out of your sights.

Finally, the two E.C.M. devices (Chaff flares and the Radar jamming systems) activate automatically (if selected) if an enemy missile is launched - the fire key has no use with these systems.

GOOD LUCK ! ! ! ! !

**Instructions' Source** : AERONAUTICAL DOGFIGHT II (Ultrasoft) Original Text File

### **Review (EUG)**

This is one of the fullest and most recent public domain releases on the BBC/Electron market. It is a two-player game only which requires both players to crowd around the keyboard in order to get to their respective keys. (That said, it is completely unprotected, so adept programmers could easily add a joystick routine or use one of the interrupt driven utilities published in ELECTRON USER.)

The objective of this aircraft simulation is to blast your friend out of the sky. There's a bit more depth to it though - in fact, quite incredible depth for a PD game - and you are allowed to decide in which airplane to combat and what missiles to equip it with. You can scroll through colourful Mode 1 pictures of each of the six planes and their statistics but, while good, this makes choosing the plane is a bit fiddly as you need to remember the statistics until you get back to the screen allowing purchase.

It's also just as fiddly to equip the plane; you frequently overload it and, instead of allowing you to make an alternative choice for the final weapon, you are forced to choose all the missiles all over again! It only really causes a problem for a few moments though as you soon decide on the best plane and can select it and ammunition in just a few seconds.

Then off into the skies...



**AERONAUTICAL DOGFIGHT II** is a 3D simulation written by a master of PD BBC software Adam Sandman. His first venture on the Electron, this is not an arcade jaunt but a 3D simulation along the lines of the Hewson simulators. The whole screen is constantly changing and there are two line horizons, one for each player, within windows, suitably distinguished from one another. As each player rolls their plane from left to right, the horizon tilts quite realistically.

Player one has the top half of a Mode 4 screen, player two takes the bottom. Each have instrument panels and bearing references of each plane in relation to the other. Immediate account of the actions is taken and players are reminded of the keys before the duel commences. But listing the code reveals at once the thousands of calculations that go on between each screen cycle and explains why the program is so painfully slow. Even if both players immediately turn to face one another, it takes over two minutes to get a good sight! Additionally, enabling the Master RAM Board does speed up the action noticeably, but has the unfortunate side-effect of crashing some instrument readings.

You can do a lot of things with it but for gameplay, it cannot stand on a standard Electron and seems to have been converted just from the BBC Micro version [Also slow! - Ed] with more suitable keys substituted. Yet the loading screen, plane statistics and graphics cannot be faulted. In particular, watch out for an amazing introductory sequence with inventive Mode 2 colour switching deceiving the eye into seeing six flying stars weave into a circle!

With the elimination of the instrument panel crash bug on the MRB, this would be a nice simulation - despite the limited numbers of people who would have the equipment to make it a viable purchase.

Dave Edwards, EUG #48



# AIRLINE

***Professional, Released On Cassette Only***

Game Type : Strategy; Management of Aeroplane Company  
Author : J. Jiggins  
Standalone Release(s) : 1983: AIRLINE, CCS, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CASES COMPUTER SIMULATIONS, 14 Langton Way, London SE3 7TL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Your objective in AIRLINE is to make enough capital by trading at a profit to take-over British Airways! You are required to decide on the number of aircraft to operate, whether to buy or charter, the level of staffing and maintenance, whether to enter into long-term contracts for supply of fuel and whether to repay loans. Problems encountered are tax demands, strikes, cancelled flights, hijacks and aircraft crashes. The program makes use of histograms, bar charts and graphics to assist the user to simulate the information available. Can you be more successful than Sir Freddie?"*

## 1. Object Of The Game

You are the Chairman of L-AIR, an airline which starts up business with £3 million. You have seven years to increase your net assets to £30 million which will enable you to raise enough finance to take-over British Airways. Situations and costs are realistic. The need to create revenue to cover fixed costs soon becomes apparent to the player. This program provides a good opportunity for you to see if you can be more successful than Sir Freddie!

## 2. Information Available

Bar chart forecasting pay-load i.e. passenger/miles market. Histograms showing Charter Rates expected for next year.  
Graph showing interest Rates for next year. (Model B/Electron only)  
Profit & Loss Account and Balance Sheet.  
Financial Times report. (Model B/Electron only)  
Telex messages.

## 3. Business Decisions Required

You may either charter, buy or sell aircraft.  
You have to decide on how many aircraft to operate.  
Levels of staffing, maintenance and insurance.  
Whether or not to enter into a long-term fuel contract.  
Whether or not to repay loans.

## 4. Problems encountered

Tax demands.  
Increase in fuel costs.  
Loss of revenue through cancelled flights, strikes, hijacks, air crashes and sabotage.

## 5. Graphs And Charts

### Bar Chart - Passenger Payload

The first chart to be displayed is a bar chart showing a forecast of the Passenger Payload for each level of activity. Generally it is best to select the number of aircraft with the highest payload factor. However, you should also consider the forecast of charter rates and the number of aircraft which you already own.



### **Histogram - Forecast of Charter Rates**

This chart shows a quarterly forecast of Charter Rates for the coming year. If Charter Rates are high, it is usually best to charter fewer aircraft.

### **Graph - Forecast of Monthly Interest Rates**

This graph plots a forecast of monthly interest rates. When Charter Rates are above normal, it is cheaper to borrow money and buy aircraft instead of chartering. However, you should consider that the market rate for each aircraft is £10 million. When aircraft are bought for more than £10 million, the additional cost will reduce your net assets as it will be debited against Capital Reserves.

## **6. Hints For Playing**

- a. From information in pay-load bar chart, decide on best high and low number of aircraft and take decision after watching level of Charter Rates expected.
- b. Cost of interest on loans needed to purchase aircraft is usually less than the cost of chartering the equivalent number of aircraft.
- c. Buy or sell aircraft when allowed to do so, but remember they have a market value of only £10 million.
- d. Risk of cancelled flights are higher due to lack of crew than lack of maintenance. Cost of crew is £50,000 per level per aircraft. Cost of maintenance is £90,000 per level per aircraft. Penalty for cancelled flights is £30,000 per flight per aircraft operated.
- e. It is usually not worth the risk of having a low insurance cover. Cover is cumulative, i.e. if you key 3 you are covered for both accidents to aircraft and claims from passengers and other third parties. Cost £20,000 per level per aircraft operated.
- f. Fixed overheads amount to £3.25 million, therefore losses may result even with a good pay-load factor when only one or two aircraft are operated. However, if the pay-load is poor for other levels, much greater losses may be incurred if one chooses to operate more aircraft.

**Instructions' Source** : AIRLINE (Cases Computer Simulations) Back & Inner Inlay

**Review** : No Review Yet



# ALIEN BREAK-IN

*Professional, Released On Cassette Only*

Game Type : Arcade Shoot-'em-up  
Author : Clive Webster  
Standalone Release(s) : 1983: ALIEN BREAK-IN, Romik, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ROMIK, 272 Argyll Avenue, Slough, BERKS  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The citizens of Earth have fled before the oncoming Zargon fleet. You have been left to guard the Earth's supply of uranium . . . Suddenly the sky above you is filled by the enemy fleet . . . Things are worse than expected . . .

The mothership is laying pods that hatch on landing, or split into two if shot. Other ships are peeling off from the main fleet, and diving towards the holes made in the defences. The successful ones mutate into motherships which are indestructible.

Once the majority have mutated, they commence landing procedures.

You may make holes in your own defences to trap the hatched out pods. You can only do this five times.

Points:

Motherships = 0  
Attack Ships = 10  
Missiles = 20  
Diving Ships = 20  
Pods = 30

You start with three lives, but gain an extra life and an extra go at making a hole, every 10,000 points.

## Game Controls

A - Left, D - Right, S - Fire, SPACE - Make hole in ground  
P - Freeze/Unfreeze

An option to select your own keys for play is available during loading.

Standard joystick movements apply. Pull joystick backward and press fire button to make hole in ground.

**Instructions' Source** : ALIEN BREAK-IN (Romik) Inner Inlay

**Review** : No Review Yet



# ALIEN DROPOUT

*Professional, Released On Cassette Only*

Game Type : Arcade; Shoot-'Em-Up  
Author : Richard Hanson  
Standalone Release(s) : 1983: ALIEN DROPOUT, Superior, £6.99  
Compilation Release(s) : 1989: PRES GAMES DISC 6, PRES, £9.95 (3.5" Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The objective of the game is to shoot the aliens out of their "boxes" before the "boxes" fill up. Once full, the aliens fly down relentlessly and explode as they hit the ground. The game features include six skill levels, rankings, hi-scores and increasing difficulty.

## Game Controls

Z - Left, X - Right, <DELETE> - Fire

**Instructions' Source** : ALIEN DROPOUT (Superior) Inner Inlay

## Review (Electron User)

ALIEN DROPOUT is a pleasant variation on the space invaders theme. A variation with moths! The idea is to blast the aliens as they descend from the top of the screen, the laser base moving in the familiar way, firing the familiar missiles. What's different is the way the moth-like aliens move. The master moth, who hovers in the centre, is indestructible until you've blasted some 200 of his minions. This is easier said than done as events tend to catch up with you making life (for you) and death (for the moths) more difficult.

On either side of the master moth are five boxes which act as staging posts for the minion moths. Here they collect on their downward journey, not pressing home for an attack on your laser base until there are five in a box. Your aim is to zap the moths before they fill the boxes. It's not easy, especially as the boss moth is laying down a column of fire that makes moving from one side of the screen to the other a trifle difficult, to say the least.

Eventually the moths make a breakthrough and you become more involved in protecting the laser base than in hitting the moths.

With six levels of play, good clear instructions and easy to use controls, it's a nice variant on an old theme that should appeal to young and old.

Adam Young, ELECTRON USER 2. 1



# ALPHATRON

*Professional, Released On Cassette Only*

Game Type : Arcade Shoot-'em-up  
Authors : Kevin Blake & Jason Sobell  
Standalone Release(s) : 1986: ALPHATRON, Tynesoft, £5.99  
Compilation Release(s) : 1988: MICROVALUE FOUR GAMES VOLUME 1, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Your mission is to protect the Trilithium Refineries on the planet Karthos. You pilot a Megan Class Scout Ship equipped with a Delta Laser. The enemy attacks grow more and more frequent as wave after wave of enemy missiles pass overhead.

At all costs you must destroy the missiles before they reach the Refinery.

Each missile will deplete the Refinery Shields until eventually they collapse.

Your Scout Ship is fitted with landing, fuel and guidance computers. Your Control Panel also displays the status of the Refinery shield level.

Your fuel is very limited and must be replenished frequently by landing on your base pad.

## Game Controls

Z - Left, X - Right, <RETURN> - Fire, \* - Thrust

**Instructions' Source** : ALPHATRON (Tynesoft) Inner Inlay

**Review** : No Review Yet

**See also** : EUG #52 for a review of MICROVALUE FOUR GAMES 1



# ALPS (ADVENTURE LANGUAGE PROGRAMMING SYSTEM)

## *Professional, ROM Chip Expansion*

### **Instructions**

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### **Review (Electron User) - "Climbing Icy Mountains"**

The Electron version of ALPS - Alpine's Adventure Language Programming System - has recently been converted from the original BBC Micro program. Alpine says, "Necessity being the mother of invention, we have actually squeezed in more features than the BBC Micro version has".

This adventure creator package includes a 16K ROM, User Guide, keystrip and either disc or cassette of utilities and sample adventures. As ALPS is a ROM-based utility, you will need either a Plus 1 and blank ROM cartridge or a ROMBOX. To evaluate the system, I converted my QUILLed adventure RELUCTANT HERO into ALPS.

An adventure program created by ALPS is made up of a list of rooms and objects, along with the program logic to handle them. The object and room descriptions and properties are stored in easy-to-use tables.

Up to 150 objects, and 255 verbs and synonyms can be defined. Each room and object has eight flags and a state value. Memory is set aside for them at the start, unlike THE QUILL, where the more objects or verbs you use the less memory there is available for the game.

Any object can be a light source and all or just some of the objects can be breakable, magnetic, heavy or sharp. The object's flags can be changed in the logic part of the program so that a blunt knife can be sharpened.

The object's state can be linked to messages so that a knife could be described as "A long jewelled knife with a sharp edge", "A long jewelled knife with a blunt edge" or "A long jewelled knife with a broken blade".

To save memory, the "A long jewelled knife with a" is the same in each instance, with the alternatives tagged on depending which switch is active in the object description.

Another memory-saving device is the hash symbol. Whenever it appears a predefined message is placed at that point. Any number of hashes can be used to reduce the text.

The technique can be used for the 150 possible locations, and any room can be designated as airless, flooded, poisonous and so on. The room state can be used to alter the description.

Automatic text formatting ensures that words are not split over lines so there aren't any worries about how messages appear.

Text compression must be done manually and I found this difficult to do effectively. Efficient automatic text compression is available on the extras disc or tape. It took about one minute to compress all the text in RELUCTANT HERO.

The optional extension disc allows you to produce large adventures by holding all the text on disc. Games can then have up to 255 locations. With the extras disc you can compress the text by up to 60 per cent.



Also, more predefined verbs such as GET ALL and DROP ALL are added, and a container is provided in which objects can be placed or removed. These verbs can be programmed using ALPS, but the Extras disc does it more efficiently.

A special starter program provides verbs like TAKE, DROP INVENTORY and the directions.

Standard movement is N, S, E, W, UP and DOWN, though you can program the game to accept any other direction, but at a cost - the more non-standard directions used the more memory will be needed to program them.

A useful feature is that each room has an exit routine for each standard direction, allowing you to have a conditional exit like a locked door or secret passage.

Before the player is moved the exit is checked to see if there is a special routine for it, and if so whether it allows movement at that time. If it doesn't then the player isn't allowed to proceed and a message can be given explaining why.

Automatic exit reporting is enhanced compared to the BBC Micro version. Every time a room is described ALPS looks at every connecting room and reports that "There are exits north to MSG and south to MSG" where MSG is the text in the room data table.

There are one 50 integer variables, compared to 64 in THE QUILL, but there are also eight On/Off flags and one state with a value of up to 255 for each object and room.

This leads to one of the problems of ALPS - trying to debug the logic. With THE QUILL the game can be run with all of the flag values displayed, but ALPS would have to display 2,700, which is not feasible.

Most of the familiar adventure keywords are present, but sometimes different words are used. Some common keywords are missing, among them are CLS, DROP, GET and PAUSE. However, DROP and GET are defined in the special Starter file, which means you can redefine how they react to a particular situation. Instead of printing OK you could have different messages for each object - memory permitting of course.

PAUSE can be programmed by using procedures. The delay is easily set by making the program loop a number of times. I found the loss of CLS to be irksome, but as I became more used to ALPS I found I didn't miss it as much.

All the flags can be set to zero or one wherever you are, so an action in one room or on one object can change the flag in another room or object. The state of an object or room can be incremented or decremented so allowing progressive changes.

Whole sentences can be typed by the player and either the first recognised verb and object can be acted on, or by extra programming, the whole sentence can be analysed and acted upon.

The on screen editor used in entering the logic part of the program is only a simple line editor rather than a full screen version. The function keys are used to enter the object, room and text editor as well as for inserting/deleting lines and text compression.

The utilities allow you to create standalone games that can be run without the ALPS ROM, print the room and object data lists and the text.

You can also examine two sample adventures, one small one with seven rooms and six objects, and a larger one with 50 rooms and 90 objects. You can play both of the games and access the data files so that you can see how they have been constructed.

The User Guide is a 38 page booklet which is, for the most part, easy to understand, though I felt the section dealing with writing the logic part of the adventure was not basic enough. The rest of the sections were well explained, particularly the one on sentence analysis.



ALPS is superb value for money and well supported by Alpine whom I found very helpful whenever I stumbled.

Paul Waterman, ELECTRON USER 6.11



# AMERICAN SUDS

*Professional, Released On Cassette Only*

Game Type : Text Adventure In 4 Parts  
Author : David Edwards  
Standalone Release(s) : 1986: AMERICAN SUDS, Riverdale, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : RIVERDALE. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User) - "Bubbling With Fun"

Regular readers will be aware as to how impressed I was with Riverdale's first release, SUDS. Now hot on its heels comes the sequel, entitled oddly enough, AMERICAN SUDS.

Bufs of Dynasty, Dallas, Hill Street Blues and the rest will find all their favourite characters here, albeit in slightly disguised form - only the names have been changed to protect the guilty. This must be the spoof to out-spoof all spoofs.

You begin this four-part adventure on the concourse of a major British airport and soon realise that you are reliving part of Mel Brookes' hilarious Airplane. An airline pilot wander by, muttering, "My name is not Shirley".

Once you have mustered a variety of artefacts, discovered the amusing password to the computer and collected your boarding pass, you can begin the adventure in earnest. Providing, of course, you survive the customs.

Once aboard the aircraft you may wish you have never bothered, as the gags come thick and fast. The humour is slick at its worst and at times outrageous. A tube of rubber solution, a spanner and a silk sheet are all you need to leave this flying death-trap, but it will take some experimentation and head-scratching to manoeuvre your escape.

You must sign a contract in blood and step back in fashion if you wish to progress to part two and star alongside JR (Just Revolting) in the new series of Dullus.

In the remainder of this laugh-along type-in, you will meet Captain Gorilla of the Kill Street precinct and discover that smoking really is good for you.

I found getting into the shed to be the most perplexing problem of the entire game. I eventually became enlightened to the fact that a nihilist approach to examination was most rewarding. The funniest sketch has to be that involving the mice and the Pie Wiper of Hamelin, but I'll leave you to unearth the true humour for yourself.

My one and only criticism is a familiar grouch on my part - the adventure is written using THE QUILL. All the usual limitations of parser, input and room description apply here, as they do in other QUILLed games. However, this adventure succeeds on every other score and will keep you in stitches for many hours.



Author David Edwards is fast becoming the unchallenged master of this genre of text adventures. I rate AMERICAN SUDS as more polished and funnier than anything from the Melbourne House stable and perhaps only equalled by Magus' majestic LOCKS OF LUCK and Riverdale's own SUDS.

Presentation .....	7
Atmosphere .....	7
Frustration factor .....	9
Value for money .....	10
Overall .....	9

Pendragon, ELECTRON USER 5. 9



# AMX ART/AMX MOUSE

*Professional, Released On Cassette Only*

Game Type : Art Package; External User Port Mouse Utility  
Author : Unknown  
Standalone Release(s) : 1985: AMX ART/AMX MOUSE, Advanced Computer Products, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Unknown  
Supplier : ACP.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

Review : No Review Yet



# ANARCHY ZONE

***Professional, Released On Cassette Only***

Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1990: ANARCHY ZONE, Atlantis, £1.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : Unknown

## Instructions

*"32 ZONES OF INCREASING DIFFICULTY! The Galactic Government Dictatorship has divided the galaxy into zones, and has imposed strict travel formations for each zone. You have decided to fight for your freedom and for the liberation of other space travellers. Good luck, and remember the motto of the Astronaut's Anarchist Association 'LIVE FAST.....DIE YOUNG!!!!'"*

The Galactic Government Dictatorship has divided the galaxy into zones, and has imposed strict travel formations for each zone. Any travellers not conforming to the galactic government guidelines will come under attack.

Legend has it that beyond this galaxy lies an area of space where travellers are free to choose their own routes of travel, and freedom reigns. History refers to this area as "free space".

You have decided to fight for your freedom and for the liberation of other space travellers.

Hyperspacing to any zone is possible provided that you know the zone code (given before entering a zone). After launching, enter a four letter zone code. Entering an unrecognised zone code will transport you to the first zone (e.g. AAAA).

All Galactic Government sympathisers must be wiped out to progress to the next zone. A number of hits are required to wipe out most life-forms (some require more than others). Some life-forms are unaffected by your on-board blaster system, and you will have to find other means of killing them.

A skill bonus may be awarded on completion of a zone. This bonus is reduced with every wasted rocket you fire. The bonus is reduced by larger amounts for killing "Peace Protest Pods" which demonstrate in various zones.

The Astronaut's Anarchist Association have agreed to help you in your quest for "Free-Space", and have provided "Charity Zones" in which you have a chance to gain extra power. Colliding with "Anarchy Power-Paks" will boost your power. Any Power-Paks out of reach must be destroyed before you may leave the zone (Keep Space Tidy!!!).

Your power is depleted if you come into contact with any life-form (other than "Peace Protest Pods") or if you are hit by any G.G.D. missiles. Your existence is terminated if you run out of power...be warned!!

Good luck, and remember the motto of the Astronaut's Anarchist Association - "LIVE FAST ..... DIE YOUNG!!!!"

## Game Controls

Z - Clockwise, X - Anticlockwise, <SHIFT> - Blast  
P - Pause on/off, S/Q - Sound/Quiet, <ESCAPE> - Quit current game



**Instructions' Source** : ANARCHY ZONE (Atlantis) Back and Inner Inlay

### **Review (Electron User) - "Blasting Bargain"**

After four years you might imagine that every possible variation of the space shoot-'em-up scenario had been used. However, here comes yet another action packed, if-it-moves-blast-it type game with a slightly different slant on those old favourites, SPACE INVADERS and GALAXIANS.

It's called ANARCHY ZONE, and is released on the Atlantis budget label. This time the Galactic Government Dictatorship has divided up the galaxy into separate zones, and within these space travellers must restrict their flight paths to predefined routes.

Anyone straying from these narrow space lanes is liable to be fired on, and guess who has wandered into deep space? Yes, you have, and you are now under attack by wave after wave of all manner of alien vessels, all armed to the teeth with lasers, bombs and missiles.

The screen is split into two areas. The larger one is where the action takes place, while the smaller contains the score, power and remaining bonus.

You start off with your ship at the bottom of the display, and an alien battle fleet streams on to the screen, guns ablaze. You can move left and right and blast them with your own laser.

This may seem pretty ordinary so far, but where this game is different is that while the aliens swarm round the screen you can circle them, climbing up the sides of the screen and zooming across the top to attack them from the rear. Some aliens require several hits before they explode and some seemingly indestructible ones will have you scratching your head trying to work out how to destroy them - if you can take your hands off the keyboard, that is.

On wiping out a wave of aliens a new one appears with a different battle formation without giving you time to get your breath back, and it's into battle again.

At the start of each new zone a password is given, and this can be used to skip screens you've already mastered. This prevents the game from becoming tedious as you can continue from the screen you were finally destroyed in last time.

The graphics are excellent, with brightly coloured alien ships and an attractive control panel on the right. The sound effects are good too.

The action is fast and furious and I was quite surprised at the speed achieved on a standard Electron - no need for a Turbo board here, it's quite fast enough for me, thank you.

At only £1.99 this must rate as a superb bargain arcade game that mustn't be missed. If you like fast action arcade games you'll be quite at home with this and I can thoroughly recommend it.

Sound .....	8
Graphics .....	9
Playability .....	9
Value for money .....	10
Overall .....	9

Roland Waddilove, ELECTRON USER 5.12



# ANIMATOR

*Professional, Released On Cassette Only*

Game Type : Utility; Sprite Animator  
Author :  
Standalone Release(s) : 1984: ANIMATOR, Screenplay, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron only  
Supplier : SCREENPLAY. No further information.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User)

I am almost at a loss for words to describe this superb program from Screenplay, previously available for the BBC and the Dragon. It is brilliantly simple in concept, yet the possibilities for its use are practically endless, being a program to create multicoloured sprites which can then be compiled into machine code for use in fast graphical action games. The sprites may be saved to tape, and a library of them may be built up for future use.

The first program, Creator, allows the design of up to 63 separate sprites, each with two associated figures formed by 180 degree rotation about a horizontal or vertical axis. Larger sprites may be defined, up to 30 pixels square, but in this case only nine may be created. They may have any colours, flashing or steady, and during the design stage the sprite is also shown life size for comparison.

Drawing the sprite is simplicity itself, as indeed is each feature of this program. When the sprite has been saved to tape, it can still be recalled and minor alterations made for smooth animation.

The second main program, Compiler, allows previously saved sprites to be compiled into machine code for future use in either Basic or machine code programs. Editing may still be performed at this stage, and the compiled code saved again onto tape. Extremely clear and detailed instructions on the subsequent CALL statements are given, as is an explanation of the built-in collision checking routine.

In addition to these excellent programs, there are also two demonstrations. One is a game called Dambuster, with modest but effective graphics, while the other is a marvellous scene in a tropical aquarium which I found myself staring at for a long time.

However I kept coming back again and again to the superb Creator program, creating endless multicoloured sprites simply because it was so easy and such tremendous fun.

This package is excellent value for money, being a very useful tool for the budding programmer. There is even a competition for an original program using sprites made with Animator, with a first prize of £200. I have the feeling that they will receive a lot of entries.

Phil Tayler, ELECTRON USER 1.11



# ANSWER BACK FACTFILE 500: ARITHMETIC

**Professional, Released On Cassette And ADFS 1D00 Disc**

Game Type : Utility Program To Extend ANSWER BACK Series (Ages 6-11)  
Author : Keith Spence  
Standalone Release(s) : 1985: AB500: ARITHMETIC, Kosmos, £4.95 (Tape) £5.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : BBC Master Compact  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## General Introduction

*Extend any of your KOSMOS ANSWER BACK QUIZ programs with this fascinating collection of multiple choice questions and answers. Each FACTFILE 500 pack contains an enormous total of 500 additional questions and 2000 answer options covering TWENTY different topics.*

*Fully compatible with ANSWER BACK SENIOR, ANSWER BACK JUNIOR and ANSWER BACK SPORT.*

*FACTFILE 500 packs provide a wealth of supplementary questions, answers, facts and figures for use with any of KOSMOS ANSWER BACK quiz programs and games. They provide countless hours of entertainment and cannot fail to teach even the most reluctant pupil a great deal about the chosen subject.*

*FACTFILES can be used with each of the questions and answer modes supported by the ANSWER BACK programs, for example, Multiple Choice, True-False? and "Complete-the-Answer". You can try as many questions as you like in sequential or random order and the computer will keep a check on your performance, point out your mistakes and allow you to revise any weak areas. The ANSWER BACK quiz programs also allow you to relax and test your skill in a compelling game as a reward for successful learning!*

*FACTFILE 500 packs are fully compatible with the quiz creation, editing and saving facilities included in all ANSWER BACK programs.*

*FACTFILE 500 packs are available on an ever increasing range of educational and leisure subjects for most home and personal computers. Each pack contains a massive collection of 500 well-researched questions and 2000 answer options. Write or telephone if you would like to receive details of the complete range of subjects now available.*

## Instructions

This FACTFILE 500 pack has been designed to develop and give practice in the basic numerical concepts covering the areas of addition, subtraction, multiplication and division as well as practical topics including time, shape, money and measurement. The quiz covers the primary stages of mathematical development for children between 6 and 11 years of age.

## Contents

500 Multiple choice questions on the following topics:

(Note: Th = Thousands, H = Hundreds, T = Tens, U = Units)

AR1	Beginning Addition	AR11	Addition - HTU
AR2	Beginning Subtraction	AR12	Subtraction - HTU
AR3	Beginning Multiplication	AR13	Multiplication - HTU
AR4	Beginning Division	AR14	Division - HTU



AR5 Lucky Dip  
AR6 Addition - TU  
AR7 Subtraction - TU  
AR8 Multiplication - TU  
AR9 Division - TU  
AR10 All Sorts

AR15 Pot Luck  
AR16 Addition - ThHTU  
AR17 Subtraction - ThHTU  
AR18 Multiplication - ThHTU  
AR19 Division - ThHTU  
AR20 Take A Chance

First load the control program from your ANSWER BACK QUIZ, then use the LOAD QUIZ option from the program menu to load the required topic. The filename to key in (when asked by the program) should be selected from the above list, for example AR12.

This pack does not contain a computer program. It must be used with an ANSWER BACK program available separately.

**Instructions' Source** : ANSWER BACK FACTFILE: ARITHMETIC (Kosmos) Inner Inlay

**Reviews** : No Review Yet



# ANSWER BACK FACTFILE 500: FIRST AID

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Utility Program To Extend ANSWER BACK Series (Ages 12+)  
Author : Keith Spence  
Standalone Release(s) : 1985: AB500: FIRST AID, Kosmos, £4.95 (Tape) £5.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : BBC Master Compact  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## General Introduction

Please see ANSWER BACK FACTFILE 500: ARITHMETIC for this introduction.

## Instructions

Today, a knowledge of First Aid is essential. The growing use of chemicals, electrical and mechanical appliances at home, at school and at work enormously increases the risk of injury. First Aid can save lives - but only if you know how to use it.

This FACTFILE 500 pack has been compiled by a very experienced First Aider and a Doctor. It will provide a greatly increased awareness of essential First Aid techniques and will also be of considerable help to anyone following a First Aid course.

## Contents

500 Multiple choice questions on the following topics:

FA1	First Aid Principles	FA11	Shock
FA2	The Skeleton	FA12	Poisons and Poisoning
FA3	The Vital Organs	FA13	Fractures
FA4	Examination/Diagnosis	FA14	Joints and Muscles
FA5	Asphyxia	FA15	Burns, Scalds, Heat
FA6	Unconsciousness	FA16	Miscellaneous Problems
FA7	Heart and Other Attacks	FA17	Common Medical Terms
FA8	Resuscitation	FA18	Home Safety
FA9	Circulation and Bleeding	FA19	Ailments and Illnesses
FA10	Wounds and Bleeding	FA20	Revision

First load the control program from your ANSWER BACK QUIZ, then use the LOAD QUIZ option from the program menu to load the required topic. The filename to key in (when asked by the program) should be selected from the above list, for example FA12.

This pack does not contain a computer program. It must be used with an ANSWER BACK program available separately.

**Instructions' Source** : ANSWER BACK FACTFILE: FIRST AID (Kosmos) Inner Inlay

**Reviews** : No Review Yet



# ANSWER BACK FACTFILE 500: GENERAL SCIENCE

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Utility Program To Extend ANSWER BACK Series  
Author : Keith Spence  
Standalone Release(s) : 1985: AB500: GENERAL SCIENCE, Kosmos, £4.95 (Tape) £5.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : BBC Master Compact  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable, BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## General Introduction

Please see ANSWER BACK FACTFILE 500: ARITHMETIC for this introduction.

## Instructions

In this awesome age of rapid technological development a knowledge of science is an invaluable - almost vital - need.

This FACTFILE 500 pack covers a multitude of science subjects from Zoology and Botany to Astrophysics and Metallurgy. It is designed not only to help serious students of science but to help parents keep up with their children's understanding of this high-tech age! The quizzes contain a wealth of scientific information presented in a way which is great fun to use.

## Contents

500 Multiple choice questions on the following topics:

SG1	Astronomy	SG11	Zoology
SG2	Astrophysics	SG12	Miscellaneous
SG3	Botany	SG13	Mathematics
SG4	Chemistry	SG14	Constants and Laws
SG5	Electricity & Magnetism	SG15	Units
SG6	Geology	SG16	Computers and Computing
SG7	Heat and Energy	SG17	History of Science
SG8	Mechanics and Metallurgy	SG18	Discoveries & Inventions
SG9	Classical Physics	SG19	How Things Work
SG10	Modern Physics	SG20	Mixed Bag

First load the control program from your ANSWER BACK QUIZ, then use the LOAD QUIZ option from the program menu to load the required topic. The filename to key in (when asked by the program) should be selected from the above list, for example SG12.

This pack does not contain a computer program. It must be used with an ANSWER BACK program available separately.

**Instructions' Source** : ANSWER BACK FACTFILE: GENERAL SCIENCE (Kosmos) Inner Inlay

**Reviews** : No Review Yet



# ANSWER BACK FACTFILE 500: KNOW ENGLAND

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Utility Program To Extend ANSWER BACK Series  
Author : Keith Spence  
Standalone Release(s) : 1985: AB500: KNOW ENGLAND, Kosmos, £4.95 (Tape) £5.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : BBC Master Compact  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## General Introduction

Please see ANSWER BACK FACTFILE 500: ARITHMETIC for this introduction.

## Instructions

England is an exciting and endlessly varying country and this FACTFILE 500 pack is designed for those interested in developing and testing their knowledge of England in a lighthearted yet informative way. Quizzes on such aspects as customs and languages; history; nature; towns and cities; industry and the arts amongst many others provide a detailed and fascinating insight to the country.

## Contents

500 Multiple choice questions on the following topics:

EN1	Cathedrals & Churches	EN11	Islands
EN2	Cities	EN12	Literature and the Arts
EN3	The Coastline	EN13	London
EN4	Countryside & Parks	EN14	Modern History
EN5	Customs & Language	EN15	National Parks
EN6	Early History	EN16	Nature and the Land
EN7	Famous People	EN17	Sport
EN8	Castles & Homes	EN18	Towns
EN9	Industrial Revolution	EN19	Transport
EN10	Industry	EN20	Waterways

First load the control program from your ANSWER BACK QUIZ, then use the LOAD QUIZ option from the program menu to load the required topic. The filename to key in (when asked by the program) should be selected from the above list, for example EN12.

This pack does not contain a computer program. It must be used with an ANSWER BACK program available separately.

**Instructions' Source** : ANSWER BACK FACTFILE: KNOW ENGLAND (Kosmos) Inner Inlay

**Reviews** : No Review Yet



# ANSWER BACK FACTFILE 500: NATURAL HISTORY

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Utility Program To Extend ANSWER BACK Series  
Author : Keith Spence  
Standalone Release(s) : 1985: AB500: NATURAL HISTORY, Kosmos, £4.95 (Tape) £5.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : BBC Master Compact  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable, BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## General Introduction

Please see ANSWER BACK FACTFILE 500: ARITHMETIC for this introduction.

## Instructions

This FACTFILE 500 pack provides a fascintaing insight into the wonders and mysteries of plant and animal life. It includes birds and butterflies, flowers and fossils, fish and fungi, animals, trees, insects and the weather.

Although the subject matter is chiefly concerned with the natural history of the British Isles, it also covers many aspects of the natural history of other parts of the world.

## Contents

500 Multiple choice questions on the following topics:

NH1	Deciduous Trees	NH11	Butterflies and Moths
NH2	Mini-beasts	NH12	Evergreen Trees
NH3	Wild Flowers	NH13	Water Animals
NH4	Ponds and Streams	NH14	Lucky Dip
NH5	Weather	NH15	Fish and Reptiles
NH6	Fungi, Ferns and Mosses	NH16	Herbs
NH7	Wild Animals	NH17	Sea Fish
NH8	Water Birds	NH18	Domestic Animals
NH9	Land Birds	NH19	Fossils and Geology
NH10	Sea-shore Life	NH20	Lucky Dip 2

First load the control program from your ANSWER BACK QUIZ, then use the LOAD QUIZ option from the program menu to load the required topic. The filename to key in (when asked by the program) should be selected from the above list, for example NH12.

This pack does not contain a computer program. It must be used with an ANSWER BACK program available separately.

**Instructions' Source** : ANSWER BACK FACTFILE: NATURAL HISTORY (Kosmos) Inner Inlay

**Reviews** : No Review Yet



# ANSWER BACK FACTFILE 500: SPELLING

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Utility Program To Extend ANSWER BACK Series (Ages 6-11)  
Author : Keith Spence  
Standalone Release(s) : 1985: AB500: SPELLING, Kosmos, £4.95 (Tape) £5.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : BBC Master Compact  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## General Introduction

Please see ANSWER BACK FACTFILE 500: ARITHMETIC for this introduction.

## Instructions

This FACTFILE 500 pack has been compiled by a teacher of very young children aware of the most common difficulties encountered at this stage of learning. It approaches these problems in a wide variety of ways including spelling words from definitions, finding missing letters and identification of incorrectly spelled words. This FACTFILE is also specifically designed to develop the reading skills of children whilst aiding spelling ability and promoting a more independent approach towards spelling.

## Contents

500 Multiple choice questions on the following topics:

SL1	Common Problems	SL11	Ourselves
SL2	Endings	SL12	People
SL3	Plurals	SL13	Places
SL4	Vowels (Vowel Digraphs)	SL14	Food
SL5	Consonants (Digraphs)	SL15	Living Creatures
SL6	Past and Present	SL16	Colours
SL7	Shortened Words	SL17	Numbers and Measurement
SL8	They Sound The Same!	SL18	Time
SL9	The Home	SL19	Take a Chance
SL10	Trees and Plants	SL20	Ready for More?

First load the control program from your ANSWER BACK QUIZ, then use the LOAD QUIZ option from the program menu to load the required topic. The filename to key in (when asked by the program) should be selected from the above list, for example SL12.

This pack does not contain a computer program. It must be used with an ANSWER BACK program available separately.

**Instructions' Source** : ANSWER BACK FACTFILE: SPELLING (Kosmos) Inner Inlay

**Reviews** : No Review Yet



# ANSWER BACK FACTFILE 500: WORLD GEOGRAPHY

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Utility Program To Extend ANSWER BACK Series  
Author : Keith Spence  
Standalone Release(s) : 1985: AB500: WORLD GEOGRAPHY, Kosmos, £4.95 (Tape) £5.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : BBC Master Compact  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable, BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## General Introduction

Please see ANSWER BACK FACTFILE 500: ARITHMETIC for this introduction.

## Instructions

Increase your knowledge of the geography of the world in which we live with this comprehensive, informative yet entertaining FACTFILE 500.

The topics included give a good general insight into the physical and economic geography of most of the more important, and some of the less well known, countries of the world. So, whether your interest lies in France or Tuvalu, the USA or Burundi, this FACTFILE will certainly provide food for thought.

## Contents

500 Multiple choice questions on the following topics:

WG1	Africa	WG11	Soviet Union
WG2	Canada	WG12	West Africa
WG3	England	WG13	Austria, Switz, W.Germany
WG4	Scandinavia	WG14	The Caribbean
WG5	USA	WG15	Central America
WG6	Rivers and Seas	WG16	Mediterranean Europe
WG7	Asia less USSR	WG17	The Low Countries
WG8	Scotland	WG18	Wales and Ireland
WG9	Oceania	WG19	Eastern Europe
WG10	Facts about Transport	WG20	South America

First load the control program from your ANSWER BACK QUIZ, then use the LOAD QUIZ option from the program menu to load the required topic. The filename to key in (when asked by the program) should be selected from the above list, for example WG12.

This pack does not contain a computer program. It must be used with an ANSWER BACK program available separately.

**Instructions' Source** : ANSWER BACK FACTFILE: WORLD GEOGRAPHY (Kosmos) Inner Inlay

**Reviews** : No Review Yet



# ANSWER BACK JUNIOR QUIZ

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Quiz Program Compatible With ANSWER BACK Files; Ages 6-11  
Author : Keith Spence  
Standalone Release(s) : 1984: AB JUNIOR QUIZ, Kosmos, £9.95 (Tape) £12.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : ANSWER BACK JUNIOR QUIZ (Kosmos) Back and Inner Inlay

## Review (Electron User)

This series of programs was first designed for the over twelves. This latest version is for 6 to 11-year-olds and contains a completely new range of topics. On the cassette are the master program and fifteen files of questions each containing fifty programs on the particular topic.

Topics included on the tape include: nature, music and nursery rhymes, lucky dip, famous people, science, the British Isles, word fun, around the world, brain strainers, games and sport, books and poetry, fun-sums, TV, films and theatre, spelling and take your chance.

The master program not only presents the questions on file but enables the user to create their own files. This is an excellent piece of software for the home and school. It can be modified and expanded to meet the demands of the individual user.

The various options have very clear and specific instructions and can be used by someone not familiar with the inner workings of a computer. They offer a flexibility not often found in such programs. The child user also experiences a well constructed screen format with a variety that continues to stimulate.

All questions are stored in the file with four answers - one answer correct, the others wrong. This enables the computer to present three different types of questions:

- \* Multiple choice - the user presses A, B, C or D.
- \* True or false - one answer appears, the user says whether it is correct or not.
- \* Complete the answer - the user has to fill in the missing letters.

In a fourth option, the computer presents a selection of different types of questions.

If an answer is correct then the user has the opportunity of saving the princess by dropping from the hot air balloon a sandbag to land on top of the dragon.

This encourages children who don't like answering questions alone. My experience has been that the killing of dragons is not necessary but it does not distract from the quiz itself. This is an excellent package and it should find its way into many homes and schools.

John Woollard, ELECTRON USER 1.12



# ANSWER BACK SENIOR QUIZ

*Professional, Released On Cassette And ADFS 1D00 Disc*

Game Type : Quiz Program Compatible With ANSWER BACK Files; Ages 12+  
Authors : Keith Spence and Susan Van Baars  
Standalone Release(s) : 1984: AB SENIOR QUIZ, Kosmos, £9.95 (Tape) £12.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*Quizzes are popular with everyone...*

*Quizzes combined with Space-Age sound and colourful graphics are irresistible...*

*Quizzes containing a vast selection of well-researched questions have immense educational value...*

*The ANSWER BACK quiz provides a unique adventure in education by allowing the successful challenger to participate in a simple and compelling game. The software package contains a highly sophisticated control program and fifteen thought-provoking quizzes, each covering a different topic in general knowledge.*

*FEATURES INCLUDE...*

*Multiple choice questions, True or false?, Find the missing letters, 'Pass' facility, Immediate correction of errors, Timer option, Performance summary, Re-run of questions passed or incorrectly answered,*

*An enormous total of 750 questions with 3,000 answer options are available but you tell the computer how many you want and on what topic. Should you ever tire of the fascinating quizzes, you can use the powerful yet simple creating, editing and saving commands to produce a multitude of quizzes to your own design."*

The ANSWER BACK quiz cassette contains a powerful control program and a series of self-contained General Knowledge quizzes. The control program is recorded at the start of side 1 of the cassette. The remainder of the cassette contains the quiz files Q1 to Q15. Each quiz covers a different topic, a full list of which appears opposite.

### **1. Loading and starting the program**

The control program should first be loaded using the command CHAIN"". On successful loading the screen will show the program title and a list of available facilities. This is known as the COMMAND MENU. At the bottom of the screen the message "Question Store Empty" will be seen. The question store is actually the part of the computer's memory in which a quiz is stored while it is being used. Only one quiz may occupy the question store at any time.

### **2. Program facilities**

The facilities listed in paragraphs 3 to 11 are available whenever the screen shows the command menu. Individual program facilities are requested simply by keying the first letter of the appropriate command. Your first command will probably be to load a quiz file into the question store.

### **3. Loading a quiz from the cassette (Key L)**



The program will ask you to key in the filename of the quiz you wish to try. Key in a filename (Q1 to Q15) from the list opposite, end with RETURN. If you wish to load the next sequential quiz on the cassette, the filename may be omitted.

#### **4. Beginning a quiz (Key B)**

To begin the quiz, key B. You will then be asked which format you would like. The options are:

- M = Multiple choice, where the computer presents a question followed by several answers. All you have to do is select the correct answer each time by pressing A, B, C or D as appropriate.
- Y = Yes/No, where the computer gives an answer to the question and you have to decide if the answer is correct or not.
- C = Complete the Answer, where the computer gives you part of the answer, and you have to fill in the missing letters.
- S = Selection of all three of the above.

Having made your choice the computer will ask how many questions you would like to try, whether you would like a random or sequential selection from the questions in store and whether you would like to be timed or not. The moonscape background for the quiz will then appear and the magic robot will ask the first question.

#### **5. Answering the questions**

If you answer the question correctly you will hear a high note from the computer and an alien spaceship will appear amongst the stars. You can command the magic robot to shoot down the spaceship by pressing the space bar. If the spaceship falls precisely into the centre of the volcanic moon crater, it will explode on impact with a blinding flash.

If you get the answer wrong, the computer will sound a low note and then tell you the correct answer.

If you do not know the answer to the question, you can 'pass' by pressing the DELETE key.

When you have completed the number of questions requested, a summary of your performance will appear. You will then have the option to repeat the questions you answered incorrectly and to discover the answers to those you 'passed'.

There are three special commands which can be used whenever the magic robot is waiting for your answer to his question.

- CTRL A = This displays the position number of the question within the Question Store (only required for editing purposes).
- CTRL F = Turn off the sound of the robot's laser gun.
- CTRL S = Turn on the sound of the robot's laser gun.

The number displayed on the small planet indicates which question you are on. The large planet shows elapsed time in minutes and seconds (if timer requested).

#### **6. Creating your own quiz (Key C)**

You can create any number of your own quizzes by successively keying in lists of questions and answers in the boxes shown on the screen. Each question must be accompanied by the correct answer and at least one wrong answer. The text for each question and answer should be terminated using the RETURN key. You can use the Cursor Down key to move the cursor down to the next line in the question box if required. The last two "wrong answer" boxes may optionally be left blank simply by pressing the RETURN key.

Mistakes in entering text can be corrected with the DELETE key provided the RETURN key has not been pressed, or by keying X (RETURN) as the first character in any answer box to return to the previous one.

Questions and answers may be repeatedly keyed into the Question Store in this way until your quiz is complete. There is room for 50 to 100 questions depending on



their length. A message "FILE FULL" will appear should you reach the limit. You can end quiz creation at any time simply by keying END (RETURN) at the start of line 1 of the question box.

A number of special keys may be used to enter the following symbols and accented characters in the text.

CTRL A = ^2	CTRL G = e(acute)
CTRL B = ^3	CTRL H = e(grave)
CTRL C = ^4	CTRL I = o(circumflex)
CTRL D = fraction 0.5	CTRL J = a(circumflex)
CTRL E = flying o	CTRL K = e(circumflex)
CTRL F = a(grave)	CTRL L = c(cedilla)

### **7. Saving a quiz on cassette (Key S)**

The Save command need only be used when a permanent copy is required of a newly created quiz or of a previous quiz which has been modified.

Enter a filename for the quiz (up to 8 characters). Enter a title for the quiz (up to 24 characters). Insert a blank cassette and switch the cassette player to the record mode when the RECORD then RETURN message appears. On completion of recording the tape should be rewound and the Verify facility requested.

### **8. Verify a saved quiz**

This facility should ALWAYS be used to check that a newly saved quiz has been successfully recorded. Enter the filename of the quiz to be verified and switch the cassette player to the play mode. The program confirms that verification is successful by printing "loading" then "OK". If verification fails, press the ESCAPE key and save the quiz again.

### **9. Add to current quiz (Key A)**

This facility may be used to add further questions to a quiz which is already held in the Question Store. Instructions for using the Add facility are identical to those for the Create facility (see paragraph 6).

### **10. Delete question (Key D)**

In order to delete a particular question you will need to know its position within the Question Store. This may be determined using the CTRL A command whilst running the quiz, as described in paragraph 5. The Delete command will ask you for the question number to be deleted and will give you a chance to change your mind in case you make a mistake.

### **11. Insert new question**

This facility enables you to insert a new question at a particular point in the quiz currently occupying the Question Store. You must first specify the point of insertion required, the question currently occupying that position will then be displayed. After confirming that this is the correct place for the insertion you can then enter the text for the new question and answers.

### **12. Contents**

Q1 Astronomy  
Q2 Music  
Q3 Natural History  
Q4 Famous People  
Q5 Science  
Q6 Art and Architecture  
Q7 Know Your Language  
Q8 Discoveries and Inventions  
Q9 Sport  
Q10 Literature  
Q11 Films, TV and Theatre  
Q12 History  
Q13 Legends and Mythology  
Q14 Geography  
Q15 Pot Luck



**Instructions' Source** : ANSWER BACK SENIOR QUIZ (Kosmos) Back and Inner Inlay

**Review (Electron User)**

This marvellous little package is more than a quiz, more than a game and much more than so many of the educational programs on the market. High praise you say, but consider what you get for your money. A choice of fifteen quiz topics, each containing fifty questions, three different ways of answering - multiple choice, true or false and fill in the missing letters. Then there's a facility to pass if you're really stuck, a summary of your performance and the chance to re-run the ones you passed or got wrong. All this under the eyes of the micro timekeeper.

Add to that good graphics in the form of craters, planets, spaceships and your friendly robot with his laser gun. Mix in a little sound and you have part two - a game, triggered by correctly answering a question. A tone sounds, an alien spaceship appears from behind your planet, you hit the robot's laser fire button and try to shoot it down.

It's really compelling stuff. But wait...there's more to come. Being the mastermind that you are, it won't take you long to come to grips with the correct answers to most of the 750 questions available. Therefore you can create your own.

Even this can be done using the program's create, save and verify facility. Now you have a package made for the kids to do their homework with. You set the questions, and they get to shoot down all the nasties from outer space. Peace will reign in your household. Watch out, Magnus Magnusson. Your job's in jeopardy.

Ken Smith, ELECTRON USER 2. 4



# ANSWER BACK SPORT

**Professional, Released On Cassette And ADFS 1D00 Disc**

Game Type : Quiz Program Compatible With ANSWER BACK Files; Ages 12+  
Authors : Keith Spence and M Pendlebury  
Standalone Release(s) : 1984: ABACK SPORT, Kosmos, £9.95 (Tape) £12.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*If you like sport...  
If you think you know your sports...  
If you like playing high-speed computer sports games...  
If you think you can challenge the KOSMOS sports team and win...  
...then this program is for you!*

*The program contains a choice of popular sports games combined with a gigantic collection of quizzes covering a multitude of sports subjects. If you answer the questions correctly you can try your skill in the game of your choice. If you don't know the answers, you can always cheat and play the games anyway!*

*The program contains a total of 800 questions and over 3000 answer options. But that is only the start, you can also create an unlimited number of quizzes of your own design, on any subject. These may be saved on blank cassettes and used whenever you like with your favourite sports game.*

**The game with a difference** - *The only limit is your imagination.*

The ANSWER BACK - SPORT cassette contains a powerful control program, a choice of high-speed football or tennis games and a massive series of Sports quizzes. Correct answers during the quizzes are rewarded with credit points which may be exchanged for another game's session whenever you like. Each of the 26 quizzes covers a different topic, a full list of which appears in the "Contents" panel.

### 1. Loading and starting the program

The control program is recorded at the start of side 1 of the cassette. The remainder of side 1 contains quiz files Q1 to Q12, side 2 contains quiz files Q13 to Q26. The control program is NOT recorded on side 2 of the cassette. The control program should be loaded using the command CHAIN "QUIZ" (If your computer has a disc interface, you must first type \*TAPE). On successful loading, the screen will show the program title and a list of available facilities. This is known as the **Command Menu**. At the bottom of the screen, the message "Question Store Empty" will be seen. The question store is actually the part of the computer's memory in which a quiz is stored while it is being used. Only one quiz may occupy the question store at any time.

### 2. Program facilities

The facilities listed in paragraphs 3 to 12 are available whenever the screen shows the command menu. Individual program facilities are requested simply by keying the first letter of the appropriate command. Your first command will probably be to load a quiz file into the question store (paragraph 3), or you may prefer to try out the games (paragraph 6).

### 3. Loading a quiz from the cassette (Key L)



The program will ask you to key in the filename of the quiz you wish to try. Key in a filename (Q1 to Q26) from the list overleaf, end with RETURN. If you wish to load the next sequential quiz on the cassette, the filename may be omitted.

#### **4. Beginning a quiz (Key B)**

To begin the quiz, key B. You will then be asked to enter your name (end with RETURN). If you have previously entered your name, you need only press RETURN. You will then be asked to specify which quiz format you would like. The options are:

- M = Multiple choice, where the computer presents a question followed by several answers. All you have to do is select the correct answer each time by pressing A, B, C or D as appropriate.
- Y = Yes/No, where the computer gives an answer to the question and you have to decide if the answer is correct or not.
- S = Selection of both.

Having made your choice the computer will ask how many questions you would like to try, whether you would like a random or sequential selection from the questions in store and whether you would like to be timed or not. The computer will then ask the first question.

#### **5. Answering the questions**

If you answer the question correctly you will hear a high note from the computer, your score will increase by one and you will be awarded three credit points. If you get the answer wrong you will hear a low note and then tell you the correct answer. The KOSMOS's team score will be increased by one.

If you do not know the answer to the question, you can 'cheat' by pressing the DELETE key. You will only receive one credit point however and the KOSMOS score will be increased by one.

When you have completed the number of questions requested, a summary of your performance will appear. You then have the opportunity to have another look at the questions you answered incorrectly or cheated on.

There are two special commands which can be used whenever the computer is waiting for your answer to a question.

Press Key P = Displays the position number of the question within the Question Store (only required for editing purposes).

Press Key G = Stops the CREDIT indicator flashing and tells the computer you would like to play the games.

#### **6. Playing the games**

During a quiz you gain credit points for correct answers or for cheating! These may be accumulated for as long as you like or immediately exchanged for turns in a game. The CREDIT indicator flashes to remind you that you have some unused credit. You can tell the computer you are ready to play by pressing the G key.

As soon as you have finished the current question, the computer will invite you to choose which game you would like to play. You can also use the games independently of the quizzes by keying F for Football or T for Tennis from the main command menu.

Tennis = The objective is to return the ball each time it comes in your direction. To do this you move your tennis player to the right or left then raise your racquet and strike the ball at the right moment!

Football = The objective is to prevent the KOSMOS team from scoring by moving your goalkeeper to the right or left to block the ball.

#### **7. Creating your own quiz (Key C)**

You can create any number of your own quizzes by successively keying in lists of questions and answers in the boxes shown on the screen. Each question must be



accompanied by the correct answer and at least one wrong answer. The text for each question and answer should be terminated using the RETURN key. You can use the DOWN ARROW key to move the cursor down to the next line in the question box if required. The last two "wrong answer" boxes may optionally be left blank simply by pressing the RETURN key.

Mistakes in entering text can be corrected with the DELETE key provided the RETURN key has not been pressed, or by keying X (RETURN) as the first character in any answer box to return to the previous one.

Questions and answers may be repeatedly keyed into the Question Store in this way until your quiz is complete. There is room for 30 to 100 questions depending on their length. A message "FILE FULL" will appear should you reach the limit. You can end quiz creation at any time simply by keying END (RETURN) at the start of line 1 of the question box.

#### **8. Saving a quiz on cassette (Key S)**

The Save command need only be used when a permanent copy is required of a newly created quiz or of a previous quiz which has been modified.

Enter a filename for the quiz (up to 8 characters). Enter a title for the quiz (up to 24 characters). Insert a blank cassette and switch the cassette player to the record mode when the RECORD then RETURN message appears. On completion of recording the tape should be rewound and the Verify facility requested.

#### **9. Verify a saved quiz (Key V)**

This facility should ALWAYS be used to check that a newly saved quiz has been successfully recorded. Enter the filename of the quiz to be verified and switch the cassette player to the play mode. The program confirms that verification is successful by printing "loading" then "OK". If verification fails, press the ESCAPE key and save the quiz again.

#### **10. Add to current quiz (Key A)**

This facility may be used to add further questions to a quiz which is already held in the Question Store. Instructions for using the Add facility are identical to those for the Create facility (see paragraph 7).

#### **11. Delete question (Key D)**

In order to delete a particular question you will need to know its position within the Question Store. This may be determined using the P command whilst running the quiz, as described in paragraph 5. The Delete command will ask you for the question number to be deleted and will give you a chance to change your mind in case you make a mistake.

#### **12. Insert new question (Key I)**

This facility enables you to insert a new question at a particular point in the quiz currently occupying the Question Store. You must first specify the point of insertion required, the question currently occupying that position will then be displayed. After confirming that this is the correct place for the insertion, you can then enter the text for the new question and answers.

#### **13. Contents**

Q1 Easy Ones First  
Q2 Club Football  
Q3 Pot Luck  
Q4 Guess the Sport  
Q5 Meccas of Sport  
Q6 Water Sports  
Q7 Cricket  
Q8 Olympic Games - Pre 1984  
Q9 Sport on Wheels  
Q10 Around the World  
Q11 Rugby  
Q12 1984



Q13 International Football  
Q14 Boxing  
Q15 Fast and Easy  
Q16 Golf  
Q17 The Famous  
Q18 Athletics  
Q19 Horse Sports  
Q20 1984 Summer Olympics  
Q21 Tennis  
Q22 Mixed Bag  
Q23 Great Moments  
Q24 Football for Know Alls  
Q25 1984  
Q26 1984 For Know Alls

**Instructions' Source** : ANSWER BACK SPORT (Kosmos) Inner Inlay

### **Review (Electron User)**

Kosmos has developed quite a reputation for its ANSWER BACK programs, and the latest addition to the collection, the sports quiz, keeps up the good work. What you get for your money is more than 750 questions divided into 26 categories.

These must cover just about every area of sport. The questions can be multiple choice, or yes/no answers. The whole program is regarded as a sporting contest - you against Kosmos. Every time you get a question wrong, it's a point for Kosmos. But if you get one right, you will gain the point yourself.<sup>1</sup>

For each correct answer, you also get three credits, and these credits can be cashed in for a choice of two games - football or tennis. In football, you keep goal against a very competent Kosmos forward line, while in tennis you score points each time you hit the ball. Apart from the set questions, the program gives you the ability to create your own quiz.

This doesn't need to have a sporting theme - I've used it to create questions on science topics.

The program is well-written and bug-free. The games, while not arcade standard, demand some skill and are enjoyable to play. The main menu is clear and easy to use.

Rog Frost, ELECTRON USER 3. 3

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<sup>1</sup> Evidently, an error occurred in printing the original review which reads 'But if you get one enjoyable to play.'



# ARCADE GAME CREATOR

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Utilities; Program Arcade Games  
Author :  
Standalone Release(s) : 1987: ARCADE GAME CREATOR, Database, £6.95 (Tape),  
£9.95 (Disc)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

ARCADE GAME CREATOR was supplied without instructions. It is used with the appropriate articles in Volume 4 of ELECTRON USER magazine.

Reviews : No Review Yet



# ARCADE SOCCER

*Professional, Released On Cassette Only*

Game Type : Arcade; Overhead Football Game  
Author :  
Standalone Release(s) : 1989: ARCADE SOCCER, 4th Dimension, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : THE 4TH DIMENSION, PO Box 444, SHEFFIELD. Tel: 01742 700661  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*ARCADE SOCCER really is football action at its very best. Using an overhead view to make gameplay as exciting as possible, it features everything that you could want in a football game. Corners, sliding tackles, throw-ins, goal kicks, dribbling, shooting, passing and much more. But not only does ARCADE SOCCER give you Total Action it also puts you in Total Control.*

*Firstly you can play with either keyboard or joysticks, against the computer and/or with up to 23 friends. The options are almost limitless; you can choose the skill of the goalkeepers, the speed and length of the game, play 'friendlies' or tournaments and even enter the most coveted of championships - the World Cup.*

*ARCADE SOCCER lets you control the action - 'It's brilliant.'*

1. The member of your team that you are controlling will be indicated by his jersey flashing black.
2. When a player has the ball, he can dribble it by moving in the direction that he wants to go. He can also kick it by pressing fire.
3. If the player has not got the ball, the fire button does one of two things. If he is close to the ball, it will perform a sliding tackle - this is the only way of taking the ball off another player. If he is not close to the ball, it will switch control to another player on the screen.
4. When a shot is taken at the goalie, he will automatically dive for the ball and will save it depending on his skill level. The higher the skill level, the more likely he is to save it. When playing friendlies, you can adjust the skill of the goalies. But when playing in the World Cup or the Challenge, the skill of the goalies is set by the computer.

## Game Controls

ARCADE SOCCER comprises of two basic sections, one controlling all the options and results, and the other where you actually play a game.

When you start a new game you will be presented with Round 1 of the World Cup (top) and the Status Icons (bottom).

### World Cup

Round 1 has sixteen teams. To qualify for the next round you must beat the team you are pitted against. Round 2 has eight teams. Round 3 is the semi-finals and Round 4 the final.

### Main Controls

- f0 This commences a friendly match.
- f1 This commences the next World Cup match.
- f2 This commences the next Challenge match.



f3 This allows you to enter players into the World Cup (1 to 16 players can be entered). When you press f3, an asterisk will appear to the left of the top left team. Use the 4 cursor (arrow) keys to move this around. Press <RETURN> to select a team. Press <RETURN> again if you wish to 'unselect' a team. When you wish to leave this option press <SPACE>.

### Status Icons

There are seven different parameters that you can change to affect the way ARCADE SOCCER plays. (These are at the bottom of the screen). The key that changes the status is given before each explanation.

PLY	TIME	K/J	SOUND	SPEED	SK1	SK2
P(PLY)	- Selects either 1 or 2 players for use on friendlies.					
T(TIME)	- Matches of 1 to 5 minutes each way can be played.					
J(K/J)	- You can play either using: keys only (0) ply 1 joystick, ply 2 keys (1) joysticks only (2)					
Q(SOUND)	- Either sound on or off.					
S(SPEED)	- This allows you to change the speed of the game (SLOW/MEDIUM/FAST).					
W(SK1)	- Skill level of player 1's goalie (friendly only). Team colour is white.					
R(SK2)	- Skill level of player 2's goalie and the playing ability if playing the computer (friendly only). Team colour is red.					

### In-Game Controls

Keyboard	1 Player	2 Player	
		Player 1	Player 2
Left	Z	CAPS LOCK	L
Right	X	CTRL	+
Up	*	W	[
Down	/	A	*
Fire	<RETURN>	E	£

Joysticks can also be used

f0 Pause On	f2 Sound On	f5 and f6 Quits Game
f1 Pause Off	f3 Sound Off	

**Instructions' Source** : ARCADE SOCCER (The 4th Dimension) Back And Inner Inlay

### **Review (Electron User) - "World Cup Thriller"**

One minute there are no football games for the Electron, then suddenly there's two - or at least one available and one promised. The Fourth Dimension scores first with its ARCADE SOCCER.

The game's main promotional features are that it is the only graphic football simulation available for the Electron and that up to 24 players are catered for. Thankfully, that doesn't mean 240 fingers and thumbs on the keyboard.

You can play a complete World Cup including 24 teams with computer, or human, players controlling some or all them. In one player mode you take on the computer-controlled teams, but with more than one player you may be matched against a human or computer team.

On loading the game you are presented with the first round World Cup match draws and a simple menu system in icon form. You can select which teams to control and choose to play a friendly challenge or cup match. It's advisable to play the first game as a friendly with the speed reduced to Slow so that you can get used to the keys and gameplay. For a friendly you can also adjust the skill of the goalies - to make sure you win I recommend a rating of nine for you and zero for the Electron. In the challenge and cup matches the skill is chosen at random.



The main play area, in Mode 5, is viewed from above with shirts either white or red, although the player who is on the ball flashes black and white. Normally you control the player nearest the ball, but you can flick between any of your players on screen by pressing <RETURN>.

Doing so if he is close to one of the opposition who has the ball results in a sliding tackle - the only type you get - and pressing <RETURN> when you have the ball kicks it in the direction you are facing. You can dribble until tackled or kicked.

The micro controls all the other players on your side, including the goalie. Apart from goal kicks you don't get to control his movement. While this works quite well it does mean that you can't change the player you are controlling while the goalie has the ball.

The ball is large and stays near the centre of the screen while everything else scrolls around it. All the obvious rules of the game are being adhered to, but I haven't been able to establish whether offsides are included. It is possible to play through the World Cup very quickly using the one minute each way option (it seems more like 45 minutes when you're getting thrashed 9-0 by the computer).

You can opt for up to five minutes each way if you prefer a longer game. Everything runs just as it should with first and second round eliminations, semis and finals.

If you are playing on your own I would advise not trying to run more than one team as you might end up playing against yourself! Only the full time scores are shown when two computer controlled teams play each other so you don't have to sit through every match.

Under the challenge option you play each team in turn until you lose. I haven't managed to progress very far, so I can't say what awaits the winner.

The graphics are as good as they could be, with garbage overwriting the top and bottom of the screen above and below the playing window. The sound is limited to a whistle, a ball against boot kicking effect and frying chips cheering and applause. You can switch off the sound, but I didn't find it annoying enough to use that option.

The game is very playable and you get a feeling of real involvement as you knock the ball into the corner of the net straight past the diving goalie. It's definitely one to play again and again, and if you can gather together enough friends it could make for a good day's enjoyment - and not a lot of games can do that.

Janice Murray

### \*\*\* Second Opinion \*\*\* (Electron User)

This soccer simulation is in a class of its own - it's brilliant. The graphics are good and the gameplay is addictive and exciting.

My tactics - which worked most of the time - are to boot the ball up-field and leg after it as fast as possible. On gaining possession you can dribble it past the defenders and blast it into the back of the net. Recommended for all football fanatics.

Roland Waddilove

Sound .....	5
Graphics .....	9
Playability .....	10
Value for money .....	9
Overall .....	9

"Electron User Golden Game"



# ARCADIANS

*Professional, Released On Cassette Only*

Game Type : Arcade Shoot-'em-up  
Author : Orlando  
Standalone Release(s) : 1984: ARCADIANS, Acornsoft, £9.95  
Compilation Release(s) : 1988: ACORNSOFT HITS 2, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 4, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Once the game is loaded, the first screen shows the keyboard controls, and asks you to select 1 or 2 to start - select 1 for one player and 2 for two players.

Move the laser-base across the screen to aim at the Arcadians hovering in convoy over you. Fire laser bullets at them while dodging shell-fire as they dive-bomb towards you. Arcadians in the different rows are worth different amounts [see below] and, when killed in mid-flight, are worth double their original number of points.

You start with three laser-bases, but can earn another one if you score 7000 points. You have to clear the screen before going on to the next sheet, where a tougher game awaits you!

## Game Controls

<CTRL> - Left, A - Right, <RETURN> - Fire  
Q - Quiet, S - Sound, <ESCAPE> - Return to menu

## Score

Score for each direct hit:

4	4	33	33	22	22	11	11							
4	4444	4	3	33	33	3	2	22	22	2	1	11	11	1
4444444444444444	3333333333333333	2222222222222222	111	11	111									
4444444444444444	3	3333333333	3	2	2222222222	2	1	11	11	1				
444	44	444	333333333333	222222222222	111	111								
44	33	22	11											
stationary	50	stationary	40	stationary	30	stationary	20							
flying	??	flying	80	flying	60	flying	40							

The top of 30 scores are displayed with the players' names at the end of each game. Your 'Rank' (displayed at the bottom of each screen during the game) shows your current position on this table.

**Instructions' Source** : ACORNSOFT HITS 2 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet

**See also** : ELECTRON USER 4. 7 (ACORNSOFT HITS 2)  
EUG #48 (PRES GAMES DISC 4)



# ARENA 3000

***Professional, Released On Cassette Only***

Game Type : Arcade Shoot-'em-up With Dual Joystick Option  
Author :  
Standalone Release(s) : 1983: ARENA 3000, Microdeal, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRODEAL, St Austell, CORNWALL  
Disc compatibility : Unknown

## Instructions

*"It is the year 3000, can you destroy each wave of Killer Robots as they attack and rescue the Humanoid Survivor? Wave after wave of different Robots try to corner you in the Galactic Arena. Will you win? High speed arcade action game. Full colour graphics with sound. Machine language."*

It is the year 3000 A.D. The chief form of entertainment is the arena, where humanoids battle with mutants. Your only defence is a death ray, which always fires in the direction of travel.

Usually, the mutants will only die after being hit several times. You die instantly if you touch, or are touched, by a mutant.

As you clear each wave of mutants, they will be replaced by more of a different type. You start the game with three "lives" but gain an extra one for each 20,000 points.

First decide how you are going to control the game. There are three options:

### 1. KEYBOARD

Press the SPACE BAR to start.

Use the keys as follows:

Z - Left    X - Right    \* - Up    ? - Down    RETURN - Fire

### 2. SINGLE JOYSTICK

Press a FIRE button to start.

Use the joystick on which you pressed the FIRE button to control your movement.

### 3. DUAL JOYSTICKS

Press D to start.

Use the 'left' joystick to move and the 'right' joystick to control direction of shooting. Shooting is continuous so you don't have to worry about fire buttons as well!

With options 1 and 2, you always shoot in the direction in which you last moved. With option 3, the direction of shooting is controlled with the right-hand joystick.

During the game, the S and Q buttons will turn the sound ON and OFF respectively. If you want to answer the phone or draw breath, you can pause the game by pressing the SHIFT LOCK button and continue again afterwards by pressing CAPS LOCK.

## Top Ten Scores

If your score is in the Top Ten, you will be asked for your name to identify you in the 'Hall of Fame'.

**Instructions' Source** : ARENA 3000 (Microdeal) Back and Inner Inlay



### **Review (Electron User)**

Imagine that you're suddenly transported forward in time to the year 3000 AD. You find yourself the star of the chief entertainment of the time - the arena - where humanoids battle with mutants. Your only defence is a death ray and you need it. If you're touched just once by a mutant, you die. And some of the monsters take several blasts before they decide to die and leave you in short-lived peace!

A nightmare? No, just a brief description of ARENA 3000. You, of course, play the part of the humanoid, starting with three lives but soon losing them. Each mutant you kill adds to your points score and the cassette inlay tells you that you gain an extra life for every 20,000 points you score.

I wouldn't know as by then I've been swamped by mutants such as The Dreaded Oh Nos or the Jovial Jovian Jumpers. If they're jovial, I don't get the joke. And of course, every time you clear a wave of mutants, along comes another of a different type.

It's not easy but it is fun. With either keyboard or joystick control, sound on/off and pause facilities and a Hall of Fame, the game is well up to standard. The graphics are very good and the use of sound reasonable. A good version of an arcade classic.

Keith Young, ELECTRON USER 2. 3

### **Special Feature**

This game features a dual joystick option, designed to be used with the VOLTMACE 3B style of joysticks.



# AROUND THE WORLD IN 40 SCREENS

*Professional, Released On Cassette Only And DFS E00 Disc*

Game Alias : REPTON AROUND THE WORLD  
Game Type : Arcade; Overhead Maze Game  
Authors : Tim Tyler & Matthew Atkinson  
Standalone Release(s) : 1985: AROUND THE WORLD IN 40 SCREENS, Superior, £9.95  
1990: REPTON AROUND THE WORLD, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 8, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"REPTON returns...to conquer the world.*

*After the success of REPTON 3, we were overwhelmed with requests for us to publish another set of screens for the game. We have now produced another 40 new screens which, although enticingly amusing, are even trickier to complete than the original 24 screens of REPTON 3.*

*These new screens feature Repton voyaging around the world. In America, Repton is a sheriff with a penchant for hamburgers and whisky; his job is to jail all the bandits and avenge the Red Indians. The Arctic sees Repton as an eskimo being "hotly" pursued home to his igloo by polar bears and penguins. Across to the Orient, and Repton is a kung-fu master amongst the pagodas, rickshaws and Chinese dragons. Repton becomes a deep-sea diver in the Oceans; he searches for pearls around the rotting shipwrecks which are inhabited by dangerous octopuses and squids. Finally, in Africa, Repton reaps his rewards by defeating the tribesmen, caging the parrots, and collecting the apples, bananas and pineapples - whilst watching out for falling coconuts!"*

AROUND THE WORLD IN 40 SCREENS has, as the name suggests, a total of 40 screens. These are provided as five cassette files with eight game screens in each:

File 1: AMERICA  
File 2: ARCTIC  
File 3: ORIENT  
File 4: OCEANS  
File 5: AFRICA

The AMERICA file is loaded automatically when the game is first loaded.

The AMERICA, ARCTIC, ORIENT, OCEANS and AFRICA are on side 2 of the cassette. To load any of these files, simply select the "L" option on the main game screen, and enter the appropriate filename.

## Objective Of The Game

In order to succeed in your journey Around the World you must complete each of the 40 screens without using any passwords. Each new set of characters is based upon the **original REPTON 3 characters**.

For the AMERICA screens, you will notice that the rock and the diamond have been replaced with a wagon-wheel and a hamburger respectively. Therefore, on the AMERICA screens, Repton pushes the wagon-wheels (as if they were rocks) and collects the hamburgers (as if they were diamonds).



Similarly, on the OCEANS screens, the monster and the spirit have been replaced with an octopus and a squid respectively. So Repton is chased by octopuses (instead of monsters) and squids (instead of spirits).

To avoid confusion, the following game instructions refer exclusively to the **original REPTON 3 characters**.

To complete the game, you must carefully determine your routes through each screen in turn, with the aim of defusing the time-bomb by passing over it. However, before the time-bomb can be defused, you must first:-

- (a) collect all the diamonds (including those concealed in safes or cages),
- (b) collect the golden crown, and
- (c) kill all the monsters.

Each screen has a time-limit and, if you do not complete the screen within this time-limit, the time-bomb will explode and you will lose a life. Repton can, however, travel backwards in time because whenever a time-capsule is collected, the time-bomb's clock is reset.

Each screen comprises a series of puzzles. Many of these are interlinked and you may have to solve a number of small puzzles to enable you to tackle a large one. The puzzles may, in some cases, seem impossible - but we assure you that Around the World can be completed.

Rocks will fall if unsupported and should one land on you it will kill you. You must also avoid the monsters, spirits, skulls and fungis - contact with these is fatal.

When an egg falls, it cracks upon landing and a monster hatches out. The monsters are killed by pushing or dropping rocks onto them.

There may be up to eight spirits on each screen. They always follow the walls to their left until they reach a cage. When a spirit enters a cage, it changes into a diamond. A spirit may become dazed if you drop a rock onto it or collect all the diamonds immediately surrounding it. This is to be avoided as the spirit will then move endlessly in a small circle.

Watch out for the poisonous fungus which grows incessantly sealing your fate. Trap it in by surrounding it with rocks if you can, or you may never live to collect the golden crown.

Your route may be blocked by a safe. If so, you must locate a key which will open all of the safes on the screen revealing a diamond within.

Each screen may have a maximum of four transporters. They cause you to be rematerialised at some other location on the screen, but each transporter can be used once only.

### **Game Controls**

Z - Left,    X - Right,    \* - Up,    ? - Down,    M - View Map (Screens A-E only)

<ESCAPE> - Kill Yourself (Useful if you become trapped),    <SHIFT>-R - Restart Game

P - Enter Password,    L - Load Data File,    S/Q - Sound On/Off

K - Select Keyboard Control,    J - Select Joystick Control (Plus 1 Interface)

F - Select Joystick Control (First Byte Interface)

### **Scoring**

5 points ..... for collecting a diamond  
20 points ..... for killing a monster  
50 points ..... for collecting a crown

### **The REPTON 3 Series Editor**



Full instructions for the editor package supplied with this game are detailed under REPTON 3.

**Instructions' Source** : AROUND THE WORLD (Superior/Acornsoft) Back and Inner Inlay

### **Review (Electron User) - "All Abroad With Repton"**

Since the successful launch of REPTON 3, Superior has been inundated with letters asking when it would release a new set of screens.

Well it is my great pleasure to announce that it's here, entitled AROUND THE WORLD IN 40 SCREENS. The package consists of five files, each containing eight mind blowing screens.

The cassette represents excellent value for money since not only do you get forty new screens, there is also a copy the REPTON 3 screen editor. So, if you didn't buy it first time round, here's your chance to see what you've been missing.

As the title suggests, each of the five files is based around a different country or environment. The characters all retain their original characteristics, so boulders fall, eggs hatch and monsters chase, but every last one of them has been redefined to match their new surroundings.

Repton's voyage begins in the Wild West where 'Clint' Repton has to clear the town of hamburgers inside a strict time limit.

The boulders have been replaced by wagon wheels, the monsters are now Red Indians and the spirits have changed into bandits who must be jailed.

The remaining four files are set in the snows of the Arctic, the mysterious Orient, the ocean depths and Africa. A great deal of time and effort has gone into creating a graphical treat, and a series of puzzles that as just as testing as the first collection.

In the original REPTON 3 you had the chance to load a new series of screens if you grew bored with the first set, but you were still playing with the same old characters.

By using a brand new character set with each group of screens your attention is held much longer - it's now far easier to keep the eyelids open at three in the morning.

Unfortunately, the vastly different character sets cause a few problems when loading a new file. You don't know which are safe to touch and invariably lose a few lives.

The best course is to use your first venture into a new landscape as a suicide exercise, walking blindly into the different characters and noting what happens.

The inherent expandability of REPTON 3 has been exploited to the full by Superior. If it continues to release extensions such as this, our little green skinned buddy could be around for many a year.

Sound .....	6
Graphics .....	8
Playability .....	10
Value for money .....	10
Overall .....	9

Jon Revis, ELECTRON USER 4.11



# ARROW OF DEATH PART 1

*Professional, Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #3  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: ARROW OF DEATH PART 1, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Although restored to its rightful place in the throne room over five years ago, the Golden Baton which usually shines brighter than normal gold has suddenly become tarnished. At the same time gloom and despair settles over the whole kingdom. Find the source of this evil influence before it is too late.

**Instructions' Source** : ARROW OF DEATH PART 1 (Adventuresoft) Inner Inlay

**Reviews** : No Review Yet



# ARROW OF DEATH PART 2

*Professional, Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #4  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: ARROW OF DEATH PART 2, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : ARROW OF DEATH PART 2 (Adventuresoft) Inner Inlay

**Reviews** : No Review Yet



# ASTRO PLUMBER

*Professional, Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : Mike Williams  
Standalone Release(s) : 1985: ASTRO PLUMBER, Blue Ribbon, £2.50  
Compilation Release(s) : 1986: BLUE RIBBON GAMES DISC 2 (Blue Ribbon), £14.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You are the maintenance man just arrived from Earth. Your task is to repair the leaking air pipes in caverns under the Moon's surface, which supply the scientists of COLONY 11, a research station. The inhabitants of these underground caverns are indestructible, so must be avoided.

To help you avoid them you are wearing a jet-pack, enabling you to fly over them, but watch your fuel supply. Press the RETURN key to take off and again to land. You can't use the jet-pack on the surface.

To repair the pipes, you are carrying a plasma laser which when fired underneath the pipe engulfs the leak and seals it. This also drains your fuel supply so use with care.

If you leave a screen without repairing all the leaks, on returning to that screen all the leaks will appear again!

The air tanks on the Moon's surface can be used to replenish your air supply, by plugging in to them. Your air indicator will show how much air you have. CAUTION - DO NOT OVERFILL!

The game ends if you run out of air, fuel or lives. With every screen you complete an extra life is gained. You lose a life if you come into contact with any inhabitant, so be warned.

On certain screens there are transport pads. You stand on the pad and press SPACE and you will then be transported to the transporter directly above or below you.

When the pressure indicator is full then that round is completed. A bonus will be added to your score; the next round then increases speed making it harder to complete. GOOD LUCK!

## Control Keys

Z - Left, X - Right, \* - Up, ? - Down  
SHIFT - Fire, RETURN - Jet pack, SPACE BAR - Transport  
COPY - Freeze, DELETE - Unfreeze

**Instructions' Source** : ASTRO PLUMBER (Blue Ribbon) Inner Inlay

## Review (Electron User)

If you are a devotee of moving through underground caverns while trying to avoid mutant monsters, then ASTRO PLUMBER is well worth looking, especially as it is firmly at the budget end of the market, available on cassette for just £2.50. The scenario is the moon and you play the role of the plumber who has recently arrived



at Colony 11 to fix a rather leaky air supply system. What else would you use to mend leaking pipes but a plasma laser?

This does the job perfectly well but drains your oxygen supply rather dramatically. Oh, by the way, I suppose they did tell you on Earth that there are funny little sprites wandering around the system which cannot be avoided? At least you'll appreciate the rather nice jetpack they gave you, so that you can fly over them, although again this drains the air supply.

Still, all is not lost because there are air tanks up on the surface which you can plug into before dropping back underground to try to finish the job.

There are several screens - some with additional features like transport pads which move you quickly up and down the system's levels. There are a couple of snags including the rather long time delay between being killed and the magical reincarnation. This is further aggravated by the fact that the monsters keep moving during this time, and have an annoying habit of being too close when you reappear!

Generally, though, this is a fairly enjoyable game with no original ideas, but plenty of excitement for younger players.

Sound .....	5
Graphics .....	8
Playability .....	7
Value for money .....	8
Overall .....	7

Phil Tayler, ELECTRON USER 3. 7



# ATOM SMASHER

*Professional, Released On Cassette Only*

Game Type : Arcade Shoot-'em-up  
Author : Clive Webster  
Standalone Release(s) : 1983: ATOM SMASHER, Romik, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility :  
Supplier : ROMIK, 272 Argyll Avenue, Slough, BERKS  
Disc compatibility : Unknown

## Instructions

The scene - the heart of a runway nuclear reactor. To delay meltdown you must shoot the protons with your remote controlled super laser. Each time that you shoot a proton, an extra electron is released. If you shoot an electron, you speed up the impending meltdown. There are nine skill levels.

The game starts with a blue electron moving around the neutron.

To delay meltdown you must shoot the proton which moves around the purple nucleus, with your remote controlled super laser.

Each time that you shoot the proton, an extra electron appears. If you collide with an electron, you lose one of your three lives. If you shoot an electron, everything speeds up for a short time, until the electrons cool down a little. If you delay in shooting the proton, meltdown starts.

The molten debris approach the nucleus from each side. You can blast the debris away, but the only way that you can stop it from advancing, is to keep shooting the proton.

When selecting a skill level, 1 is easiest, 9 is hardest.

Points are awarded for the time that you survive, i.e. the longer that you survive, the higher the score.

You have three lives.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire

A joystick option is also available.

P - Pause/Continue, Q/W - Sound off/on

**Instructions' Source** : ATOM SMASHER (Romik) Inner Inlay

**Reviews** : No Review Yet



# AUF WIEDERSEHEN PET

*Professional, Released On Cassette Only*

Game Type : Arcade In Various Stages  
Author : R. Carr  
Standalone Release(s) : 1984: AUF WEIDERSEHEN PET, Tynesoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

THIS game is taken from the sensational television programme in which our hero 'OZ' establishes an international reputation for himself laying bricks and 'Living All Right'.

### The Building Site

Oz's working day sees him on the site with instructions from Herr Fuhrer to build 'ze tallest and videst vall'. He must not get in the way of the watchful Erics, nor fall over the edge of the wall...and there are tumbling trowels to watch out for as well. If Oz can build to the top, a cement bonus is awarded. The more bricks he lays, the more marks he earns to spend on his favourite pastime - drinking.

### The Bier Keller

In the evening, it's off to the local drinking establishment with Marks in his pocket. If he has worked hard building the wall, it could be a rough night for Oz. But the more pints he downs, the more likely it is he will fall over a table, bump into a wall or get dropped by one of those fearsome German barmaids, who seem to appear from nowhere...and there is no drinking after 11:30, so get supping!

### The Way Home

Somewhat worse for wear, Oz has to find his way back to the hut, but in the darkened streets, police cars lie in wait ready to pounce on our unsuspecting Geordie brickie Oz. Should he find his way through the unlit maze, an over-zealous security guard has to be evaded too. Oz can retrace his steps at any time but no extra points are gained and his stamina will be sorely stretched.

## Game Controls

Z - Left, X - Right, O - Up, K - Down

**Instructions' Source** : AUF WEIDERSEHEN PET (Tynesoft) Inner Inlay

## Review (Electron User)

For any fans of the popular TV show, this may have a special appeal. The central character in our neat little plot is Oz, the well known loudmouth. Our Oz is put into a variety of tricky little situations over in Dusseldorf, and it's up to you to get him out of them!

Firstly, at the building site, Oz is under instructions to build as wide a wall as possible, and if you thought bricklaying was easy, try this! As well as avoiding the watchful Erics and the falling trowels, poor Oz must be careful not to tumble from the wall. The more wall he builds, the more marks he earns for his night at the bier keller.

At the bier keller, Oz must try to drink as many pints as possible before 11.30



(clock provided). The more he drinks, the more fearsome the barmaids become and the more numerous the tables to fall over. If you're not full of pity already, you will be when you find he's got to guide himself home as all the street lights in Dusseldorf flicker and die.

He must remember the route, then try to find his way through a pitch-black maze of lamp-posts and police-cars! Even when he gets to the hut, he has to avoid the security guard! Is it really worth going out? You may well ask.

Take the controls and see for yourself. The keys are easy to operate and you will find the graphics well up to standard. But just allow me a few grumbles, being the fusspot I am!

First, the instructions are a little harsh on the eyes in glaring Mode 2. Mode 1 would be preferable. Second, the game seems to be a little slow-moving in parts - particularly when the lights are going out. Finally, more adventurous sound effects wouldn't come amiss.

All in all, though, a promising game for all ages, with plenty of variety.

Bev Friend, ELECTRON USER 2.10



# AVON

## *Professional, Originally Released On DFS 1900 Disc*

Game Type : Text Adventure; Disc-based  
Author : Jonathan Partington  
Standalone Release(s) : None  
Compilation Release(s) : 1990: AVON and MURDAC Double-Pack, Topologika, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS E00, DFS E00

### Instructions

*'All hail, great master, grave sir! Hail! Welcome ever smiles, and farewell goes out singing...'*

*In this light-hearted but immensely challenging look at The Bard's world through the keyboard of modern man, you find yourself, after watching too many Shakespeare plays (or perhaps reading them) wandering around a strangeland. Here they use a richer language than usual and some of the scenes remind you of certain Shakespeare plays. How you are going to return successfully to the present day is something that you will have to find out for yourself!*

*Why does the adventure take place on three different dates? What is the significance of the lady Portia's caskets? Why does Yorick sometimes say "Golesida" and sometimes something else? Why do you suddenly find yourself wearing an ass's head? These are just some of the tantalising puzzles that you'll meet when you welcome AVON...An exhaustive knowledge of the Shakespearean Canon is not necessary as, in most cases, just the problems rather than the solutions are taken from Shakespeare. If you get really stuck, Topologika's much-praised on-line 'Help' system is there to stop the sighing...*

*AVON is Jonathan Partington's first release since his best-selling KINGDOM OF HAMIL (also available from Topologika).*

Little Seedbottom  
Near Stratford  
ENGLAND

Hotel Topologika  
  
1st April 1989

My Dear Aunt Jocasta,

How are you? How is Uncle George? I hope you got my letter from Paris. The Louvre was just amazing, and the hamburgers in the fast food opposite Gare du Nord were nearly as good as yours.

I will be eternally grateful to you both for enabling me to see Europe. Despite having been born and brought up in the States, I still feel, like you, so British! Seeing the land of one's ancestors in one's youth is surely better than hanging on for one's retirement. It's a shame your health wasn't up to the trip.

Thank you for your card. Yes, I had an interesting twentieth birthday. I treated myself to an excursion to Stratford-upon-Avon, Shakespeare's town. 'Treat' is probably not the correct word. It was the weirdest trip I've ever known.

It began like any other. According to the coach driver, we had six hours free. I tried to stay with Araminta (that girl I wrote you about from Paris) but she went off with some 'Nam veteran.



Anyway, Ann Hathaway's cottage was out of this world. I had a cup of English tea, then bought some postcards (I've put one in with this letter to save a stamp), then found this quaint old antique shop. That's when things started to go wrong. Well, not exactly wrong. They just started to, well, happen. I'll try to explain.

This old, brass cauldron in the shop window caught my attention as I walked by. The shop was run by these old ladies, and when I said that I was interested in viewing the cauldron, they flipped. I mean they seemed to think I really did want it, and wouldn't take 'no' for an answer. Of course there was no way that I could have shipped it back to the States. It was even more enormous than that old rocking chair you used to have! (Did Uncle George ever fix it for you?)

My refusal seemed to offend them. They began to cluck and moan. I felt like I was in a Spielberg movie! I was out of there quick, I can tell you. I could swear one of them was after me with a broom. Outside the shop was this enormous pine tree which seemed to groan - yes, groan - as I ran past it. I took refuge in a pet shop a couple of blocks away, where an asp tried to bite me! I dived into the museum (strange to be in a country where people have to pay to check that no one has run off with their own heritage). I got out of there when an ass's head looked me up and down.

Well, all this had brought on a migraine, so I asked a policeman where I could find a drug store. He looked at me kinda strange, as did the chap in the drug store, shoving this green, bubbling phial under the counter as he sold me some pills.

Outside, the spring sun was still up, so I headed for the river. The Avon was as beautiful as Fodor's said it would be. I began to feel a whole lot better, strolling along, letting the pills and the fresh English air do their thing. Maybe I'd imagined it all. Maybe I was just overtired. I'd sure done a heck of a lot of travelling in the last few days. Maybe it was all just a bad dream, and I'd wake up in a minute or two back on the coach.

I must have taken a wrong turning. Suddenly I had the strangest of feelings. Don't ask me how, but right then I began to realise what was going on, and the thought sent a shock down my spine. Before my very eyes, the scenery was changing. The woods across the river looked like Scotland, the streets might have been Egypt, or London or Venice - anywhere. There was nothing I could get my bearings from. Modern Stratford was leaving me behind.

Even the ground at my feet looked different, unnatural. It was made of boards. I wondered if I was on some sort of platform or stage. Maybe I'd strayed onto some sort of riverside film set, I thought: that would explain some things. But the whole area looked too realistic: those were real trees, real buildings, and across the river, the suddenly muddy, boiling river, were real people.

But wait: why were they pointing at me? It was horrible; I hate people staring at me. This was worse: they were talking about me too, their voices drifting across the churning water: "Marry, 'tis a strange churl, that standeth over there. Methinks it knoweth not the time of day!"

Then I realised something even more horrible. Their clothing was completely different to mine. Where I was wearing Levis and my old football shirt (I know you disapprove of that, Auntie, but when one is travelling) these olde worlde hippies had on long flowing garments that swung stiffly in the increasingly chill breeze. It felt like winter, was winter, and it would be dark within minutes.

To cut a long story short, I was standing in a world that, although it was at that moment definitely NOT Stratford-upon-Avon, still had this Shakespearian flavour. I'd been transported into The Bard's world - the world of his plays - and players.

You're thinking your nephew's gone nutty, I suppose, that Europe has gone to my head. Please please believe me, Auntie. This *really* happened. I had to use all my wits to get back to the modern woruld. Luckily, I didn't need to know all that much about the Bard himself - or his works.



Not time for any more right now, Auntie. I'll write again in a day or so. Don't worry about me. How is Uncle George getting on in Kashmir?

Your loving nephew,

Jonathan

## Screen Display

The top line contains a short description of where you are, together with your current score. The bottom section displays your current location in greater detail, together with your own input and the game's responses.

## Specimen Commands

**GO NORTH, THEN EAT THE PIG, E, SW, IN**

**GET ALL BUT THE DUCK AND GOBLET, AND LEAVE**

**GET** - takes the first relevant object

**DROP** - similar

**TAKE THE PIG AND UNICORN, WAIT**

**SAY HELLO**

**HELLO** - equivalent to saying it

**LOOK** - gives a full description of where you are

**SAVE** - stores your current position on disk

**RESTORE** - brings back the saved game

**RESTART** - begins at the beginning

**QUIT** or **STOP**

**VERBOSE** - makes program always give the full description of where you are

**NORMAL** - makes program give full description the first time you arrive at a new place, with short descriptions for later visits

**INVENTORY** - lists your current possessions

## The puzzles

You may be puzzled why the EXAMINE command is of only limited use. The game is conceived in such a way that in solving the puzzles you are not involved in merely happening to discover things about the objects. It is only by manipulating them where possible, or combing them in some way, that the relevant features are revealed. Some locations, however, do contain hidden depths...

## On-line HELP

If you get completely stuck, on-line help is available by typing HELP. Look up your problem on the list of hints and give the hint number you require.

You will then be given some sort of clue. The HELP facility is structured in stages so that you will initially get a partial clue, and will be given due warning if the entire puzzle is about to be revealed to you!

Keyword	AVON Hints	Hint
<b>ANGLER</b>	What can I do with the angler?	10
<b>ARDEN</b>	How can I get through Arden?	65
	What can I do at the clearing in Arden?	66
<b>ASP</b>	How can I avoid being killed by the asp?	39
<b>ASS</b>	How can I avoid having an ass's head put on me?	33
<b>BANQUET</b>	What is the purpose of the banquet?	49
<b>BARGE</b>	How can I get off the barge?	40
<b>BEACH</b>	What can I do at the beach?	35
<b>BEAR</b>	How can I get past the bear?	21
<b>BIRNHAM</b>	What can I do in Birnham Wood?	51
<b>BLOOD</b>	How can I remove the smell of blood from my hands?	48
<b>BUTT</b>	I can't get past the butt of Malmsey wine.	7
<b>CAPITOL</b>	How can I avoid being killed in the Capitol?	32
<b>CASKETS</b>	How can I tell in which order to open the caskets...	
	...on January 6th?	17



	...on March 15th?	31
	...on June 24th?	42
<b>CAULDRON</b>	Which object should I choose from the witches' cauldron...	
	...on January 6th?	1
	...on March 15th?	30
	...on June 24th?	46
<b>CELLAR</b>	How can I use the information from the Boar's Head cellar?	20
<b>CHEST</b>	How can I get the large chest at the beach?	36
	How can I open the small chest?	67
<b>CLIFF</b>	How do I get down the cliff?	56
<b>COLOSSUS</b>	How do I get past the colossus?	58
<b>DRINK</b>	I can't win the drinking contest.	6
<b>DROWNING</b>	How can I avoid drowning in the river?	29
<b>DUCATS</b>	How can I avoid having to give back the ducats?	38
<b>DUNSINNIN</b>	How can I get back from Dunsinnin?	52
<b>FARM</b>	I don't know what to do at the farm.	3
<b>FOG</b>	How can I get through the fog?	55
<b>GAOL</b>	How can I get out of gaol?	24
<b>GHOST</b>	What can I do with the Scotman's ghost?	50
<b>GOLDSMITH</b>	How can I avoid the goldsmith taking my ducats as payment?	62
	How can I avoid the goldsmith taking back the chain?	63
	How can I get past the goldsmith when I'm carrying neither the chain nor the ducats?	64
<b>GRAVEYARD</b>	How can I get east of the graveyard?	41
<b>HOUSE</b>	How can I get into the house?	25
	How can I avoid being killed in the house?	28
<b>HOVEL</b>	How can I get into the hovel?	27
<b>HUNCHBACK</b>	How can I help the kingly hunchback?	34
<b>ILLYRIA</b>	How can I tell which house to enter in Illyria Court?	15
<b>LEAR</b>	How should I advise King Lear?	19
<b>MAZE</b>	I can't get through the maze of mountain paths.	2
<b>MELTING</b>	How do I avoid my flesh melting?	44
<b>MOOR</b>	How can I avoid being killed by the Moor?	14
<b>MOOR'S CODE</b>	How can I decode the Moor's code?	16
<b>NAME</b>	What name should I give when I'm asked?	61
<b>OBJECTS</b>	Tell me the use of a particular object.	69
<b>PASSWORD</b>	How can I interpret the jester's password?	18
<b>PHIAL</b>	What should I do with the phial?	23
<b>PINE</b>	What can I do with the howling pine?	26
<b>PORPENTINE</b>	What is a porpentine?	59
	How do I get the porpentine?	60
<b>SAVE</b>	Why is saving sometimes regarded as an "ill deed"?	22
<b>SHIELD</b>	How can I get the shield from the Scotsman?	54
<b>SHREW</b>	How can I get the shrew?	37
<b>SLINGS AND ARROWS</b>	How can I avoid being killed by slings and arrows?	53
<b>SPEAR</b>	What do I do with the spear?	8
<b>STATUE</b>	What should I do with the statue?	5
<b>TAVERN</b>	How do I get into the tavern?	57
<b>TREASURE</b>	What should I do with my valuable items?	4
	I can't find all the treasure.	70
<b>UNDISCOVERED COUNTRY</b>	How can I get through the undiscovered country?	45
<b>VASTY DEEP</b>	What can I do at the Vasty Deep?	11
	How can I call spirits from the Vasty Deep?	12
	How can I avoid being killed by the Vasty Deep spirits?	13
<b>WARM</b>	How do I avoid feeling warm?	43
<b>WATCHMAN</b>	How can I get past the watchman?	68
<b>WITCHES</b>	How can I persuade the witches to give me more than one items at once?	47
<b>WORM</b>	What can I do with the worm?	9



## **Review (Electron User - Double Review Of AVON and MURDAC) - "The Bard's Tale"**

Topologika is a software house that has steadily gained a first class reputation in the provision of adventure games and educational software. It's not surprising really when you remember that the stable of writers includes such luminaries as Jonathan (KINGDOM OF HAMIL) Partington, Jon (ACHETON) Thackray and Peter (PHILOSOPHER'S QUEST) Killworth.

Just issued is a double-game blockbuster from the combined talents of Jonathan Partington and Jon Thackray. The disc contains two quite different text only adventures that delight my purist heart: AVON and MURDAC.

The package consists of the usual neat folder containing the disc, two leaflets introducing the background to each adventure, two sealed envelopes embellished with the admonition DON'T BE TEMPTED - concealing clue sheets - and last, but not least hour upon hour of fun and frustration.

I'll begin with AVON, since that should be regarded as the A side of this particular release. As the title hints, it is a brilliant romp that pays tribute to that Swan of Avon, that Bard illustrious, Will Shakespeare no less.

As a tourist from the United States, here you are in Stratford absorbing the atmosphere when slowly but steadily the magic of history begins to take effect - as the introduction puts it, "There was nothing I could get my bearings from. Modern Stratford was leaving me behind."

And so you suddenly find yourself in the following location: "You are standing on a flat plain. From here it seems that all the world's a stage, and all the men and women merely players. They have their exits and their entrances to the north, south, east and west."

With these words you are pitched headlong into a world redolent of Shakespearean references and allusions, many extremely funny, and a number of puzzles that need deductive and observational power to solve them rather than literary know-how.

I strongly recommend a good wander round the many locations that you can visit without needing to solve any puzzles first. I am delighted to say that Jonathan here follows the philosophy I heartily approve of - he doesn't pack the early stages of this adventure with puzzles that must be solved before you can advance any further. Other, lesser writers, or would-be writers, please note and follow the example set by these experts.

The only tiny problem that has to be overcome early on is that of finding some way of seeing in the dark - and those three charming ladies on the blasted heath have the answer to that. And, what's more, are quite willing to see eye to eye with you regarding your need.

Another acquisition which will be useful from very early on in the game is the equivalent to the packing-case used as a storage medium in DUNGEON ADVENTURE - and you should remember what use Sir John Falstaff made of it in The Merry Wives of Windsor, too.

The language is at times lyrical and at others acts as a vehicle for the zany humour that characterises this adventure. I really must give a few examples to whet your appetites:

"A rather dull-looking constable appears, cries 'Havoc!' and lets slip the dogs of war. In fact a small Chihuahua appears and stands barking at you. "Drug squad," says the constable. 'I must search you for certain substances.'"

"You sit down at the feast. To your horror a ghastly vision appears and shakes its gory locks at you. It is the ghost of the Scotsman you have so foully slain! You stand and address this shadow, this unreal mockery, which only you can see. This displaces the mirth of the guests, who stand not upon the order of their going, but



go at once. The ghost avants and quits your sight, melting into the wall to your north-east."

"You are at the centre of the wood. To the south is a cottage which probably belongs to a retired criminal, for it bears the name Dunsinnin."

The parser is of the kind we have grown to accept as normal for a sophisticated adventure from a top flight author. It happily accepts multiple input such as GO NORTH, EAT THE PIE, OPEN DOOR, IN and can deal with exclusions such as TAKE EVERYTHING EXCEPT THE GOBLET.

It's very helpful when mapping to be given a long location description first time there and a shorter one on subsequent visits, but you can arrange to have the full description every time by entering the command VERBOSE.

At the heart of the adventure - apart from the treasures to be collected - are a number of fascinating puzzles which will have many of you muttering away to yourselves as you try to solve them.

For me, the most fascinating was the casket problem: Lady Portia - from The Merchant of Venice - has three caskets, of lead, silver and gold.

The problem is working out in which order to open them so as to get the real prize as against the booby prize. You'll encounter this problem three times, since the action of the game takes place on three different dates - January 6, March 15 and June 24 - and a potion is your passport to time travel.

There are a whole host of less complex puzzles, some of which need applied common sense and some a little general knowledge. Thus, you can pacify a musical gaoler provided you know who is his favourite composer.

Similarly, you have to drink that old toper Sir John Falstaff under the table - which is perfectly feasible provided you use your loaf.

It's possible to get thoroughly pie-eyed on the Ides of March, but at the same time it could turn out to be a lifesaver. I'd also recommend that you indulge in some asinine behaviour similar to that of King Nebuchadnezzar as recorded in the Book of Daniel.

A couple of final hints for this superb adventure: The command WAIT is invaluable at certain points in the game - and don't be afraid to draw your bow at a venture.

AVON is a game I can gladly recommend to expert and novice alike.

Moving on to THE MONSTERS OF MURDAC, which is billed as a free inclusion, we come to an adventure of a very different type. Personally, I think MURDAC should be sold in its own right.

I should say right away that this is not for beginners, being designed to bewitch those who rate themselves as competent or expert. The initial scenario consists of 14 locations only, but since one is a locked house that contains a cellar you needn't worry. In fact, there's around 70 locations in all.

However, while careful mapping is essential, the chief pleasure has to do with solving quite complex puzzles rather than exploring exotic locations.

The opening problem was, to my mind, very difficult, since it involved a minimum move sequence to locate a building site while something could still be done. However, if you are successful, I would refer you to Psalm 98 verse 7 as found in the Book of Common Prayer - and urge you to remember how Joshua fought the battle of Jericho.



Also in the opening sequence, a sword needs to be obtained. Remember how King Arthur got Excalibur? Well, making the appropriate noises could well go you the same sort of favour.

Perhaps the chief puzzle in MURDAC is working out how to free the wizard's daughter from her roll-guarded cell (shades of TWIN KINGDOM VALLEY) without ruining your chances of solving other problems as well. You'll need to be a master of disguise, totally trustworthy and also adept at timing.

There's a lovely description of the place where you find the wizard:

"You are at the top of the hill, which falls away steeply on three sides. In the distance you can see various curious scenes, including a disused shooting gallery, a garden from which giant rocks are taking off, a large cornfield, a giant spider's web and a distant bungalow by the seaside. The path leads back downwards from these awe-inspiring sights."

If I tell you that the spider's web is a reference to QUONDAM, can you work out what the other adventures are?

One important objective in the game is working out where to keep your treasures - but don't deposit them before you are sure you won't need them again. They tell me that cold showers are good for you, but a hot one can be invaluable for getting a monkey off your back.

Finally, both adventures contain mazes - with a difference. One in AVON is redrawn every time you go there, and not a single one can be mapped by dropping things. How times have changed.

This two-disc game is an absolute must for any serious adventurer.

Mad Hatter

### \*\*\* Second Opinion \*\*\* (Electron User)

I prefer adventures which concentrate more on puzzle solving and less on mapping a large number of locations and AVON and MURDAC fit the bill.

Roland Waddilove

Presentation .....	9
Atmosphere .....	10
Puzzlement .....	9
Value for money .....	10
Overall .....	9

ELECTRON USER 6.12



# AYANA THE YELLOW STAR

***Public Domain, Originally Released On DFS E00 Disc***

Game Type : Erotic Horror Slideshow Based On YELLOW STAR (18+ Only)  
Author :  
Standalone Release(s) : 2002: AYANA THE YELLOW STAR, The Horny Elk, PD  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE HORNY ELK. No further information. First released on  
www.stairwaytohell.com.  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

AYANA THE YELLOW STAR was supplied without instructions. All instructions on screen.

Reviews : No Review Yet



# BALLISTIX

*Professional, Released On Cassette Only*

Game Type : Arcade; Overhead M/Code Ball Game  
Authors : Martin Edmondson & Peter Scott  
Standalone Release(s) : 1988: BALLISTIX, Superior/Acornsoft, £9.95  
1990: BALLISTIX, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 14, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

### Winning a level

To win a level, you must score three goals before your opponent scores three goals. To score goals you fire balls from your firing arrow at the puck (the large red ball) and drive it into your opponent's goal. Note however that if the puck is travelling at very high velocity when it reaches the goal, it may rebound out.

You should also try to score as many points as possible. A goal scores from 15 to 85 points, depending on how "good" it is. For example, goals scored from the centre of the ground tend to gain higher points than those scored in front of the goal or from the edges. Bonus points can be obtained by shooting bonus point tiles (illustrated below\*) and by collecting a full set of RICOCHET letter files.

### Overall objective in the one-player game

Your overall objective in the one-player game is to beat the computer over 29 levels of play and reach the final "victory" screen with as high a score as possible.

Whenever the computer wins a level, the game is terminated and you return to level 1. You can use passwords to commence play from a higher level, provided you have previously reached that level and hence obtained the password. To obtain the highest score you can, it makes sense to commence from level 1.

### Overall objective in the two-player game

Your overall objective in the two-player game is to win more of the 30 levels of play than your opponent, whilst obtaining as high a score as possible.

An alternative objective in the two-player game is simply to obtain a higher score than your opponent.

You can use passwords to commence play at any level you wish, provided you have previously reached that level and hence obtained the password.

### Game Options

From the title screen, the first level of the one-player game is selected by pressing the 1 key, the first key of the two-player game is selected by pressing the 2 key. Once the password is known for any subsequent level, in either the one-player or two-player game, that level can be selected by pressing the P key, and then typing in the four-letter password.

### Features Activated By Shooting Tiles

R,I,C,O,C,H,E,T .... Collect a full set of RICOCHET tiles for a bonus of 100-500 points.  
50, 100 ..... 50 point bonus, 100 point bonus  
SPLITTERS giving four new balls



	SPLITTERS giving eight new balls
X .....	Stop opponent's fire for duration of bleeps
	Randomly change ball's direction
S .....	Stop puck dead
? .....	Send puck in random direction at random speed

## Firing Controls

The keys to move the positions of the firing arrows and to fire balls are redefinable (by pressing the C key) before commencing play. Initially the keys are defined as:

BBC Micro			Electron	
Player 1	Player 2		Player 1	Player 2
Z	>	Move Left	Z	<
X	?	Move Right	X	>
Q	{	Move Up	W	`
A	*	Move Down	S	+
TAB	`	Fire	Q	-

## Other Controls

SHIFT and COPY .....	Pause Game
SHIFT and DELETE .....	Restart Game
S/Q (when game is paused) .....	Sound On/Off
SHIFT and ESCAPE .....	Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 14 (Superior/Acornsoft) Inner Inlay

## Review (Electron User) - "Having A Ball"

BALLISTIX, Superior Software's latest release, is a sort of cross between a pinball machine and shove ha'penny, making it unlike anything you've seen before. It's a one or two player game and is great fun either against the micro or a friend.

The game is played on a court and the screen shows about half of this from a bird's eye viewpoint, scrolling as necessary to reveal the rest. At either end of the court is a goal, yours at the bottom of the screen in the one player game. You can take your pick in the two player version.

The puck - a large red ball - is released in the centre of the court. You control an arrow which automatically follows the puck a short distance away and always points toward it. You fire small balls at the puck in an attempt to knock it into the opposing goal.

While you're about this tricky business your opponent or the computer is attempting to reverse the process.

The computer opponent simply takes the form of gravity - it's like playing uphill. It might not sound difficult, but in practice it certainly is.

You score points for goals, but the number you receive depends on how good the goal is. Run the puck over the line and you won't score many, but a long shot from halfway down the court earns a lot.

To add interest and create a lot of frustration various objects litter the court and special tiles can be shot for extra features and bonuses. Arrows accelerate the puck in the direction they point, which more often than not isn't the direction you want to go. Also the puck can disappear down black holes and reappear in the centre of the court. Tunnels such in the puck and blast it out of the other end. Ridges present barriers and magnets attract it. Oil slicks and deadspots stop the ball.



Bonus tiles can be shot and RICOCHET letters can be collected for a further bonus. Splitters shatter the ball into four or eight bits, other tiles stop or send the puck off in a random direction.

You start off on a court with very few extra features, and on scoring three goals you move on to the next and harder level. More features are progressively added to increase the difficulty. With 30 levels to master, BALLISTIX is very challenging. One feature I particularly like is that on completing a level you are given a password so you can skip any levels you've mastered next time you play.

The Mode 5 feature are excellent, and minor colour changes add a little variety. The sprites are well defined and clearly visible over the background court graphics. The court scrolls quite quickly, though it jerks a little, but I didn't notice this while playing.

The sound effects are limited, just the odd beep here and there when the puck is hit or bounces off an object. A tune or two would have brightened up the game.

BALLISTIX is original, fun and very addictive. Each new level is a challenge which brings a new court layout with several surprises. I found it just as much fun as a one player game with a friend. If you're on the lookout for something completely different, BALLISTIX could be right up your street. Recommended.

Roland Waddilove

### \*\*\* Second Opinion \*\*\* (Electron User)

I found BALLISTIX interesting initially, but after a while it became tedious. The two player version has more challenge, so if you can't find an opponent to play it with I'd forget it.

Llewelyn

Sound .....	5
Graphics .....	10
Playability .....	10
Value for money .....	9
Overall .....	9

ELECTRON USER 6.12



# BALLOON BUSTER

*Professional, Released On Cassette Only*

Game Type : Arcade; Burst Balloons In Set Sequence  
Author : Mike Williams  
Standalone Release(s) : 1989: BALLOON BUSTER, Blue Ribbon, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Buster the Clown enjoys a good laugh and something that gets him chuckling is bursting balloons.*

*"His latest challenge is to burst balloons in a set sequence. Unfortunately, his colour blindness prevents him from getting a high score. He needs help...your help.*

*"So don the red nose and join him in this hilarious balloon busting escapade!"*

Get the red nose; the wig; the size 36 shoes and the make up and join Buster the Clown as he has a hilarious time 'busting' balloons.

Buster has a brilliant throwing arm, but he has a problem in judging distances. He'll be depending on you to control the strength of his throw so you don't burst more than one balloon at a time. Time can also be wasted if Buster is allowed to throw too hard!

Oh! There's one other problem. Buster is colour blind! He knows that the balloons have to be burst in a set colour sequence but he can't figure out which colour should be first and so on.

Buster is depending on your good eye sight and judgement in this brilliant yet frustrating game!

So go on have a laugh and 'bust' a few balloons!

## Game Controls

Z - Jump left, X - Jump right, <SPACE> - Turn left/right  
<RETURN> - Press for power, release to fire, <ESCAPE> - Start again

**Instructions' Source** : BALLOON BUSTER (Blue Ribbon) Back and Inner Inlay

## Review (EUG)

There are many games with strange storylines held within the blurb of the cassette inlay card, all trying to entice you into buying them. But none are half as weird as the one given with BALLOON BUSTER.

You are a clown called Buster who, for some unknown reason, enjoys bursting balloons in colour sequence. Being both colour blind and very inept at judging distances, he needs help and this is where you come in. It is your job to pop the balloons in the correct colour order and with the right amount of throwing power, all against the clock.



It doesn't sound all that inspiring and to be honest the game is downright useless! Burst a balloon out of sequence - (you're not told what the sequence is, so you have to guess!) - and you get an annoying beep with the error message 'OUT OF SEQUENCE'. Pop more than one balloon with a single throw and that annoying beep is back along with the message 'TOO MUCH POWER'. As you have to guess the colour sequence, you get the beep and message almost every throw!

All this left me in a state of frustration and feeling as though I had wasted my money. The graphics are fine and the animation is quite smooth (if a little flickery in places). In fact, I like the way Buster looks up at the ball when he throws it.

The sound is very bad, only a little better than that of SPITFIRE '40. There are no pause or sound on/off facilities and the High Score table is unchallenging as there are no high scores on it! Presumably nobody could be bothered to play it - and I wouldn't blame them either!

If you *do* complete level one (Great willpower and a *lot* of patience is needed!), you are greeted with a few background colour changes and the balloons are moved around a bit more.

Once your three lives have been lost through incorrect colour choice or too much power in your throw, you can replay the last level you were on via a five second credit-type timer.

The inlay blurb describes BALLOON BUSTER as a "brilliant yet frustrating game". I would describe it as useless and overpriced. It may only be £2.99 and a new release but Blue Ribbon have plenty of better games than this for the Elk, so avoid it at all cost.

Sound .....	2
Graphics .....	7
Playability .....	4
Lastability .....	2
Overall .....	3

Christian Weber, EUG #4

## Review (EUG)

Every now and then I discover a game which had a really rough time and this is a prime example. By rough I don't mean treated roughly in an Electron User review, although their boob with the EXILE review defied belief, but more that the game got a rough deal by never even *being* reviewed...hence no-one knew of its existence.

BALLOON BUSTER by Blue Ribbon is a commercial release that has a very 'neat' feel to it; the packaging is just as bright and attractive as the game itself, it uses a colourful Mode 2 screen, it is written in pure machine code, it incorporates a whole new idea and it's very enjoyable to play.

You control a happy little clown armed with one juggling ball. Up above are a number of different coloured balloons. The idea is to burst them in a pre-set order by hurling the ball according to the rules: don't hit more than one balloon with the same throw, don't hit a balloon of the wrong colour and don't stand around too long thinking - but don't leave yourself in the position where the next sequential coloured balloon is left 'blocked' by one of the others!

And, um, that's it. Because the game is of a 'puzzly' nature, there's no real call for a prologue or explanation why you need to do what you need to do. Yet the 'puzzle' has been uniquely crossbred with an arcade forum; the action takes place upon a theatre stage, you retain and are awarded (on completion of certain screens) a number of 'lives', you must accurately judge the power with which you throw the ball and you progress up through harder and harder levels.

The time limits on the levels are strict and you can frequently run out of time by bouncing your clown in the wrong direction even only a couple of steps. Frequently



when I realised this, I panicked and lobbed the ball much harder than normal! Games which have this type of effect take acquired skill to master...and it's fun to try!

A nice touch is that, when you run out of lives, you are returned to either the level you were playing or the one preceding it without having to play all the screens again from the start. This is done by the use of a 'Continue' and ticking down counter - a feature present on many Spectrum and Amstrad games but one which I think is unique to the Electron and is yet another 'arcady' feature!

Adding a spectacular loading screen, fast execution speed within the game and the addictiveness of the idea makes for one of the better Elk games on the market...yet one I have never seen reviewed before! On disc it plays like a dream. On tape, the loading screen takes time to load and, although very nice, is rather cumbersome after the third occasion. Of course, it's easy to just take out the line which loads the screen and spin on the tape!

Overall, the sprites are jolly, the layout is tidy and the idea is unique. This game has been unfairly underexposed; go and seek out a copy of it today!

Dave Edwards, EUG #46



# BANDITS AT 3 o CLOCK

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Dogfight  
Author : John Taylor & Ed Hampartsoumain  
Standalone Release(s) : 1983: BANDITS AT 3 o CLOCK, Micro Power, £6.99  
Compilation Release(s) : 1986: MICRO POWER MAGIC, Micro Power, £7.95  
1987: PRES GAMES DISC 1, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

BANDITS AT 3 O'CLOCK is a two player aerial dogfight game set in the skies over Belgium. Each player is at the controls of enemy bi-planes and the first to notch up seven kills is the winner. Take-off is achieved by holding down the climb button as your plane accelerates down the runway. A plane can be shot down by shooting at its propellers. The conquering pilot must retain control of his plane for several seconds before victory is recognised and the next round commences.

A plane cannot be shot down while it is flying through the cloud but it can crash into the other plane. Either plane can be shot down by flak, and if a player flies too close to the enemy airship it will be fired at. Flying off one edge of the screen will cause you to appear at the other side of the screen, but if a plane flies into the red at the top of the screen it will be prone to stall.

The options menu appears when the program has completely loaded, when the <ESCAPE> key is pressed, or at the end of every game. Press the initial letter of the option you wish to add or remove.

## Game Controls

Player 1 : A - Dive, Z - Climb, X - Fire  
Player 2 : : - Dive, / - Climb, . - Fire

A one player practice option is provided which allows you to perfect your dogfighting technique. The computer takes over the controls used by Player 2.

**Instructions' Source** : BANDITS AT3 O'CLOCK (Micro Power) Inner Inlay

**Reviews** : No Review Yet



# BAR BILLIARDS

***Professional, Released On Cassette Only***

Game Type : Bar Billiards Simulation  
Author :  
Standalone Release(s) : 1985: BAR BILLIARDS, Blue Ribbon, £1.99  
Compilation Release(s) : 1986: BLUE RIBBON GAMES DISC 2 (Blue Ribbon), £14.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"A superb simulation of the highly popular pub game. This program offers one or two player option, top or bottom spin and smooth realistic ball movement. A must for all sports fans."*

## Points

The points awarded for potting a ball are as shown below: (N.B. Potting a red ball gives double-points).

- 1) Potting a ball in a pocket at the end of the table gives from top to bottom; 10, 20, 30, 20 and 10 points.
- 2) Potting a ball in the centrally position 'Red Peg' pocket gives 100 points.
- 3) Potting a ball in either of the outside 'Red Peg' pockets gives 50 points.
- 4) Potting a ball in the 'Black Peg' pocket gives 200 points.

## Foul Strokes

- 1) Black Peg is knocked over - present total score is lost.
- 2) Red Peg is knocked over - current break is lost.
- 3) Cue ball fails to make contact with another - current break is lost
- 4) Any ball that returns past the end line - any points that may have been scored with that shot are lost.

## Special Points

- 1) If all the balls are on the table then the ball nearest the end line will be used as the cue ball.
- 2) A built in time limit of 15 minutes is set for each game.

## Game Controls

The game can be played with the following controls:

### For cue ball direction:

Z - Left, X - Right, : - Up, / - Down, Space - Shoot  
T - Shoot with top spin, B - Shoot with bottom spin  
Cursor keys - Move cue ball in 'D'  
S - Sound, Q - Quiet, <ESCAPE> - Abandon game

**Instructions' Source** : BAR BILLIARDS (Blue Ribbon) Inner Inlay

## Review (EUG)

As table-top games go, BAR BILLIARDS is a curiosity item both when simulated on screen and even nowadays in an actual pub. Despite the protestations of Blue Ribbon on the inlay, the game is certainly not raved about [Not in student drinking circles anyway - Ed] so most players will come to it ignorant of its rules. It must also be stressed foremost that its title isn't simply a yooof way of saying the bog-standard billiards game. BAR BILLIARDS is completely different.



This being so, one may have thought Blue Ribbon would devise a gentle way of introducing how to play it in its instructions. But annoyingly, they don't. Thus your first game has to be a trial and error knockabout with docs to the left, screen with latest foul stroke penalty displayed to the right and puzzled countenance on visage firmly in the middle.

The main screen, preceded by a list of key controls and the weird blank screen that simply says 'Press N to continue', is nicely laid out with the most part occupied by an horizontal overview of the BAR BILLIARDS' table. An information box sits at the bottom with "Break points" bottom left and "Time remaining" bottom right while the scores of each player are laid out, in the wall-hanger style beloved of these sports, across the top in tens, hundreds and thousands. The last category may surprise you if you're used to playing POOL or SNOOKER sims (with a maximum break value less than a fifth of 1,000) but potting x ball in y pocket in BAR BILLIARDS will net you a whopping four hundred points!

The niceties of BAR BILLIARDS revolve around hole positions and pegs. Unlike other comparable tables, the holes are set not at the corners of the green felt but actually in the table itself. The end with the D has no holes at all whilst the opposite one has a row of five evenly spaced ones. Four holes at the corners of a diamond shape mark the centre of the table and potting a ball into one of these is the most desirable as these pockets reap the highest point returns. But these four holes are guarded by pegs which you must not knock down under any circumstances.

You always shoot from the D, although you can manoeuvre the cue ball around inside of it, and you quickly learn, as in SNOOKER, that the idea is to use the cue ball to hit another ball into a hole. Unlike in SNOOKER, you begin with only two balls on the table and a stash of white balls (which are displayed in a column to the left of it).

The ZX\*/ combination of keys will 'drag' a line out from the cue ball toward the ball you are aiming at, extending it and tilting it at the requisite degrees as you wish; a method which you also see in the version of SNOOKER released by Acornsoft. Always be aware though, that the length of line approximates the strength with which you will hit the cue ball. This is not an ideal situation as it means you can take aim but then, if you wish to strike the cue ball lightly, you must retract the line somewhat. Unless you are firing in a multiple of 45 degrees, it is hard to manipulate the keys to do this without losing the accuracy of your original aim. In Acornsoft's SNOOKER the length of the line is immaterial and when you press the fire key, a 'strength' bar fires up for the length of time it is held down. Comparing the two you realise the disadvantage of BAR BILLIARDS' method.

If you're following the rules all right so far, you will remember the stash of white balls and the two balls on the table. One of them comes straight from the stash and is coloured, quite obviously, white. The other is red. The aim of the game, as you have to discover if you're new to it, is to "keep potting" and keep the other player off the table. The holes all score varying points; those that are not guarded by pegs, for a white ball, score 10, 20, 30, 20 and 10 from top to bottom. For a red ball, the scores are doubled. In the 'diamond' (which is not painted as such but is the best way of referring to the 'peg' holes), the scores are drastically higher: three holes guarded by red pegs gain 50, 100 and 50 points similarly; the remaining hole guarded by the black peg will add 200 points onto your total. Again, potting red doubles the score.

In a perfect world, the "keep potting" would work so: Shot one would pot the red with the white; the red coming out again into the D to be used as the cue ball to pot red again. You'd then continue likewise for the fifteen minute time limit. Alas, it's designed not to be so easy.

The peg diamond frequently obscures any shot that could guarantee a successful pot of ANY colour. Taking risks is foolhardy, and knocking any balls around any peg requires extreme care. If you knock down the black peg, you lose ALL your score so far - and remember you must always shoot from the D! So even if you have the red



teetering on the edge of the hole guarded by the black peg, between it and the cue ball stands a risk of losing everything!

Frequently you'll miss all balls by playing safe. If so, you must take the shot, from the D, again. Simple. BUT if your cue ball collides with another, and neither is potted, ANOTHER ball will be taken from the stash and set in the D. This vicious circle can result in a table full of white balls, although after seven, it is the ball nearest the D which is transported inside of it to become the cue.

Phew! Well, they're the rules. Once you re-read and digest them, although you'll still find the game quite difficult, you will appreciate the rather nifty information displayed in the afore mentioned box after each shot. A fantastic touch is that its display is often positive as you improve, with remarks like "Good shot!" and "GREAT shot!" helping to counterbalance all the fouls you're destined to make in that first game.

The rules have necessarily had to take up the majority of this review but it is testament to the game's playability that all are implemented. The graphics' quality is also high and the sliding score tab and super-smooth scrolling balls (which never seem to fluxate) lend a real touch of professionalism to what is a snip as a budget title.

The biggest irk is that, when firing full strength at a cluster of balls, they do not spin off in the way Mr Einstein proved. Sometimes all unrealistically stop dead, presumably bouncing off one another, with a series of 'hit' blips!

BAR BILLIARDS is a unique little simulation, suitable for one and two players. Its scant documentation does to some extent reduce its market to those who know the pub game and the strange inclusions of the 'press N' screen feature plus a Game Over tune sounding uncannily like "The Farmer's In His Den" are out of place. But the table code can hardly be faulted and the graphics and playability make for an enjoyable game.

Dave Edwards, EUG #55



# BARBARIAN

## *Professional, Released On Cassette Only*

Game Type : Arcade; Slash-'Em-Up; Swordfighting  
Author : Peter Scott  
Standalone Release(s) : 1986: BARBARIAN, Superior/Acornsoft, £9.95  
1991: BARBARIAN, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 11, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

### Instructions

The evil sorcerer Drax has abducted the beautiful Princess Mariana to satiate his nefarious desires. A powerful warrior is sought to vanquish Drax's demonic guardians and free the Princess. You are that warrior, a mighty barbarian wielding your broadsword with deadly skill.

The game is in two parts, Combat Practice and Fight to the Death, either of which may be loaded. When using the cassette versions, type CHAIN "COMBAT" to load Combat Practice or type CHAIN "FIGHT" to load Fight to the Death. On the disk version, you will be prompted to choose between the two from a menu.

Each warrior can survive twelve blows, which are counted off at the top of the screen above the snakes (Player 1 on the left).

### Demonstration Mode and Practice Mode

For both Combat Practice and Fight to the Death, a Demonstration Mode shows the various fighting moves and a Practice Mode allows you (as Player 1) to play against a passive swordsman in order to practise your moves. There is a time limit of 90 seconds for each duel.

### One-Player Mode

In Combat Practice, you perfect your swordsmanship against ten of the finest warriors in the land, each more skilful than the one before. In Fight to the Death, you fight for the Princess against the ten evil minions of Drax and finally the evil one himself stands before you. There is no time limit; the time capacity is replaced by the skill level of the opponent you are facing.

### Two-Player Mode

In the two player game, you fight your friend, against the background of two alternating screens in Combat Practice, or two different alternating screens in Fight to the Death. Points will be awarded depending on the difficulty of the move used (score for Player 1 is given on the left).

There is a time limit of 90 seconds for each duel. At this time, if both are still in the game, their strengths will be restored and the next duel will commence.

### Game Controls

Select Mode (Demo, Practice, 1/2 Players) ..... 1  
Sound Effects On/Off ..... 2  
Pause On/Off ..... 3  
Select Keyboard/Joysticks ..... 4  
Exit from Game ..... SHIFT and ESCAPE

### BARBARIAN Fighting Moves - Keyboard Control



The keys to control the swordsmen are redefinable. Initially, they are defined on the BBC Micro as:

	Player 1	Player 2
Left	Z	>
Right	X	?
Up	Q	{
Down	A	*
Strike	TAB	`

The following combination of keys are used to make these moves for a right-facing character. For a left-facing character, the moves are reversed.

Without Fire Button Pressed

Z and Q ..... Protect Head  
Q ..... Jump  
X and Q ..... Protect Body  
X ..... Move Forward  
X and A ..... Roll Forward  
A ..... Crouch  
Z and A ..... Roll Back  
Z ..... Move Back

With Fire Button Pressed

Z and Q ..... Web of Death  
Q ..... Neck Chop  
X and Q ..... Head Butt  
X ..... Body Chop  
X and A ..... Kick  
A ..... Leg Chop  
Z and A ..... Overhead Chop  
Z ..... Flying Neck Chop

**Instructions' Source** : PLAY IT AGAIN SAM 11 (Superior/Acornsoft) Inner Inlay

**Review (Electron User) - "This Could Slay You"**

After the blaze of publicity that preceded this game's release, with an expensive advertising campaign featuring two rather well-built and scantily clad models, I was really looking forward to a game of excitement and action.

I wasn't disappointed. This game is similar to YIE AR KUNG FU, only this time the figure you control uses a sword instead of his hands to fight opponents.

In this one or two player game the scenario is a fight against the ten evil minions of the sorcerer Drax - and finally the sorcerer himself - in order to free the beautiful Princess Mariana. At first the opposition is easy to despatch but as they get more proficient the task gets harder.

You can select your preferred keys for both players or you can play the game with a joystick. From there you are presented with the choice of combat practice or starting the game itself: The Fight to the Death.

The former gives you the choice of a demonstration which shows the 16 different fighting moves you can make, or you can practice against a passive opponent. The latter is useful, and it was while I was busy hacking away at some poor, helpless chap that I discovered it's possible to decapitate an opponent, which in turn leads to the most entertaining sequence in the whole game:

This involves a goblin-type creature which normally comes on at the left-hand side of the display once a combatant is dead, crosses the screen and exits at the right-hand side dragging the body behind him. If there's been a decapitation, the goblin collects the body as usual but casually punts the head off screen.

While still in combat practice mode you can opt for either one or two player modes. In the first you are pitted against a warrior who you must defeat in order to have the privilege of fighting another, slightly more proficient, one.

This goes on until either you defeat ten of them or, as is more likely, one of them beats you. A fight ends when one of the combatants has taken twelve hits or is decapitated. In the two-player mode you each control a warrior and fight against each other. The same victory conditions apply, but you also have the added pressure of having to complete the duel in 90 seconds.



If you do, by some miracle, manage to defeat all of the computer's opponents you can enter Superior's own BARBARIAN competition.

The Fight to the Death is almost exactly the same as the combat practice mode. Again you can watch a demonstration, fight a passive opponent or a second player. The only difference is that if you opt for the Fight to the Death in one-player mode, you get to fight the evil sorcerer Drax after defeating the ten Conan lookalikes.

Combat is punctuated by the sound of swords biting into flesh and the satisfying THUNK as your warrior headbutts his opponent. These few sound effects can be turned off. There is no signature tune, which some would say is a blessing, but I find Superior's tunes are better than most and it's unusual for them not to bother with one.

My only disappointment was with the graphics. I've no grumble with the quality - which is excellent - but I was disappointed with the quantity. There seem to be only four screens, and the two arena ones featured on the packaging are the only ones I've come across in Fight to the Death mode.

You begin fighting in front of someone sitting on a throne. In the second bout you face your opponent in front of Drax and the captive Mariana - who, by the way, bears no resemblance to the young lady featured on the packaging. Then it's back to the man on the throne again and so on.

The other two screens only appear in the combat practice mode. Again they alternate, this time featuring two wilderness scenes, the first in daylight and the second at night.

Another point is that your adversaries are exact clones of your warrior except that yours is wearing a white vest. Even so, there have been a few times when I've watched one of the warriors making mincemeat out of the other congratulating myself on some nifty swordwork, only to realise that it's the bad guy who was doing the hitting.

If you are a fan of games which simulate physical combat, martial arts and the like, you will find BARBARIAN an excellent addition to your collection. To its credit, BARBARIAN has little for me to criticise.

Sound .....	5
Graphics .....	9
Playability .....	9
Value for money .....	8
Overall .....	8

Desmond, ELECTRON USER 5. 9



# BARBARIAN II : THE DUNGEON OF DRAX

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author : Peter Scott  
Standalone Release(s) : 1988: BARBARIAN II, Superior/Acornsoft, £9.95  
1990: BARBARIAN II, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 13, Superior/Acornsoft, 1990, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Enter the world of sorcery, evil beings and all-powerful monsters as you join the Barbarian and Princess Mariana on their perilous journey to the Dungeon of Drax.*

*The evil Drax has vowed to wreak disaster on the Jewelled Kingdom; only with your help can the Barbarian and the Princess have victory! You'll need brains and muscle for this tortuous adventure! Do you have what it takes?"*

## Prologue

At the finale of BARBARIAN - THE ULTIMATE WARRIOR, the Barbarian defeated the warriors of Drax and thus freed Princess Mariana from his evil spell. Drax fled to the dungeons beneath his black castle, vowing to wreak disaster on the Jewelled Kingdom.

It is decided that there is only one way to stop Drax. The Barbarian and Mariana - herself an accomplished swordswoman - are the only two warriors skilled enough to survive the perilous journey to Drax's lair. They must stop him before it is too late.

## Levels

You must fight your way through three levels - the WASTELANDS, the CAVERNS and the DUNGEONS - before arriving at the fourth level, the INNER SANCTUM OF DRAX. These sections must be played in the correct order.

Each of the first three levels is a maze consisting of approximately 26 screens. As you view each screen it is possible to walk left, right or into doors or caves at the back of the screen. The direction you are walking, as viewed on a map, is continually changing and therefore a compass (in which the arrow always points north) has been provided at the bottom of the screen.

It is not advisable to leave a level without first collecting all the available magical objects. These are the orb, the shield, the jewel, the potion, the axe and the key. You will find it useful to construct a map of each level to find your way through the maze and to find out where the exit is placed.

## Monsters

On each of the first three levels you must fight five or six different types of monster, some of which can be killed with one well-placed blow.

They are:

The WASTELANDS - Saurian Beasts, Neanderthal Men, Apes, Mutant Chickens, Stabbers, Floaters.  
The CAVERNS - Carnivores, Orc Guards, Crabs, Slithering Things, Stingers.  
The DUNGEON - Pit Things, Dungeon Masters, Giant Grubs, Gobblers, Eyes, Orclets.



If you survive to the INNER SANCTUM OF DRAX, you must face the Living Idol, a great Demon and, finally, the dreaded Drax!

### **Energy And Lives**

Your energy is displayed as a bar at the top right of the screen. When it runs out you lose a life. You start the game with five lives (indicated as filled-in ovals below the "BARBARIAN II" title). More lives can be gained throughout the game by collecting any skulls you may find. These contain the life-force of warriors who have preceded you. When you lose all your lives you restart the current level.

The energy of the current monster you are fighting is displayed as a bar at the top left of the screen. When it runs out the monster is destroyed.

### **Choice Of Character**

You may choose to play as either the Barbarian or Princess Mariana. At the beginning of the game the two characters will appear : choose to play as Princess Mariana by pressing key 1 or as the Barbarian by pressing key 2.

### **Magical Objects**

In each of the first three levels there are two magical objects that you will need to collect in order to survive throughout the quest.

The ORB guards against death from Drax's magic.  
The SHIELD guards against instant death from the Demon's fire.  
The JEWEL disables the Living Idol when reached.  
The POTION increases your resistance.  
The AXE increases your strength.  
The KEY opens portcullis doors.

### **Scoring**

The more difficult fighting moves will score highly and do more damage.

### **Game Controls**

Z - Left, X - Right, \* - Run, ? - Turn Around  
<RETURN> & Z - Kick, <RETURN> & X - Flying Neck Chop

<RETURN> & \* - Overhead Chop, <RETURN> & ? - Low Chop  
<SHIFT> - Jump, <SPACE> - Enter Cave

Note : These controls are for a left-facing character. For a right-facing character, RETURN and Z give a Flying Neck Chop and RETURN and X give a Kick.

P/O - Pause On/Off, <SHIFT> & <ESCAPE> - Restart Level (Score lost)

**Instructions' Source** : BARBARIAN II (Blue Ribbon Re-release) Back & Inner Inlay

### **Review (Electron User) - "Brutal Cut-'Em-Up"**

The original BARBARIAN from Superior Software/Palace was a smash hit in 1988 with its exciting hand-to-hand combat, superb graphics and grunts, groans and clanging of sword against sword. Two features made it stand out from the crowd - the scantily clad Maria Whittaker on the box and adverts) though nothing was said of the equally scantily clad male), and the graphic depiction of the unfortunate warriors being decapitated. In the sequel, BARBARIAN II: THE DUNGEON OF DRAX, both features are retained.

Load up the game and you'll be presented with a picture of a dungeon with two warriors standing either side of a burning brazier. This screen heralds the first of the changes from the original game - you can choose to be either the barbarian of the title or the Princess Mariana. I tried both, but couldn't distinguish any difference in combat ability.

After choosing your warrior the rest of the game is loaded. The action takes place in the bottom half of the screen while a large BARBARIAN II banner lies just above



the play area and an information strip is at the very bottom. In this a sword on top of a shield always points north and a scroll shows the current level plus your score.

Each of the first three levels consists of around 28 screens and you can walk left or right or through a cave to the next location. There's no scrolling, and each new screen flicks up fairly rapidly. The first level is the wastelands, the second the caverns and the third the dungeon.

The object is to make your way to a certain location on one of the 28 or so screens. Your first problem is to hack and slash your way through the monsters which inhabit each screen. These include dinosaurs, furry two legged beasts, cavemen, chickens and other creatures which defy description.

Apart from the monsters, the other main obstacle is the way the screens are mapped. For instance, if you walk left off once screen you can appear on the right of the next or at the mouth of a cave also on the right. In the heat of the battle it's very easy to become confused about which way you are facing. The sword-compass always shows which direction is north.

There are objects to collect which will help you in your mission to destroy Drax. An axe increases your strength, a globe guards against Drax's magic, a potion increases your strength, a shield guards against the demon's fiery breath and so on.

The number of fighting moves has been reduced to four and I found that just one or two were required to kill the opponents. The hard part is finding the right location to take you to the next level and the fighting aspect takes up a smaller proportion of the action.

The graphics and animation are excellent and the gory decapitation scene is still here. The sound effects add to the atmosphere and the whole game is professionally produced. BARBARIAN II is an excellent sequel to the original hack and slash cut-'em-up combat game as this version has more depth, better graphics and improved sound. If you liked BARBARIAN you'll like this too.

Roland Waddilove

### \*\*\* Second Opinion \*\*\* (Electron User)

I was disappointed by BARBARIAN II's lack of fighting manoeuvres - it's what made the original so good. However, I welcome the new exploring and mapping aspect, plus the collectable objects, and these features add more depth of gameplay. If you're on the lookout for a new combat challenge BARBARIAN II fits the bill quite nicely.

Janice Murray

Sound .....	5
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

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# BARON

## *Professional, Originally Released On Compilation Tape*

Game Type : Arcade Adventure Platform Style  
Author : Angelo Sparacino  
Standalone Release(s) : 1991: BARON, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 11, Superior/Acornsoft, 1990, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : Unknown

### Instructions

The King, on hearing news that his old friend the Wizard had been imprisoned by the evil Baron, sends an army forth to rescue him. The young Prince Jason was left behind, but, eager to help, he took a short cut and landed in trouble inside the Baron's forbidding castle.

By finding four objects which belong to the Wizard (Book of Spells, Wand, Crystal Ball and Ring) and transporting them to his cell, you can rescue him.

There are 133 screens with 49 objects. You can carry only two objects at any one time. Objects can be dropped on coloured bases. Creatures to get past are the Bear, Mouse, Dog, Rabbit and Wolf. Guards can be killed by shooting into their faces (jump and shoot at the same time).

To use a Transporter, place a Power Crystal on the power crystal base next to the Transporter, then operate the switch and stand in the Transporter. There are six Power Crystals, but each can be used only once. (To try transporting, collect the Power Crystal in Room 27:02 and use it with the Transporter in Room 27:03. However, this is not the correct route to take in the game!)

At the top of the screen is the room co-ordinate, energy level and the score in terms of the percentage of the game completed.

To get you started: Pick up Key 2 in room 27:03; open Door 2 in Room 09:04; pick up Head in Room 08:06; pick up Key 1 in Room 10:06; open Door 1 in Room 20:04; drop Head in Room 25:04 (What effect does it have?); pick up Power Crystal in Room 22:06; operate Switch in Room 21:06 to remove Brick in Room 30:01; pick up Scroll 3 in Room 23:-6 (What ophidian effect does it have?). Now you're on your own!

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Jump, <SHIFT> - Shoot  
P - Pick Up/Drop Object, U - Use Anti-Gravity Potion, <SPACE> - Start Game  
S/Q - Sound On/Off, <COPY>/<DELETE> - Pause On/Off, <ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 11 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# BATTLE 1917

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Wargame twist on Chess  
Authors : P. Martin & Mark Lucas  
Standalone Release(s) : 1983: BATTLE 1917, Cases Computer Simulations, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CASES COMPUTER SIMULATIONS, 14 Langton Way, London SE3 7TL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Mark Lucas won the Cambridge Award with BATTLE 1917 because it is a highly original Wargame. The game is played by two players on a board 21 x 32 showing a map which changes with every game. Each player has 29 pieces including infantry, cavalry, tanks, artillery and a King. The object of the game, like Chess, is to kill the enemy King who is the weakest and slowest piece on the board. The game will appeal equally to all ages and all skills. This is the machine age's answer to Chess.

## 1. Introduction

This wargame is based on the campaign of the First World War. It requires you to exercise all the skills and tenacity of the Generals during that terrible catastrophe.

## 2. The Pieces

	Maximum distance	Lakes	Forests & Wire	Fighting Strength	Comment
INFANTRY	5	no	no	+1	
CAVALRY	6	no	no	+2	
TANKS	3	no	yes	+3	flattens forests & wire
ARTILLERY	3	no	no	+0	fires shells
KING	2	no	no	+0	game lost if killed

## 3. Minefield

The first piece to pass over a MINEFIELD has a 4:1 chance of clearing it. If the piece is unlucky, the MINEFIELD will explode, destroying the piece.

## 4. Compass

This is an "on-screen prompt" to help the players.

```
8    1    2
7    +    3
6    5    4
```

e.g. KEY 1 to move NORTH, KEY 0 indicates NO MOVE.

## 5. Fighting Strength

When a piece is moving and meets an enemy in his way, they fight.

Each piece scores a "BATTLE NUMBER" which is a number from 0 to 5 plus his particular FIGHTING STRENGTH.

## 6. Artillery Fire

The shells may fall exactly on the square required, or fall slightly short, or go slightly over. RANGE 1 should only be used in extreme circumstances as there is a 1:3 chance of self-destruction!



If the shell falls on any piece (enemy or own), or FORESTS or WIRE or MINEFIELD, it is destroyed.

Shells falling "OFF BOARD" or "ON COMPASS" are not shown and shells falling into LAKES just make a splash.

### **7. King**

He is the slowest, weakest piece in the army. As the object of the game is to kill the KING, you should try to keep him out of the way, and well protected.

Never send him through a MINEFIELD, and look out for enemy ARTILLERY sneaking up to ten squares away trying for a "lucky long shot".

### **8. Tactics**

Try to keep the units of four pieces together in formation, rather than leaving some behind.

**Instructions' Source** : BATTLE 1917 (Cases Computer Simulations) Inner Inlay

**Reviews** : No Review Yet



# BATTLEFIELDS

*Professional, Originally Released On Cassette Only*

Game Type : Wargame With Graphics  
Author : Humphrey Walwyn & Ian Trackman  
Standalone Release(s) : 1985: BATTLEFIELDS, BBC Soft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BBC SOFT, 35 Marylebone High Street, LONDON W1M 4AA  
Disc compatibility : Unknown

## Instructions

BATTLEFIELDS has been developed to run on both the Electron and the British Broadcasting Corporation Microcomputer, cassette-based and with Operating System 1.0 onward.

### The Blue and the Grey

The American Civil War has been called the first modern war in history. The Confederate States of the South battled against the Union States of the North. Though the South could not match the North in manpower and industrial and economic strength, its armies were better led. The North was compelled to fight campaigns of offence, while the South could largely rely on a defensive strategy. This war was essentially fought on two fronts. In the East, the Confederates compelled the Unionists to maintain large armies to protect their administrative heartland. West of the Appalachians, it was a struggle for territory that culminated in General Sherman's march through Georgia. When General Lee finally surrendered on April 9th 1865, the South was exhausted. But the war could so easily have gone the other way...

In this two-player game, you can see how the South could have won; or how the Union could have defeated the Confederacy in two years instead of four.

### The Emperor and the Iron Duke

WATERLOO is one of the most evocative names in British military history. Napoleon has arisen like a phoenix and Europe was once more in danger of yielding to his military genius. In this final battle, however, Napoleon's intelligence was matched by the will of Wellington. Having already badly mauled the Prussians at Ligny, Napoleon delayed falling upon Wellington's army at Waterloo. When he finally attacked, he was unaware that the Prussians had regrouped and were marching to Wellington's aid. But it was a 'damn close run thing'...

In this two-player game, you can re-fight the Battle of Waterloo and even, for a short while, alter the course of history.

## The Manual

### Loading The Programs:

There are seven files on this tape.

TITLE ..... the BBC Publications logo  
INTRO ..... the BATTLEFIELDS title picture  
WTRLOO ..... the WATERLOO title sequence  
WTRGAME ..... the main WATERLOO game  
CIVWAR ..... the CIVIL WAR title sequence  
CIVGAME ..... the main CIVIL WAR game  
COPIER ..... tape-to-disk transfer program

To play WATERLOO, rewind the tape to the beginning and type:

\*TAPE



PAGE=&E00  
CHAIN""

To play CIVIL WAR, wind the tape to the beginning of the CIVWAR file and type the commands above.

If you want to use the files from disk, see the tape-to-disk copier notes on page 2.

These programs will also run on the Electron and on the 6502 second processor.

### **The Listings**

The programs can be loaded and listed, but for memory reasons have been 'crunched'. You can 'uncrunch' them using a utility program such as the "Toolbox" package by Ian Trackman (BBC Publications 1983).

### **Tape-To-Disk Copier**

After the CIVGAME program on this tape, there is a short machine code program called COPIER. This will copy all the programs on the tape onto a disk.

1. Place a blank formatted disk in Drive 0 and press <CTRL><BREAK>. The screen should be in Mode 7. Do not reset PAGE to &E00.
2. Position the tape at the right place and type \*RUN COPIER.
3. When the program has loaded, the "Searching" message will immediately be displayed.
4. Now rewind the tape to the beginning and then press PLAY on the recorder.
5. Wait until the entire tape has played through, i.e. until the COPIER file itself has appeared.

Your programs will then all be on disk. You can run the software by typing CHAIN"TITLE". Alternatively, you can \*BUILD a !BOOT file. If you want to write a menu program, the two games can be started with CHAIN "WTRLOO" and CHAIN "CIVWAR".

The BATTLEFIELDS programs will run from standard disk systems without any problems. They should run on alternative systems (where PAGE can be set to &1900 or less) although they have not been tested on these. They will also run on the 6502 processor with greater speed of response.

### **CIVIL WAR**

CIVIL WAR is a two-player game in which the Confederate forces engage the Union forces in a diagrammatic representation of the American conflict of 1860-1865. A typical game will take about one-and-a-half to two hours' playing time.

Each player issues orders to each of his/her 10 units in turn, and in secret. Both players then look at the screen as the computer moves all the forces through all of their orders and calculates the outcome when opposing forces clash, as well as the points gained for territory captured. If neither side has won sufficient points for a victory after one year of the war, play moves on to the next game year and the sequence is repeated.

### **The Game**

At the start of the game a map of the south-eastern United States will be displayed. The squares held by the Union forces in the north have a dark blue background; those held by the Confederate forces in the south have a white background. The sea is a light blue.

Some of the land squares show the following additional characteristics:

- # Areas of fortification or other defences which enhance the defensive capability of a unit on that square. These 'hash' squares can also represent towns that are not supply centres but are worthy of inclusion because of their importance.
- Diamond These represent difficult terrain, including mountains, marshy ground and unnavigable rivers. The diamond squares are not supposed to be totally representative of all the difficult terrain on the map, but they do represent the more tactically significant features, including the



Appalachians, the Florida swamps and the northern reaches of the Mississippi. Diamond squares do not aid military potential, but may obstruct movement occasionally, sometimes with dire results.

The rest of the land map squares are divided into:

Dots (open terrain)

State boundary lines (as open terrain)

Supply centres or bases (marked with the appropriate lower-case initial letter). Starting at the top left and moving towards the right across the Unions states, these are marked thus:

s	St Louis
c	Cairo
i	Indianapolis
c	Cincinnati
w	Washington
p	Philadelphia

Starting at the left hand side of the map of the Confederate States and moving to the right across the white area of the map, you will find:

n	New Orleans
j	Jacksonville
m	Memphis
c	Chattanooga
a	Atlanta
j	Jackson
c	Columbia
r	Richmond
n	Norfolk

### **Supply centres and units**

Each of the 10 units (numbered from 0 to 9) has a particular city supply centre upon which it is based. Once the game starts, the units are free to move anywhere on the map, one square at a time, without the need to keep in touch with their supply centre. If, however, a supply centre fails, then any units which are based upon it will be lost and removed from the map and the game. Some supply centres may have only one unit (for example, Union Army No. 9 is based upon St Louis) but other supply centres such as Washington or Richmond may have many forces based upon them, and so their loss can be catastrophic.

### **Winning**

The first side to reach a total of 50 points wins the game. One point is gained each time a unit occupies a square of enemy territory. The background colour of the newly occupied square changes to the colour of the occupying force. As points are gained, so points are lost by the opposing side.

When the game begins, the Confederate forces start with 40 points and the Union forces with 10. This is to reflect the relatively weak political position of the Northern States in the early months of the war. A quick Southern unchecked advance occupying large tracts of Northern territory will almost inevitably bring about a Southern victory. The Northern player will have to try and check the Confederate advance by foreseeing the likely moves and should make a point of invading the South on a reciprocal basis, otherwise the initial total margin of 10 points shown will be quickly lost. (Occupation of sea-grid squares does not gain points.)

### **The Units**

Each side starts the game with 10 units. The three units numbered 0, 1 and 2 are fleet units and units numbered 3 to 9 are army units. The strength of each unit varies from mere hundreds to scores of thousands of men. The effective combat potential in each unit is further affected by its morale, which is rated on a scale from 0 to 12. The higher the morale rating, the greater is its fighting effectiveness. Morale ratings increase with victory and decrease with a unit's defeat. Losses will be suffered by any unit involved in combat and will mount.



If a unit's strength or morale ever falls to zero it is destroyed and removed from the game and map.

### **Playing The Game**

On starting the game, both sides are asked for the names of the respective commanders. All such text messages or questions are displayed at the bottom of the screen. Enter a name of NOT MORE THAN EIGHT CHARACTERS and press <RETURN>.

The bottom of the screen will now clear and a summary of your names plus the starting points for each side will be printed. Press the Space Bar.

Both players now look at the screen while the computer shows the initial strengths, supply centres and dispositions of all units. The units are numbered from 0 to 9 and each unit's corresponding supply centre will flash in turn. Make a note of your opponent's dispositions and supply centres, because you won't get another chance. Of course, if you wish you can agree that each player looks only at the disposition of his or her own forces.

### **Orders-input Stage**

The Confederacy inputs its orders first, while the Union player looks away. Each unit is given eight consecutive movement orders selected from the following list:

N	North	E	East
W	West	0	Stand still
S	South		

There are no orders issued for combat. Combat ensues whenever opposing forces are ordered to occupy the same square of territory, land or sea. All eight consecutive orders MUST be given for each and every unit. If you do not wish a unit to move, type in zero. Examine the map carefully and chart the movements of your units. Remember that your opponent's movements will be carried out simultaneously, even though you each issue orders separately. A square cannot be occupied by more than one unit (but see the description of convoying later). You will thus have to plan each unit's orders with care to avoid a logjam. For example, a unit with an orders-input of WWWW00EN has been ordered to move four squares west - that is, one square to the west on each of four consecutive moves - followed by two 'moves' at a standstill, and then moves of one square to the east and one square to the north.

Fleets may move over any sea-grid square. They may also occupy any coastal square (with territorial and points advantage if the coastal square is enemy territory) providing that the fleet unit's previous position was at sea. This means that for a fleet to capture a stretch of coast, it will have to occupy a coastal square, move out to sea, move back to the next coastal square, and so on.

Note that the Mississippi River consists of sea-grid squares until just north of Memphis. This enables fleets to sail upriver.

Army units may move over any land square but may not move over sea-grid squares (but see convoying below). From a practical point of view, note that a unit may not cross the Mississippi without a supporting fleet.

### **Convoying**

There is one exception to the general rule that no two units may occupy the same square. If you order an army unit onto the same square as that occupied by one of your fleet units, the army unit will be deemed to have been convoyed. Make sure that all the orders issued to the fleet are the same as the orders issued to the army unit. If an army unit is ordered into the sea it will be destroyed. If a fleet is destroyed at sea by enemy action or is forced to retreat, it is likely that any army being convoyed will perish.

NOTE that convoying is a hazardous business. Unless you have practised convoying techniques, it is not a recommended tactic.



A passage across the Mississippi can easily be carried out if a friendly fleet is anchored in the river and the army unit is simply passed onto and through that fleet's square.

### **Movement In General**

Movement off the map by army units is prohibited. Sometimes, if a diamond square has hindered movement, your remaining orders will be out of step with your plans, but the unit will continue to obey your original orders perhaps with unforeseen results. The only time orders can be revoked is at the orders-input stage by using the <DELETE> key. Please note that enemy supply centres, cities, or enemy hash squares may randomly prohibit movement in a similar fashion to diamond squares. This is to simulate the fact that an enemy city, even unoccupied by enemy forces, may still possess an inherent defensive capability to hold up an opposing unit's progress.

Once your eight consecutive orders have been entered, press the <RETURN> key. After all the Confederate players have received their orders, it is time to change places. The Confederate player looks away while the Union player inputs his or her orders.

### **Combat**

When both players have input their orders they may jointly look at the screen. The computer first deals with the sea orders. It randomly selects any one of each of the three sea orders, then similarly selects an opponent's sea order. It works through the sea orders of both sides in this way, then deals with the land orders of both sides in a similar fashion.

The bottom of the screen will show: the unit's name; the order number (from 1 to 8); the count of the total number of orders/movements so far; and the direction ordered for that unit.

The fleets from both sides are moved first and then the armies. If a unit is unable to move, the computer will indicate this. Other messages, such as information on convoying or the fall of supply centres, will be shown at the bottom of the screen. If a unit is being convoyed, then the screen will show only the fleet unit.

Successful occupation of any enemy square will be 'beeped' over the computer's loudspeaker.

Holding down the space-bar speeds up the action.

When two opposing forces are ordered to the same square, battle is joined. The outcome depends upon the combined strength and morale of each unit and it is quite possible for inferior numbers to defeat a superior force with lower morale. The defending unit has no advantage unless it is upon a hash square or friendly supply centre.

The screen will show this combat advantage by displaying a DOUBLE hash next to the defending unit's name.

A unit that loses a battle may be forced to retreat while the victorious unit occupies its square. The direction of retreat is always the same as that of the attacking direction of the enemy unit. If a unit is forced to retreat onto enemy territory it will be destroyed utterly. This must be borne in mind when invading enemy territory, since a successful enemy flank attack may result in your annihilation. An army unit forced to retreat to a sea-grid square, or a fleet unit forced to retreat to an illegal land square, will be similarly destroyed. A particularly bad defeat may result in the remaining orders for that unit being cancelled, which will result in no further movement for that unit in the course of that year's campaign.

If a unit is destroyed it will be removed from the game and map.

As combat takes place, both sides will suffer casualties. The strength and morale of units will, however, be replenished at the end of each campaign year.



## **WATERLOO**

This is a two-player game in which the Allies under Wellington fight the final battle against the French under Napoleon. Each player begins by getting a status report on his forces and a report of sightings of the enemy. He/she then gives orders to his/her forces. The computer moves all the forces to their new positions and, if opposing forces are close enough, combat ensues. If sufficient forces are involved in a combat area, a full-scale battle will then follow. After each hour's play the computer will produce a summary of the outcome of the fighting up to that point. Both sides are asked for an appropriate code word of not more than five letters. (Keep this word secret from your opponent.)

Press <RETURN> after entering your code word.

## **Battle Summary**

First, the screen will clear. Then a BATTLE SUMMARY will give you the relative strengths of the combatants at the beginning of the game, in points. Note that there are more Allied points than there are French. This is an indication of their numerical superiority. As the game progresses so the points will change according to battle losses. In addition, the French have a small number of points added to their total at the end of each game hour to reflect the Allies' need for a speedy victory. Follow the instructions at the bottom of the screen.

## **Confidential Information**

When this screen comes up, enter your code word - in secret! Both sides have the same opportunities to move all their forces; but all orders are carried out simultaneously, even though the Allies input their orders first. That is, the computer will not carry out the Allies' orders until the French orders have also been registered. It is important that the whole of the sequence that follows below is observed by each side in total secrecy! The French player must not look at the screen while the Allied player inputs his or her information, and vice versa.

## **Status Reports**

These are set out like this:

UNIT    INFNT    ARTIL    CAVAL    MRL

(INFNT stands for infantry, ARTIL for artillery, CAVAL for cavalry,  
MRL for morale.)

## **The Units**

Each side has 10 units referred to by the names of their commanders (e.g. Blucher). The French are an integral group, but the Allied forces are divided into two separate groups, both of which are under the Allied player's control:

1. The Anglo-Dutch forces form the first five units listed (Wellington...Uxbridge)
2. The Prussians form the remainder (Blucher...Bulow)

Some units are leader units (e.g. Wellington and Uxbridge on the Allied side and Napoleon and Ney on the French); these have a small supporting body of cavalry. The presence of leader units on the battle field increases the overall fighting potential of their friendly forces. In the case of the Allies, both Blucher and Wellington will have this effect whether the forces be Prussian or Anglo-Dutch.

## **Infantry, Artillery And Cavalry Strengths**

These figures will, of course, change during the game as losses are accumulated in the course of battle.

INFANTRY strengths are the heart of each unit, but artillery and cavalry strengths can prove to be the decisive factor.

ARTILLERY takes effect only in the initial stages of a battle, but can cause severe casualties against opposing units with inferior gunpowder.

CAVALRY has a minimal effect on the outcome of a battle, but its role in intelligence-gathering and increased manoeuvrability is vital (see later).



### **Morale**

The Allied units all start with a morale rating of six points; the French start with seven points. These ratings reflect the efficiency and cohesion of the respective forces, and will change during the game. Morale is probably the single most important factor governing the fighting strength of each unit. You could, for instance, have a huge numerical strength with a morale of three and be outweighed by your opponent with fewer men but a morale of six. Morale rating decreases each time a unit is forced back or entangled, by a forced retreat, with other units. Once morale drops to zero, the unit ceases to exist.

### **The Orders Map**

Both sides in turn must look at the map of the scene of battle, which depicts the Waterloo campaign area. Two types of geographical features are represented:

TREES indicate thickly forested ground, which may hinder movement. Whether they do or not is decided by the computer, as umpire, on a random basis. If your unit is 'lost in forests' then it will not be able to move for this game hour. You may have better luck at extricating your unit on the next turn.

TOWNS (shown by small hut symbols): do not inhibit movement, but do increase the defensive potential of a force, making it more difficult to dislodge (see below).

### **The Reporting Stage**

Before each side may input their orders. you will see, on-screen, the reports of all units.

Each side sees only its own units and receives information reports according to the following rules:

1. If your unit has no cavalry, it sends no information on enemy units.
2. If your unit has cavalry, it reports on all enemy units within one square.
3. If your unit has more cavalry than the enemy unit, it reports the location of all such enemy units within two squares.

Each friendly unit reports in turn and displays its own position on the screen as a lower-case letter. If no opposing units are reported, the next friendly unit makes its report until all units are on the screen map.

At the beginning of the game, the French forces are to the south of the map (i.e. towards the bottom), whereas the Allies are spread between two areas - the Prussians to the south-east, around the town of Ligny, and the Anglo-Dutch all over the centre and north-east of the map. No units are in contact with enemy units at the beginning of the game; therefore, the reporting stage will flash by very rapidly at this point, as no unit has anything to report. Later, as contacts are made, you will see that any opposing units found will be displayed on the map in 'reverse video'. Remember, the layout of your forces must not be looked at by your opponent. This is a war game played as in real life, where your opponent's moves are a matter for guesswork and conjecture on your part. It is not a board game with both armies displayed openly.

Later, if and when many enemy units are sighted, there may not be enough room on-screen for all of the reports. In that case the display will halt part-way through, waiting for you to press the <SHIFT> key.

### **Orders-Input Stage**

When all units have reported in, the bottom of the screen shows the time and date, the orders-input line and a 'moves-compass' (at the bottom right of the screen). Each of your units is now ready to receive orders in turn.

One-by-one, your units flash their lower-case letters on the screen, and the words 'Orders for...' will be shown on the bottom-left. Please note that, where possible, the relevant lower-case letter is the initial letter of the full name. There are, however, exceptions (such as, 'q' for Blucher and 'x' for Napoleon).



The orders-input lint shows 'Orders for...' followed by the unit's name. If it is a leader unit, then a flag will be shown next to it. If the unit consists only of cavalry, a horse's head symbol indicates this. Each game move refers to one hour of campaigning. Each unit may move only one square vertically or horizontally. If a unit consists only of cavalry, it may move two squares vertically or horizontally, or one square diagonally.

For example:

Wellington is a cavalry unit, and may move in any of the following directions:

horizontally	W1, W2	E1, E2
vertically	N1, N2	S1, S2
diagonally	NW, NE	SW, SE

Orange contains infantry and artillery, as well as cavalry. It can therefore only move one square vertically and horizontally:

vertically	N1	S1
horizontally	E1	W1

If you wish, you do not have to move at all. Press the zero key twice. Of course, to move in the other directions, type in the two-character abbreviations you see on the moves-compass display. There is no need to press <RETURN>.

If you make a mistake whilst entering the first of the two letters/digits that make up a command, press <DELETE>. The computer will acknowledge with 'Orders not understood' and you can re-enter the command. However, you cannot change your mind after you have typed the second digit!

There is no limit to the number of units that may occupy the same square of the map. Similarly, any number of opposing or friendly units may end up on top of each other in the same town, or forest, or other square. There is no advantage to the Allies in moving first: remember, the computer only actually moves all the units after both sides have issued their orders.

Once all your orders have been issued, the computer analyses your moves and may give one or more messages.

### **Checking your orders**

1. '...orders have gone astray': In real-life battles, orders do sometimes go astray, and the computer makes provision for this, by generating a random chance that units may move in a completely different direction to that given in their orders. Sometimes this will lead to unforeseen combat with the enemy.
2. '...lost in the forest': The computer will make a random decision on a unit getting bogged down in heavily forested country. If you move onto a forest square, you may be lucky and be able to advance on your next turn; or you may be stuck there for any number of moves. This applies whether you have moved onto a forest square voluntarily or have been forced to retreat onto a forest square when in the Full Battle mode (see below), as you may not be able to move out of the forest in the next game hour.

Once the computer is happy with your orders, it will display 'All movement orders checked'. At the conclusion of the Allies' orders-input, the players change places and the French receive reports and input their orders, while the Allied player looks away.

### **Checking For Contact With The Enemy**

After both players' orders have been input and checked, it is time for both players to look at the screen and see what effect, if any, their moves have on the course of battle.



If no engagement or engagements result, play reverts to the confidential inputting of code words and battle orders, or both players make new moves for the next hour of game-time.

#### **Contact Made**

If opposing units clash on the same square or on neighbouring squares, then the computer displays the message 'Contact made' and shows the crossed-swords symbols on the squares where the engagement is taking place. Other units on both sides will be brought into the engagement if they are within one square of the unit which made the initial contact. In this way, it is quite possible for a single unit to set off a large-scale engagement involving many adjacent units.

#### **Start Of Combat**

As both players continue to look at the screen, the names and strengths of the opposing units caught up in the battle are displayed. If the hut symbol is shown next to a name, that unit's strength is enhanced since it is fighting from within a town. If the flag symbol is shown next to a unit, a commander is present and the strength of the entire force is enhanced.

If there are more forces engaged than there is room for on the screen then press the <SHIFT> key to scroll it.

The battle-strength points are not the same as the total Allied or French points but are a reflection of the strengths, morale and other factors of the opposing forces currently in combat.

The engagement begins with two rounds of artillery combat, during which the opposing artillery corps engage each other, inflicting losses on enemy infantry and cavalry where applicable. If there are no artillery components in a combat, the play moves on to the next stage.

After the artillery engagement, one of two things can happen:

1. The opposing units and strengths are of sufficient number to progress to a full-scale battle.
2. If insufficient strengths are involved, or the computer deems that the opposing forces are disorganised, play moves on to general skirmishing.

#### **General Skirmishing**

One or more rounds of general skirmishing may take place as the currently battling forces fight it out. Losses will be inflicted on both sides and the battle-strength points will reflect the course and outcome of the engagement. Once the period of general skirmishing is complete, the screen will display the combat summary.

#### **Combat Summary**

All opposing units are mentioned, along with reports as to how they fared. If a unit 'holds firm' then its morale is unchanged and it does not move from its current position. If a unit is forced to retreat, its morale will probably be adversely affected and the unit moves one square north (Allies) or south (French). If the unit is routed its future effectiveness will be severely reduced, and if a unit is destroyed it will never again be displayed on the map.

#### **Full Battle Mode**

When the initial point of contact of two opposing high-strength units is on the same square, rather than an encounter involving two neighbouring squares, then play moves to the battle map. The screen turns red and the next sequence of play involves an expanded view of the battle square and its neighbouring squares. The game moves are now reduced to 10-minute battle-time intervals, so that the following procedure will be run through every 10 minutes during a game-hour.

#### **Confidential Information**

Both sides in turn now secretly input their code words and examine the strengths of all their units which are involved in the combat zone. Secret information is also relayed on the main map, with all friendly units displayed and a single crossed-



sword symbol showing the square where contact has been made. The opposing player's view will, of course, be completely different to your own.

After both sides have secretly examined their information, the screen clears to display nine squares of the main map. At this point, both players look at the screen. The central square (with a crossed-sword border) is the main contact square. Other squares may show a border of hut symbols (a town square from the main map). Within each square information is displayed as to what forces (if any) are in that square.

The Allies are in the left-hand part of the square; the French on the right. You will see the unit's lower-case letter, followed by an upper-case I (if infantry is involved); C (for cavalry); and A (for artillery).

During each 10-minute game-period each side may move one unit one square horizontally or vertically, whether the unit is on or off the battle map. In this way, you can quickly bring reinforcements into the battle position. Hide the keyboard with one hand so that your opponent cannot see what you're up to! When asked for 'Allied orders?' or 'French orders?' the respective player presses two keys: firstly, the unit letter, then the direction (N, S, E, W). For example, the Allied player secretly pressing W and S is ordering Wellington (W) one square to the south. All units involved in the central combat square will inflict losses upon all enemy units in the same square. If there are no enemy units in your square, then no combat will take place. If you do not wish to move any units, then type zero (not the letter O). There is no screen confirmation of your input - this is to preserve secrecy!

Note that battle orders *must* be typed in correctly, else they will be taken as orders that have gone astray.

There are, of course, six periods of ten minutes within the game-hour, so battle losses on the battle map are proportionately greater than in general skirmishing. Use your moves wisely on the battle map, and never get involved in a battle with overwhelmingly superior enemy forces on the same square if you can help it! A planned retreat with a sacrificial rearguard might be to your long-term advantage. The computer will not allow more than one battle-map scenario to be played per game-hour.

At the conclusion of one hour's fighting on the battle map the computer reverts to the combat summary, where reports are given about individual units (see Combat Summary).

#### **After All Combat**

It is quite possible that an entire game may progress without a battle map being displayed. Heavy losses can be inflicted on an army during several rounds of general skirmishing and an entire army can become disorganised and routed by a series of disorganised skirmishes. The battle map enables units to become more organised and so inflict heavier losses on the enemy; or, correspondingly, through a set-piece retreat, avoid a larger engagement with perhaps heavier losses. The battle map enables intelligent planning.

Units can be involved in more than one engagement within the game-hour, either when they are forced to retreat and come into contact with fresh enemy units, or when they stand firm and re-engage the same enemy units.

Waterloo itself is to the north of the map, and the strategic crossroads of Quatre-Bras is in the middle of the map, very near Orange's unit. If you look up a campaign map of the Waterloo/Ligny battle area in Belgium, you will see that other important towns such as Nivelles and Wavre are all represented on the computer screen. However, no rivers or roads are shown on-screen; these have been omitted so that the game does not become over-complex to play.

**Instructions' Source** : BATTLEFIELDS (BBC Soft) Back Inlay And Instruction Manual



## **Review (Electron User)**

In BATTLEFIELDS, a two-in-one deal of two player games, BBC Soft is offering a game of strategy, the American Civil War, and a game of tactics, Waterloo.

In case you're puzzled as to the difference between strategy and tactics, strategy is the manipulation of armies, people, politicians and resources to make history go the way you want. Tactics are how you manoeuvre elements of armies to achieve victory in battles.

Put more simply, strategy is how you win wars, tactics are how you win battles.

American Civil War presents you with a map of the south and east states of America which were involved in the conflict. The object is to capture a proportion of your opponent's territory and wipe out his forces.

Each side starts at pre-set locations with three fleets and seven armies, details of which are given for both players at the start. Each turn is equivalent to one year of the war, divided into eight movement phases representing about one month's campaigning. Players input all eight moves for each turn in secret and the computer then does the rest.

You quickly become used to the movement system but planning your moves to cope with what your opponent may do is definitely more challenging.

This is an excellent little strategy game and a good introduction to this type of computer wargaming.

The second part of the package. Waterloo, is representation of the famous last battle of Napoleon which brought the First Empire to an end. It covers the area around Waterloo and may last for the equivalent of several days. Each turn represents an hour of time.

The armies consist of units commanded by a named general, with most units made up of a mixture of artillery, cavalry and infantry. Initially the Allies are to the north and east and the French to the south. Each side inputs its movement orders, which are carried out by the computer.

First though - and this is the most interesting part - it reports whether any of your units have sighted or contacted the enemy. Based on this you plan your next move, but you have to remember that the reports relate to where the enemy was, not where they are now.

When you do clash with the enemy the computer will decide whether it is just a skirmish, and calculates the casualties accordingly. Alternatively it gives you a close up of the battle area and the battle takes place in 10 minute segments. I find the last an excellent idea, but wish that more detail could have been incorporated.

As with American Civil War you quickly get used to the movement system, but finding and dealing with the enemy is another problem. Both games have good, clear graphics bearing in mind and the scale they are working at, and will keep players busy for a few hours.

I do not believe that there is yet a true wargame available for the Electron of a standard acceptable to serious wargames, but BATTLEFIELDS is certainly leading the way.

Roberta Wood, ELECTRON USER 3. 5



# BATTLEZONE 2000

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; War-Game  
Author : M. C. Lothlorien  
Standalone Release(s) : 1983: BATTLEZONE 2000, Lothlorien, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### A. Setting and Objective

This is a wargame of the 21st Century in which you have control of the forces opposing the single enemy unit known as The Ogre. There are ten levels of play.

Your mission is to stop the Ogre from leaving the bottom of the map. The only way to do this is to destroy all its tread units. The Ogre itself is a computer-controlled supertank, which is bristling with weapons. It has missile systems, main and secondary batteries as well as a host of anti-personnel weapons. Each of the weapons shown has attack, defence and range factors as shown in table 1.

The Attack factor is a measure of the destructive power of each weapon, whereas the defence factor is a measure of the resistance of each weapon to attack. Range is the number of "squares" through which a weapon may fire. (The weapon can only fire within its range). The Ogre is a tread or track vehicle, and the number of "squares" it is able to move in any one turn is governed by the number of tread units divided by 15, e.g. If The Ogre has 60 tread units, it has four movement points, 45 tread units gives three movement points, etc.

**TABLE 1 - OGRE (YOUR ENEMY)**

Weapons	A	D	R
Missiles	6	3	5
Main Battery	4	4	3
Sec. Battery	3	3	2
Anti-personnel	1	1	1

MOVEMENT is determined by number of tread units (1 at 15, 2 at 30, etc)

Key: A - Attack Factor      D - Defence Factor      R - Range Factor

**TABLE 2 - YOUR FORCES**

	A	D	R	M
Command Post	0	1	0	0
G.E.V.	2	2	2	4+2*
Heavy Tank	4	3	2	3
Missile Tank	3	2	4	2
Infantry	3	3	1	2
Howitzer	6	1	8	0
Crater				

\*Movement of four units in the First phase and two units in the second Key as per Ogre, M - Movement (maximum number of squares in one turn)

### B. Your Forces

Under your command, you have a number of different units (see table 2).

Command post - represents your position on the map from where you can issue orders to your units. It is unable to move or attack.



G.E.V.	- (Ground Effect Vehicle) : a hovercraft type of armoured vehicle, which is extremely fast and manoeuvrable. In order to reflect this feature, the G.E.V. has TWO movements per turn.
Heavy tank	- heavily armoured tank, not too far removed from present day tanks.
Missile tank	- a less heavily armoured tank capable of firing missiles. Each missile tank is well equipped with missiles (unlike The Ogre which quickly runs out).
Infantry	- infantry equipped with power suits for mobility and protection. Are armed with anti-tank weapons.
Howitzer	- An immobile heavy missile cannon capable of long range attacks. This unit may NOT move - it will remain stationary throughout the game unless destroyed.

The attack, defence, range capabilities of each of these units is shown in Table 2.

## **C. The Play**

### **1. Before play begins**

You will be shown what units are available to you and how many of each you have. If you are not satisfied with the mixture of units provided, you may change them.

The map, with craters and The Ogre in position will then be displayed and you will be asked which level of difficulty (1-10)?

Next, all your units will also be displayed, in position, on the map, and you must decide who moves first.

Having decided who goes first, The Ogre's current status will appear on the bottom line.

O	The 'Ogre'
ML2	number of Missiles left
MB1	number of main batteries
SB4	number of secondary batteries
AP8	number of anti-personnel weapons
TR45	number of tread units remaining

## **2. Sequence of play**

### **a) Basic game turn sequence**

- i) Ogre moves
- ii) Ogre attacks any unit within range of its weapons
- iii) Destroyed or disrupted units are determined
- iv) Players movement turn
- v) Units may attack Ogre if in range
- vi) Second player's movement turn (G.E.V.'s only)
- vii) Repeat again from i) to vi)

### **b) More details of each phase:**

- i) Ogre movement is determined by the computer. Any of your units in its way will be destroyed (removed from the map) or disrupted (unable to fire or move for one turn)
- ii) Ogre attacks are also determined by the computer. You will be told which units are being attacked, which of The Ogre's weapons are being used, and finally the result of the attack.
- iii) Units which were destroyed will be removed from the battle area, and units which are disrupted will change colour (yellow to blue). A disrupted unit is unable to fight or move until it becomes reorganised (usually one whole turn).
- iv) Player's movement. Except for the Howitzer and Command Post, which cannot move, you will be asked to move each unit in turn.



A unit may move any number of squares up to a maximum of its movement points, as per table 2. A unit may NOT move onto another unit or into a crater.

If you don't want to move a unit, then input its present position.

Illegal moves will not be accepted.

- v) If any units are within attacking range of The Ogre then they will be displayed below the map. You will then be asked in turn if you wish to attack The Ogre ML (missiles), MB (main batteries), SB (Secondary batteries), AP (anti-personnel) or TR (tread units).

IF you say NO to any of them, you will be asked about the next one, e.g. to attack tread units (TR), you must say NO to ML, NB, SB and AP. If, for instance, you have indicated that you wish to attack the MB, you must then input the position of the attacking unit. You may attack any one target with as many units as you wish, the more attacking units, the greater chance of success. WHEN YOU HAVE INPUT ALL THE UNITS YOU WISH TO USE IN A SINGLE ATTACK, INPUT Z. The result of combat will then be determined, and the attacking units removed from the list of those displayed under the map.

When all eligible units have made their attacks, this phase ends.

NOTE that only one unit at a time may attack tread units, although a number of single unit attacks on the treads may be made in any one turn.

- vi) Second movement phase - you may move G.E.V.s up to two 'squares'

### **End of Game**

You win if you stop The Ogre moving and destroy all its weapons before it exits the map. The Ogre wins if it exits the map.

**Instructions' Source** : THE WAR PACK (Paxman) Inner Inlay

**Reviews** : No Review Yet



# BATTLEZONE SIX

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Blast From Centre Of Screen In 8 Directions  
Author : Robert S. Turner  
Standalone Release(s) : 1986: BATTLEZONE SIX, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Crashes On BBC Machines.  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Play the most hectic battle of your life in the ultimate Zap game!

The myriad of aliens use virtually every screen movement imaginable, all with one purpose - to get you!

And would you believe 100 - yes, 100! - different screens. Never before achieved.

Base and firing control in eight directions. Pause control to enable saving to tape. Shield control. Sound on/off. Speed control.

One of our best ever and sure to be a real winner.

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SHIFT> - Temporary Shield  
= - Pause On/Off, f0/f1 - Save/Load Game (While Paused)  
Q - Sound On/Off, S - Change Speed, <ESCAPE> - Quit Game

**Instructions' Source** : BATTLEZONE SIX (Kansas) Mail Order Advertisement

### Review(EUG)

Games produced by software house KANSAS were only ever available by mail order and came in uninspiring standardised boxes; the combination did little to foster any urge to buy their arcade games and the result is this game is one of the hardest titles to find in the Electron world. [Their adventures fare only marginally better. - Ed] This will be the first review of BATTLEZONE SIX you'll have seen.

Described in mail order literature as "the ultimate Zap game", the non-existent scenario/instructions with the game itself immediately make it a mindless machine code blasting affair. You control a circular base that looks like an eye with tentacles, and are situated in the centre of an almost full-screen window with the intention of shooting any other sprite that moves, with your infinite supply of bullets.

The game is unlike any other - no bad thing - and, rather than blast a set number of 'baddies', you play until each screen's timer bar runs down to zero. In the playing area itself, you begin each of the 100 screens alone. You can move left, right, up, down and diagonally with the correct combinations of the standard Z, X, \* and ? keys and fire with <RETURN>. Your bullets always travel in the direction you are travelling so, for example, Z, \* and <RETURN> will send bullets off at 10 o'clock until you release \* (when they will change to 9 o'clock). This way of controlling the bullet flow results in your sprite moving constantly back and forth across the screen.



Also moving around the screen by now will come the decidedly hostile "things to shoot". These take on a variety of guises, from flashing dandelion bulbs to tiny billiard table bombs. Some (standardised gun sprites) skate around the outside edges of the window clockwise then anticlockwise. Some (lightning bolts) bounce around "FRENZY lepton-style". Others appear, pause and then explode if not hit, sending shrapnel in all directions. Yet more bob about aimlessly. As you progress through the screens, more and more appear at the same time as well as new varieties. The game also gets quicker and quicker.

Generally, within ten seconds, the empty screen has descended into anarchy, or even the BATTLEZONE of the title. (But why SIX, we wonder!) The constant manoeuvring of your sprite in order to shoot, more than often leads to you coming very close to whatever you're trying to hit. Make contact with it, or a bullet loosed toward you, and you'll endure a fantastic PLANETOID-style explosion and be sprayed over the whole of the playing area!

As the game is set in Mode 2 and the use of colour optimised, all lightning bolts, guns, bombs, aliens and bullets look very slick. The execution speed though is below par. On a standard Electron, the speed of the first screen betrays the jerky movement of all the characters, including your base, spoiling the imagery; on a TURBO Electron, execution whizzes along at such a pace as to make the game far too hard. Now, because the game's author, Robert Turner, has implemented a speed faster/slower option, this CAN be easily overcome. It's a bit fiddly to change though as you must pause the game, press S, type a number then restart it.

We now come to what seems a very strange concept for an arcade game: the ability to save your position. By pausing, then pressing <FUNC><1>, you will leave the Mode 2 screen completely and see a small Mode 4 menu from which you can save the high score table, your position, both, return to the game or catalogue a tape. You get a similar menu with <FUNC><0> for loading data back in. Going back to the game pits you in precisely the same predicament as you were when you paused it; even bullets and aliens are reproduced exactly as they were!

This is a surreal addition to a game of this type; interesting to see and use but somehow not quite qualifying as a rival for the password systems seen in similar titles (eg. ANARCHY ZONE by Atlantis). Note that you must save any data to tape (even on the disk version) as the tape system is enabled via machine code when the program executes.

There is also a sound on/off option executed with the pause facility; and whenever pause is enabled, the border flashes constantly. With the high score table superimposed on top of a demonstration battle, there is some pretty impressive machine code at work in this title and it even comes complete with snappy little introductory music and credits. And if the going gets too tough, with the save AND a shield option, making you totally invincible for ten seconds, the odds against you always being wiped out on the fourth or fifth screen become quite negligible.

Unfortunately, despite new "things to shoot" appearing quite regularly, the game really lacks imagination and becomes monotonous. With 100 screens to get through, completion - even allowing for advantageous saves and reloads - will take a hardened player days if not weeks, and the repetitiveness of each screen will not tempt many to try. That said, if you want a mindless and unique shoot-'em-up with a professional edge, it's worth a shot. If you can find it.

Dave Edwards, EUG #54



# BBC MASTERMIND

***Professional, Originally Released On Cassette Only***

Game Type : Quiz; Based On BBC TV Show MASTERMIND  
Author : Boswell Taylor  
Standalone Release(s) : 1984: BBC MASTERMIND, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : Unknown

## Instructions

*"This computer simulation of BBC TV's most popular quiz contest presents all the excitement and tension of the original - with one great difference - you, your family and your friends are the contestants!"*

*Your computer assumes the role of Mastermind Questionmaster Magnus Magnusson, presenting you with two minutes of questions on your chosen subject and two minutes of general knowledge questions. One, two, three or four contestants can play, and once loaded the program is self-explanatory.*

*This pack contains two cassettes. Two sets of general knowledge questions and two sets of special subject questions - FILMS & TV and SPORT AND GAMES are included.*

*If you would like to write your own questions for use with the BBC Mastermind program, an accessory program - BBC MASTERMIND QUIZMASTER is available separately."*

This booklet contains instructions on how to load and run your BBC MASTERMIND program. As with the television programme on which it is based, you will be questioned on a special subject and on your general knowledge. There are six sets of special subject questions and four of general knowledge currently available. Two sets of special subject questions and two of general knowledge have been included with this pack. The other sets are available separately.

You may already be aware that MASTERMIND's accessory program - BBC MASTERMIND QUIZMASTER - is also available separately and ONLY the relevant documentation is included in this booklet.

## Using The BBC Mastermind Program

1. Once the first part of the program has loaded, the title screen will appear and you will hear MASTERMIND's signature tune.

You will be asked if you require instructions. If this is your first time, type "Y" and the screens that follow will give you information about the program as well as helpful hints on how to get the most out of answering the questions, scoring points, typing in answers, etc.

If you type "N", or once the instruction screens have been displayed, you will be press SPACE. The rest of the program will now load. If you are using a cassette, stop the tape when prompted.

2. The next screen asks you to type in the number of contenders - up to four will be accepted.
3. Now simply follow the screen instructions. The first contender types in his/her name, occupation and special subject, pressing <RETURN> after each input.



N.B. The special subject must be one produced specifically for the BBC MASTERMIND program - either pre-recorded or created using the BBC MASTERMIND QUIZMASTER program. Please make sure that you type in the name of the quiz correctly.

4. a) If you are loading from cassette, insert the Data cassette into the recorder, making sure that it is rewound, press SPACE as instructed and start the tape. The loading of the questions and data will take about four minutes. Stop the tape when instructed.  
  
b) If you are loading from disk, simply press SPACE.
5. When the questions are loaded, you will see the message: "KEN, You have two minutes on FILMS AND TV starting NOW!!"

Now the program and the first set of data have been loaded, you are ready to start the quiz.

#### **Notes On Running The Quiz**

As you are working against the clock, type in your answers as quickly as possible. If you make a mistake whilst typing, press the DELETE key to erase the last character. Press <RETURN> when you have keyed in your correct answer. The score is given in the bottom right hand corner of the screen, so that you can keep track as you go along.

To pass a question, simply press <RETURN>. Please note that only 16 passes are allowed in each round.

You will be awarded 1 point for every correct answer - near answers may be accepted, although spelling mistakes generally will not be.

If your answer is wrong, the correct answer is given. If the answer is not exactly correct, but contains a 'key' word, the screen will display 'I CAN ACCEPT THAT' and give the exactly correct answer.

N.B. Answers should be typed in upper case (capital letters) and on recent BBC models this will be done automatically. However, if you are using the 0.1 model, make sure that the CAPS LOCK key is depressed before typing in answers.

After the score has been displayed, all those questions passed are presented again along with the correct answers. In the event of a tie, the contender with the lowest number of passes wins the contest.

The next contender is then called. If he chooses the same special subject, the data will not have to be re-loaded. In order that the questions are not repeated, the 60 questions are divided equally between the number of contenders, so with four contenders each will be allocated 15 questions. It is unlikely that in normal circumstances more than 15 questions will be answered in a two minute round, but in that event 'QUESTION LIMIT' is displayed. Once a question has been answered, it will not be used again. If a different special subject is requested, follow the instructions in step four to load the chosen subject.

When all the contenders have answered their special subject questions, the scoreboard is displayed. The first contender is recalled to start the round of general knowledge questions. If you are using one of the pre-recorded Mastermind data cassettes, the general knowledge section follows the special subject section. Therefore, you should leave the cassette in place after the last contender's special subject has been loaded. However, if you are using one of your own quizzes, you will have to change cassettes.

Press SPACE and then start the tape.



If you are loading from disk, ensure you have the correct disk in place and enter the name of the general knowledge quiz you wish to load. The general knowledge quizzes included in this pack are called "GEN1" and "GEN2".

Press the SPACE bar when prompted to start loading.

When each contender has completed the general knowledge quiz, you will see the scoreboard again and the winner will be announced. You now have the option to print your results. If you wish to do this, type "Y" and then select your printer type.

The quiz has now ended, press "Y" if you would like to play again.

**Instructions' Source** : BBC MASTERMIND (Mirrorsoft) Back and Inner Inlay

**Review** : No Review Yet



# BBC MASTERMIND QUIZMASTER

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Create Question Files For BBC MASTERMIND  
Author :  
Standalone Release(s) : 1984: BBC MASTERMIND QUIZ, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : Unknown

## Instructions

*"BBC MASTERMIND QUIZMASTER*

*"BBC Mastermind Quizmaster is a question generator accessory program for use only with the Mirrorsoft/Ivan Berg Mastermind Program.*

*"The quizzes you can create are limited only by your own imagination. Help your children with their schoolwork, test your family's memories of a recent holiday and test knowledge across any subject in an exciting and competitive way. \*Note for teachers: Use this program in conjunction with BBC Mastermind to check pupils' knowledge on school subjects and you'll have a highly motivated class on your hands in no time.*

*"The program is menu-driven, easy to use, and has all the necessary features to allow you to create, review, edit, add, replace and delete your own specialist subject or general knowledge quizzes for use with your Mirrorsoft/Ivan Berg BBC Mastermind Program.*

*"Please note that the instructions for use of this program and advice on creating your quizzes are included in the BBC Mastermind pack.*

*"The question files generated with this program may only be used with the Mirrorsoft/Ivan Berg BBC Mastermind program."*

## Using the program

Once the program has loaded, the title screen will appear while MASTERMIND's signature tune is playing. The program's Main Menu will then be displayed.

It is a good idea to see the capabilities of the program before creating your own quizzes, so you should first load in one of the quizzes already contained in the BBC MASTERMIND pack. Turn to the section GET SAVED QUIZ and follow the steps given for loading a quiz.

There are four options on QUIZMASTER's Main Menu.

### 1. Create Quiz

The questions you can create with this program should be written in the same way as those you have seen in the BBC MASTERMIND program, where the 'quizee' must type in exactly the right answer, correctly spelled. There is no allowance for a definite or indefinite article ('the' or 'an' etc) unless it has been entered by you, the quiz-writer, as part of the answer.

There is a space for a 'keyword' to be entered as well as the answer. This is usually part of the answer; for instance, if the answer is 'John Lennon', you may want to put in 'Lennon' as the keyword. The keyword may also provide an alternative to the answers if there are two possible correct answers. Similarly, if, for example, an answer is the number 8 and the keyword as 'EIGHT'. The keyword feature



helps ensure that points are awarded in cases where the answer that has been typed in is correct, but does not exactly match the answer devised by the quiz-maker.

### **Notes**

1. Questions must not be longer than 184 characters, including spaces (about 5 screen lines). Answers and keywords should have a maximum of 31 characters each. A beep tells you when the maximum limit has been reached.
2. When writing questions, you do not have to press <RETURN> at the end of each line, as line lengths are worked out for you by the computer.
3. You may enter questions and answers in either upper or lower case, but remember that the answers will always appear again in upper case (capitals) only.
4. Each question and answer should be checked thoroughly before you press <RETURN>. It is much easier to correct a minor slip now, using the DELETE key than to correct it in the EDIT section, where you will have to re-type the whole question. If you do detect an error after you have pressed <RETURN>, make a note of the question number and leave it until you use the EDIT section.
5. There is a fixed question limit of 60 and when this is reached, the BBC/Electron will display END OF QUIZ.

### **Keying in Questions**

1. Select option 1 from the Main Menu and press <RETURN>. NOTE: The CREATE QUIZ option is only used to start a completely new quiz. If you wish to complete one you have already started, go to the EDIT Menu and choose Option 1, ADD QUESTIONS.

If a quiz or part of a quiz is still in memory, you will be asked if you wish to delete the existing questions first. If you wish to save them before creating a new quiz, type "N" and go to the SAVE QUIZ section for details.

2. The first question screen will be displayed. Type in your first question. See NOTES above for details on writing questions. When you are completely satisfied with your question, press <RETURN>.
3. Now you can type in the answer. Remember to check for errors before pressing <RETURN>. If you decide that there should be a keyword for this question, you can enter it after the answer. If you decide that there is no suitable keyword, or that it is unnecessary, simply press <RETURN>.
4. This section will end automatically when you have entered the maximum of 60 questions. If you have entered less than 60, press ESCAPE to end.

The EDIT Menu is now displayed and you can review and edit your quiz. See EDIT QUIZ below for details. If your quiz was not complete after the CREATE QUIZ section, you can now add more questions using the ADD QUESTION option on the EDIT Menu.

### **2. Edit Quiz**

Option 2 from the Main Menu allows you to edit a quiz in memory. If the quiz has just been created, it will already be in memory. Otherwise load the quiz from cassette/disk (see SECTION 4, GET SAVED QUIZ).

N.B. To return to the Edit Menu after making your changes using any of the options explained below, press the ESCAPE key.

### **Editing Questions**

After selecting option 2 or having just loaded a quiz into memory, the EDIT Menu is displayed:

1. **ADD QUESTION** allows you to add questions to the quiz already in memory. There is a limit of 60 questions, so if the quiz is already full, you will have to delete



a question before adding one. The questions are added in exactly the same way as when they were created. See CREATE QUIZ for details.

2. **DELETE QUESTION** deletes selected questions from the quiz already in memory. Having selected Option 2 from the EDIT Menu, you will be asked for a 'Quest. No. or word to find?'. Type in the number of the question you wish to delete or the word you wish to find and press <RETURN>.

a) If you have asked for a question number, that question will be displayed and if there are more questions to follow, you will be asked whether you wish to 'browse?'. This is a very useful facility. Type "Y" and the next question is displayed and so on, until you find the right question.

b) If you have asked to find a word, the first question in the quiz containing that word is displayed and you will be asked if you wish to 'Continue Search?' This is also a very useful facility for locating a question when you can't remember the number, or if you want to jump quickly from one question to another. Type "Y" and the next question containing that word is displayed.

If the word you have asked to find is not located, or you have typed it exactly as it appears in your question, you will hear a bleep and be told that it has not been found. Remember that answers and keywords are always stored in capitals.

When you no longer wish to continue searching or browsing, type "N" and you will be given the option to delete that question. Only a response of "Y" will result in the question being deleted. You will also be given the option to delete if, when using the browse feature, you reach the last question in the quiz. Type "N" if you do not wish to delete the question after all.

3. **REPLACE QUESTION** allows you to replace a question in the quiz. Having selected option 3 from the EDIT Menu, you are asked for 'Quest. No. or word to find?', just as with DELETE QUESTION. The procedure for replacing a question is the same as for deleting one, with the browse and continue search features. See DELETE QUESTION for details.

If you decide to replace a question, the old one is deleted and the screen clears for you to type in your replacement question. (See CREATE QUIZ for notes on how to write a question).

4. **REVIEW QUIZ** allows you to page through the whole or just part of the quiz.

Type in the number of the question from which you would like the review to begin, or the word you wish to find, and press <RETURN>. This option has the same features of browse and continue search as DELETE QUESTION - see Option 2 for details.

When you reach the end of the quiz, 'End of Quiz' is displayed and you must press any key to continue. If you request a question that does not exist, 'No question' is displayed.

5. **PRINT QUIZ** will print out the complete quiz if a printer is attached. You will be asked which type of printer you have, so choose whichever is applicable and press any key to start printing.

6. **END EDIT** will return you to the Main Menu.

### **3. Save Quiz**

#### **Notes**

Having completed and edited your quiz, it is a very good idea to save it on cassette or disk before you run it. Accidents can happen, and if the quiz is lost all your hard work will be in vain. The quiz in memory will be lost if:



- a) You select CREATE QUIZ from the Main Menu and then type "Y" when asked if you wish to delete the existing questions.
- b) If you END the program from the Main Menu by typing "5" by mistake.
- c) The BBC/Electron is accidentally switched off.

The SAVE QUIZ option is also useful if you wish to write your own quiz in stages. It is easy to save part of a quiz and load it into the memory for adding to at another time using ADD on the EDIT Menu.

#### **Saving Questions**

1. Type "3" (SAVE QUIZ) from the Main Menu and press <RETURN>. You will be asked for the name of the quiz.

If you are using a cassette, and a quiz you have created is to be used in the general knowledge round, you must call the file "GENERAL".

If you are using a disk, the filename should be a maximum of seven characters and no spaces should be included.

Type in the name of your quiz and press <RETURN>.

N.B. Make sure you write down the filename of your quiz for future reference.

2. You will then be asked if you are saving to disk or tape.
  - a) If you are saving your quiz on tape, type "T". Place a blank tape into the cassette deck, press the RECORD and PLAY keys on your cassette recorder and press <RETURN>.

NOTE: For convenience of loading and to avoid possible errors, you should save one quiz only on each side of the cassette. You may of course record the same quiz twice - one after the other - as a further safeguard.

  - b) If you are saving to disk, insert a new formatted disk into the disk drive and then type "D".
3. When the saving process is complete, you will hear a short bleep and the Main Menu will be displayed.

#### **4. Get Saved Quiz**

This option retrieves a perviously created and saved quiz from cassette or disk.

#### **Retrieving Saved Quiz**

1. Select option 4 from the Main Menu and press <RETURN>.

Please note that if you try to load a quiz while you already have a quiz in memory, the original quiz will be erased. You will be asked first if you wish to delete the existing questions - you must type "N" here if you want to save this quiz.
2. When the computer's memory is clear, you will be asked to give the name of the quiz you wish to load. Type it in, spelt exactly the same as when it was saved - be careful to use capital letters in the right places - and press <RETURN>.
3. You will be asked if you are loading from disk or tape.
  - a) If you are loading from tape, type "T". Place the relevant data cassette into the cassette recorder and start the tape when instructed.
  - b) If you are loading from disk, insert the relevant data disk into the disk drive and then type "D".



4. When the loading is complete, the EDIT Menu is displayed. (See EDIT QUIZ for an explanation on how to review and edit the quiz.)

**5. End**

This option ends the program and clears the memory. Please ensure that the quiz you have been working on is saved before you use this option.

**Instructions' Source** : BBC MASTERMIND QUIZMASTER (Mirrorsoft) Back and Inner Inlay

**Review** : No Review Yet



# BEACH HEAD

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Classic Invasion Game  
Author : Peter Johnson  
Standalone Release(s) : 1984: BEACH HEAD, US Gold, £9.95  
1988: BEACH HEAD, Americana, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated. Electron version works on BBC.  
Supplier : U.S. GOLD, Units 2/3 Holford Way, Holford, BIRMINGHAM B6  
7AX. Tel: 024 356 3388  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"BEACH HEAD is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. You will encounter secret passages, squadrons of enemy planes sheeling fron enemy ships, an almost impenetrable enemy held beach and a fortress with a huge cannon that never misses! If you feel you are up to the challenge! Joystick or keyboard."*

Choose skill level 1-3 by typing appropriate number.

## AERIAL RECONNAISSANCE

Manoeuvre your fleet using the joystick. Choose between the Hidden Passage, on the outer edge of the peninsular, or a Frontal Assault through the main channel.

## THE HIDDEN PASSAGE

Here use the joystick to turn left or right, push forward to increase speed and pull back to slow down. Avoid the mines and torpedoes and you may surprise the enemy.

## GENERAL QUARTERS

Use your joystcik to ain anti-aircraft guns. Pull back to raise and push forward to lower sights.

## NAVAL BATTLE

Joystick now controls your heavy guns. You will be told how far long or short you are in metres, each degree of elevation is 200m.

## BEACH HEAD

Each ship you navigate to the harbour carries two tanks. Once landed you must avoid the obstacles to reach the fortress of Kuhn-Lin.

## KUHN-LIN

You must land ten shells on the fortress to destroy it. However, only one target is vulnerable at once. Also the fortress is defended by a cannon that will destroy your tanks.

## Game Controls

Select joystick by pressing fire or keyboard by pressing SPACE.

The keys are:

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire  
<DELETE>/<COPY> - Pause/Restart, <ESCAPE> - Abort Game

**Instructions' Source** : BEACH HEAD (Americana Release) Inner Inlay

**Review (Electron User)**



It's time to get your tin hats out and lead the assault on the enemy territory in BEACH HEAD. This is one of the first conversions of US Gold's legendary Commodore 64 software, and it's great!

By moving the cursor which represents your forces, you can select one of two opening scenarios. In the first you must guide your fleet through a narrow channel which is mined and is constantly criss-crossed by enemy torpedoes. You score for every ship successfully negotiating the channel, but you inevitably lose a few ships.

The second option is to skip this section and proceed with a full complement of ten ships to the anti-aircraft game. This part of the game is great fun - enemy aircraft dive at your ship with guns blazing.

You now take on the role of gunner, moving the gun up, down, left and right, pumping out shells at wave after wave of fighters. Speed and accuracy are essential here, as with each hit from the enemy your damage points increase. Each time the total reaches 20 damage points, you lose another ship. The enemy places defeated, their fleet now comes into play.

My first attempts at lobbing shells at silhouettes of enemy vessels were disastrous. I then noticed a small notice on the display informing me of how long or short was - aren't computers wonderful?

Having survived this melee, the surviving ships head for the beach and land their cargo of tanks - the number of tanks landed being proportional to the number of surviving ships. The tanks must be guided through a tortuous maze of tank traps and gun emplacements.

Finally they reach their target - a huge gun mounted on top of a hill. The hill is protected by numerous guns which must be eliminated before the large gun is destroyed.

The graphics are excellent, and the fact that your performance on each level determines your fire-power on the next is a great idea.

James Riddell, ELECTRON USER 3. 3



# BED BUGS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Defend A Bed!  
Author :  
Standalone Release(s) : 1984: BED BUGS, Optima, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron only  
Supplier : OPTIMA, 36 St Petersgate, STOCKPORT SK1 1HL  
Disc compatibility : Unknown

## Instructions

*"Fleas! Beg Bugs! And all you wanted was a quiet night... The pests are after your feet and you'll have to move fast to stop them. Swot them with a jam sandwich or crunch them with your false teeth. If you're desperate you can always phone for help but whatever you do, do it quickly. You need cunning tactics and nimble fingers! BED BUGS guarantees hours of hilarity for the whole family."*

Further instructions currently unavailable.

**Instructions' Source** : BED BUGS (Optima) Back Inlay

## Review (Electron User)

To quote from the game: "Just when you thought it was safe to go to sleep..." BEDBUGS, the new game from Optima Software, should safely disrupt your calmest dreams. You begin with a bed alive with little nasties which are liable to nibble your feet at any time.

However you needn't despair, because you are armed with, believe it or not, a jam sandwich which you use to swat the bugs. You also have a sponge to wipe up the sticky jam and a pair of false teeth that you can use to crunch the irritating fleas. As a last resort there's a telephone that you can use to call Doctor Soothe or Pestdeath. These two will help you, always provided that they're in to answer the phone.

You choose your weapon from a "menu" on the left of the screen and chase the fleas across the bed. When you land on one you press <RETURN> and the little blighter is no more. You mustn't, however, swat your feet (ouch!), fall off the bed or get yourself stuck in the jam, for heavy penalties are given.

The sound is reasonable, especially the familiar introduction tune, and the graphics are good although not striking. The keys are sensibly placed and easy to use, avoiding the possibility of accidentally pressing <BREAK>.

All in all an original game for kiddies which will keep them occupied for hours.

Bev Friend, ELECTRON USER 1.10



# BEEBUGSOFT ELECTRON STARTER PACK

*Professional, Originally Released On Cassette Only*

Game Type : Introductory Cassette  
Author :  
Standalone Release(s) : 1984: ELECTRON STARTER PACK, Beebugsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron only  
Supplier : BEEBUGSOFT, PO Box 50, St Albans, HERTS  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User)

Let's face it, the User Guide that comes with the Electron isn't the easiest of books to understand. Many people get frustrated if they find programming a problem and can't find the answer in it. Beebug have attempted to help them with their STARTER PACK.

What you get in the pack is a slim, but well-written, booklet explaining how to use the features of the micro that beginners want most - graphics and sound. There is a strong emphasis on the structured approach to programming, with not a GOTO in sight. The booklet also has a hotchpotch of hints, which almost everybody should find interesting.

These cover features of Basic, the operating system and memory, as well as books to read and where to find help if you have a problem. The pack is aimed at both the BBC Micro and the Electron. One chapter is concerned solely with Mode 7. However, it's clearly marked BBC only, so should not cause any problem.

It also contains a cassette of programs (described in the book). There are eight games programs and six utilities. The utilities include a "Bad Program" aid and a character definer. In theory, these are useful, but the other utilities - a function key editor, a memory display, a utility editor and a sound wizard - are rather poor.

Having two different programs in memory is never easy. The games are a varied and tidy selection of arcade-type and strategy games. Old favourites are there such as Life, Galaxians, Connect 4, Reversi and Marslander. There is a version of Zombies and a football game. The pick of the bunch is Blockblitz, which provides all the frustration and irritation to make you play it again and again.

To complete the pack, you also get a screen planning sheet, some character planning sheets and a function key strip. The trouble with the package is that the cassette and booklet don't complement one another.

If you are a real beginner, the booklet may be beyond you, but then the tape provides a selection of good magazine-type games to keep you occupied. However, if you wish to dabble in programming, then the booklet is useful, and, if you want the programs as well, the whole package represents good value.

Rog Frost, ELECTRON USER 2.11



# BERT BOOT

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Ages 8 to 12  
Author :  
Standalone Release(s) : 1985: BERT BOOT, Highlight, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : HIGHLIGHT, 36 Sherbourne Close, Barry, SOUTH GLAMORGAN  
CF6 5AQ. Tel: 0446 745482  
Disc compatibility : Unknown

## Instructions

*"Multiplication and division problems. Said EDUCATIONAL COMPUTING 'It is certainly the most amazing visual representation I have seen yet in a piece of educational software.'"*

Even working out multiplication and division problems can be fun when you have BERT BOOT, the intrepid insect squasher, to help you!

This entertaining program takes children through the process of solving multiplication and division problems in 8 carefully graded stages, allowing you to choose the number and type of problem.

If your answers are at least 80% correct, then you can play BEAT THE BOOTS; an exciting arcade game in which your insects have to tackle droves of vicious footware to reach the safety of the jam pots.

**Instructions' Source** : BERT BOOT (Highlight) Back Inlay

## Review (Electron User)

With BERT BOOT, Highlight Software have attempted to brighten up straightforward multiplication and division practice. The start of the program is a boot called Bert. Bert's passion in life is squashing insects. You can choose to practice multiplication, you are told how many insects Bert can crush in one second.

You then watch him do it - and afterwards you are asked how many he can squash in a certain number of seconds. If you have opted for Easy, you are given help with how to tackle the problem. With Medium, you get less help, and on Hard you're on your own.

The same options are available for division, except that now you are told how many seconds it takes Bert to squash a number of insects. Your job is to find out how many he can squash in one second.

To make the "work" more palatable, there is a reward in the form of a game if you get at least 80 per cent of your answers right.

Now to the drawbacks. When it's said that Bert squashes eight flies in one second, he actually takes more than two seconds. This is not only wrong, it can also be very tedious. Watching the demise of 90 insects takes over 40 seconds.

Another problem concerns the division part of the program. The computer "beeps" every time Bert has done one second's worth of crushing. To successfully answer the division questions, you need only remember the number at which you heard the first "beep". The reward game is based on the charming notion that the insects should have



a chance of outwitting streams of boots and helping themselves to some jam. It is in fact a version of FROGGER.

It's a nice idea, but made very frustrating by the fact that the keyboard buffer isn't cleared. This means that when you get your first insect to the jam, the second one starts, out of control, and probably commits suicide.

Also, the keyboard delay time and auto-repeat need setting, so that your insect doesn't start, stop and then start again. The keys you have to use are the cursor keys. You are expected to discover this for yourself.

These are bad keys on the Electron, being right by <BREAK>, and are better avoided in children's programs.

These faults could easily be put right and I hope that Highlight will amend them in future and perhaps provide an upgrade for exiting customers. If that were done, I could recommend this educational program for home and school use. As it stands, the idea is good and the graphics appealing but it is too frustrating for children to use.

Rog Frost, ELECTRON USER 2.12



# BEST FOUR - LANGUAGE

*Professional, Originally Released On Cassette Only*

Game Types : Educational, Ages 5-12  
Release Information : 1985: BEST FOUR - LANGUAGE, ASK, £9.95  
Compilation Comprises : 1. WORDS WORDS WORDS, ASK  
2. HIDE AND SEEK, ASK  
3. FACEMAKER, ASK  
4. PODD, ASK  
Stated compatibility : Electron/BBC Dual Versions  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : APPLIED SYSTEMS KNOWLEDGE, London House, 68 Upper Richmond Road, LONDON SW15 2RP. Tel: 01-874 6046  
Disc compatibility : DFS E00

## **WORDS WORDS WORDS, Ages 5-10**

Spell over 80 everyday words in 8 different scenes and see the objects come to life.

## **HIDE AND SEEK, Ages 5-12**

An entertaining memory game with over 40 different objects and several levels of difficulty.

## **FACEMAKER, Ages 5-12**

Draw your family and friends as they've never been seen before! Build up over a million faces, identikit style.

## **PODD, Ages 5-10**

This latest educational cult figure, Podd, will enchant you. Use your imagination (and the dictionary) to think of things that Podd can do.

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

Review : No Review Yet



# BEST FOUR - MATHS

*Professional, Originally Released On Cassette Only*

Game Types : Educational  
Release Information : 1985: BEST FOUR - MATHS, ASK, £9.95  
Compilation Comprises : 1. WORDS WORDS WORDS, ASK  
2. HIDE AND SEEK, ASK  
3. FACEMAKER, ASK  
4. PODD, ASK  
Stated compatibility : Electron/BBC Dual Versions  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : APPLIED SYSTEMS KNOWLEDGE, London House, 68 Upper Richmond Road, LONDON SW15 2RP. Tel: 01-874 6046  
Disc compatibility : DFS E00

## **WORDS WORDS WORDS, Ages 5-10**

Spell over 80 everyday words in 8 different scenes and see the objects come to life.

## **HIDE AND SEEK, Ages 5-12**

An entertaining memory game with over 40 different objects and several levels of difficulty.

## **FACEMAKER, Ages 5-12**

Draw your family and friends as they've never been seen before! Build up over a million faces, identikit style.

## **PODD, Ages 5-10**

This latest educational cult figure, Podd, will enchant you. Use your imagination (and the dictionary) to think of things that Podd can do.

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

Review : No Review Yet



# BIOLOGY

## *Professional, Originally Released On Cassette Only*

Game Type : Educational  
Standalone Release(s) : 1985: BIOLOGY, Letts Keyfacts, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LETTS KEYFACTS. No further information.  
Disc compatibility : CDFS E00, DFS E00

### Instructions

*"Computer-based techniques can lead a student to a clearer understanding of problem areas in a subject. The Letts Keyfacts Revision Software series provides suites of programs specifically designed to develop insight into these areas of difficulty. Each package contains up to ten interactive programs based on major topics found in all the current 16+ (O-Level GCE, CSE and GCSE) syllabuses.*

*As an integral part of a revision scheme the programs will assist understanding and reinforce learning. A variety of approaches are used to maximise the student's interest and to introduce an element of enjoyment into home study. Graphics are presented in an imaginative, interactive way as a positive teaching aid. An illustrated booklet provides information on how to get the most out of the programs.*

*BIOLOGY. Ten interactive programs, approved by subject teachers and tested by students are contained on the two cassette tapes. Topics included are:*

* Variety of life	* Support and locomotion
* Nutrition	* Transport in animals
* Food webs	* Visual co-ordination
* Breathing	* Reproduction in plants and animals
* Homeostasis	* Genetics

*Titles in the series: BIOLOGY, CHEMISTRY, COMPUTER STUDIES, ENGLISH LITERATURE (Henry IV Part I and The Merchant of Venice), GEOGRAPHY, MATHEMATICS, PHYSICS."*

### Loading

Both sides of Tape 1 and 2 contain a number of programs which can be accessed sequentially as on the introductory tape provided with your computer. Alternatively, you may access each program out of sequence by 'loading' it by name.

When starting at the beginning of each side of both tapes, use the program name "BIOLOGY": CHAIN"BIOLOGY" <RETURN>

Further running instructions are given in this booklet, and the programs contain information on how to use them. If you experience loading problems, consult your manual. However, the following general instructions will help:

The <ESCAPE> key does not function during the programs.

Pressing <BREAK> will stop all programs, but you must re-load in order to run them again.

Pressing <SPACE> will increase the speed of some programs.

### How to use the programs in a revision scheme

The programs on these cassette tapes have been divided to make your revision more approachable and enjoyable. Organisation is the key to making the most of your revision time. For each subject follow these simple rules.



1. Know your syllabus. A quick reference to the relevant syllabus analysis table to be found at the front of Letts Study Aids Revise series is advised.
2. Devise a timetable, as soon as the Mocks are over, which will allow you to go through the syllabus at least twice (more for problem areas).
3. For each topic, read all your available material - class notes and textbooks. Make summary notes as you do, then test yourself. Keyfacts Multiple Choice or Letts Study Aid Objective Questions will give invaluable practice and help. Finally, run the relevant computer program which will both test your knowledge and give you another perspective.
4. Just before the examination, use all your summary notes to jog your memory and the whole subject program suite to reinforce your understanding.

The biology programs fall into two categories. The graphics-based programs are built up by interaction with the user and you acquire an indepth understanding of the structure and functioning of the organs or systems concerned. The second category involves the application of a large body of knowledge, e.g. in Homeostasis you should know how temperature, water balance, breathing rate and blood glucose levels are controlled in a mammal. If you are knowledgeable you can test yourself, while if you are less prepared, you can learn and understand a great deal of information in a stimulating way.

#### **The Programs (Program loading names in brackets)**

##### *Tape 1 Side A*

Variety of life ("VARLIF")  
Nutrition ("NUTR")

##### *Tape 1 Side B*

Food webs ("WEBS")  
Breathing ("BREATHE")  
Homeostasis ("HOM")

##### *Tape 2 Side A*

Skeleton and locomotion ("LOCO")  
Blood ("BLOOD")  
Circulation ("CIRC")

##### *Tape 2 Side B*

Visual co-ordination ("EYE")  
Reproduction ("REPROD")  
Genetics ("GENES")

### **The Programs**

#### **1. Variety of life ("VARLIF")**

The first screen displays a menu. You are invited to make a selection from 1-4.

- 1 Plants
- 2 Invertebrates
- 3 Anthropods
- 4 Vertebrates

The computer then selects four classification groups within the chosen category. Numbered, labelled boxes appear on-screen. Beneath the boxes the Latin name or the common name of a randomly-selected organism appears. You type in the number of the box to which the organism belongs.

If you are unable to identify the appropriate classification group for an organism, up to three clues based on group characteristics may be requested.

Should you still fail to identify the correct group, the name of the organism is placed in the correct box by the computer.

#### **2. Nutrition ("NUTR")**

Processes, substances and organs relevant to nutrition in plants or animals are randomly selected by the computer and clues to their identification appear on-screen. If the first clue is insufficient, up to four more clues of decreasing difficulty may be requested.

If you are still unable to deduce the identity of the item after five clues have appeared, the correct answer is presented.



Ten items are randomly selected initially from a bank of over 50 items and you may ask for a further ten items on completion of each selection.

### **3. Food webs ("WEBS")**

The first screen displays a menu of habitats from which you can make a selection:

- 1 Meadowland
- 2 Woodland
- 3 Fresh water
- 4 Seashore

Numbers appear on-screen in position for the construction of a food web. Randomly selected organisms appear at the base of the screen for you to identify as producer (P), herbivore (H), carnivore (C) or decomposer (D). Correct identification results in the appearance of the organism in the appropriate numbered location.

When all locations are filled, construction of the web begins as you are asked to select examples of two-link food chains - e.g. 9-6. The food web is a SIMPLIFIED version and not all links can be displayed onscreen, thus not all links with decomposers are present. As correct two-link chains are identified, the organisms are linked by arrowed lines.

When all possible two-link food chains have been identified, you are asked to identify three-link chains - e.g. 9-6-3.

When all the possible three-link chains in the simplified web have been completed, you are asked to identify four-link chains - e.g. 9-6-3-1.

Since some routes are occupied by more than one chain, the web will appear complete before you have identified all the chains. To overcome this problem you should keep a record of all the chains as they are typed in.

### **4. Breathing ("BREATHE")**

A sectional view of the lungs in the thoracic cavity is built up onscreen in response to correct answers to specific questions. The letters for each response are displayed as dashes and you are provided with help one letter at a time if in difficulty. The correct answer appears in response to pressing '?'.

Following successful construction of the diagram, a table appears on a new screen for completion. The table compares the characteristics of inspiration and expiration. As different characteristics are randomly displayed, you select the appropriate location in the table by typing in I or E together with the number of the associated item (e.g. I3 = Inspiration, Ribs).

The final screen is a simulation of some of the changes identified in the table.

### **5. Homeostasis ("HOM")**

The first screen displays a menu of factors which contribute to the steady internal state of the body and you are invited to select 1-4.

- 1 Temperature control
- 2 Water balance
- 3 Breathing rate
- 4 Blood glucose level

The second screen presents you with a choice of degrees of difficulty from 1-5. Computer response is slowest for 1 allowing longer for thinking!

Following selections a graphic representation appears on-screen showing the normal range and the extremes for the option chosen. A line graph appears well above or below the norm. Now you must act as the unconscious brain and aim to restore the body to normality before time runs out.

### **6. Skeleton and locomotion**

A clue appears on-screen, the correct answer to which begins the drawing of the skeleton. As each clue is correctly answered, so the entire skeleton is constructed.



Each answer is represented on-screen by a dash for each letter and if you are in difficulty the correct letter will appear after you press "?" for help.

The exercise may be repeated any number of times until you have a sound basic knowledge of the structure of the skeleton.

## **7. Transport**

Two programs, one on blood, the other on circulation are available.

### **a) Blood ("BLOOD")**

The first screen displays a menu:

- 1 Blood vessels
- 2 Exchange of substances in capillaries; lymph
- 3 Blood composition
- 4 Blood functions
- 5 Blood groups

The selected screen fills with a potential paragraph represented by a dash for each letter and appropriate punctuation. You are asked to predict words, typing in one letter for each dash. As these are correctly predicted, they are displayed in the correct locations on-screen. If you have difficulty in completing the paragraph, typing in 'X' automatically completes the passage.

This extended Cloze technique will enable you to learn a lot of information in a logical way.

### **b) Circulation ("CIRC")**

Questions appear on-screen, the correct answers to which result in the gradual construction of a diagrammatic representation of the circulation. Answers should be keyed in capital letters. After two incorrect attempts, the correct response automatically appears, together with the appropriate part of the diagram.

Finally you are asked to name those blood vessels which (a) carry oxygenated blood and (b) carry deoxygenated blood. When these are correctly identified, flow of blood is simulated inside them.

The exercise may be repeated any number of times to reinforce your learning.

## **8. Visual co-ordination ("EYE")**

A diagrammatic cross-section of the eye is built up gradually as you respond correctly to specific questions about the structure and accommodation of the eye. The answers are represented initially on-screen by one dash per letter. Lower case letters should be keyed in. Help is given after two false attempts when the initial letter appears automatically. The other letters will appear in sequence after two incorrect attempts. When all basic structures are present, light rays from a distant object appear, which are focussed onto the fovea by a flattened lens.

Next you are asked to type in the changes which occur to the eye for near viewing and these changes appear on-screen as the correct responses are given.

Finally you are invited to adjust the lens using the arrow keys to focus light rays from objects at varying distances from the eye onto the fovea. If the focus is not corrected, you are asked to identify the defect simulated.

You may repeat the program until you have a clear understanding of the subject.

## **9. Reproduction**

The first screen displays a menu of life cycles:

- 1 A flowering plant
- 2 Cabbage white butterfly
- 3 A frog
- 4 A mammal
- 5 The pork tapeworm



You are invited to select from 1 to 5.

Stages in the life of the selected organism are then randomised and appear out of sequence on-screen. The first stage is produced at the top of the list. You are then asked to type in the letter alongside the event which follows (i.e. the second stage). There are fifteen stage in total for each organism. As you choose each event, it changes from yellow to blue (light to darker on black and white) on-screen, making future selections easier. Should you wish to retrace your steps you may press the '/' key. This will change the last item selected back to yellow and allow you to restart.

When all the stages have been arranged in sequence you can call up your score and the correct sequence of events.

#### **10. Genetics ("GENES")**

The first screen displays a menu:

- 1 Definitions
- 2 Dominance
- 3 Incomplete dominance
- 4 Sex-linkage

You are invited to select from 1 to 4.

"Definitions" asks you to identify the words in sentences which appear as dashes. Each sentence begins with the word to be defined, e.g. genotype, phenotype, allelomorphic gene, dominant, recessive, etc. If you have difficulty in completing the definitions, type in 'X' and the sentences are automatically completed.

Selections 2, 3 and 4 invite you to complete genetic crosses and to answer questions about the genotypes and phenotypes of the filial generation. The program is confined to monohybrid inheritance and uses an unusual and very clear method to display genetic crosses.

Dominance is represented by eye colour, incomplete dominance by the ABO blood groups and sex-linkage by haemophilia. After two unsuccessful attempts to type in the correct genes (and chromosomes in the case of haemophilia), the correct ones automatically appear. Resulting hybrids and related answers are also supplied after two abortive attempts.

**Instructions' Source** : BIOLOGY (Letts) Instruction Booklet

**Reviews** : No Review Yet



# BIOLOGY 'O' LEVEL

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Revision Aid  
Author :  
Standalone Release(s) : 1983: BIOLOGY O LEVEL, Paxman Promotions, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PAXMAN. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This package is designed to be of assistance to Biology students prior to taking their 'O' Level examinations but may also be of considerable help to CSE students although the content will exceed CSE requirements in some areas.

As a computer controlled revision program it makes use of wide-ranging multiple-choice questions to trigger memory refreshment of previously learnt material. It is aimed at reinforcing ordered recall as a suitable preparation for the examination and to help with conventional revision techniques.

Other packages in this series are available for Chemistry, Physics and Mathematics.

**Instructions' Source** : BIOLOGY O LEVEL (Paxman) Inner Inlay

**Reviews** : No Review Yet



# BIRDS OF PREY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Shoot-'em-up; INVADERS clone  
Author : Clive Webster  
Standalone Release(s) : 1983: BIRDS OF PREY, Romik, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility :  
Supplier : ROMIK, 272 Argyll Avenue, Slough, BERKS  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"BIRDS OF PREY is a game of skill and reflexes (there are four skill levels). The birds swoop down from space, bombing you as they do so, then they circle menacingly, still dropping bombs. There are other hazards as well! - A game that nobody can beat!!"*

BIRDS OF PREY is a very skillful game. The object of which is to get the highest score possible.

You start with three lives and get a bonus life every third time that you clear the screen.

You are attacked by:- Swoopers, Kamakazee Birds and Death Bombs. The Birds start off in formation at the top of the screen, with Swoopers peeling off from the formation, and coming in to attack, and then circling, bombing you whilst they do so. Kamakazee Birds also peel off from the formation, and then swoop at you as they descend. If they miss you they go off the bottom of the screen, re-appearing at the top.

You are also periodically attacked by Death Bombs. If you do not shoot them before they reach the bottom of the screen, you lose one life.

## Scoring

Birds whilst in formation;

White = 10, Yellow = 20, Red = 30, Circling Swoopers = 50, Death Bombs = 70.

Kamakazee Birds are worth 100 points.

## Game Controls

Z - Left, X - Right, <SHIFT> - Fire  
Alternatively, use a joystick.

Q/W - Sound Off/On, P - Pause On/Off, <ESCAPE> - Quit (While Paused)

**Instructions' Source** : BIRDS OF PREY (Romik) Back & Inner Inlay

**Reviews** : No Review Yet



# BIRDSTRIKE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'em-up  
Author : Andrew Frigaard  
Standalone Release(s) : 1985: BIRDSTRIKE, Firebird, £2.99  
1987: BIRDSTRIKE, Firebird, £2.99 (BBC Side A/Elk Side B)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : FIREBIRD, Wellington House, Upper St. Martin's Lane, LONDON  
WC2H 9DL  
Disc compatibility : Incompatible. Customised Tape Loaders.

## Instructions

Wing the planes to release a carrier pigeon, shoot the pigeon and add a note to the stave at the top of the screen. if you can complete the tune you will be rewarded with a bonus of 1500 points and move onto the next level.

Attacking planes will drop bombs and relentlessly home-in on your position at the bottom of the screen. Planes can only be destroyed by hitting them dead centre. If all the planes are destroyed but insufficient notes placed on the stave to complete the tune, your bonus is lost and you will be given a second chance.

## Control Keys

Z - Left, X - Right, RETURN - Fire  
Q - Quiet, S - Sound  
R - Pause On/Off

**Instructions' Source** : BIRDSTRIKE (Firebird) Inner Inlay

## Review (Electron User) - "Bag That Birdie"

BIRDSTRIKE is a recently re-released title from the Firebird Silver budget range.

The game starts in the first World War, with biplanes and carrier pigeons, but the idea is nevertheless simple. Move a gun emplacement from side to side along the bottom of the screen - if anything moves, shoot it.

A great deal of attention has been devoted to the background detail and the result is a simple, but surprisingly effective Belgian rural scene with cottages, trees and a country church. My only complaint is that your gun emplacement escaped this attention.

Six biplanes lurk above the cloud cover. One by one they swoop, rapidly homing in on you, showering bombs as they come. You can loose off two shots at once - you certainly need to.

A direct hit on the centre of the plane causes it to vanish in a cloud of smoke, reappearing as a small cross in the graveyard of the church. Destroy all six to move on to the next screen.

If your marksmanship is less than perfect, your quarry will disappear off the bottom of the screen and dive again. Needless to say, any contact is fatal and even a wingtip is enough to flatten you, leaving only a skull as your memorial.



If you hit a plane but only clip its wing, a delightfully animated carrier pigeon is released, cheeping merrily, wings flapping. Shooting the birdie adds a note to the music staff at the top of the screen. After twelve pigeons have been brought down the screen ends, you are awarded a substantial bonus and a tune is played.

Your attackers are now World War II single-wing fighters. You have a similarly unhealthy attraction for them, but can deal with them the same way.

After two more screens - jet fighters and then helicopters - you are once again back in 1914 with no apparent increase in difficulty.

I found the game very enjoyable - my only complaint is the way it slows down when simultaneously displaying a plane, pigeon and gun emplacement. It rather takes the edge off the fast action.

Sound .....	7
Graphics .....	8
Playability .....	7
Value for money .....	9
Overall .....	8

Martin Reed, ELECTRON USER 4.11



# BLAGGER v1.0

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Authors : R. S. Goodley  
Standalone Release(s) : 1983: BLAGGER, Alligata, £6.95  
Compilation Release(s) : 1986: 5 COMPUTER HITS, Beau Jolly, £6.95  
                              1985: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Follow the exploits of Roger the Dodger, master burglar, as he works his way through numerous buildings - searching for the golden keys, robbing safe after safe but always on the alert to the many obstacles and alarm systems and those spooky, cooky nightwatchmen. When one screen is cleaned out you move on to the next level in an endless pattern of banks, shops and houses. 20 screens, 4 lives

High Resolution Graphics And Imaginative Sound Effects. Age: 11+.

## Points

100 points per key  
Time bonus for completion of each screen  
Extra man every 10,000 points

## Game Controls

Z - Left, X - Right, <SHIFT> - Jump

**Instructions' Source** : BLAGGER (Alligata) Back Inlay

## Review (Electron User)

Feel in the mood for some thieving? Like to rob a safe or two? Well BLAGGER gives you the chance.

As Roger the Dodger, intrepid master burglar, you have four lives and 20 different screens to search for golden keys in houses, shops and banks. Spectrum owners have made a lot of fuss recently about a game called Jet Set Willy, but I'm certain that Blagger would give it a run for its money.

It's nothing if not addictive, and a great deal of patience and thought are required in order to work out how to get through each scene. Some surfaces disappear as you walk over them, mysterious gooseberry-like objects kill you if you touch them and sundry nasties such as spaceships, humbugs, gnashing teeth, locomotives and RG signs must be avoided. Don't ask me what RG stands for, I don't know.

After collecting all the golden keys for the safes on one screen, you have to reach a safety zone before the game progresses to the next level. This is difficult if you've eroded away the only escape route while collecting the keys! Also there's a time limit for each screen, which adds to the fun.

The game is a winner and is very much a "just one more go" piece of software. The program makes good use of graphics although the sound can sometimes get a little irritating. The keys are easy to use, the instructions clear and the game itself very enjoyable, sure to give many hours of entertainment.

Steve Yarwood, ELECTRON USER 1.12



# BLAGGER v2.0

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Authors : R. S. Goodley and Hac Man  
Standalone Release(s) : None  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 12, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Try to gain the highest score you can by collecting all the keys on each of the twenty levels, as quickly as you can!

When you have collected all the keys on a level, you should move to the safe, which will open and permit your passage to the next level.

Each key gives a score of 100 points. In addition there are bonus time points. You start with four lives.

## Game Controls

BBC Micro	Electron
CAPS LOCK .....	Move Left ..... Z
CTRL .....	Move Right ..... X
RETURN .....	Jump ..... RETURN
SPACE .....	Start Game ..... SPACE
ESCAPE .....	Quit Game ..... ESCAPE
S/Q .....	Sound On/Off ..... S/Q
COPY/DELETE ...	Pause On/Off .. SHIFT/DELETE

## Practice Mode

To help master each of the twenty levels of Blagger, a practice mode has been built into the game. To enter the practice mode, press simultaneously the four keys which spell the name A L I X. This can be done at any time.

In the practice mode, you can start on any level you wish. Simply wait until the level you wish to play is shown on the screen, then press <SPACE>. However, to obtain the maximum score possible, you should start from level 1 and play through all the levels!

**Instructions' Source** : PLAY IT AGAIN SAM 12 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# BLAST!

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Shoot-'Em Up Adventure  
Author : Sam Inglis  
Standalone Release(s) : 1990: BLAST!, Audiogenic, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : AUDIOGENIC, PO Box 88, Reading, BERKS  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Your mission to the far side of the galaxy leads you to a strange, apparently uninhabited world. You prepare to land, but suddenly your craft spins uncontrollably into a vast underground cavern complex.*

*There's only one way to escape! You must destroy the alien command centres in the eight caverns that make up the underground complex. Be sure to avoid the deadly missiles fired by the alien defences - and beware the anti-matter that lines the cavern walls. You'll need nerves of steel if you're to meet the challenge - make one mistake and you'll be blown sky high!"*

On the far edge of the galaxy known as XL-614 is a dwarf star orbited by a single planet 60,000 kilometres across. According to the Astro-Geological Survey, this planet is composed almost entirely of antimatter, and as one of the foremost physicians of your generation you are detailed to investigate.

As you come into land, the ground beneath suddenly gives away, and you find your craft spinning uncontrollably inside a vast underground cavern complex. Eventually you regain control of the ship, only to find that you are under attack. Instinctively you reach out to turn on your alarm beacon, but even before you touch the button you realise that it's pointless - the nearest Federation ship is 2000 light years away.

This time you're on your own!

## How To Play

To escape you must destroy the alien command centres in each of the eight caverns that make up the underground complex. You must avoid not only the missiles fired by the alien defences, but also the cavern walls, which being anti-matter are equally deadly.

Can you survive the deadly perils of the caverns?

## Colour/Monochrome Option

The game can be played using either a colour or a monochrome display. Select the mono option if you do not have a colour monitor or TV.

## Game Controls

Use S and Q to turn the sound on or off, P to pause the game, or U to resume a paused game. Press <ESCAPE> to abort the game.

You can choose the main keys that are used to play the game - use whichever you prefer, but not the keys listed above since they are already allocated.

The default keys are <CAPS LOCK> and <CTRL> to rotate left and right (Z and X on the Electron), <SHIFT> for thrust and <RETURN> to fire.

**Instructions' Source** : BLAST! (audiogenic) Back and Inner Inlay



## **Review (Electron User) - "Blast!"**

It all begins as a straightforward astro-geological survey of an anti-matter planet in the outer reaches of the galaxy. As you make your final approach there is a rumbling below your ship, the ground falls away beneath you, and you tumble into the abyss.

After minutes of grappling with the controls you finally manage to stabilise the ship only to find yourself in the first of eight alien caverns.

BLAST!, from Audiogenic, is based quite unashamedly on the Superior Software classic THRUST. Most of the original elements are there - the small triangular spaceship, the relentless pull of gravity, and the ever-present threat of alien attack.

Unlike the multi-screen scrolling backgrounds of THRUST, BLAST! limits the size of its caverns to a single screen and achieves its complexity by reducing the size of the sprites. The game controls are very similar, allowing ship rotation, thrust and fire. There is no tractor beam because you aren't required to collect any power units.

Not only does Audiogenic provide a facility for fussy players to define their own control keys, it also panders to the needs of those less wealthy Electron gamers who are condemned to play on a monochrome monitor. During the loading procedure you are asked what type of display you will be using; a monochrome reply results in the program defaulting to a selection of colours more suited to your needs.

The object of the game is to destroy all alien command centres of which there are three in each cavern. With these out of the way you are free to attempt the next level. Not surprisingly, the aliens aren't going to leave their command centres sitting around for any old Tom, Dick or astro-geologist to blow to pieces.

The alien offence/defence system consists of several categories. Wall-mounted gun emplacements that loose a constant volley of randomly aimed laser blasts, highly mobile, but dumb, Catherine wheel devices trundle around the cavern walls, and less mobile, but not so dumb, homing mines gravitate towards you relentlessly.

In addition to the indestructible cavern walls there are rows of little barrier blobs that create temporary obstructions throughout the caverns. The accessibility of some of the command centres is restricted by the physical shape of the cavern itself - nasty little narrow and angled corridors are often the only route to a centre.

On the higher levels the complexity and ferocity of the onslaught increases quite dramatically. Volcanic eruptions belch streams of explosive bubbles across your path. On level four the usually obstructive, but immobile, barrier blobs succumb to the effects of gravity and begin tumbling from the skies.

The leisurely, but thoughtful, approach that has served you so well in the previous levels now has to be abandoned in favour of a less systematic, blast everything, technique. It is at times like this that you really appreciate your ship's auto-fire cannon.

You begin the game with three spaceships, each having infinite supplies of fuel and firepower. Such generosity enables the cautious player to take his or her time to complete each cavern without loss of life. On the other hand the Joe Cool space aces out there are most welcome to try and take out the command centres before the countdown timer reaches zero, thereby qualifying for a handsome bonus.

BLAST! has managed to re-create the physics that worked so well for THRUST. Minute blips of thrust are necessary to maintain the ship's position in space and all sideways drifts have to be compensated for with a brief thrust in the appropriate direction.



When you are expected to fly a ship through tortuously twisting narrow caverns the accuracy of the collision detection routines is of paramount importance. There is nothing more frustrating to an ace pilot than to see his ship consumed by flame when he knows for certain that he missed the wall with millimetres to spare. BLAST!'s routines are perfection. You can fly your ship to within a pixel of an object in complete confidence, knowing that the craft will not spontaneously combust.

The graphics used throughout will never win any prizes for style or originality, but I don't consider this to be a major failing. BLAST!'s main strength is its superb gameplay.

This is a game that responds to the skilful player. With four fingers working in unison the ace pilot can pivot his craft in the narrowest of tunnels while simultaneously blasting mines and command centres.

Within half an hour you can be flinging the ship about at high speed on the lower levels in an attempt to reap the largest possible time bonus. I enjoyed it and I'm sure you will too.

Steve Brook

### **\*\*\* Second Opinion \*\*\* (Electron User)**

There is no doubt where the programmer of BLAST! got the idea for this arcade game - THRUST. The graphics are different, but the gameplay is essentially the same.

Fly your spaceship through the caverns and destroy the alien command centres. Your ship has momentum and also weight, making it difficult to manoeuvre in small spaces - most of the caverns are small and have gun emplacements too.

BLAST! is good, addictive fun and will appeal to all THRUST devotees. However, it is quite expensive.

Roland Waddilove

Sound .....	7
Graphics .....	7
Playability .....	9
Value for money .....	8
Overall .....	8

"Electron User Golden Game"



# BLITZKRIEG

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Simon Vout  
Standalone Release(s) : 1984: BLITZKRIEG, Software Invasion, £6.95  
                              1985: BLITZKRIEG, SInvasion/Dixons, Free In 10 Pack  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SOFTWARE INVASION, 50 Elborough Street, Southfields, LONDON  
                              SW18 5DN  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"From Simon Vout, the author of 3D BOMB ALLEY. The battle continues...*

*"A captivating 3D Tank Battle Simulation with Revolving, Exploding Tanks, 3D Shell Fire, Detailed Scrolling Landscape, High Score Ranking System and Realistic Sound."*

*"FIRST BYTE Joystick Compatible."*

**Instructions' Source** : BLITZKRIEG (Software Invasion) Inner Inlay

## Review (Electron User)

One of the most straightforward, yet most addictive, games I've ever had the pleasure to meet, BLITZKRIEG is a winner. Based on the familiar arcade game, the idea is to destroy as many enemy tanks as you can, gaining points in the process, while sustaining as little damage as possible.

You can receive only ten direct hits, then you're a goner. You start out as a private, and are promoted every 10,000 points. I won't tell you what rank I reached, though rank is probably the right work.

There are smaller tanks and larger ones out to get you - and watch out, because they don't wait too long before they turn and fire, so get your shot in first.

The graphics, with their 3D effect, are absolutely superb. Although all in green, the detail achieved is striking and the sound effects are also good.

However, your gun position can only sweep from left to right. It seems a pity that it isn't more mobile and can move backwards and forwards too.

A First Byte joystick option is available, plus a pause facility if the kettle boils at a particularly unnerving moment. There is also a sound on or off option. The keys are well placed and simple to use - kids from 9 to 90 will find it easy and great fun.

Bev Friend, ELECTRON USER 2.10



# BLOCKADE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Release Information : 1984: WAR AT SEA, Betasoft, £6.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BETASOFT, 5A St. Stephens Road, Cold Norton, Chelmsford, ESSEX  
CM3 6JE.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

Reviews : No Review Yet



# BLOCKBUSTERS

***Professional, Originally Released On Cassette Only***

Game Type : Quiz Based On The TV Series  
Author : Unknown  
Standalone Release(s) : 1984: BLOCKBUSTERS, Macsen, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : MACSEN, GBA Ltd, 17 Nott Square, Carmarthen, DYFED SA31 1PQ  
Disc compatibility : Unknown

## Instructions

*"BLOCKBUSTERS from Macsen Software is based on the well-known television series of the same name. The TV is a Central Production made in association with Mark Goodson and Talbot Television."*

## Introduction

BLOCKBUSTERS is a version of the successful TV quiz game adapted for the popular home computers. It is a game for two single playres played on a 4 x 4 matrix of hexagons, each player attempting to form a path across the matrix. The cassette itself includes the game itself and hundreds of general knowledge questions to give you hours of competitve enjoyment.

Due to memory constraints on the BBC/ELECTRON, the questions are split into a number of separate files.

## Loading

After loading the main program you will be asked whether or not you wish to load new questions. If you answer "Y" the next set of questions on the tape will be loaded into memory. If you answer "N", the computer will use the questions already in memory. Should there be no questions in the machine, a new set will be loaded from tape.

## Playing

Before playing the game, you will be asked:

- \* whether or not you wish to have Sound,
- \* the number of games in the series (1 - 9), and
- \* the level of difficulty (1 - 9) - the higher the difficulty level, the shorter the time allowed.

Each player will then be allocated a colour (White or Blue) and a key to interrupt (A or \*). N.B. There is no need to use the Shift key.

During the game, the question is written across the screen and may be interrupted by either player at any time by pressing his key. If the answer is incorrect or time runs out, the whole question will appear for the other player. A clock on screen counts down the time allowed for answering. Some questions will accept two alternative answers (e.g. singular and plural) and, if a slight misspelling occurs, the player will usually be given another opportunity to answer.

To load new questions or restart, press <ESCAPE>.

**Instructions' Source** : BLOCKBUSTERS (Macsen) Back and Inner Inlay

**Reviews** : No Review Yet



# BLOCKBUSTERS GOLD RUN

***Professional, Originally Released On Cassette Only***

Game Type : Questions And Answers Based On The Television Series  
Author :  
Standalone Release(s) : 1985: BLOCKBUSTERS GOLD RUN, Macsen, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MACSEN, GBA Ltd, 17 Nott Square, Carmarthen, DYFED SA31 1PQ  
Disc compatibility : Unknown

## Instructions

*"GOLD RUN from Macsen Software is based on the well-known television series BLOCKBUSTERS. The TV game is a Central Production made in association with Mark Goodson and Talbot Television."*

Gold Run is complementary to Macsen's BLOCKBUSTERS program. It is a single player game, adapted from the successful TV quiz. The objective is to answer a series of general knowledge questions with 2 or 3 word answers and forge a path across the 5 x 4 matrix of hexagons. The cassette includes the game itself and hundreds of general knowledge questions to give you hours of competitive enjoyment. Due to the memory constraints of the BBC/ELECTRON, the questions are split into a number of files.

## Loading

After loading the main program, you will be asked whether or not you wish to load in new questions. If you answer "Y", the next set of questions will be loaded into memory. If you answer "N", the computer will use the questions already in memory. Should there be no questions in the machine, a new set will be loaded from tape.

## Playing The Game

Before playing the game, you will be asked:

- \* Whether or not you wish to have sound
- \* The level of difficulty (1-9) - the higher the difficulty level, the shorter the time allowed.

During the game, a question may be chosen by pressing the first letter of the 2 or 3 letters shown in a hexagon. There is no need to press <RETURN>. As the question is written across the screen, it can be interrupted by pressing <SPACE>. Having then typed your answer, press <RETURN> to have the computer check it. A clock on screen counts down the time allowed for answering. If a slight misspelling occurs, the players will usually be given another opportunity to answer.

As long as you continue to make the GOLD RUN from gold to gold within each game's time limit, the computer will keep track of various running totals.

To load new questions or restart, press <ESCAPE>. Pressing <BREAK> will delete the game from memory. If this occurs, it will have to be reloaded.

**Instructions' Source** : BLOCKBUSTERS QUESTIONMASTER (Macsen) Inner Inlay

**Reviews** : No Review Yet



# BLOCKBUSTERS QUESTIONMASTER

*Professional, Originally Released On Cassette Only*

Game Type : Expansion Utility To BLOCKBUSTERS  
Author :  
Standalone Release(s) : 1985: BLOCKBUSTERS QUESTIONMASTER, Macsen, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MACSEN, G.B.A. Limited, 17 Nott Square, Carmarthen, DYFED  
SA31 1PQ  
Disc compatibility : Unknown

## Instructions

QUESTIONMASTER is a program that enables you to set up a set of questions for use in the Blockbusters game. The cassette includes the program and a further collection of 500 questions for the game itself.

## Creating A Quiz

After loading, the main menu will appear, including the following options:

1. Set New Questions
2. Edit Questions
3. Read Questions
4. Load Questions
5. Save Questions
6. Print Questions

Pressing <ESCAPE> will always return you to this menu. If no database is present start on 1 or 4.

1. With this option, you can create a new database. If there is no database in memory, you will have to start by selecting a minimum of 16 letters to be included. These will be shown on a coloured background on selection. Press RETURN to start entering. When you have chosen a letter you will be presented with an on-screen form in which to enter the question and answer. The up cursor key will take you back from the answer if you wish to re-enter the question. Do not format as this is done automatically in the game. After one question is completed, the form re-appears for the next. This option clears the letter before entry, therefore option 2 (Edit) should be used to add questions to a letter. If your answer does not start with the current letter, or if there is insufficient room an error message will be displayed and the question will not be accepted. The amount of room left and the current letter are displayed at the bottom of the screen. Two alternative answers may be given by separating them with a slash, '/'. The second need not start with the current letter.
2. Choose a letter from the screen display and then give the number of the question to edit. It will appear on screen as in 1 and can be re-entered if required. If your number is greater than the number in memory, it will be assumed that you wish to add a question. All questions are added on to the end of a letter.
3. Choose a letter from the screen display, or RETURN to start at the beginning. The questions and answers will be displayed formatted on screen.
- 4/5. A set of questions may be loaded or saved once a filename is entered. Reload into BLOCKBUSTERS as outlined below.
6. As for 3 but output is to the printer. Remember to set up the printer beforehand if this option is required.



7. This ends the program and clears memory.

**Loading Questions Into The BLOCKBUSTERS Game**

To load the extra questions (Q1, Q2, Q3) into BLOCKBUSTERS; first run the game, then place the extra questions tape, correctly positioned, in the recorder and answer 'Y' to the prompt 'Load new questions?'. Press PLAY and the new set(s) will be loaded.

**Instructions' Source** : BLOCKBUSTERS QUESTIONMASTER (Macsen) Inner Inlay

**Reviews** : No Review Yet



# BLUE DRAGON

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1985: BLUE DRAGON, MP Software, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MP, 165 Spital Road, Bromborough, MERSEYSIDE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User)

Either these adventures from MP Software are getting harder or I'm losing my touch. Your task is to find the location of the Sun God's treasure and defeat the ferocious blue dragon which guards it.

At the start you find yourself on a beach. To your left is a bird perched upon a high rock. It's not impressed with your efforts to catch it. To your right is an evil-smelling rubbish dump that, surprisingly, is not to be avoided. Behind you is an empty gully. Is this how I got here, you think? Wrong! Ahead of you is a narrow track up the cliffs to a forbidding castle high above.

You should be able to solve most of the mysteries surrounding you and, provided you have found that elusive knight (hint), you should be able to collect all the goodies and wipe the sneer off that bird's face. On doing so you find that the bird is in reality a beautiful princess who has been transformed by an evil wizard. (Surely after all these adventures there can't be that many evil wizards left?)

Anyway, noble soul that you are, you volunteer to follow the bird to a land far away and then your quest begins in earnest. After a couple of hours you reach the same point as me. (I'm the one in the corner with the beard and pointed hat.)

Can you uncover the secret of the "triangular slot in the wall by an almost invisible door"? If so, please write to me c/o Electron User and let me know, because I couldn't! To be fair (excuses, excuses), I had just received MP's two latest adventures and was eager to try them out.

Anyway, back to BLUE DRAGON. I'm always impressed by any game that I don't manage to finish. This is no exception. I daresay there is an object somewhere that will open the door and one day I am determined to go back and find it.

Overall, definitely superior to earlier MP adventures and of about average difficulty.

Merlin, ELECTRON USER 2. 5



# BOBBY CHARLTON SOCCER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author : Simon Vout  
Standalone Release(s) : 1985: BOBBY CHALTON SOCCER, Dacc Ltd, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DACC LTD, 23 Waverley Road, Hindley, Wigan, LANCASHIRE  
WN2 3BN  
Disc compatibility : Unknown

## Instructions

*"A game designed to capture the imagination. Further modules to be added at regular intervals. From three minutes to 45 minutes play duration. Two players, one player versus computer or computer only. Full teams of 11 players per side. Select team characteristics - formation and individual player skill, accuracy and stamina. Authentic moves: kick-off, throw-ins, goal kicks, corners, passing, shooting, etc. Optional injuries can be added. Large three dimensional aerial view of the pitch. Sound effects: Uses 16 colour mode 2 graphics. ANALOGUE JOYSTICKS OPTIONAL BUT PREFERRED. This game contains: Module 1 : MANAGER/Module 2 : MATCH-PLAY"*

## Introduction By Bobby Charlton

I am not just endorsing this game, I have been involved in its concept giving guidance and advice.

Welcome to BOBBY CHARLTON SOCCER. I am sure you will enjoy many hours of playing the world's greatest sport, in your own home, in a way not possible before. We have developed this computerised soccer game in such a way as to most closely match the real thing as is possible, with not only full 22 player all-action matchplay, but many other features such as the pre-match levels for each player, and the way that over-worked players tire faster than their team-mates. With full control over every player's movement, direction, speed and each kick controlled in strength, direction and height, all from the joystick (or keyboard) you have everything you need to play top-class soccer against your mates or even against the computer.

When soccer is played on a computer, I think it is important that the players have as much of the field in view as possible, so that accurate passing to men on the flanks or farther up the field can be made. To achieve this, we made our men smaller and the field view larger. The idea is that you pass the ball much more, involving the whole team, rather than concentrating on one man all the time. Many 'true-to-life' features have been added to ensure that maximum realism is felt when playing, such as the men slipping and falling if you turn them too quickly, and stamina levels dropping when too few of them do all the work. So you can see, the only way to win is by playing your team as a team, accurate passing, gradual build-up and the shot on goal, and even then the accuracy of each man may vary according to how you built up your team before the match. We have enjoyed putting this game together and we're sure you are going to enjoy playing it.

- Bobby Charlton

## How To Play

The game may be played by two players, or by one player against the computer. There are two parts to the standard game, the first in which each player constructs his team and briefs his men. The second part is the match itself, which is played in full with each player controlling the actions of his team with his joystick (or keyboard keys).

## Part 1 - Manager Module



At the start of a game each player takes on the role of the team manager. This is the 'dressing room' phase of the game, during which you determine the distribution of skills and stamina amongst your men and the formation they are to play, including any number of special 'variations'. For each of your eleven men you are able to set the levels of 'skill', 'stamina' and 'accuracy' that they possess on a scale of 1 to 5.

At first, the levels are all set at 3, which means a total of 9 per man. The total for the team is therefore 99 (11 x 9). You may adjust the levels for any or all of your eleven men, but the overall total must never exceed 99. That means, of course, that the total qualities for both teams are equal, but what really counts is that some men can be made better players than others, and only you know which, not your opponent. When the match is under way you can concentrate your game towards the stronger men, increasing your chances of scoring. Adjust the 'levels' for the man currently under the cursor by pressing keys 1-5, firstly for 'skill', then for 'accuracy' and finally for 'stamina'.

The other main area of control over your team's strategy is in positional play. You can select one of the standard formations, which will be displayed on the screen with the men in the appropriate positions. You may then move any of the men to new positions, so creating your own 'special' match tactics in positional play. During this 'positioning' process you see a bird's eye view of your half of the pitch, with the keeper at the bottom and the centre line across the top. Select the player to be moved by placing the flashing cursor over him. The number of the selected man is displayed at the top-left of the screen. Now move that man in any direction using the cursor keys (for small steps) or shift and cursor keys (large steps). The flashing cursor is moved with the '<' and '>' keys (<SHIFT> not necessary).

Once both players have completed their manager strategies, and the length of the game has been selected, it is time for the actual match to begin. If you taken the option to include injuries, these will be randomly allocated (if any) to your men by the computer. The effect of injuries will be felt in the performance of any man unlucky enough to get them. Although the 'injuries' option may be omitted, it is for the sake of realism that we have included them in Bobby Charlton Soccer, and realism is, remember, the main aim of this game.

Side B of the cassette contains some valuable tips from Bobby Charlton on the use of the Manager Module.

### **Game Controls**

< / > - Move flashing cursor from man to man  
1 - 5 - Set Skill, Accuracy and Stamina levels  
Cursor keys - Move man under CURSOR (<SHIFT> for large steps)  
Q - Quit. At end of each player's session

### **Part 2 - The Match**

The whistle blows and the game begins. This part of Bobby Charlton Soccer needs the least in the way of explanation. If you are familiar with the real game of soccer then there is little else you will need to know to play the game on your computer. Your on-screen view of the pitch pans between left-goal, centre-field and right-goal, according to the flow of play. This works in such a way that there is always half of the total field area in view and all men positioned in the area of view will be seen in correct perspective on the screen. It is possible to see *all* of your eleven men at one time, which means that your options for passing the ball could not be better.

### **Control of Your Men**

For one of your men to take possession of the ball, he must be under control of your joystick. If the ball is not currently with one of your men, you can press fire button to transfer joystick control to the man closest to the ball. Pressing the button again will transfer control to the man second closest. This means you can always change control which will effectively alternate between the two men closest to the ball at any one time. As play progresses, this will involve different players



as the rest of your team are all controlled by the computer, and are constantly moving with the flow of play. More on this later.

Once the man under control of your joystick gains possession, he will take the ball with him as he runs, according to your movements of the joystick. The direction of the man's movement is the same as that of your joystick, but his speed depends on the distance you push the joystick from the centre. The farther you push, the faster he runs. Just as in real life, a man who runs too fast for too long will become tired and slow down. His 'stamina' will have been depleted and you will have to let him rest in order to recover. The man under joystick control is always losing 'stamina' at a rate determined by the amount of running you make him do. All the remaining ten players are recovering their 'stamina' but at a slower rate than it was lost during hard work.

Another thing to remember is that if you run a man in one direction and then suddenly try to run him in the opposite direction, he may slip and with your man on the ground possession of the ball will be lost.

### **Passing and Shooting**

So you have possession of the ball, but what are you going to do with it? The decision is yours and it will depend on many things. You know which of your men has the ball, his number is shown at the bottom of the screen on your side of the field. You also know the levels of 'skill', 'stamina' and 'accuracy' that your man started with (the pressure is on you to remember the levels you allocated). So together with the current state of play and your position on the pitch, you have to decide whether to attempt to dribble, pass to a team-mate or take a shot. A 'skilful' player will be better at dribbling and tackling, an 'accurate' player will be better at passing and shooting, and of course, 'stamina' comes into reckoning too.

If you decide on a pass or a shot, this is how it's done. Press and hold down your fire-button, point the joystick in the direction the ball is to go, again the farther you push, the harder the kick, and then release the fire-button. The player will then kick the ball and the longer you held down the fire-button, the 'higher' the ball will rise.

### **Gaining Possession**

The player under control of your joystick may gain possession by various methods. A loose ball may be collected by running your man so that his feet co-incide with the position of the ball. If your opponents have possession, you may attempt a tackle, the outcome of which is decided by the accuracy of your approach to the ball and the comparative 'skill' levels of the two men involved. Of course, your opponent will attempt to dodge your tackle by dribbling the ball out of your path. Another way of getting the ball is by intercepting a pass. After a man has made a pass or attempted a shot, the ball is in flight and is no longer in possession of either side. Therefore the first man to reach and intercept the moving ball then takes possession.

### **Ball Out of Play**

If the ball goes out of play then a throw-in, corner-kick or goal-kick is awarded as per the standard rules. The decision is given against the side to last have contact with the ball. A player from the side given the advantage is moved by the computer to the appropriate position, the whistle blows and play continues. A goal, when scored, is added to the total of the scoring side and play is resumed from the centre-spot with a kick-off.

### **Half-time and Full-time**

At half-time, the two sides are switched, including the score-line, and the second half is played in reverse direction to the first. At full-time, the final whistle blows and, after a brief pause, the scores are set to zero, the men, returned to their playing positions for kick-off and all stamina levels. etc. are reset as per the levels you gave them in the Manager Module. The game is then ready to start another match. If you wish to reuse the Manager Module after a match has been played, you must restart the game completely by reloading from the start.



### **Control of Men and Goalkeeper**

As you pass control from one man to another, the number of the man selected appears at the bottom of the screen, on the side of the pitch you are defending. The controlled man is also indicated on the pitch by the presence of a short black line just below him. The goalkeeper is shown wearing the same colour shirt as the outfield players, but he is high-lighted by the presence of a permanent 'broken' black line beneath him.

### **'Injuries' And Their Effects**

The types of injuries that may be optionally allocated to your men by the computer, are those that could be described as 'minor'. After all, a seriously injured player would not be called upon to play. The effects of the various types of injury are as follows:

Cold Infection	Stamina reduced 50%
Bruised Leg	Accuracy reduced 50%
Stitched Wound	Skill reduced 50%
Strained Thigh	Stamina and Accuracy reduced 50%
Pulled Muscle	Stamina and Skill reduced 50%

### **Keyboard Option**

Bobby Charlton Soccer has been designed to make full use of the 'variable' nature of analogue (or proportional) joysticks and there is no doubt that a more enjoyable game is to be had when analogue joysticks are used. However, the option to use keyboard keys in place of joysticks has been included, particularly for the convenience of Acorn Electron owners who need to install the Plus-1 interface module in order that analogue joysticks can be used. For those players who wish to use the keyboard option (keys described below), the action of varying the speed of running, or force with which the ball is kicked, is determined in relation to 'how-long' the appropriate key(s) is held down. Direction other than straight up and down or stragiht across are achieved by proportional use of two keys simultaneously. The key representing the fire button works in exactly the same way as the fire button on the joystick. When the keyboard option is selected, the joysticks are disabled and vice-versa.

### **Game Controls**

- 1 - Toggle red team between manual and auto
- 2 - Toggle blue team between manual and auto
- 3 - Toggle sound on/off
- 8 - Jump to end of match
- 0 - Toggle pitch colour

### **Red Team:**

X - Left,    C - Right,    A - Up,    Z - Down,    V - Fire

### **Blue Team:**

< - Left,    > - Right,    : - Up,    / - Down,    M - Fire

**Instructions' Source**    : BOBBY CHARLTON SOCCER (Dacc) Back and Inner Inlay

**Reviews**                    : No Review Yet



# BOFFIN

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Style  
Author :  
Standalone Release(s) : 1985: BOFFIN, Addictive Games, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADDICTIVE, 7A Richmond Hill, BOURNEMOUTH BH2 6HE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Features of the game: Giant Puffer-Blimps, Trampolines, Huge Tarantulas and Manta-bats, Electrified Fencing/Barbed Wire, Hydraulic Rams. 25 Caves for the Electron!"*

The aim of Professor Boffin is to pass through a series of caves as quickly as possible by destroying all of the unlucky horseshoes in each cavern and then touching the resident owl, guardian of each cave.

There are two different versions of BOFFIN on the tape. BOFFIN v.2 is recorded first, followed by v.1. BOFFIN v.2 runs on the Acorn Electron and also the BBC Micro. It has 25 different caverns. The first version of BOFFIN runs on the BBC Micro and features high resolution graphics and 20 caverns - all completely different from those in BOFFIN v.2.

## Playing The Game

Points are gained by destroying the tripods, petri-dishes and horseshoes. When you have completed the screen, there is a time bonus and you gain an extra life. An extra life is also achieved at every 5000 points.

There are various obstacles and creatures which will help, hinder or stop your progress through the caves. Barbed wire (low electrified fencing in BOFFIN v.2) must not be trodden on. Giant hydraulic rams must usually be jumped over because they will slam you into deadly neutron magnets embedded in the cave roofs. Giant Puffer-Blimps are dangerous and often block vital routes - however, they are only full of air and there is a 2800 point bounty on them...

Use the umbrella to break long falls and to reach objects on high ledges (especially tripods which can only be destroyed with the umbrella). You cannot start a jump when your umbrella is raised but you can use it to control your flight in mid-air.

Trampolines provide a useful way of gaining height - try jumping up and down on the central area. The deadly massive Tarantulas lurking around in many of the caves must be given a wide berth if possible, however, if care is taken it is possible to walk safely on their backs! Manta-bats are useful allies; try walking onto the sensitive centre of their backs - when they've done their stuff, just jump off.

Both versions of BOFFIN feature full eight-name hi-score tables which include the game number with each score so you can easily keep track of your progress.

## Game Controls

Z - Left, X - Right  
<RETURN> - Jump with..., X - Raise Umbrella, > - Lower Umbrella  
<COPY>/<DELETE> - Pause/Resume, Q/S - Sound Off/On, <ESCAPE> - Quit Game

**Instructions' Source** : BOFFIN (Addictive Games) Inner Inlay



## **Review (Electron User)**

Following the success of FOOTBALL MANAGER, Addictive Games has released BOFFIN. The football game was mainly strategy, but BOFFIN is pure arcade action. Professor Boffin must travel through a complex of twenty caves. I'm not sure why, but he will need your help anyway.

The route through each cave is constructed from small ledges. The professor can leap between some of these but others must be negotiated by different methods.

Each cave is littered with numerous unlucky horseshoes. The professor has to collect every one before touching the lucky owl. If you have forgotten any horseshoes then touching the owl isn't so lucky.

Movement consists of left, right and jump. The professor carries an umbrella which can be raised and lowered. The brolly is very useful when falling from great heights, and can also be used to reach high objects. As I said earlier, some ledges and even some horseshoes cannot be reached by jumping.

Fortunately the previous inhabitants of the caves were trampolining enthusiasts and they left their equipment. Great heights can be easily reached by bouncing in the centre of a trampoline. The straight up and down jumps are easy. Judging a trampoline jump sideways to a ledge takes a little more practice.

Additional points can be obtained by collecting petri dishes and tripods. An extra life is awarded for the completion of each screen and for every 50,000 points scored.

A game of this kind would not be the same without the bad guys, though there aren't that many around. The game's real difficulty lay in the actual physical layout of the screen. The only hazardous character present is an enormous tarantula. This chap is a real humdinger. He is drawn in superb detail and the characteristic jerky movement of such arachnids - not a programming defect - is impeccable.

Another quite daunting creature is the manta-bat. Thankfully these are friendly and can be used as a living escalator when you can't find a trampoline.

The ladders and levels section of the arcade market is very crowded. Fortunately for Addictive, I feel that Professor Boffin has sufficient originality to succeed against all the competition.

Jon Revis, ELECTRON USER 3. 2



# BOMBER BARON

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Bomber Clone  
Author :  
Standalone Release(s) : 1986: BOMBER BARON, Optyx, £2.95  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : As stated  
Supplier : OPTYX, New House, Stoney Street, Madley, HEREFORD HR2 9NJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

As the renowned pilot "Baron Von Rippoffen", it is your duty to destroy the enemy landscape. Loaded with bombs, your plane will fly over the cities. It's up to you to destroy them completely and land, thus paving the way for reinforcements. Sounds simple, eh? Just you try it.

## Control Keys

Press SPACE BAR to drop bombs.

**Instructions' Source** : BOMBER BARON (Optyx) Inner Inlay

**Reviews** : No Review Yet



# BONECRUNCHER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Maze Game With 'Cartoony' Sprites  
Author : Andreas Kemnitz and Martyn Howard  
Standalone Release(s) : 1987: BONECRUNCHER, Superior/Acornsoft, £9.95 (Tape), £12.95 (DFS Disc), £14.95 (ADFS Disc)  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 7, Superior/Acornsoft, £9.95  
1991: BONECRUNCHER, Superior/Blue Ribbon, £2.99  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You play the role of Bono, an amiable dragon who lives in a castle by the sea. As a shrewd business-dragon, keen on "nice little earners", you make your living by selling soap to the giant monsters who bathe in the sea surrounding the castle. The monsters are so large that they need plenty of soap, and in order to keep their business you must supply them regularly.

## Your Objective

Your castle is the headquarters of "Bono's Bathing Company". Inside the castle are 22 increasingly hazardous chambers where you and your business partner, Fozzy, produce soap by an age-old recipe: collecting skeletons and boiling them in a cauldron. Five skeletons are needed to make one bar of soap. Once you have collected five skeletons, simply move to a cauldron and touch it.

Before you move into the next chamber, you must produce five bars of soap; you must also deliver each bar in turn to the bathing monsters by climbing up the staircases which exit from the castle chambers. However, your employment is hampered by the deadly creatures that inhabit the chambers and you will also encounter many obstacles in your path.

## The Deadly Creatures

There are three types of deadly creature that reside within the castle.

## Monsters

If a monster catches you, it will kill you immediately. There are three ways to deal with monsters:-

- (1) Trap them in by using a glook. If a monster is unable to move it will die and you can then collect its skeleton.
- (2) If you only need to pass by a monster, your friend Fozzy can assist. He is capable of holding the monster so that you can pass unharmed. Fozzy will hold a monster only if he is directly in between you and the monster.
- (3) Lure the monster into a trapdoor. However, the monster will then disappear without trace - you will be unable to take its skeleton.

## Spiders

Spiders love to eat skeletons. Spiders always follow the left-hand edge of the chamber, unless they become stunned. They cannot be killed themselves but their venomous bite is fatal to you. Fozzy, incidentally, is invulnerable to their poison.

## Glooks

Glooks are unusual creatures who are attracted to the smell of the soap being used by the bathing monsters; they always move towards this aroma. The direction in which the glooks move is determined by the current aroma direction, which changes each



time a bar of soap is delivered up the stairs. The direction you enter the stairs will be the direction of their next aromatic inclinations. You can push glooks out of your way.

### **The Chambers of the Castle**

As you journey through the chambers you will come across a number of doors. To open each door you will need to use a key.

In each chamber there is a hidden volcano full of glooks. The volcano is "uncovered" by treading on a certain part of the ground and an active volcano may spell disaster for your business enterprise. If you become trapped, you have the option to commit suicide - thereby losing one of your lives.

Trapdoors, if used correctly, can swallow up pesky monsters, but watch your own step too!

In some parts of the chambers, you will see monsters trapped in by the surrounding earth. You should usually aim at ensnaring these monsters by removing some of the earth and trapping them in by using a glook.

The maximum number of skeletons, soap and keys you can carry is nine of each.

### **Your Partner : Fozzy**

Your friend Fozzy is a useful guy to have around, although he is rather dim. He usually keeps to the right-hand edge of the chamber, unless he becomes dazed. If he does, give him a push and you will soon bring him round. He is strong enough to be able to hold monsters whilst you pass by, and he can also protect you from the spiders. Fozzy has a limited amount of energy and he will die if it runs out. This will occur if he is trapped. Fozzy has three lives.

### **The Password Feature**

On completing a chamber, a password will be shown on the screen. Use this password in future if you want to skip previous chambers and start the game at the chamber of your choice.

### **The Status Screen**

At the bottom of the game screen, you will see the status section - where your progress is monitored. The indicators from left to right show : Lives remaining, Fozzy status and lives remaining, Skeletons being carried, Keys being carried, Volcano activity, Aroma Direction and Counter, Score, Chamber Level, Soaps carried and Soaps required.

Fozzy's Status Indicator will also change when Fozzy is dead, trapped, holding a monster or active.

### **Game Controls**

Z .....	Move Left
X .....	Move Right
* .....	Move Up
? .....	Move Down
RETURN .....	Action (see below)
P .....	Enter Password (at start of game)
ESCAPE .....	Kill Yourself (useful if you become trapped)
SHIFT and R .....	Restart Game
COPY .....	Pause On
DELETE .....	Pause Off
S .....	Pause On
Q .....	Pause Off

If you press the <RETURN> and momentarily press the appropriate direction key, Bono can push glooks or dig earth without actually moving from his current position.



## Certificates And Badges

If you complete BONECRUNCHER without using passwords, a special message will be displayed on the screen.

If you write to Superior Software before December 31st 1989, stating this special message and including details of where you purchased the game, we will send you a signed congratulatory certificate and a "Bono's Bathing Co." badge.

**Instructions' Source** : PLAY IT AGAIN SAM 7 (Superior/Acornsoft) Inner Inlay

## Review (Electron User) - "Good Clean Fun"

In BONECRUNCHER you play the unlikely part of Bono, a cute little green dragon who lives in a castle by the sea. As an enterprising soul, you have set up Bono's Bathing Company making soap, a commodity prized by the monsters who bathe in the moat. As everyone knows, real soap is made from bones. So to keep the customers happy you must collect the skeletons littered around the castle and boil them up in your cauldron. This turns them into luxurious skeleton soap.

However, the castle is anything but a safe place. There are trapdoors through which you can disappear without trace. On top of this, some of the skeletons are not yet skeletons - they're live and very deadly monsters, with an insatiable appetite for little green dragons.

A further hazard appears in the shape of giant spiders that rush around the walls biting any hapless dragons in their path. These will also eat any bones they find. You must race the spiders to collect the skeletons before they do.

The castle is also inhabited by Glooks, large creatures who love the smell of soap. When you have climbed up a stairway to supply another customer with a bar of soap, they will - after a short delay - all move in the direction faced by this stairway. Although a Glook is not harmful in itself, it will crush you if you get in its way.

An added problem is that you may find yourself, or the way forward, blocked by Glooks if you are unfortunate enough to take a bar of soap up the wrong stairway. However, you can push them or take advantage of the direction they are trying to move to suffocate monsters and turn them into skeletons.

Fortunately, Bono's Bathing Company is not a one-man show. Your partner Fozzy, is the brawn of the operation, strong enough to hold monsters and spiders at bay. He's not very bright however, and you must keep an eye on him to make sure he is not trapped or wandering in circles.

BONECRUNCHER is similar in appearance to Superior's classic REPTON, with smooth four-directional scrolling and fiendish puzzles. However, the two games are quite different.

The addition of Fozzy and the Glooks brings an entirely new dimension to the game, not the least of which is that the Glooks' movement causes the layout of each chamber to change repeatedly around you.

The humour in BONECRUNCHER is probably its most appealing aspect. The skeletons grin at you and tap their feet expectantly, and if you stand still for more than a few seconds Bono will start to yawn and stamp his foot impatiently. The monsters are also beautifully animated, jumping up and down showing a mouthful of teeth.

BONECRUNCHER will delight game players of all ages - another sure-fire hit.

Sound .....	9
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9



# BOULDERDASH

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Maze Game  
Author :  
Standalone Release(s) : 1987: BOULDERDASH, Tynesoft, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : BOULDERDASH (Tynesoft) Inner Inlay

## Review (Electron User) - "Rocky Original"

Before you say wearily, "Oh no, not another Repton-type game", let me put the record straight. BOULDERDASH has the enviable reputation of being the game which inspired REPTON and all its clones all those years ago.

So why is it finally being released for the Electron/BBC Micro market which by now must surely be saturated to bursting point with diamond-digging maze games? The answer is, as ever, that the original is usually the best. Not always, but in this case it is certainly true.

I, like many others, cracked my maze-digging teeth on REPTON long before I ever heard of BOULDERDASH. I first played BOULDERDASH on an Amstrad CPC464 about a year ago, and thought to myself that REPTON had better watch out.

Little did I know that this newcomer actually predated my favourite by quite a stretch, albeit on a different machine - the old 8 bit Atari.

Well, here it is at last on the Electron, and jolly good it is too. You play the part of Rockford, a cute little character who is a right little hoarder, and addicted to those big glistening diamonds scattered about the place just waiting to be scooped up.

Unfortunately, opposition to Rockford's greed lies in the form of hundreds of lethal boulders, deadly butterflies and a rapidly growing, pulsating amoeba.

You won't meet the amoeba until the later levels - there are sixteen in all - but the other hazards are present right from the start.

Most obviously dangerous are the boulders. Although this doesn't need explaining to REPTON fans, the boulders are imbedded in earth and digging for diamonds undermines their support. If a boulder falls on Rockford, it's curtains.

A large element of strategy is involved in turning things to your advantage. Boulders may be pushed either left or right, and as they will topple off the edge of a precipice - which can be dug carefully to suit your requirements - traps can be laid for the mutant butterflies.



Dropping a boulder on a butterfly mutates it into nine separate diamonds. As a set quota has to be collected, butterfly crushing is a necessary pastime - especially on levels deliberately low in their supplies of diamonds.

Collecting the full quota for a given screen causes a door somewhere in the maze to be activated. It won't always be near you, so when you hear the bang, which signifies its opening, a quick dash is indicated, especially if time is running short - there is a time limit for each level.

The green amoeba encountered on later levels is a real pain. It grows at a phenomenal rate and after a certain point it will turn into hundreds of boulders, which will then rain destruction on Rockford's head. Another incentive to hurry things up.

What surprised me the most about BOULDERDASH was the way the screens have been copied faithfully from the original version on the 8 bit Atari. The two micros are worlds apart and the programmer has done a good job in converting a game.

As far as I could tell, every single diamond and boulder is in the same location as in the original version, and it was with great excitement that I realised that I could complete level after level using exactly the same techniques that I had spent so long working out a year ago on the Amstrad.

That is the mark of a truly successful game conversion. Even the sprites are identical, except that the Electron/BBC Micro version runs in Mode 5, using just four colours - but then so does REPTON.

My only niggle, oddly enough, was in the keyboard control. Rockford simply would not stop smartly on the spot when I released the keys.

Instead - during what were usually tightly calculated manoeuvres - he would plough ahead for one more move, totally mucking up the strategy and sometimes getting himself crushed under an impromptu rockfall.

My verdict is that BOULDERDASH is the original diamond digging game and it's still the best ever. Buy it, even if you are an unshakeable REPTON fan - you'll be amazed at just how addictive it can be.

There are many, many more secrets further into the game which I'm not going to spoil by revealing here.

Sound .....	7
Graphics .....	8
Playability .....	7
Value for money .....	9
Overall .....	8

"Electron User Golden Game"

Chris Nixon, ELECTRON USER 5. 7



# BOUNCING BOMBS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1986: BOUNCING BOMBS, Tynesoft, £6.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility :  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Battle through the depths of the Intergalactic Vortex to reach successive stellar warp zones which transport you even deeper into the Vortex. Avoid the deadly Gamma rays and Lamda particles to survive your epic journey to the far side of the Vortex.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire

**Instructions' Source** : BOUNCING BOMBS (Tynesoft) Back and Inner Inlay

**Reviews** : No Review Yet



# BOXER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Game  
Author : Wal Mansell  
Standalone Release(s) : 1984: BOXER, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"BOXER is a fast moving arcade-type game in which you try to catch balloons despite your opponent's attempts to stop you. Dodge falling weights, and the hammers, boxing gloves and dumb-bells which hurtle across the rafters and will knock you flat if you can't avoid them!"*

*"Complete with sound effects, full colour graphics and table of high scores, BOXER is fully compatible with either keyboard or joysticks."*

You and your rival are competing for the attentions of a young lady. At the bottom of the screen, she is releasing balloons which you must try to catch when they get stuck in the rafters of the Gym. Any balloons which escape to the top of the screen will be awarded to your opponent.

If you collect five balloons before he does, your score will be increased by the bonus in the top right-hand corner of the screen, and you will move to a more challenging Gym. If your opponent is the first one to collect five balloons, you will lose a life and stay in the same Gym.

You can only catch balloons safely while they are caught in the rafters. If you try to grab or touch one while it is moving you will fall over. This will also happen if you have contact with your opponent or any of the boxing gloves, hammers or dumb-bells which move across the Gym.

Every time you get three falls, you will lose a life. Gloves and hammers can be punched and dumb-bells jumped over to score points. Points can also be scored by jumping up to the punch balls at the bottom of the screen.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Punch, <SHIFT> - Jump  
Q/S - Sound Off/On, <COPY>/<DELETE> - Pause On/Off, <ESCAPE> - Quit

BOXER can also be played using a joystick controller. Pushing the joystick up will make the boxer jump, except when he is at the bottom of a rope, in which case he will climb the rope. Press the Fire button to punch to get up after a fall.

## Scoring

Hammer (punched) .....	100
Glove (punched) .....	100
Dumb-bell (jumped) .....	100
Punch ball .....	1000
Collecting a balloon .....	200

You start the game with three boxers but you will receive a bonus boxer for every 10,000 points you score, up to a maximum of three at any one time.



A table of the eight highest scores is displayed at the end of each game.

**Instructions' Source** : BOXER (Acornsoft) Back and Inner Inlay

### Review (EUG)

There will be many readers who will raise their eyebrows ceiling high on seeing a review of Acornsoft's BOXER. They will feel that as possibly **the** most abundant title for the Electron, and certainly one of the earliest, Wal Mansell's platformer (which, let's face it, has very little to do with boxing at all!) has already done so many rounds that it should be truly exhausted.

But interestingly enough, simply because it **was** so quick on the scene, BOXER missed out on an appraisal by a Software Surgery and, with versions across all machines and all media formats, other readers probably reckon a review is long overdue. Seconds out, then...

The match, as indicated, is a platform game; done nicely in Mode 2 and including several rules swiped from the sport to give it a sense of individuality: You are a boxer fighting an opponent; three falls and you're out; survive one "Round", which is how levels are termed, and you go on to the next one. It's a simple game of ladders, ropes and rafters, huge hulking boxer and sundry sprites and a high playability factor thanks to machine code programming.

Yet your scene is not a boxing ring but a gymnasium. Or so the inlay would like you to believe - When was the last time you went into a gym with four floors, ropes connecting them and dangerous boxing gloves and dumbbells hurtling across each? Digression over, the object of the game is not to compete with your opponent for the World Title but rather for the Miss World collection of pixels standing on the bottom platform.

However, impressing this particular girl is strange. Evidently of a camp thinking two men pulverising each other for entertainment is a bit cruel, she has elected that the two instead try to catch balloons she releases! So what we have here is a gym where floating balloons become stuck in rafters above her and it's up to you to both reach and head-butt [Is that allowed in boxing? - Ed] them before they free themselves.

Sounds simple and, once you've got the hang of it, it is...for a few "Rounds". In contrast to you though, your opponent doesn't need to 'butt five balloons to become the hero of the hour; it is simply enough that **you** let five balloons get away to the top of the screen to ensure **his** victory! It's also worth nothing that HE is completely unaffected by all the gym instruments whizzing to and fro. And is carrying a big, infinite stack of weights (They look more like pies when he drops them!) for the sole purpose of depositing them on your head if you're on the rafter beneath him!

Anything that moves in BOXER is no touchy-touchy. Failure to obey the rule results in your boxer crashing to the ground. This even includes the balloons themselves which cannot be headbutted until they become lodged somewhere. As the game toughens up, the length of time they stick around dwindles and, with increased numbers of gym instruments flying across at foot, chest and head height, you are less likely to be able to have time to consider a risk-free strategy for reaching them all.

Control in this game is very simple. Z, X, \* and ? are used to walk left and right and climb up and down ropes whilst <RETURN> punches and <SHIFT> jumps. None of the fiendish gym equipment is unavoidable with a combination of each - although look out for the unexpected fast-flying boxing glove after you've been knocked down once and try to get back up - and punching any object successfully will make it disappear. If you wish, you can opt to use a Plus 1 joystick.



Each time you collect five balloons, your boxer falls in love, i.e. little red hearts appear around his head, and you move to a harder gym. The situation is reversed should you miss five (and you lose a life).

When a game is over, you are shown the High Score table and, if good enough, asked to enter your name. Pretty standard stuff but nicely done in that same way that all Acornsoft arcade games seem to share.

BOXER may be old [Released in 1984! - Ed] but it's worth having. The Electron version is unfortunately too fast on a BBC (and the BBC version too slow on an Electron!) but each version is exactly the same and shows just what comparable speed an Electron can achieve when games are correctly converted. It's also reasonably addictive and, as it's also on ADFS (PAGE at &1D00 ok) disk, deserves to bound about a bit longer.

Dave Edwards, EUG #51



# BOZO THE BRAVE

*Professional, Originally Released On Cassette Only*

Game Alias : ZORAKK THE CONQUEROR  
Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1986: BOZO THE BRAVE, Tynesoft, £6.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Direct Bozo through the three lands of Havoc collecting in each a piece of the Crown of Ultimate Darkness.

Control Bozo's direction with N,S,E,W keys. Brigands will be encountered in either the Tomb or the Ruin where they may attack. If they do, you may retreat by hitting any key. If you stay and fight, and the number of Brigands reaches zero before you do, you have won the battle and will be rewarded with one of the following:

More warriors

More gold

More food

A map (so you won't get lost)

A bottle of potion (to protect from the plague)

A sword (so you can fight off the dragon)

A piece of crown (you may now enter the next land by travelling west off the screen)

## General

**The Dragon** - when this attacks, he will steal one quarter of your gold unless you have a sword when all gold stolen from you will be returned

**The Plague** - when this strikes, you will lose one quarter of your warriors unless you have the potion when one quarter of your warriors will recover

## Locations

**The Tomb and the Ruin** - you may encounter Brigands and therefore do battle in one of these.

**The Sanctuary** - if you are low on food, gold or warriors, the Sanctuary may help you here

**The Bazaar** - You can buy more warriors or food here with your gold. You can pay anything between four and six bags of gold for each warrior or bag of food. You can haggle by pressing the H key once, this may increase or decrease the amount. To buy, simply press Y for each unit.

BOZO THE BRAVE was previously released as ZORAKK THE CONQUEROR.

**Instructions' Source** : BOZO THE BRAVE (Tynesoft) Inner Inlay

**Reviews** : No Review Yet



# BRAINTEASERS

*Public Domain, Originally Released On ADFS 1D00 And DFS E00 Disc*

Game Type : Strategy; Compilation Of Brainteasing Puzzles  
Author : Genevieve Ludinski  
Standalone Release(s) : 2001: BRAINTEASERS, EUG, PD  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : EUG, 42 Canterbury Road, REDCAR TS10 3QF  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

BRAINTEASERS was supplied without instructions. All instructions on screen.

## Review (EUG)

I recently received this freebie disk and thought I'd do a bit of a review. Bang in the disk, <SHIFT><BREAK> and you're presented with a screen attributing original copyright to one Genevieve Ludinski and the fact that these have been improved by our glorious leader. You just have sufficient time to read this and then you are presented with a menu of 28 games/puzzles. At first I wasn't sure how to navigate this but was soon able to deduce that <:> took you up and </> took you down.

I've probably mentioned before that most of my "Elk"ing is done through emulation on my ACORN Risc computer these days, and this can sometimes run things a bit fast. I have a fix that slows things down a bit, but even with that I often find up and down scrolling a bit 'jumpy' so, speaking personally, I would have preferred a number or letter allocation for each menu item. Or even being able to select an item just by pressing the first letter of its title. This would also enable a random selection, obviously. However, these programs are all in basic, so any time delays, etc, can be adjusted for those who like to fiddle.

There seemed to be something for puzzlers of all persuasions; a word search, some spot the difference types (but with a time limit to give it a nice edge), some mathematical stuff (some of which was a bit beyond me I must admit: Histogram rectangles, what's that all about?) and also one or two puzzles with a musical theme, which personally I really enjoyed.

My two particular favourites were Close Encounters and Don't Paint The Cat. With Close Encounters, you are given a short burst of a tune and the number keys 1 to 8 are your notes. You then have to press these in the right order to play the sound you've just heard and, by so doing, you can progressively lower a spaceship until it lands. For something relatively straight forward, I actually found it incredibly difficult!

With Don't Paint The Cat, someone is painting a fence and if you don't solve the musical puzzle quick enough, the cat (sitting at the end of it) gets painted as well. Great fun.

All in all then, a nice 107ks worth of PD BRAINTEASING fun!

John Crane, EUG #56



# BREAKTHROUGH

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Bat N Ball Style  
Author : Ian Collinson  
Standalone Release(s) : 1990: BLAST!, Audiogenic, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : AUDIOGENIC, PO Box 88, Reading, BERKS  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Trapped in a world of fire and energy, you must battle for the most valuable prize of all - your life. You can escape only by using your magical powers to destroy the rocks that block your path or to create new blocks that act as stepping stones on the road to freedom. Don't forget to pick up the key to the exit door - otherwise your efforts will be in vain.*

*"There are 100 screens just waiting to trap, tease and test your powers of perception before you finally break through to the outside world. But beware, there are only 99 seconds to complete each screen!"*

Each screen contains two types of blocks, light blue blocks which are indestructible, and red ones which can be smashed if you move next to them and press <RETURN>. If you press <RETURN> when next to an empty space, you will create a block that you can jump onto if you wish.

Move around the screen by pressing the Z and X keys. Press <SHIFT> and either Z or X to jump onto an adjacent block. To complete a level, you must collect the key for that level, then unlock the exit door.

Watch out for *fireballs* on some screens - they are lethal! Other dangerous hazards are *spiders* and their *webs*, *ghosts* and *vampire bats* which hang from blocks just waiting to drop on you when you walk below. With a little ingenuity, you will soon discover ways in which each of these hazards can be combatted.

Some of the blocks have strange rotating centres. These contain objects that you can collect. Collect three *diamonds* for an extra life (you start with three lives) or an *hourglass* to slow the timer to half speed. The *crown* and *magic potion* award bonus scores. Often there are two bonus objects to be found in the same place. Can you work out how?

## Passwords

When you complete five screens in a row, a password will be displayed allowing you to start the game at a screen other than the first. There are 19 passwords in all (no password is needed for the first five screens). Passwords are revealed at the start of the first screen that they represent - for example, to learn the password for screens 05 to 09 you must successfully complete screens 00 to 04.

## Status Screen

When the high score table is displayed, instead of pressing <SPACE> to start the game, press <RETURN> to display the status screen. S and Q allow you to turn the sound on and off (these keys also function during the game). The status screen also allows you to start the game on a screen other than the first - provided that you know the password. Press C and enter the number of the screen at which you wish to start (00 to 99); you will be asked to enter the password for that screen.

## Pausing The Game



Press P to pause the game, then O to restart. You can press R to restart the current screen - at the cost of a life - or else CTRL-R to start a new game.

**Instructions' Source** : BREAKTHROUGH (Audiogenic) Back and Inner Inlay

### **Review (Electron User) - "Reaching New Levels"**

I always think that playability is the most important virtue of any game. The sound may be poor and the graphics crude but if it's playable, I'll keep coming back for more. Also, with a few notable exceptions such as ELITE, simple ideas often make the best games. BREAKTHROUGH from Audiogenic is one game that can be described in this way.

Although the title makes it sound like another BREAKOUT bat and ball clone, BREAKTHROUGH is totally different. It is basically a 100 screen platform game in which you are a little wizard. Navigate your way around each screen avoiding the fireballs, vampire bats and various other nasties, collect a key and make your way to a door. It's simple - or is it?

The controls are certainly very easy to use: Left, right, jump and create/destroy a block. It's this last feature that holds the key to the whole game. By destroying existing blocks and creating new ones you can change the shape of the screen by making doorways and staircases in which to gain access to unreachable nooks and crannies.

Certain types of block can't be destroyed and these are invariably positioned awkwardly just to make things difficult. When used in conjunction with fireballs and the other nasties they can produce some very tricky screens. However, there are certain compensations: Some blocks contain hidden goodies that can give you bonus points, extra lives, or half the speed of the countdown timer. Very useful.

The 100 screens are not linked, as in an arcade adventure. They are separate but in order of difficulty, and a useful screen skipping facility is provided so you don't have to start at the beginning each time. Each five screens you are given a new password which can be used to skip screens you have already mastered.

This is certainly an engrossing game, and is extremely addictive because of its simplicity. The graphics are rather small compared to those used in many other games on the market these days, and there is a strip of garbage across the top of the screen, but don't let that put you off - it's a great game.

There isn't any sound to speak of, just the odd effect here and there - and it runs fairly slowly, but this isn't a problem. In fact it positively helps, as I found it unplayable with my SLOGGER Turbo switched on.

BREAKTHROUGH is not too hard and strikes me as being an effective way to encourage children to think logically - there are certainly enough puzzles to ponder. If you are after something a little out of the ordinary, this could be right up your street.

Martin Reed

### **\*\*\* Second Opinion \*\*\* (Electron User)**

This is great for puzzle fanatics. The graphics are good and the screens are well thought out. The first presented no problems and took all of five minutes, but they get progressively more difficult. It's nice to play a non-violent game for a change. I think I'll just have one more go and see if I can crack screen 11.

Janice Murray

Sound .....	3
Graphics .....	7
Playability .....	9
Value for money .....	8
Overall .....	8



# BRIAN CLOUGH'S FOOTBALL FORTUNES

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Part Board Game  
Author :  
Standalone Release(s) : 1989: BRIAN CLOUGH'S FOOTBALL FORTUNES, CDS, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : CDS, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 0308 890000  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*BRIAN CLOUGH'S FOOTBALL FORTUNES is a football management game with a big difference. In an exciting departure from earlier computer simulation games, BRIAN CLOUGH'S FOOTBALL FORTUNES combines an excellent range of computer based features with an fascinating board game. The result for the players is a package which gives the social aspects and skill of other best-selling board games with the flexibility and speed of play which only a computer can supply.*

*BRIAN CLOUGH'S FOOTBALL FORTUNES can be played by two to five players who take on the roles of team managers. Each manager must successfully steer his team through the season, using his skill to make his team stronger as the game proceeds. He competes with human and computer controlled teams in a ten strong league, and the F.A. Cup. From the second season onwards, each team will also enter one of three European competitions.*

### FEATURES INCLUDE

- \* Ten Strong League
- \* F.A. and European Cups
- \* Four Skill Levels
- \* Variable Game Length
- \* Computer Die
- \* Teleprinter
- \* Constantly Updated League Tables And Assessments Of Each Manager's Performance

### CONTENTS INCLUDE

- \* Computer Program
- \* Playing Board
- \* Five Coloured Counters
- \* 112 Player Cards
- \* Six Immunity Cards
- \* Pack of Money
- \* 10 Spare Player Cards

## 1. Introduction

BRIAN CLOUGH'S FOOTBALL FORTUNES is a football management computer/board game suitable for two to five players. Each player takes on the role of a club manager. The object of the game is for each manager to successfully steer his team through the season, using his skill to make his team stronger as the game proceeds. Each manager competes with human and computer controlled teams in a ten strong season onwards, each team will also enter a European competition as follows:

League Champions : - European Cup  
FA Cup Winners : - European Cup Winners Cup  
Remaining Clubs : - UEFA Cup

## 2. How To Win

The winner of BRIAN CLOUGH'S FOOTBALL FORTUNES is the manager who survives to the end of the game, and has the highest number of game points. Game points are points awarded by the computer program, based on each manager's performance in League and Cup competitions and on the amount of cash he has left at the end of the game.

It is very important not to confuse game points with points obtained by winning League matches. It is not enough to do well in the League.



The main aim of every manager is to create as strong a team as possible by increasing the total star rating of his side. While doing this he must not neglect any section of his team, or he will lose matches. He must buy from and sell to other managers, borrow and loan players, buy players in Auction, and cope with problems thrown at him from the computer. He must resist the temptation to spend carelessly, or sell players too freely. Any action which results in poor team performance or low cash levels will cost him game points.

### **3. The Equipment**

1 computer disk or cassette, the playing board, 5 coloured counters, 112 football player cards, 10 blank player cards, a selection of Banknotes and 6 immunity cards which are held by the bank.

### **4. What The Computer Does**

The computer program records the information about the human players and the teams they will manage during the game. It allocates the initial squads to each manager, rolls the die when instructed to do so, and decides the results of fixtures based on information given to it by the managers.

The computer awards game points, keeps track of League fixtures, updates the League table and game points table, and decides to gate receipts for each fixture. It controls the fixture lists for cup competitions and randomly allocates Selection problems and Manager's Luck when told to do so by the computer operator. The program menu shows the facilities the computer controls, and the keys you need to use.

The computer will not keep track of a manager's money, or changes in his team strength. This information must be given to the computer as necessary. It is the manager's responsibility to ensure that he receives money owed to him, gets back loaned players, has his correct team strengths entered into the computer and so on.

### **5. Loading Instructions**

Loading instructions are printed on your disk or cassette. When you wish to return to the menu at any point in the game, press M or RETURN/ENTER as appropriate for your machine.

### **6. Setting Up The Teams**

To start the game, load the computer disk or cassette and tell the program the number of players (i.e. managers) who will be playing.

Then choose the skill level at which to play. Level 1 gives the easiest game, and Level 4 the most difficult. Skill Level 1 has computer teams with lower star ratings than Level 4 computer teams.

Finally, enter your name and choose the club you want to manage. Once this information has been entered, the computer will select your squad of fifteen players and you take the corresponding cards from the pack of players.

### **7. Star Ratings**

Each player has a star rating of 1 to 5 (5 being the best). The players are of five types - Goalkeeper (G), Defender (D), Midfielder (M), Attacker (A) and the Utility player (U). There are ten blank cards which allow you to create your own players, but you should remove a player of the same type and star rating from the pack if you do so. When your squad has been assigned by the computer, pick up the cards and arrange them on the table in front of you as shown below.

G4	Total Defence star rating
D4 D2 D2 D1	= 4 + 4 + 2 + 2 + 1 = 13
M1 M3 M4	Total Attack star rating
A3 A4 A2	= 1 + 3 + 4 + 3 + 4 + 2 = 17
Reserves U1 U3	

You must always play this 4-3-3 formation. At the start of the game, each manager will be allocated two Utility players as part of his initial squad. Since the two Utility players are his reserves, they do not form part of his Attack value (17),



Defence value (13) or his total team strength (13+17=30). If one of the Utility players has a higher value than one of the specialist players, then the manager should put the Utility players into the team. In the squad illustrated below, he has put his U3 player into the Defence, and placed the D1 player in the reserves.

G4	Total Defence star rating
D4 D2 D2 U3	= 4 + 4 + 2 + 2 + 3 = 15
M1 M3 M4	Total Attack star rating
A3 A4 A2	= 1 + 3 + 4 + 3 + 4 + 2 = 17
Reserves U1 D1	

The manager now has a two star increase in the strength of his defence value, and his total team strength has improved from 13+17=30 to 15+17=32. The only exception to this substitution rule is when a Utility player replaces the Goalkeeper. In that case, the Utility player has a value of only one star, regardless of his face value.

### **8. Nominal Values**

Each player has a nominal value based on his star rating, with each star having a value of £20,000. The Goalkeeper in the same squad has a nominal value of £80,000, the U3 player is worth £60,000, and so on.

### **9. Officials**

When each manager has selected his squad and arranged them in the correct pattern, shuffle the remaining player cards and place them face down on the board. These cards now become the Auction Pile. The managers then appoint a banker and a computer operator - preferably not the same person. The banker gives each manager £200,000 made up of one £100,000 note, one £50,000 note, one £20,000 and two each of £10,000 and £5,000 notes. Each manager then chooses a coloured counter and places it on the Start square.

It is the banker's duty to ensure that sponsorship money and gate receipts are paid from the bank and fine and cash penalties imposed by Manager's Luck, Selection Problems and Crisis are paid into the bank. The banker also acts as auctioneer of players and must ensure all players who should do into or out of the Auction Pile do so. The banker issues Immunity cards when instructed by Selection Problems and collects them immediately after use.

The computer operator inputs team and manager information as required during the game, uses the computer die on behalf of the managers and calls up information screens as requested by them.

### **10. Game Duration**

Before starting the game, the managers should decide how long they wish to play. This can be a certain number of seasons, or a specified length of time. We recommend a minimum game length of two seasons so that the European competitions can be reached. The game duration is a verbal agreement between the managers and no computer entry is required.

### **11. Starting The Game**

The managers are now ready to start their first season. The sequence of play from now on will be: board move - play match - board move - play match. To begin this sequence, the computer operator uses the computer die for each manager by pressing the key designated in the menu. The manager then moves his counter the appropriate number of squares.

### **12. The Board**

Each square on the board presents the manager with a different situation with which to deal between matches. They are summarised as follows:

WAGES - The manager must pay his entire wages into the bank. The amount depends on the squad's total star rating and is determined by the chart shown on the board. The total star rating must include all the manager's players, even



those suspended, injured or loaned to him. This does not include players on loan to other managers, but the manager is not allowed to loan players out between landing on the Wages square and paying their wages to the bank.

- MANAGER'S LUCK - This can be good or bad and is randomly selected by pressing the appropriate computer key as shown in the menu. When money is involved, a manager will get cash from or pay it to the bank. It will be clear from the wording on the screen in which direction the money moves.
- AUCTION - When a manager lands on this square, the top card on the Auction Pile is turned face up and the auction begins. The top bidder pays the purchase fee to the bank. Each player has a nominal value, but this has no effect on bidding at this stage. If none of the managers wishes to buy the player in auction, the card goes to the bottom of the Auction Pile. If a manager makes the highest bid in an auction, but cannot pay when called to do so, he forfeits half his cash to the bank, rounded up if necessary, and the auction restarts without the offender.
- 50% AUCTION - This square is like the ordinary Auction, except that if the manager who landed on the square is the highest bidder, he only pays half of his bid to the bank. In return for this privilege, he must bid in multiples of £10,000.
- SELECTION PROBLEMS - Pressing the key designated in the menu will reveal the manager's problem, randomly chosen by the program. Careful attention to the wording of the problem will show exactly what must be done. For example, "best player" means the player with the highest star rating in your squad. In the sample squad shown, this is the M5 player or the D5. Your "best player in any team section" means you can choose your A4, M4, D4 or your G4 player. Players who are lost, injured or retired as a result of Selection Problems or Manager's Luck go to the bottom of the Auction Pile and players sold to the bank become subject to the rules of Bank Finance.
- SPONSORSHIP - A manager on this square immediately receives £30,000 from the bank.
- BANK FINANCE - This square allows you to sell any of your players to the bank for three quarters of their nominal value. There is no limit on the number of players you can sell in this way, but you must ensure that you can carry on playing. A manager cannot voluntarily sell to the bank unless he lands on this square, but he can sell or load a player to another manager at any stage of the game subject to the rules covering loans and transfers. A player held by the bank can be bought by any manager at any time for a minimum of one and a half times his nominal value. Managers can make competing bids and the banker must take the highest offer. The rules for Auctions apply to a manager who cannot pay for a player when required to.
- SUNDAY - A day off. Nothing needs to be done. And nothing nasty happens.
- CRISIS - Any manager landing here is fined £50,000 and loses his best specialist player in any one of the four team sections. That is, he must sell his Goalkeeper - or his best Defender - or his best Midfielder - or his best Attacker. He cannot sell a Utility player. He must sell to the bank, which will pay three quarters of the player's nominal value. The player is then subject to the rules of Bank Finance.

### **13. Playing The Matches**

Once all the managers have used the computer die and completed their moves on the board, the computer operator calls up the next fixture list (see menu) so that each manager knows which teams he and his colleagues are going to play. He then selects the appropriate screen (with the designated key) and inputs the team strengths for each manager. The Goalkeeper and Defenders combine to give the strength/star rating



of the defence, and the Midfielders and Attackers give the strength/star rating for the attack. Any reserves are ignored at this stage of the game. Once the team information has been entered, the computer will determine the results of each game and show them on the screen.

#### **14. After The Match**

Now each manager can receive his gate money from the banker. He will be given half of the amount shown on the computer monitor screen and the size of the gate receipts depends on the league positions of the teams playing any given fixture. If you are doing well in the league and meet another top flight team, you will have a big pay day. On the other hand, if you and your opponents are scraping along the bottom of the table, forget the summer tour of South America - you won't be able to afford it!

When ready, the managers set off on another round of the board moves prior to the next set of fixtures. Cup matches will be played on a knockout basis, but the competition will cease for the season if all the human teams are eliminated. If a manager's team has been eliminated from the competition, he will not participate in the computer fixture, but must take his turn at the board. He therefore risks the same hazards as the Cup teams, but he can expect no gate money on that turn.

#### **15. Miscellaneous Rules**

The essence of BRIAN CLOUGH'S FOOTBALL FORTUNES is the way the managers interact with each other and the computer teams. Managers who are prepared to wheel and deal have infinitely more fun, and will get closer to the thrills and pressures of real-life football management. Alliances can be made or broken as the flow of play dictates and the manager who shows most skill in making deals, selling, buying and borrowing players, will win the game, just as in the real world, however, some rules have to be observed.

A) TRANSFERS/LOANS - Loans and transfers are a key feature of the game, and the following conditions apply:-

1. A transfer is the outright sale of a player from one manager to another. A loan is when one manager allows another to use one of his players for one or more matches. In either case, the financial arrangements are agreed by the managers themselves.
2. For a loan to take place, both teams involved must be playing in the current round of the new season.
3. Immediately the semi-final of any Cup competition has been played, no new loans or transfers can take place until the start of the new season.
4. Transfers do not depend on either team playing in the current round of fixtures, but the Cup semi-final deadline still applies.
5. Managers can buy players whenever one becomes available in the bank or from the Auction Pile. This applies even after Cup semi-finals have been played.
6. If all Cup competitions cease before the semi-final are reached, managers can make loans or transfers until the first semi-final of the next season's competitions.

B) THE SQUAD - There is no limit on the size of the squad, but each team must have the correct formation and number of players for each game. If a manager cannot field a full side, the Defence and Attack values are entered as 5 and 6 respectively, and gate money for that fixture is forfeited. In order to continue playing and accumulate game points, it is important to maintain the size and composition of the squad sensibly.

C) BANKRUPTCY - If a manager is unable to pay a debt, even by selling players, he must resign. His players go to the bottom of the Auction Pile and his team values are set at 5 for Defence and 6 for Attack from then on. His counter is removed from the board, and he takes no further part in the game. A bankrupt manager is disqualified from winning the game. When only two managers start the game, the surviving manager thus automatically wins.

D) IMMUNITY CARDS - If you are issued one of these valuable cards by the banker after landing on a Selection Problems square, you may use it to get out of a later



Selection Problem, or sell it to another manager. It does not give immunity to the Crisis square or Manager's Luck. The Immunity card may only be used once and must then be returned immediately to the bank.

E) TOP PLAYER - A "Top", "Best" or "No. 1" player is the one with the highest star rating in your squad, team or team selection, depending on the context. It excludes any players on loan to you.

F) GAME POINTS - Every manager is awarded game points based on his performance in the League, FA Cup and European competitions, and his cash balance at the end of the game. The game points table is constantly updated and can be seen at any time by pressing the key designated in the menu. Remember, it is game points which decide the winning manager, not match points won in the League.

G) PRE-SEASON FORTUNES - Before each season, except the first, each manager must accept a Manager's Luck and Selection problem.

#### **16. The Winner**

At the end of the game, the computer asks each surviving manager how much money he has left, and this is converted into game points. These points are then added to the existing game points, and the overall winner is decided.

**Instructions' Source** : BRIAN CLOUGH'S FOOTBALL FORTUNES (CDS) Back and Inner Inlay

**Reviews** : No Review Yet



# BRIAN JACKS' SUPERSTAR CHALLENGE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Sporting Contest  
Author : Dave Wainwright  
Standalone Release(s) : 1984: BRIAN JACKS' SUPERSTAR CHALLENGE, Martech, £7.95  
1987: BRIAN JACKS' SUPERSTAR CHALLENGE, Ricochet, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MARTECH, Martech House, Bay Terrace, Pevensey Bay,  
EAST SUSSEX BN24 6EE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The object of this game is to challenge and try and beat Brian Jacks in a series of eight physically demanding events. These events have been chosen by Brian to test not only the competitor's strength and stamina, but also their skill and co-ordination.

The instructions have been kept to a minimum. Most of the strategy involved is for you to discover.

IMPORTANT: Unless stated otherwise, the power in each event is increased by moving the joystick from side to side, or by tapping the "Z" and "X" keys alternately.

### 1. Swimming

Every so often, you have to breathe. To achieve this, simply press the fire button or the return key at the right moment. Failure to breathe correctly, when your head is under water for example, will have an unfortunate effect on your swimming ability.

### 2. Canoeing

Correct lane drift by holding stroke longer on one side.

### 3. Archery

The elevation of your shot is changed by pushing the joystick up or down or pressing the "\*" key for up, and the "?" key for down.

### 4. Cycling

To change up a gear, move the joystick up or press the "\*" key. To change down a gear, move the joystick down or press the "?" key.

### 5. 100 meters

### 6. Squat thrusts

Moving the joystick left or tapping the "Z" key will move you in one direction only and similarly, moving the joystick right or tapping the "X" key will move you in the opposite direction.

You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not cross the line.

### 7. Arm Dips

You have to do as many arm-dips as you can in 60 seconds. An arm dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.



To complete one arm dip press the fire button or the return key to start moving down. Move the joystick from side to side or tap the "Z" and "X" keys to arrest this fall and then to push yourself back to the start position.

### **8. Football**

The object of this event is to dribble a ball around cones and then to try and score a goal. You have three goes at this, but you only have two minutes in which to do it.

Movement around the field is by using the keys "Z", "\*", "X" and "?". By pressing two keys at once, the number of directions of movement can be increased to eight.

When in front of the goal aim the cursor by using the joystick of the same keys as above. You will have to be quick.

Speed of movement around the pitch is increased by pressing the fire button or <RETURN>.

**Instructions' Source** : 10 COMPUTER HITS 3 (Beau Jolly) Inner Inlay

### **Review (Electron User)**

The object of this game is to challenge and try to beat Brian Jacks in a series of eight activities. The skill of play is entirely dependent upon your ability to manipulate five keys of the keyboard or use a joystick and fire button. The instruction for each event are very brief and it takes several attempts before a good technique can be developed.

The first challenge is a 50-metres swim. Using Z and X, you have to co-ordinate your strokes to keep a straight line. Periodically, you have to take a breath by tapping the RETURN key. On the earlier rounds, it's relatively easy to beat Brian.

Still in, or on, water, canoeing follows. Although you still use the Z and X keys to paddle, the technique is subtly different. The archery section that follows requires you to hit a moving target by predicting its movement and judging correct elevation of the bow. The wind speed is given as a guide. This challenge certainly needs practice.

A cycle race makes up the fourth section. This time the keys are used to drive the pedals. Careful use of the gears has to be made to enable a fast speed to be accomplished. The next event, the 100-meters sprint, is the simplest of all the activities.

The superb graphics of many of the sections are highlighted in the squat thrust competition. Using the familiar Z and X keys you move the body through four stages between being stretched fully out and the squat position. Again, the technique requires practice and development before a high score can be achieved.

The arm dips have equally impressive graphics. To lower the body, the RETURN key is tapped once. Raising it requires several taps of Z and X which are also used to arrest the fall of the body.

The final section is a football challenge. I found this most difficult to understand. The instructions with the package are extremely limited and non-existent in the program. You first have to collect the ball, dribble it between the cones and then into the red semi-circle.

I didn't realise when I fell over the first cone that I'd lost the ball. Then I tried to move the ball to the centre of the screen and not go into the semi-circle. Once in the semi-circle you have only a few seconds to aim your kick and fire. Be warned - the goalkeeper is very good!

At the end of each event the scores for you and Brian are shown and the running totals displayed before the next challenge.



Overall, this program meets the high standards set by other Martech programs I've used. While there's a great emphasis on key-tapping, I was pleased to see that there were considerably different techniques to be adopted for tackling the various challenges.

John Woollard , ELECTRON USER 2.12



# BRIDGEMASTER WITH TERENCE REESE

*Professional, Originally Released On Cassette Only*

Disc compatibility : CDFS E00, DFS E00

**Instructions' Source** : BRIDGEMASTER (Terence Reece) Booklet

Reviews : No Review Yet



# BUCKAROO BANZAI

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 15  
Game Type : Text Adventure (Rated Moderate)  
Author : Scott Adams  
Standalone Release(s) : None  
Compilation Release(s) : 1988: SCOTT ADAMS SCOOPS, Adventure International, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : U.S. GOLD, Units 2/3 Holford Way, Holford, BIRMINGHAM B6  
7AX. Tel: 024 356 3388  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A previously unpublished Scott Adams adventure based upon the film of the same name. Only by unravelling the many puzzles set by Scott Adams do you stand any chance of completing this futuristic adventure. Set in the world of pop groups and science-fiction.

Difficulty Level: Moderate.

**Instructions' Source** : SCOTT ADAMS SCOOPS (Adventure International) Back Inlay

**Reviews** : No Review Yet



# BUFFALO BILL'S RODEO GAMES

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Bomb Submarines From Intricate Oil-Rigs  
Authors : Kevin Blake & Jason Sobell  
Standalone Release(s) : 1989: BUFFALO BILL'S RODEO GAMES, Tynesoft, £9.95  
1991: BUFFALO BILL'S RODEO GAMES, Tynesoft, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Compete in six stunning Rodeo Games Events in this impressive simulation which brings all the magic of the Rodeo Games to the computer screen!"*

## TRICK SHOOTING

The object of this game is to shoot as many targets as possible until you either run out of ammunition or time. In the first half of the game, your targets are 'pop-up' western characters, such as gunfighters, sheriffs etc.

The second half of the game comprises of a man throwing bottles which spin in the air, these you shoot. Both the games scroll back and forth when you move your gunsight.

Keys: Z - Move target left    X - Move target right  
      \* - Move target up       ? - Move target down  
      RETURN - Reload        SPACE - Reload when required

## KNIFE THROWING

This game is set against the backdrop of an Indian Reservation. Among the teepees is an Indian brave, and a squaw on the rotating wheel. Points are scored for hitting the wheel and not the squaw!

Keys: Z - Move target left    X - Move target right  
      \* - Move target up       ? - Move target down  
      RETURN - Throws knife

## BRONCO RIDING

In this game, you must try to stay on a wild Bronco (horse) for one minute. The Bronco jumps, spins, kicks, etc. in an attempt to throw you off. Should you fail to keep your balance, then you are spectacularly thrown through the air, to land with a bump!

Use Z, X, \*, ? to counteract horse motions i.e. opposite to direction shown by arrows.

## CALF ROPING

This game is set at a rodeo show. You must chase a calf across the arena with your lass spinning as you go. When you catch up with the calf, you throw the lasso round its neck and pull back to stop it. If you fail to pull back quickly enough then you are dragged from the horse and across the area! The view of the arena is from directly above.

Keys: Z - Moves roper left    X - Moves roper right



\* - Moves roper up      ? - Moves roper down  
<RETURN> - Throws Rope

### **STEER WRESTLING**

Set again in the rodea arena, this game is viewed from the side and above. You must chase a full grown steer on your horse. When reaching it, jump on it from your horse. If you manage to grab the steer, the game shifts to a window which displays you wrestling with the steer until you either bring it to the ground or it escapes.

Use <RETURN> to leap from horse, then use Z and X alternately to wrestle steer.

### **STAGE COACH RESCUE**

The Stage has been hi-jacked by rogue Indians. You must chase the Stage, avoiding objects the Indians throw at you until you grab hold of the coach and climb aboard. You now fight it out with an Indian on top of the Coach. The victor stays aboard.

Tap Z and X alternately to move horse forward (you can hold X) and \*, ? to move horse alongside coach. When beside coach hold <RETURN> to jump aboard. Slug it out with the Indian using X (block). \* - High Punch and ? - Low Punch.

**Instructions' Source** : BUFALLO BILL'S RODEO GAMES (Tynesoft) Back & Inner Inlay

### **Review (Electron User) - "Yeee...Haaaaa!"**

To say that BUFFALO BILL'S RODEO GAMES is an immaculately programmed and superbly presented package would be an understatement - this game is a classic. Not only are the six events extremely playable, they are also crammed with sound effects and illustrated with some of the best colour displays I have ever seen on the Electron.

Up to four players can enjoy the events, the first being the Trick Shooting, a difficult test of hand-eye co-ordination. Superimposed on a desert background is a floating gunsight, the vertical and horizontal movement of which is under your control.

One by one, a series of cardboard cut-out characters begin to flip up with increasing regularity and you must knock them down again before the brief time limit expires and they fall automatically. Variety is provided with the inclusion of good guys who should not be gunned down and vultures that can be plugged for a handsome bonus.

The fun continues in true western style as you enter part two of this event. A lone character tosses bottles into the air which act as flying targets and a real test of marksmanship.

Each event is followed by a resounding Yee-ha and very impressive league table. Staying with the target practice theme, we move on to event number two - the Knife Throwing.

Following a dramatic increase in scale we are treated to the view of an Indian squaw strapped tightly to a rotating wheel as she trustingly waits for her partner to launch eight-inch, razor-sharp blades in her general direction. The tension builds as each blade thuds into the spinning wheel, surely your luck - or should it be hers? - can't hold out much longer. Finally the inevitable happens and the badly judged projectile elicits a scream from the unfortunate assistant.

Calf Roping is the order of the day as we reach the half-way stage of Bill's Wild West extravaganza. An aerial view is used to follow the progress of galloping calf and pursuing cowboy. The trick is to ride alongside the animal and then throw a rope around its neck without taking a tumble yourself.

This is easily the most difficult event so far, since the mini steer has no intention of giving up peacefully and will try its best to unsaddle you - a technique at which it is most competent.



I found the Bronco Riding by far the briefest of the six events - especially when I was playing. Sat astride a fiercely bucking bronco, your sole objective is to stay in contact with your mount. An arrow system indicates the direction in which you are currently overbalancing, your job is to pound the key to move you in the opposite direction. It's not easy.

Steer Wrestling is similar in many respects to calf roping. A gallop at full speed followed by an athletic leap on to the charging steer and you are expected to pit your 12 stone frame against over a tonne of thrashing bone and muscle. No mean feat for Arnold Schwarzenegger, yet your fearless reviewer's keyboard bashing technique was more than man enough for the job.

In event number six you are called upon to retrieve a stagecoach that has been stolen by rogue Indians. By pummelling the Z and X keys you gallop towards the speeding vehicle with the intention of leaping aboard when alongside. Unfortunately the Indian on the roof has other ideas and continually tosses the passenger's luggage in your path.

Once on the stagecoach you climb to the roof and slug it out with the renegade redskin. The loser is the one who falls from the still speeding coach.

All of the events consist of three separate rounds, often of increasing difficulty. A very welcome feature that Tynesoft implemented is the replay facility - at the end of the third round you are always offered an opportunity to play the complete event again.

BUFFALO BILL'S WILD WEST RODEO SHOW is the best multi-event game to be released for the Electron this year. It is a product that further reinforces Tynesoft's mastery of this genre of game. Yee-ha!

James Riddell

### **\*\*\* Second Opinion \*\*\* (Electron User)**

Another in a long line of multi-part games from Tynesoft, and it's sure to be a winner. The variety of games, the superb graphics and addictive gameplay means you won't tire of this package as quickly as some of the cheaper offerings currently on sale.

Janice Murray

Sound .....	9
Graphics .....	9
Playability .....	9
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 7. 1



# BUG BLASTER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Centipede-clone  
Author :  
Standalone Release(s) : 1983: BUG BLASTER, Alligata, £7.99  
1984: BUG BLASTER, Alligata, Free In Dixons Ten Pack  
Compilation Release(s) : 1985: BUMPER BUNDLE, Alligata, £3.99  
1986: PLAY IT AGAIN SAM 5, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 4, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Shoot everything that moves to collect the points - centipedes, spiders, mushrooms, scorpions, dragonflies and snails.

You initially have 3 lives, but gain an extra life for every 10,000 points.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire  
<SPACE> - Start Game, <ESCAPE> - Quit Game, S/Q - Sound On/Off

**Instructions' Source** : PLAY IT AGAIN SAM 5 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# BUG EYES

## *Professional, Originally Released On Cassette Only*

Game Alias : SPACE AGENT ZELDA MEETS THE BUG EYES  
Game Type : Arcade Platform Game  
Authors : Peter Fotherfill, Jason Sobell and Kevin Blake  
Standalone Release(s) : 1985: BUG EYES, Icon, £7.95  
Compilation Release(s) : 1985: 5 COMPUTER HITS, Beau Jolly, £6.95  
: 1986: ELECTRON POWER PACK, Audiogenic, £9.95  
: 1990: TRIPLE GAME PACK 2, Summit, £2.99  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

### Instructions

The Xxabaneans (nicknamed the Bug Eyes) have set their sights on conquering the planet Earth. Galactic Intelligence have succeeded in locating the flagship, disguised as a meteorite and have managed to find out their plans. Their power generator is trained on Earth, ready to wipe out civilisation. It can only be approached by penetrating the ten levels of the ship, which are heavily guarded by Bug Eyes and devious booby traps. This power generator must be destroyed before the ship gets within range of the Earth. For this assignment, Galactic Intelligence have picked their best agent - the delectable Space Agent Zelda.

### Game Controls

During the loading process, you will be presented with three options for Left and Right controls.

**Instructions' Source** : AUDIOGENIC POWER PACK (Audiogenic) Inner Inlay

### Review (Electron User)

It's amazing how much Icon have improved since their early days. BUG EYES is their best yet. It's described on the rather smart cassette case as a fantasy arcade adventure. I wouldn't agree with the adventure part but it's certainly a good game.

Your objective is to reach the master power generator at the heart of a giant spaceship. This must be destroyed to prevent the Bug Eyes from reaching Earth.

There are ten different levels to be negotiated within the ship. At first it's quite easy with just a few bits of machinery to avoid. But on later screens there are various bugs and monsters bouncing up and down and flying around.

There are expanding and contracting platforms and disappearing walkways. If you're too slow they're gone and you'll fall on to rows of deadly spikes.

It's a fairly simple game with only two keys to control the man, left and right. The main difficulty is timing your run across the platforms and under the machinery so that you're not squished or hit by flying bugs.

The graphics are superb and although it's in Mode 1 with only four colours they're very sharp and move smoothly. The demonstration mode, which flicks through all the screens, is quite nice to watch.

BUG EYES is a simple but enjoyable game which will keep you amused for a while. Arcade addicts may think it a bit too easy, but I found it just about my level.

Roland Waddilove, ELECTRON USER 2.11



# BUG EYES 2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Shoot-'Em Up Adventure  
Authors : Kevin Blake and Jason Sobell  
Standalone Release(s) : 1986: BUG EYES 2, Audiogenic, £7.95  
1988: BUG EYES 2, Alternative, £2.99  
Compilation Release(s) : 1986: ELECTRON POWER PACK, Audiogenic, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : AUDIOGENIC, PO Box 88, Reading, BERKS  
Disc compatibility : Unknown

## Instructions

*"Light years from Earth lies the rusting hulk of the Xxabanean flagship, disabled while on its mission to vapourise our planet by the super-heroine Space Agent Zelda! She managed to destroy its power source, but was captured in the attempt and locked away in the depths of a distant and desolate asteroid. You, as Space Agent Starman, must penetrate the defences of the ship and collect the 25 keys required to free Zelda from her intergalactic prison.*

*"But beware. Some of the old Xxabanean booby traps are still in operation and strange alien creatures have moved into the empty hulk. You only have five refills of oxygen and your limited supply is depleted more quickly by collisions with objects and creatures. You must find the keys before it runs out.*

*"This package contains a BBC-B version and an Electron version. This is a flicker-free zone and a no-go area for nasty small sprites!*

*"Here's what the critics said about Bug Eyes...  
"'Flipped!' Home Computing Weekly Top Rating  
"'The graphics are superb,' Electron User."*

## Game Controls

Z - Left, X - Right, : - Up (in lift), / - Down (in lift)  
Q/S - Music Off/On

**Instructions' Source** : BUG EYES 2 - STARMAN TO THE RESCUE (ASL) Inner Inlay

## Review (Electron User)

After completing her mission to destroy the Xxabanean flagship, agent Zelda was captured and imprisoned in the depths of a desolate asteroid. You are agent Starman and must negotiate the asteroid's defence systems and find the 25 keys which are required to free her.

Neither the title nor the rather mediocre cassette cover do anything to entice you to buy the game, which is a pity as the game is a stunner. BUG EYES 2 could be summed up by the term "big is beautiful". Each of the screens in this ladders and levels game looks like it has been painted with a four inch brush.

The graphics for both the background and the sprites are big, chunky and colourful. The simplicity of each screen does not necessarily make the game easy. It has been designed in such a way that you feel each screen is merely a tiny portion of a larger unseen screen.

Some of these sub-screens are linked directly - for instance, falling off the edge of a cliff will take you straight into the screen below. Other screens are accessed



via the lift shafts which riddle the asteroid. On leaving the lift you are hoisted on to a Sinclair C5 and driven to the next screen.

The reliability of this mode of transport is suspect as you occasionally have difficulty starting the vehicle. You enter the asteroid with five lives and a life is lost each time your oxygen supply is exhausted.

You can fall from any height without suffering damage but contact with an alien will deplete your oxygen supply. The types of aliens range from huge spotted caterpillars to enormous dinosaurs which fly with the aid of jet packs.

Playing BUG EYES 2 is relaxing and enjoyable, and for my money it is one of the best games of its type to date.

Sound .....	7
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

Carol Barrow, ELECTRON USER 3. 9



# BUGS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Dennis Ibbotson  
Standalone Release(s) : 1984: BUGS, Virgin Games, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : VIRGIN GAMES, 61/63 Portobello Road, LONDON W11 3DD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Gardening will never be the same again!!"*

Everything in the garden's fine - but *not for long!* Suddenly, both you and your garden come under attack from a whole *army of nasties* which are out to get you. Armed with only a FAST FIRING SPRAY CAN it is up to you to destroy the *falling bugs*, the *vicious scorpion* which lays a trail of *deadly stings* and the *ever-present spider* which just will not leave you alone, until you zap him, but he has many friends who take his place.

As each attacking wave of BUGS is beaten off - yet another arrives - moving faster and faster. And don't be fooled by the slow moving *snail* crawling across the screen, his trail will prevent you from destroying the attacking bugs. Zap him now - before it's too late! It's now all up to you, be prepared for a fast-moving game that just goes on getting *faster and faster* - almost for ever!

## Game Controls

A - Up, Z - Down, < - Left, > - Right, <SPACE> - Fire

**Instructions' Source** : BUGS (Virgin Games) Inner Inlay

## Review (Electron User)

Just when you thought it was safe to go out onto the lawn and sunbathe, along comes BUGS from Virgin Games. All is not well in the garden. You are being overrun by an army of marauding bugs. All you have to repel them is your trusty bug-blasting spray can, your fast reactions and quick wits.

The bugs start at the top of the screen, slowly working their way nearer and nearer to where you are at the bottom. Don't concentrate on them too much or you'll miss the spider that bounces along, just waiting to gobble you up. You can jump upwards or sideways to avoid it, but it's a persistent little beast - always there when you least expect it.

And that's not all. Watch out for the harmless looking little snail crossing the screen. He may look sweet but that trail he's laying can stop you hitting the other bugs. Also the scorpion that crosses the screen leaves a trail of deadly stings waiting just for you.

The instructions, both on screen and on the pack, are clear and simple, as is the keyboard layout. The sound is very good and the graphics are excellent. Fast, funny and addictive, it's a very good game for the younger Electron buffs. That's if their parents will let them have a go.

Bev Friend, ELECTRON USER 1.10



# BULLSEYE

## *Professional, Originally Released On Cassette Only*

Game Type : Questions And Answers Based On The Television Series  
Author :  
Standalone Release(s) : 1984: BULLSEYE, Macsen, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated, but note there are different question files!  
Supplier : MACSEN, G.B.A. Limited, 17 Nott Square, Carmarthen, DYFED  
SA31 1PQ  
Disc compatibility : Unknown

### Instructions

BULLSEYE is a version of the successful TV quiz programme, adapted for popular home computers. It is a game for two players, played over four rounds. Skill at answering questions from any of nine different categories is combined with simulated dart throwing to gain high scores.

The cassette includes the game itself and two question files containing hundreds of questions, to give you hours of competitive enjoyment. (Because of space constraints on the BBC and Electron micros, the questions have been divided into several files.)

### Loading

To run the game, make sure that the cassette is rewound if necessary. Type in CHAIN"" and press RETURN. Then press PLAY on your recorder. Several programs will be loaded. Make sure that if your recorder is not motor controlled, you stop it as soon as BULLY appears (and the BULLSEYE theme music starts). Then press the SPACEBAR to continue.

At this stage, you will be asked if you want to load a new set of questions. If you answer "Y", the next set of questions on the tape will be loaded into memory. If you answer "N", the computer will use the set already in memory. Remember to restart and stop your recorder if necessary.

Note: Each side of the tape contains the program but holds different question files.

### Playing The A Game

- \* Indicate whether sound should be disabled or not.
- \* Enter the name of each of the two players. (Press RETURN at the end of each name.)
- \* Select the skill level for this game. This will affect the amount of time you have to answer questions. To alter the skill level press the SPACEBAR and notice how the skill level indicator at the bottom left of the screen changes. The more red that shows in this box, the shorter is the time allowed for answers. Press RETURN when the level is set as you wish.
- \* At this stage, you will be taken through each of the four rounds that make up the game. Details of each round are given later.
- \* At the end of the game, the winner will be highlighted. Press the SPACEBAR to start the next game.
- \* The game may be restarted at any time by pressing the ESCAPE key.

### Dart Throwing

To position the hand ready for dart throwing, press the left or right cursor keys. This causes the hand to move across the screen. When a dart is thrown, it will land roughly on a line drawn from the top of the screen to the bottom, passing through the position of the hand at that moment.



How far above or below the hand position the dart will land is ruled by the dart's strength of throw. To set this, hold down the SPACEBAR and notice the "STRENGTH" indicator at the bottom left of the screen change. Judge the strength you want to release the SPACEBAR at this stage to throw the dart.

### **ROUND 1**

Each player is called to the ockey three times. (Notice the THROWER name at the top left of the screen.) A dartboard with eight sections is shown. Each section is marked with a letter from A to H, with one section being highlighted by having its letter printed in white. Each section is linked with a subject - the subject for the highlighted section being shown at the left of the screen.

The player can select the subject on which he would like to answer a question by pressing the SPACEBAR to move the highlighted letter clockwise one segment at a time.

Having selected the ideal subject, a dart can be thrown using the left and right cursor keys and the SPACEBAR, as explained in the section on dart throwing.

A question will then be posed on the subject that is hit. (If this is also the subject chosen by the player, a bonus score is awarded, this being higher the closer the dart comes to the bullseye.) Answer the question correctly and your score increases. Answer incorrectly (or not at all within the time allowed) and your opponent has a chance at answering and gaining points.

### **ROUND 2**

This round uses a normal dartboard.

Each player is called to the ockey to throw three darts. The player with the higher score then wins an attempt at answering a general knowledge question to win points. Again, an incorrect answer gives the opponent a chance to answer.

This is repeated three times in all.

### **ROUND 3**

This is a bonus round, where the player who is currently winning throws nine darts at a special dartboard showing eight red segments and eight black segments.

Hitting a red segment ONCE ONLY scores a bonus. The bonus is increased for each red segment hit. Hitting a red segment TWICE loses the last bonus added and the bonus available for the next segment is also reduced. Hitting black segments has no effect.

### **ROUND 4**

The player with the higher score is asked whether or not he wishes to gamble on the last board. (If not, the other player must gamble.)

Whichever player accepts the challenge has four darts to throw at a normal board in order to score 101 or more.

Success means his score is doubled.

Failure means his score is halved.

### **Notes On Answers**

- \* If you make a slight mistake in spelling an answer, you will usually be allowed a second chance.
- \* Numeric answers must be given using the number keys (eg type 5 rather than FIVE).
- \* Answers are all single words. Unless stated otherwise or unless a person is usually known by first name alone, surnames should therefore be used to identify people.

**Instructions' Source** : BULLSEYE (Macsen) Inner Inlay



## Review (Electron User)

Electron owners can now experience the tension of ITV's popular dart throwing quiz game called BULLSEYE. The game's format faithfully follows that of the TV program except that it involves just two players.

The first part involves throwing a single dart at a board divided into eight segments. If you hit the area you aimed for you win points and get a question. A correct answer to the question earns you more points. A wrong answer means your opponent can try to answer it.

Each player has three turns at this and points can only be scored when the section is hit for the first time.

Round two uses a standard match play dartboard. Again the players take turns to throw darts and the person with the highest score earns a question. If this is answered correctly, the darts' score is added to that player's total.

After three rounds the winner moves on to the prize board. Nine darts are thrown and if they land in the small red sections more points are won.

The fourth part of the game involves a gamble. If you can score 101 or more with four darts your score is doubled. If you fail your score is halved.

The graphics are good, with the dart board being drawn quickly and neatly. Bully is drawn even more quickly and he bears a good likeness to the TV version. Even the text is well presented using an unusual but clear set of characters.

A couple of spelling bugs are an irritant. I'm not an expert at darts but I thought the line you stand at was called the oche. Macsen have their own version.

I'm also left wondering how they want me to spell the Greek philosopher Plato. With several files of questions, I suppose a couple of mistakes are inevitable. More annoying is the fact that the Plus 1 on the Electron has to be disabled before loading this game.

This game lacks a little something. The excitement of the TV program lies in the cash and prizes that competitors win. Mere points seem very dull by comparison.

The darts throwing is also rather predictable. I could consistently throw twenties by but the trebles were more elusive. Despite all this the game is quite fun to play if a little slow at times.

Sound .....	5
Graphics .....	7
Playability .....	6
Value for money .....	5
Overall .....	6

Rog Frost, ELECTRON USER 3.10



# BUMBLE BEE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Dogfight  
Author : R. Barnes  
Standalone Release(s) : 1983: BUMBLE BEE, Micro Power, £6.99  
Compilation Release(s) : 1986: MICRO POWER MAGIC 2, Micro Power, £7.95  
1987: PRES GAMES DISC 1, PRES, 1987, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Guide Bumble around the maze swinging the turnstiles and collecting the pollen, keeping clear of the toadstools and the fire barrels. Pursuing you around the maze is a bunch of scuttling spiders who can only be killed by luring them into the fire barrels - they are unaffected by the toadstools. The pollen flashes to let you know that a spider is about to emerge from the central lair.

When all the pollen has been collected, panels open in the box marked 'OUT'. Enter the box to progress to the next maze.

## Scoring

Each Pollen Dot	.	.	.	.	.	.	.	.	5
Killing a Spider	.	.	.	.	.	.	.	.	250
Peach	.	.	.	.	.	.	.	.	100
Strawberry	.	.	.	.	.	.	.	.	200
Banana	.	.	.	.	.	.	.	.	300
Grape	.	.	.	.	.	.	.	.	400
Raspberry	.	.	.	.	.	.	.	.	500
Carrot	.	.	.	.	.	.	.	.	600
Clearing 1st Screen	.	.	.	.	.	.	.	.	50
Clearing 2nd Screen	.	.	.	.	.	.	.	.	100
Clearing 3rd Screen	.	.	.	.	.	.	.	.	150

An extra life is awarded at 4000 points.

Alternatively you may use joysticks via a switch-type joystick interface.

## Game Controls

Z - Left, X - Right, : - Up, / - Down

**Instructions' Source** : BUMBLE BEE (Micro Power) Inner Inlay

## Review (Electron User)

Micro Power have gained an enviable reputation for producing quality software for the Electron. BUMBLE BEE is yet another addition to the range. The game has its origins in Pac man and will appeal to arcadians who love being chased round a maze by assorted bugs and beasties. However it requires a lot more thought than the original when playing.

You are the bumble bee in the title, scurrying round a maze of swinging turnstiles collecting pollen grains. Spiders emerge and chase you making the task more difficult. When you have collected all the pollen you buzz over to the Out sign and move on to the next screen. At 4,000 points you gain an extra life to add to the three provided at the start.



The interesting part of the game is the turnstiles. You can swing them but the spiders can't. So you can block off the spiders in a different section, or swing a turnstile into their path if they are about to pounce on you.

Entering your name into the high score table is almost as hard as the game. The letters of the alphabet are printed in a grid and you have to fly over the correct letters to spell your name - and it's not easy as you buzz about the screen at top speed. After an hour the high score table was full of names like RLANDI, RON AND and ROFLANG!

The only grumblers are the length of the loader - 7k is just too long so I didn't bother with it and just \*ran the main program. And if you want to use joysticks you need a switch type joystick interface - it ignores the Plus 1.

BUMBLE BEE is a well written addictive arcade game with colourful, smooth graphics and good sound. It's well worth buying, so start saving your pennies now.

Roland Waddilove, ELECTRON USER 2. 5



# BUMPER BUNDLE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Release Information : 1985: 5 COMPUTER HITS, Beau Jolly, £6.95  
Compilation Comprises : 1. BUG BLASTER, Alligata  
2. LUNAR RESCUE, Alligata  
3. HELL HOLE, Alligata  
4. CROWN JEWELS, Alligata  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Please see individual entries for complete playing instructions.

## Review (Electron User)

BUMPER BUNDLE is a tape collection of four programs: BUG BLASTER, LUNAR RESCUE, HELL HOLE and CROWN JEWELS.

BUG BLASTER is an action-packed arcade game with the sole object of blasting everything that moves - and those things that sit still! You control the left and right motion of the zapper which fires vertically. You can push it up and down, but the window of movement is limited to the bottom five lines of the screen.

At the start, the display contains randomly placed mushrooms. Immediately, a centipede begins crawling left then right across the screen and slowly descending. As you fire and hit the bug, it breaks into separate sections, each with a life of its own.

Falling vertically down the screen and moving from left to right are various other creatures - spiders, scorpions, dragonflies and snails. Each of these scores points if zapped. If you come into contact with any of the bugs there's an explosion and one of your three lives is lost.

Your LUNAR RESCUE mission is to descend from an orbiting station, carefully avoid the asteroids, and land. After a man has boarded your craft, it ascends. On the way up you have to avoid or destroy the aliens.

Eventually, you dock the rescue vehicle on the mother ship. You have three attempts in each game. Scoring is based upon the number of aliens zapped and the difficulty of the landing site chosen.

HELL HOLE is definitely a more intellectual arcade game. I've spent many hours working at it, but I still haven't sussed out how to trap or capture the fiend. Please let me know if you have the answer. Like the two other arcade games, the graphics and sound are very good. All three are quality software.

The fourth program of the suite is an adventure game based upon the unlikely event that a joker has stolen the CROWN JEWELS and then hidden them at various locations in London. The graphics are not outstanding but, as far as I could tell not having finished it, the adventure is well worth pursuing.

I was really impressed with this collection of programs. All four proved to be of a high standard in presentation and content. This is truly a BUMPER BUNDLE.

John Woollard, ELECTRON USER 2.12



# BUILDING SOCIETY CARE

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Manage Bank And Building Society Accounts  
Author :  
Standalone Release(s) : 1985: BUILDING SOCIETY CARE, Squirrel, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SQUIRREL, 4 Bindloss Avenue, Eccles, MANCHESTER  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Covering Series BUILDING SOCIETY CARE, CASH CARE and VAT CARE)

People who wish to do the simple tasks well need look no further than The Care Utility Series from Squirrel Software. I have tested three of Squirrel's programs:

- \* CASH CARE copes with up to sixty categories of income/expenditure in either one or two accounts.
- \* VAT CARE produces the three-monthly VAT liability reports on up to 150 sales or purchase postings per month.
- \* BUILDING SOCIETY CARE handles a maximum of 208 deposits, withdrawals or rate changes in any year to a building society account thereby allowing one to know the interest earned at any given time.

It is a great compliment when I say that CASH CARE is the sort of program which you'd wish you could produce at home over a weekend. At the cost of a take-away meal, Squirrel have taken all the chore out of getting a useful program.

VAT CARE adopts the same no frills approach. For the small tradesman who loathes keeping the books and is not interested in copious management information, this is the ideal system.

Whereas Bank and Vat Care work on the time honoured principle, BUILDING SOCIETY CARE is more like a spreadsheet. This is so that you may experiment in order to test the effect of money being moved around. Each row represents a transaction, while each cell of the matrix represents the detailed effect the transaction has upon the account. At a cost of ten to fifteen pounds each, they represent excellent value for money.

Sound ..... N/A  
Graphics ..... 8  
Playability ..... 9  
Value for money ..... 10  
Overall ..... 9

Jo Stork, ELECTRON USER 3.10



# BUN FUN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Prepare Buns For Sale!  
Author :  
Standalone Release(s) : 1985: BUN FUN, Squirrel, £6.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SQUIRREL, 4 Bindloss Avenue, Eccles, MANCHESTER  
Disc compatibility : CDFS E00, DFS E00 (Assumed)

## Instructions

Instructions currently unavailable.

**Instructions' Source** : BUN FUN (Squirrel) Inner Inlay

## Review (ELBUG - Combined Review Of BUN FUN, SUPER GOLF and TRAFALGAR)

The three games reviewed here all come from a relatively new software company called Squirrel Software. The first of the three, BUN FUN, has a rather uninspiring name and, once running on the Electron, turned out to be a rather uninspiring game.

You are in a factory which makes buns, and you have been left in charge of placing the icing and nuts on top of the buns. Your pay at the end of the day depends on the number of completed buns you produce and the amount of waste you create.

After playing this game a couple of times, I had no desire to continue playing it.  
Rating: \*

The second game, SUPER GOLF, was an improvement over the last, in that there was more to think about and it was enjoyable to come back and play it again.

The choice of colours used in the program made it difficult, often impossible, to follow the ball (although if you are a keen spectator of golf on television, you may well be accustomed to the fine art of finding the ball!).

Up to four players are allowed to play this game, and at the end of every hole, a score card is displayed for each player. The course consists of the usual eighteen holes, with the option to miss out any hole.

It is a pity that this game does not generate sound effects, especially for driving off, and that the ball does not roll on if it lands on the side of the mountain the program often creates for some of the greens. Rating: \*\*

The third and final game called TRAFALGAR was the best out of all the games from Squirrel Software. The object of the game is to sink as many of the opposition's ships as possible at the Battle of Trafalgar.

The game allows two players or one player and the computer to do battle. Sometimes the computer seems to have a remarkable aim, especially when it's losing!

The graphics are clear and well designed, with interesting sound effects. The visual effects of the ships exploding and sinking were particularly striking. Rating: \*\*\*

In conclusion, BUN FUN was not an enjoyable game, and SUPER GOLF did not play as realistic a game of golf as other similar programs on the market. TRAFALGAR is the best game so far from Squirrel Software, though if they want to compete seriously



with some of the larger software producers, they will have to increase the standard of their games software quite considerably.

Philip Le Grand, ELBUG 1. 5



# BUSINESS GAMES

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Textual Business Running  
Author : A. J. Reeve  
Standalone Release(s) : 1984: BUSINESS GAMES, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### Introduction

BUSINESS GAMES contains two educational games. Although intended for use in business and economic studies, teaching the games are entertaining and thought-provoking in their own right.

This guide describes the two programs that make up BUSINESS GAMES.

STOKMARK, which simulates the conditions of the stock market, with realistic behaviour of share prices based on an analysis of real companies.

In TELEMARK, four teams or players each control the finances of a firm that makes and sells televisions.

In both these games each player in turn will be prompted either to select an option (for example, Yes or No) or to enter numbers or letters: the <RETURN> key should be pressed after each selection or input.

## STOKMARK

This is a game for between one and eight players, each of whom tries to make as large a profit as possible by buying and selling shares on the stock exchange.

### How to play

1. Once the program has been loaded step through the introductory screens by pressing <SPACE> as prompted. You will then be prompted to type in the number of players (1-8) and their names. (Remember to press <RETURN> after entering each name.) The order in which the names are entered will be the order of play throughout the game.

The <DELETE> key can be used to correct typing mistakes while entering data, but after you have pressed <RETURN> mistakes cannot be rectified.

2. Each player starts with £1200 which can be used to buy in stock initially. The computer asks each player in turn how they will trade. In response to the question "Which shares will you trade?", reply by selecting one of C, D, E or F, and then type in the number of shares you want to buy.

For example, to buy shares in Electrix enter E, followed by the number of shares you wish to buy as prompted by the computer.

3. In subsequent rounds the computer asks whether you want to buy or sell according to whether you possess shares or not. After specifying the kind of shares (C, D, E or F) and typing B or S to buy or sell, type in the number of shares you want to trade.



4. After the third round a valuation is given, showing who is 'worth' the most in terms of capital and shares owned; this person is in the lead. (Rounds are numbered in the top right-hand corner of the screen.) Dividends are paid after every fourth round, and displayed as shown below:

DIVIDENDS PAID

- C) Colemine pays 10 per cent
- D) Derfoods pays 11 per cent
- E) Electrix pays 15 per cent
- F) Fintrust pays 12 per cent

DIVIDENDS RECEIVED

	(C)	(D)	(E)	(F)	Total
Jonathan	15	29	21	42	108
Sarah	8	19	0	12	39
Dave	27	14	18	42	102
Pippa	12	13	0	36	61

Press SPACE BAR to continue

5. News of current events and company news affecting share prices is displayed at intervals during the game.
6. If a player does not want to trade when their turn comes round they can type M to miss a turn.
7. The first player or team to reach a valuation of £5000 is the winner.

**Explanation of terms**

Dividend = IF a person invests their money in a company by buying shares, they can expect a return on their investment in the form of a share of the profits. This share of the profit is referred to as a 'dividend'.

In this game, all the companies declare half their profits as dividends, and calculate their value as a percentage of the original share price (i.e. 100p since all shares are 100p to start with). Dividends are paid after every fourth round.

Price = THE current market price of the shares.

Price to Earnings ratio = The P/E is the ratio of the market price of the share to its earnings in terms of profit. In other words  $P/E = \text{Price per share} \div \text{Profit per share}$ . A low P/E is a sign of high profits in relation to price.

Punter = A SMALL gambler on the Stock Exchange.

Yield = WHEN trying to assess the performance of shares the yield is an important indicator of their worth. You will see that initially the yield of all shares is the same (10), but the yield of the shares will fluctuate during the game. The yield is calculated as:  $\text{Yield} = (\text{Nominal value} \times \text{dividend}) \div \text{Market price}$ .

As the game progresses you will see the yield fluctuate according to how the current market price changes in relation to the original 'nominal' value of 100p. Notice that a high market price does not in itself give an increased yield, but high dividends will always work in favour of the yield.

**Some general advice**

When buying shares, use the Price to Earnings ratio and the Yield to assess their performance.

As a general rule, the price of shares will increase when they are bought, and will decrease when they are sold; such is the law of supply and demand, where something which is sought after becomes less available and more expensive, and something which is not in demand becomes more readily available and cheaper in price.

**TELEMARK**



The object of this game is for each of four players or teams to try to make the largest total profits, or to win more than half the market share of televisions.

### **How to play**

1. Once the game has been loaded step through the introductory screens by pressing <SPACE> as prompted. Then name the players as prompted by the computer. (Remember to press <RETURN> after entering each name.) The order in which names are entered will be the order of play throughout the game.

The <DELETE> key can be used to correct typing mistakes while entering data, but once <RETURN> has been pressed, mistakes cannot be rectified.

2. Every player starts off with 2165k (the letter 'k' means £1000). All numbers are rounded down to whole thousands on the screen to keep it simple, but are stored in the computer as pounds.
3. The computer will keep accounts for each players, but you may find it helpful to work out a break-even chart on paper along the lines of the sample break-even analysis detailed shortly. Some blank charts (including charts for a break-down of cash flow) are stapled into this booklet for your use.
4. The computer asks each player to make various decisions, the first few of which require Yes/No answers. Select Y or N, or alternatively, type Q (Query) for information.

### **Allocating funds**

5. The first decision to be made is whether to build a factory for 1000k and then whether to build an extension.

When you buy a factory or an extension half the money is spent on buildings, and half on plant or machinery. Buildings retain their value in full, but there is 10% depreciation on machinery, and this is taken into account when calculating profit at the end of each round.

6. There is space in the factory to build or store 12 batches of televisions, and an extension provides sufficient space for four more batches.

Every player starts off with twelve market shares, which correspond to the maximum capacity of the factory to begin with - i.e. to produce and store twelve batches of televisions.

To expand, you need an extension, which will provide room for four further batches, and you need to bid for a larger market share by spending 25k on extra marketing. Thus if a player decides to produce a larger number of TVs than their current market share, they are asked whether or not they would like to bid for more market shares.

7. As in real life, there is an element of chance in the game. A decision to spend on better management could result in improvements to the firm's performance, but equally, could gain nothing, or even result in the threat of a strike for which the player is penalised. The chances of suffering a penalty in the first two rounds is nil, but chances increase in later rounds.
8. In each round the computer detects a sum for overheads. These consist of bills for the rates, electricity, transport and so on, and the amount varies according to the size of the firm.

### **Working out a selling price**

9. You can charge anything between 1 and 50 for your televisions. Avoid letting the other players see the price you type in (the number itself will not be displayed on the screen).

If you are somebody who does not like to leave these things to chance, then it is worth working out a break-even price for your TVs as shown in this example:



### Break-even analysis

1) Work out depreciation and plant value	e.g.
New factory	1000
Extension	400
	----
CAPITAL SPEND (subtotal)	1400
Capital Spend DIV 2 (for plant)	700
Add the old plant value	0
Plant value DIV 10 (for DEPRECIATION)	70
	----
NEW PLANT VALUE	630
	----
2) Add up your planned current spend	
Opening stock value	0
Management	25
Risks	0
Overhead	
factories @ 120k each	120
extensions @ 10k each	10
16 batches of TVs @ 20k each	320
Market bids @ 25k each	25
	----
CURRENT SPEND (total)	500
	----
3) Add depreciation	
Depreciation	70
	----
TOTAL COSTS	570
	----
4) Divide by how many you might sell	
Total costs/market share (e.g. 12)	47
Total costs/market share +4	36
Total costs/market share -4	71
5) Decide how many you will sell	
6) Less innovations @ 2k each	0
	----
7) = BREAK-EVEN COST (e.g. for 16)	36
	----
8) Add PROFIT (say 4)	4
	----
9) = SELLING PRICE	40

The break-even price, as its name implies, is the lowest price you can charge and still cover your costs. Once you know what the break-even price is, you can decide on a price that you think the market can bear, and which allows you some profit. Bear in mind, however, that the higher the price the more risk there is of losing market shares.

If you charge less than 1 the computer sets up a black market to raise your price to 50. If you charge more than 50 then an importer takes all your market shares with a price of 51.

10. If you have won any innovations they are worth 2k for every batch you sell and the computer takes this into account when calculating your profit.
11. When you have input prices, the computer compares them and decides how many you actually sell.

If you have bid for extra market shares and your prices is lowest you might gain four more market shares, in order words sell 16 TVs instead of 12. But if your prices is highest you might lose 4 market shares. It is possible to lose more than 4 under certain circumstances.



12. The computer finally displays a series of four information sheets which compares the performance of all four players; notes on these are given below.
13. When each player or team has examined their finances, and decided on a strategy for the next round, the game continues.

#### **A Market shares report**

This shows the proportion of the market currently held by each player, and is based on the number of TVs they have sold. The number of TVs sold by a player is calculated by the computer on the basis of how their selling price compares with the prices set elsewhere in the market.

The winner of the game is the player or team who succeeds in winning over 24 market shares.

#### MARKET SHARES REPORT

	4	8	12	16	20	28	32
	*	*	*	*	*	*	*
Simon 12	XXXXXXXXXXXXX						
Neil 8	XXXXXXXX						
Cathy 10	XXXXXXXXXX						
Tim 16	XXXXXXXXXXXXXXXXXX						

#### **B Profit and loss account**

This gives each player's profit or loss figure for the round, which can be calculated as follows:

- Deduct production expenses from the revenue (money obtained from the sale of televisions) to discover the profit before depreciation.
- From this figure deduct 10% depreciation, to obtain the profit or loss figure.

#### **C Total profit**

This gives an overall view of the amount of cash each player has (with loans subtracted) and the total profit during the course of the game.

#### **D Balance sheet**

A company's balance sheet summarises its financial position by showing all that it owes, including what it owes to its shareholders (or liabilities) in one column and all that it possesses (or assets) in another column. The two columns must add up to the same amount, being balanced by total profit or loss. Here the balance sheet is abbreviated to show the major items as they appear in the game.

As a training exercise you might like to work out your own profit and balance sheet, and check it against the computer's.

**Instructions' Source** : BUSINESS GAMES (Acornsoft) Inlay and Booklet

**Reviews** : No Review Yet



# BY FAIR MEANS OR FOUL

## *Professional, Originally Released On Cassette Only*

Game Alias : PRO BOXING SIMULATOR  
Game Type : Arcade; Beat-'Em-Up  
Author :  
Standalone Release(s) : 1987: BY FAIR MEANS OR FOUL, Superior/Acornsoft, £9.95  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 12, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : Unknown

### Instructions

The objective of the game is to defeat each of the opposing boxers over 15 rounds or within five chances (lives).

In the Two Player Mode, you complete against a friend. In the One Player Mode you complete against the computer, and attempt to become the World Champion by defeating six opponents, each in turn more difficult to beat. Once you have become the World Champion, you then continue to defend your title against tough opponents.

The chances (lives) remaining for each boxer are indicated in the top corners, inside the silhouettes of men on the BBC Micro version. The changing colour of each silhouette indicates a moderate chance and green indicates a very good chance of achieving a successful foul move. On the Electron version, the safety factor is indicated by the red/white oblongs.

Apart from foul moves, there are also of course the standard legal moves, including punches and blocks. It will be noticed that a knock-out does not normally indicate the end of a bout, simply the end of a round exhausting all of the boxer's energy. This energy is then restored at the beginning of the next round.

If two players become too close, they will automatically go into a hold position and cross sides of the ring. On repetition of this move, a player runs the risk of forfeiting a chance (life).

### Game Controls

Quit Game .....	0
Start One Player Game .....	1
Start Two Player Game .....	2
Joystick/Keyboard Selection Player 1 .....	3
Joystick/Keyboard Selection Player 2 .....	4
Pause On/Off .....	5
Crowd On/Off .....	6
Sound FX On/Off .....	7

On the Electron version, either the First-Byte interface (FBJ) or the Plus 1 interface (JOY) may be used for joystick control.

### Summary Of Joystick Positions

Moves marked with \* are foul moves.

FIRE BUTTON NOT PRESSED			FIRE BUTTON PRESSED		
Guard High	Jerk Back	*Head Butt	Guard High	Punch	Upper Cut
\		/	\		/



Backward	-----o-----	Forward		*Knee	-----o-----	*Kick
	/           \				/           \	
Guard Low		Duck    Duck	Punch		Guard Low    Body Blow	*Groin Punch

Moves are for a right-facing character.  
 Moves are reversed for a left-facing character.

## Keyboard Options

Option KY1					
Player 1			Player 2		
Q	W	E	I	O	P
A	o	D	K	o	+
Z	X	C	<	>	?
Fire:	ESCAPE		CURSOR LEFT		

---

Option KY2					
Player 1			Player 2		
F			*		
Z	o	X	<	o	>
C			?		
Fire:	G	RETURN		RETURN	

**Instructions' Source** : PLAY IT AGAIN SAM 12 (Superior/Acornsoft) Inner Inlay

## Review (Electron User) - "It's A Knockout!"

In spite of its rather peculiar title, BY FAIR MEANS OR FOUL (BFMOF) is in fact a boxing game in the mould of Tynesoft's THE BIG KO. I first became aware of the game's development well over a year ago, and was about to consign it to legend when it dropped through my letterbox.

Like THE BIG KO and the various karate games that have appeared on the Electron, BFMOF allows you to execute a variety of boxing moves. These include a body blow, uppercut, standard punch and duck punch - all perfectly legal manoeuvres. You can also move backwards and forwards and block your opponent's blows by engaging either a high guard or low guard. These are the fair moves. You can however, also execute four foul moves - head butt, knee, kick and groin punch - hence the name of the game.

Like any boxing match, the fights are supervised by a referee who will try to ensure a good clean fight. However, there are times when his attention wanders, so if you want to play dirty, strike quickly.

The probability of executing a foul move without attracting the referee's attention is indicated by the colour of a box below your score. If it is red then you will certainly be spotted, and red/white indicates that you stand a reasonable chance of getting away with it. A white silhouette gives the all clear to any dirty move.

The referee's attention is constantly changing, so he may be watching one competitor with an eagle eye while the other may be able to execute all kinds of ungentlemanly moves. You start off with five lives and will lose one if you are caught attempting an illegal move.

Each player - you can square up to another human or the computer - has an energy level which falls every time your opponent lands a punch. When it reaches zero you



lose a life. Fortunately, your energy builds up gradually, but you will have difficulty in avoiding your opponent for any length of time. Your energy is restored to maximum at the end of each round, so you can sometimes hang on long enough to fight another day.

Rounds are one minute long, and the time can seem to go very quickly if you are losing. If neither player manages a knockout, the one with the highest energy level at the end of the round is the winner. The defeated player loses a life.

Like author Michael Simpson's other game, WAY OF THE EXPLODING FIST, BFMOF pits you against a number of increasingly skilful and vicious opponents. Your first only knows a few moves and is a fairly clean fighter. Later ones can call on a wider range of skills and manoeuvres and do not hesitate to use them.

The ring scene graphics are not particularly impressive, and the game seems rather devoid of colour - a stark contrast to EXPLODING FIST. However, the animation of the two boxers is very lifelike, as they swing their arms and jump around on their toes.

The crowd certainly believes in audience participation. If you manage to land a punch, a little "Get him!" or "Again!" speech bubble appears in the air behind you. If you manage to win a round, your fans go wild and celebrate with a deafening roar.

However, they are not particularly patient, and will soon start to shout "Chicken!" if you are seen to be avoiding the action. The referee is a little more subtle - he just goes to sleep. Above all, the audience likes to see clean fighting, and if you or your opponent stoop to ungentlemanly tactics, the audience will soon voice its disapproval by booing the offender.

The players can be controlled using either the keyboard or joysticks, and the controls can be selected individually - one player can use the keyboard and the other a joystick.

You can switch the sound on and off at will, and if you don't like the crowd encouraging or booing you, simply turn them off as well. The game features a demonstration mode that can give you a good idea of strategy and gameplay. Watch it closely.

BY FAIR MEANS OR FOUL is the result of a well-used idea approached from a different direction and, as such, has been implemented well.  
Martin Reed

### \*\*\* Second Opinion \*\*\* (Electron User)

I'm not one to stop up until three o' clock in the morning just to see Mike Tyson slogging it out with some other prize-fighter. However, I did enjoy this conversion of the popular blood sport.

The graphics are quite good, though they certainly aren't the best I've seen. The animation is reasonably fast and the sound is OK. Overall a competent arcade combat game that deserves to do well.

Janice Murray

Sound .....	6
Graphics .....	7
Playability .....	8
Value for money .....	8
Overall .....	8



# CAMELOT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author : Tony Oakden  
Standalone Release(s) : 1990: CAMELOT, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 9, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : Unknown

## Instructions

### Objective And Scoring

You have been deposed from your throne in Camelot after being accused of cowardice, stupidity and generally mismanaging the Kingdom. In order to convince your subjects that you are worthy of the throne, you must successfully fight your way through the castle and surrounding terrain against various creatures, including soldiers, witches and warlocks.

To succeed in your mission, you must collect over 3,000 points. There are six bags of gold to recover, for which you score 450 points each. You also score points by killing creatures, with higher scores being obtained for creatures which are more difficult to kill. For example, you will score more points for killing a witch than a soldier, but it will take more shots or drain more energy to do so.

### Objects

Some of the rooms contain objects. These can be picked up by standing in front of them and pressing the P key. Five objects can be carried, but only one of any type of object, e.g. only one key. When collected, a brief description of the object appears at the top of the screen.

### Energy

You start the game with some energy, but this is lost in various ways, e.g. by colliding with the various creatures in the game, or by falling in the water. Energy can be replenished by collecting the hearts that are hidden in some of the casks. However, be careful as the casks sometimes contain demons, who will jump out and drain your energy!

### Time Limit

There is a time limit to the game. When the timer reaches zero, you will die. There are many doors and puzzles in the game. When you open a door or solve a puzzle, you will be rewarded with additional time. So it is important that you try to solve the puzzles in a logical order.

## General Hints

All the creatures in the game can be killed. However killing a creature only temporarily removes it from the screen. On returning to the screen you will find that it has been replaced by another creature who is more vicious and harder to kill.

Killing something in one part of the game can affect other parts. Generally speaking, the more killing you do, the harder the game will get!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down  
<RETURN> - Jump (Press longer to jump higher), P - Pick Up Object  
<SPACE> - Throw Fireball, <SHIFT> - Use Spellbook (when carried)



<COPY>/<DELETE> - Pause On/Off

**When Game Is Paused**

S/Q - Sound On/Off,      <ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 9 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# CASCADE'S 50 GAMES

*Professional, Originally Released On Cassette Only*

Game Type : Various; Mostly of dubious quality  
Authors : Unknown  
Standalone Release(s) : 1984: CASCADE'S 50 GAMES, Cascade, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CASCADE. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

**Instructions' Source** : CASCADE'S 50 GAMES (Cascade) Inner Inlay

Reviews : No Review Yet



# CASH CARE

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Manage Cash Flow  
Author :  
Standalone Release(s) : 1985: CASH CARE, Squirrel, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SQUIRREL, 4 Bindloss Avenue, Eccles, MANCHESTER  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Covering Series BUILDING SOCIETY CARE, CASH CARE and VAT CARE)

Please see BUILDING SOCIETY CARE for this review.



# CASTLE ASSAULT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1985: CASTLE ASSAULT, Blue Ribbon, £2.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A glittering reward awaits the intrepid atop the heavily defended towering turrets of this forbidding fortress. On your quest for god you will be assailed by a menacing menagerie of meanies, namely crabs, snakes, lobsters, spiders, bugs and beetles. Watch out for those malicious malades (the deadly Flying Ducks) as you dodge dalling rocks, scale ladders and negotiate moving platforms. Collect various different fruits for bonus points on your way. Bonus man for every two bags of gold collected.

Hi-score table, increasing difficulty, fantastic animation and highly realistic sound, constitute this truly stunning and imaginative game from Blue Ribbon.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Jump  
<COPY>/<DELETE> - Pause/Resume, S/Q - Sound On/Off

**Instructions' Source** : CASTLE ASSAULT (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# CASTLE FRANKENSTEIN

*Professional, Originally Released On Cassette Only*

Game Alias : EPIC ADVENTURES #1  
Game Type : Text Adventure  
Author : Melvyn E. Wright & Dave M. Johnson  
Standalone Release(s) : 1984: CASTLE FRANKENSTEIN, Epic, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : EPIC, 10 Gladstone Street, Kibworth Beauchamp, LEICESTER  
LE8 0HL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been used to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

CASTLE FRANKENSTEIN is a full-scale adventure in which you have to explore the ruins and grounds of Castle Frankenstein in order to find and destroy the Monster which he has created.

It is nearly twenty years since the Frankenstein Monster was last seen or heard of. He is thought to have been destroyed in a fire at the Castle, but recently a series of unsolved murders has taken place in the nearby village, and the people fear that the Monster is on the loose again.

They have chosen you as the one to put an end to the curse that has plagued them ever since Dr Frankenstein brought his hideous creation to life.

Are you brave enough to explore the Castle, with its many dark tunnels and secret passages, and search for the Monster?

## Playing Instructions

Commands may be entered in the form of complete sentences. It is usually only necessary to enter the first two or three letters of most words, but if this doesn't produce the expected result, retype in full.

The program has a vocabulary of approx. 140 words and it is part of the game to discover what these are. However, some words that you will need to know are listed below. Most of them have single letter input.

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT  
TAKE - To pick up an object  
DROP - To drop an object  
INVENTORY - To list your possessions



LOOK - To describe your surroundings  
SCORE - To obtain your score  
SAVE - To save the current game on tape  
LOAD - To load back a SAVED game  
QUIT - To end the current game

During the game you will need to use a lamp. Use the words ON and OFF to work the lamp.

### Helpsheet

This is an alphabetical list of all the locations, objects, characters and items referred to in CASTLE FRANKENSTEIN. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how you use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our produces, there may be minor differences in detail between these clues and your version of the game.

**ALCOVE:** Underneath the castle kitchen. See Table.

**ALE:** See Barrels of Ale.

**ANNEX:** Next to the library.

**BARRELS OF ALE:** In the inn storeroom. You cannot open these.

**BATTLEMENTS:** On the roof of the castle, above the collapsed wall.

**BEER BOTTLE:** See Bottles.

**BELL:** On the back of the shop door. Not used.

**BLIND MAN'S CABIN:** See Cabin.

**BOOK:** See Notebook.

**BOTTLES: BEER:** In the inn storeroom. Use this to carry water. See Waterfall. You may empty this anywhere or drink from it.

**OF CHEMICALS:** In the equipment storeroom. Not used.

**BOTTOMLESS CHASM:** See Chasm.

**BOW:** See Violin Bow.

**BRIDGE:** See Rope Bridge.

**BUILDING:** See Laboratory.

**CABIN:** In the clearing south of the narrow path. Enter it.

**CAN OF PARAFFIN:** In the cabin. See Lamp.

**CASTLE:** On top of the mountain.

**CAVE:** At the bottom of the stone steps underneath the experiments room.

**CELL:** See Dungeon.

**CELLAR:** Underneath the inn.

**CHAINS:** In the experiments room. Not used, but see Scoring.

**CHAIRS:** In the library. Not used.

**CHAMBERS, STONE:** See Stone Chambers.

**CHASM:** Out of bounds. As is the large hole leading into a room on the next floor.

**CHEMICALS:** See Bottles.

**CLEARINGS:** North of the forest.

Next to the cabin.

**CLOAKROOM:** Off the entrance hall.



**COBWEBS:** In various locations. For atmosphere only.

**COFFIN:** In the disturbed grave. Use the spade to dig it out. Open it.

**COIL OF ROPE:** See Rope.

**COIN:** In the coffin. See Shop.

**COLLAPSED WALL:** In the castle. You cannot get past here. Climb the rubble.

**COOKER:** In cabin. Not used.

**CORRIDOR:** See Tight Corridor.

**CRUMBLY ROCKS:** See Narrow Ledge.

**CRYSTALS:** See Flask.

**DARK TUNNEL:** Underneath the inn. Emerges at the base of the waterfall.

**DEEP PIT:** See Pit.

**DESK:** See Writing Desk.

**DINING ROOM:** Off the entrance hall.

**DISTURBED GRAVE:** In the graveyard. Dig here with the spade.

**DOORS:** **CABIN:** To the east of the cabin. Enter it.

**STONE:** See Rings.

**TRAP:** In the inn storeroom. Open it.

**WOODEN:** At the back of the castle. Use the key to unlock it, and the metal rod to prise it free, then open it.

**DUBIOUS PASSAGE:** You can negotiate this OK.

**DUNGEON:** Underneath the castle kitchen.

**ELECTRICAL EQUIPMENT:** In the laboratory. For atmosphere only.

**ENTRANCE HALL:** Behind the ring-stone in the castle wall.

**ENTRANCES AT WATERFALL:** See Waterfall.

**EQUIPMENT STOREROOM:** See Storerooms.

**EXPERIMENTS ROOM:** Off the laboratory. See Rings.

**FIREPLACE:** In the cabin. Not used.

**FLASK:** In the equipment storeroom. This holds the pink crystals. Pour the water from the bottle to form the pink solution. You will need this to revive the monster.

**FOOD:** In the castle kitchen. You can eat this if you are really hungry! You must place this on the floor before pulling the ring in the sulphur pit.

**FOOTHOLES:** Behind the waterfall. See Shallow Recess.

**FOOTPRINTS:** Outside the cabin. These were left by the monster when he visited the blind man.

**FOREST:** North of the village road, between the village and the mountain.

**FRANKENSTEIN'S: LABORATORY:** See Laboratory.

**MONSTER:** See Monster.

**NOTEBOOK:** See Notebook.

**FUMES:** Wear the gas mask to protect you from the sulphur fumes.

**GAS MASK:** At the top of the waterfall. Wear it, see Sulphur Pit, Scoring.

**GENERATOR:** See Wimshurst Generator.

**GRAVE:** See Disturbed Grave.

**GRAVEYARD:** Lies between the mountain path and the castle.

**GUN:** See Shotgun.

**HALL:** See Entrance Hall.

**HAMMER:** In the alcove. Use this to knock the rod into the ground at the top of the steps underneath the experiments room. See Rope, Scoring.

**HAT:** See Tin Hat.



**HOLE IN WALL:** See Chasm.

**HORN:** Ygor blows this to exert power over the monster. It is no use to you.

**INN:** East end of village. The adventure starts here and you must return here to finish the game.

**INSTRUMENTS:** See Musical Instruments.

**IRON KEY:** See Key.

**KEY:** At the bottom of the waterfall. See Wooden Door, Scoring.

**KITCHEN:** There are two: One in the cabin, and the other off the entrance hall in the castle.

**KITCHEN EQUIPMENT:** In cabin. Not used.

**KNIFE:** In the dining room. Throw this at Ygor to kill him. Use it to cut the rope bridge.

**LABORATORY:** Across the rocks just outside the library. Cross the rope bridge to get to it. See Operating Table.

**LAMP:** In the forest. Before you can light this, you must be carrying the paraffin and the match. You will need it to see in the dark, although no harm will come to you if you do not have it. The lamp cannot be refilled once it has run out.

**LANDING:** Above the entrance hall.

**LEDGE:** See Narrow Ledge.

**LEVER:** See Rod.

**LIBRARY:** Off the landing.

**LIVING ROOM:** In the cabin.

**LOOSE STONES:** On the mountain path. You will eventually fall into the pit if you proceed, but there is a way out.

**LOW PASSAGE:** At the top of the narrow steps, inside the mountain. Use the spade to dig your way out of here.

**MAN IN CABIN:** Attacked by the monster. You cannot do anything with him (except pay your last respects!).

**MAP:** In the shop. No use, although you can read it. (You didn't think we'd make it that easy, did you?!) See Scoring.

**MASK:** See Gas Mask.

**MATCH:** In the inn. Use this to light the lamp. See Lamp, Scoring.

**MEDICAL SUPPLIES:** In the equipment storeroom. Not used.

**METAL: RINGS:** See Rings.

**ROD:** See Rod.

**MONSTER:** He is initially at the bottom of the sulphur pit (See Rings). He follows you when you meet him. You must revive him during the game, using the pink solution and the winhurst generator (Read the Notebook). See Rope Bridge for how to kill him. See also Ygor, Food, Stone with Ring, Reviving the Monster.

**MOUNTAIN:** North of the forest.

**PATH:** Winds up the mountain side. Half-way up, it split into two. Up leads to the pit. East leads to the graveyard.

**TRACK:** Runs east-west at the base of the mountain. You cannot pass the vegetation at the east end.

**MUSIC ROOM:** Off the landing.

**MUSICAL INSTRUMENTS:** In the music room. Not used.

**NARROW: LEDGE:** Above the sulphur pit. Be careful here, a wrong move could be fatal. The ridge is only passable from east to west.

**PATH:** Leads from the base of the mountain to the cabin.

**TUNNELS:** These lead to the waterfall.



**NOTEBOOK:** In the library. Read it for information.

**OPERATING TABLE:** See Tables.

**PARAFFIN:** See Can.

**PASSAGE:** See Long, Winding or Dubious.

**PATH: MOUNTAIN:** See Mountain Path.

**NARROW:** See Narrow Path.

**PINK: CRYSTALS:** See Flask.

**SOLUTION:** See Flask.

**PIT:** Up the mountain path. You can get out of here along the narrow tunnel leading to the top of the waterfall. See also Sulphur Pit.

**RATS:** In the dungeon. For atmosphere only.

**RECESS:** See Shallow Recess.

**RESURRECTION:** If you get killed, you can choose to be resurrected up to a maximum of three times. You will lose points for this which you cannot regain, so you are advised to load back a saved position whenever possible, instead of opting for resurrection.

**REVIVING THE MONSTER:** During the game you will need to revive the monster in order to enable him to assist you. Do this in the laboratory. The notebook gives more information. See also Monster, Ring near the Experiments Room, Wimshurst Generator, Flask.

**RINGS: IN THE ANNEX:** Pull it.

**NEAR THE EXPERIMENTS ROOM:** You must lift this stone but will need the assistance of the revived monster to do it.

**AT THE TOP OF THE PILE OF STONES:** Pull it.

**IN NARROW TUNNEL:** Don't pull it!

**ON THE STEEP SLOPE:** Pull it.

**IN STONE CHAMBER:** Pull it.

**ON THE STONE STEPS:** Tie the rope to it.

**AT THE BOTTOM OF THE SULPHUR PIT:** Pull it. (But see Food and Ygor.)

**ROAD:** Runs east-west through the village.

**ROD:** In the small storeroom. See Wooden Door, Hammer, Rope, Scoring.

**ROOM, SMALL:** See Small Room.

**ROPE:** In the cloakroom. Tie this to the metal rod to descend the steps underneath the experiments room. See Scoring.

**ROPE BRIDGE:** This spans the rocks leading from the library to the laboratory. Cross it. You can cut it with the knife. If you do this whilst the monster is still standing on it he will fall to the rocks.

**SCORING:** Apart from scoring points for solving the various puzzles etc, you will also score points for picking up the following objects: Violin, bow, key, gas mask, rod, rope, hammer, generator, chains, match, spade, map, sword, shotgun, tin hat. Note that you do not need all of these objects in order to complete the game.

**SERIES OF TUNNELS:** These lead from the cave to the waterfall.

**SHALLOW RECESS:** You end up here after jumping into the water at the top of the waterfall. Go down to the footholes.

**SHOP:** On the village road. Enter it. You will need a coin to buy anything.

**SHOPKEEPER:** In the shop. You cannot do anything with him.

**SHOTGUN:** In the shop. Not used, but see Scoring.

**SLOPE:** See Steep Slope.

**SMALL ROOM:** Around the back of the castle, at the top of the pile of stones.

**SPADE:** In the graveyard, north of the disturbed grave. See Disturbed Grave, Coffin, Low Passage, Scoring.



**SPOON:** In the dining room. Not used.

**STAIRCASE:** See Steps.

**STEEP SLOPE:** Leads up the side of the castle. If Ygor is alive, he will throw rocks on your head! Wear the tin hat.

**STEPS: NARROW:** Lead up from the opening tunnel.

**PIT:** Lead down from the narrow ledge into the sulphur pit.

**STONE:** 1) Underneath the inn storeroom.

2) Underneath the experiments room. See Rope. The monster will kill you if you try to descend these with him present. You must kill him first. See Monster.

**WOODEN:** Off the entrance hall.

**STONE: CHAMBERS:** There are two: One next to the cellar, the other next to the pit.

**DUNGEON:** See Dungeon.

**STEPS:** See Steps.

**STONE WITH RING:** Near the experiments room. See Rings.

**STONES: LOOSE:** See Loose Stones.

**PILE OF:** Round the back of the castle. Climb these.

**STOREROOMS: EQUIPMENT:** Off the laboratory.

**INN:** Inside the inn.

**SMALL:** Off the small room.

**STRANGE NOISE:** At the bottom of the sulphur pit. See Ygor.

**STUDY:** Off the landing.

**SULPHUR PIT:** You will need the gas mask to protect you from the fumes. See also Rings.

**TABLES: IN THE CASTLE KITCHEN:** Move or push it.

**IN THE DINING ROOM:** Not used.

**IN THE LIBRARY:** Not used.

**OPERATING:** In the laboratory. Although you do not need to do anything with it, it is used to revive then monster.

**TIGHT CORRIDOR:** On the ground floor of the castle, leading to the winding passage.

**TIN HAT:** In the shop. See Steep Slope, Shop, Scoring.

**TOMBSTONES:** In the graveyard. For atmosphere only.

**TRACK, MOUNTAIN:** See Mountain Track.

**TRAP DOOR:** See Doors.

**TREES:** In the forest. You do not need to climb them.

**TUNNELS: DARK:** See Dark Tunnel.

**ENTRANCES:** See Waterfall.

**NARROW:** See Narrow Tunnels.

**SERIES OF:** See Series of Tunnels.

**VEGETATION:** At the east end of the mountain track. You cannot get past this.

**VILLAGE:** You start the game here.

**VIOLIN:** In the cabin. Not used, but see Scoring.

**VIOLIN BOW:** In the music room. Not used, but see Scoring.

**WATER:** You will need this to make a solution from the pink crystals. See Bottle, Flask.

**WATERFALL:** There are three tunnels which emerge here. Two at the top and one at the bottom. Access to one of the top tunnels is gained by falling down the pit. You cannot pass directly between any of the tunnel entrances, although you may jump into the water at one of them. You may drink or fill the bottle at two of these entrances.



**WIMSHURST GENERATOR:** In the equipment storeroom. This is an early device consisting of two spinning disks, for generating very large voltages. Operate it to revive the monster. See Scoring.

**WINDING PASSAGE:** Leads down to the sulphur pit.

**WOODEN: DOOR:** See Doors.

**STAIRCASE:** See Steps.

**WRITING DESK:** In the study. Not used.

**YGOR:** He stands guard on the castle battlements, and will throw rocks at you (see Steep Slope). He also controls the monster, (see Horn). You must kill him (see Knife) before pulling the ring in the sulphur pit. If the monster sees Ygor dead, he turns nasty!

**Instructions' Source :** CASTLE FRANKENSTEIN (Epic) Inlay and Hint Sheet

### **Review (Electron User)**

CASTLE FRANKENSTEIN is a text adventure originally written for the BBC Micro and has now been converted to run on the Electron. The plot centres around Frankenstein's monster. Originally he was thought to have perished in a fire 20 years ago. But now, because of unsolved murders in the area, there's a growing suspicion that he's alive and well and intent on vengeance. The villagers have elected you to be their champion, and your task is to find and destroy the monster.

To help you the cassette comes with an insert which gives general information about the game. Something I found rather strange about this insert was a claim that the tape was disc compatible. I suspect this was intended for the BBC rather than the Electron. However it probably won't be long before the Electron has discs, so curiosity made me try putting the tape onto a friend's BBC Micro with discs. I found you could not use it on disc without using a routine to move it down in memory. Even then the save-game option would only work with cassette. I would be interested to know if the same is true of the BBC version.

On loading the program presents instructions and background information. Then begins one of the best all-round adventures I have ever seen for the Electron.

I will not reveal anything about the actual playing of the game. That's a pleasure I'll let you experience for yourself. Whoever wrote this program has an extremely devious mind, and makes you work very hard for each piece of progress. Yet, at the same time, he allows you to roam quite a distance before presenting you with puzzles to solve. This, I feel, is the proper way to write an adventure.

The beginner has lots of locations to explore to get the feel of the game, but the more experienced adventurer can go through them rapidly to reach the puzzles.

There were a few minor things I wasn't happy with. For instance, there's no on-screen indication of exits. But I've probably just got into lazy habits with other adventures. The program itself responds very quickly to keyboard input, and the save-game facility - which is an absolute necessity - is very fast.

Overall, an extremely good adventure and excellent value for money.

Merlin, ELECTRON USER 1. 7



# CASTLE OF RIDDLES

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: CASTLE OF RIDDLES, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"The adventuring trade just isn't what it used to be," you reflect gloomily. "Nobody seems to need a trusty sword or a keen intellect any more." You're down to your last silver piece, and there's tomorrow's dinner yet to be found. Sitting at the inn you contemplate earning an honest living for a change. Perhaps a steady income wouldn't be too boring, after all...*

*Suddenly, a cold draught and the slam of the door distract you from your train of thought, and seconds later, a tall, silver-haired figure in a black cloak slips on to the bench next to you...*

*So begins your magical adventure, with wizardry and hocus pocus of all kinds, booby traps and fiendish riddles to be unravelled along the tortuous route to the Magic Ring of Power. Your reward is to keep the treasure that you find on the way."*

**Instructions' Source** : CASTLE OF RIDDLES (Acornsoft) Back Inlay

**Reviews** : No Review Yet



# CASTLE OF THE SKULL LORD

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1985: CASTLE OF THE SKULL LORD, Samurai, Free In Dixons Ten Pack (Bugged)  
1986: CASTLE OF THE SKULL LORD, Samurai, £6.99 (Debugged)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : SAMURAI, 4/6 Library Street, WIGAN  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

In a battle lost in the mists of time, the necromantic Skull Lord attacked and defeated the race of noble Dwarves. The Dwarves lost many treasures, the most valuable of these being the "Crown of Dwarves' Kings". For many ages did they attempt to regain this artefact and for many years did they fail.

Now in desperation they call upon you, noble warrior, to attempt that which is beyond their power.

Your quest: To regain the fabled crown and defeat the all-powerful Skull Lord.

The adventure is of the classic format. Simple verb-noun combinations are expected and will usually be understood.

## Some Useful Words

N/North = Move North  
S/South = Move South  
E/East = Move East  
W/West = Move West  
L/Look = Re-describes Your Current Location  
Inventory = Lists Your Possessions  
Get/Take = Pick Up An Object  
Drop = Drop An Object  
Wear = To Wear A Wearable Object  
Remove = To Remove A Worn Object  
Quit = End Game

N.B. Objects cannot be dropped if they are worn!

**Instructions' Source** : CASTLE OF THE SKULL LORD (Samurai) Inner Inlay

**Reviews** : No Review Yet



# CASTLES AND CLOWNS

***Professional, Originally Released On Cassette Only***

Game Type : Educational Arcade Games  
Authors : Betty Root & Fisher-Marriott  
Standalone Release(s) : 1985: CASTLES AND CLOWNS, Macmillan, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MACMILLAN, Macmillan Publishers Limited, 4 Little Essex Street, LONDON WC2R 3LF  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

*"Two great games of fun and skill for kids of 4-8. See your children's reading abilities grow as they play and learn.*

*\* Teaches initial letters and sounds \* Designed by one of Britain's top reading experts \* One or two players \* Choice of nine speeds \* Disk copyable*

*Devised by Betty Root, one of Britain's leading experts in reading. Betty Root is the 1985 President of the United Kingdom Reading Association and is in charge of the Centre for the Teaching of Reading, University of Reading. She is especially well known for designing educational games for young children.*

*Programmed by Fisher-Marriott, award-winning software developers.*

*The cassette contains two different games, one on each side : KING OF THE CASTLE and CLOWN."*

## **Copying to disk**

The publishers allow you to make one copy only of each program on to disk. Any further copying is prohibited and is an offence under the Copyright Act. Make sure you have a formatted disk with at least 15K spare memory for each program. You must make your copy as soon as the program has loaded and the main menu screen has appeared, before any key has been pressed.

Press <CTRL> and D simultaneously then release. The program saves automatically in two parts: CASTLE and BYTES; CLOWN and SHAPES.

To load the programs from disk type CH."CASTLE" or CH."CLOWN" then press <RETURN>.

## **Running the programs**

Both games are great fun for children but they also have an educational purpose. They help children recognise initial sounds and letters of words. They also give children practice in finding their way around the computer keyboard. The games involve an element of chance as well as skill, so children of varying ages and abilities can play together happily.

## **Program settings**

To play the game without sound effects, wait until the menu screen has appeared, then press CTRL and S simultaneously.

Type 1 or 2 then press <RETURN> to select a one-player or two-player game.

Type a number between 1 (very slow) and 9 (very fast) to select an appropriate speed.



To break out of the game at any stage and return to the menu for re-selection, press <CTRL> and Z simultaneously, then release. New options can be set and the game begun again.

When you have finished playing one game, and want to load another, press <CTRL> and <BREAK> simultaneously then release.

## **KING OF THE CASTLE**

### **Two player game**

Pictures appear in two castle towers, one set for each player. The pictures are numbered for each player in turn and the computer's number generator produces a number at random. The player must press the initial letter of the word represented by the appropriate picture. For example, the computer generates the number five. Picture 5 is a mushroom, so the player must find the letter M on the keyboard and press it before the time is up. If successful, the window shuts. The winner is the first to shut all his or her windows.

### **One player game**

This works in the same way, but with one set of pictures numbered 0 to 9. The aim is to shut as many of the windows as possible.

## **CLOWN**

### **Two player game**

A picture appears on each side of the clown in turn. If a player's picture begins with the letter shown on the clown's hat, then he or she must press A (left-hand side) or <RETURN> (right-hand side) respectively. Spotting a correct match wins a balloon: a mistake loses one. The winner is the first to get six balloons, which carry the clown away.

### **One player game**

This works in the same way, but with the player (right-hand side of the screen) challenging the computer (left-hand side of the screen). The player must press <RETURN> to indicate a match.

**Instructions' Source** : CASTLES AND CLOWNS (Macmillian) Inner Inlay

**Reviews** : No Review Yet



# CATERPILLAR

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up Caterpillar In Field  
Author :  
Standalone Release(s) : 1983: CATERPILLAR, IJK, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A superb rendition of the popular arcade game. Features toadstools, spiders, fleas, scorpions, left/right and up/down base movement. Very exciting game!

**Instructions' Source** : CATERPILLAR (IJK) Inner Inlay

**Review** : No Review Yet



# CATERPILLAR

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up Caterpillar In Field  
Author :  
Standalone Release(s) : 1983: CATERPILLAR, Romik, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ROMIK, 272 Argyll Avenue, Slough, BERKSHIRE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

So you thnik it's safe to go out? Jungle warfare has been declared by the denziens of the garden - and you're the prey! Defend yourself against the repeated attacks of its inhabitants.

Whilst doing a spot of gardening, you notice an assortment of creatures attacking your strawberries.

Picking up a spray can of insecticide you attempt to kill them. To your horror, they then start to fight back...soon you're fighting for your life.

You start with five lives and gain a bonus life at 10,000 points.

## Game Controls

Choose your own keys for play or use the standard set which are:

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire

Press P to pause/restart the game.

Of eight skill levels, selected by keys 1 to 8, the most difficult is 8.

## Scoring

Scorpion .....	1000 Points	Caterpillar head ...	100 Points
Frog .....	???? Points	Caterpillar tail ....	20 Points
Flea .....	250 Points	Strawberry .....	10 Points

**Instructions' Source** : CATERPILLAR (Romik) Inner Inlay

**Reviews** : No Review Yet



# CAVEMAN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Platform Caper  
Author : Peter Foy  
Standalone Release(s) : 1986: CAVEMAN, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The object of this game is to mine gold, diamonds and coal. To score on the first two screens (gold and diamond) the miner must first fill his barrow by completely mining one level and return with his load to the bank at the top right hand side of the screen. When these two screens are completed the furnace on the left hand side of the screen will be low and must be filled with coal on the third screen.

When the miner descends below the first mining level the troglodyte will attempt to destroy him, but the troglodyte itself can be destroyed if it is lured out of the top of the mine. Unfortunately it will be replaced by another on the lowest level.

The miner can move between levels by either using the constantly moving lift or by digging between levels and automatically leaving a ladder. Only one ladder can be used at each level and although the troglodyte cannot use the ladders neither can the miner take his barrow up or down them.

Apart from being caught by the troglodyte the miner will also be destroyed if he falls down the lift shaft or furnace. The barrow with its load will also be destroyed by falling down the lift shaft but will be replaced by a new empty barrow at the bank. There is an unlimited supply of barrows but only three miners.

## Game Controls

The four cursor control keys are used to move the miner around the screen.

**Instructions' Source** : CAVEMAN (Kansas) On-Screen Instructions

## Review (Electron User)

It's no joke being a miner these days - at least not in this offering from Kansas City Systems. It takes you back to days of yore when gold, diamonds or coal were hewn from the rock by pickaxe power alone. There are no bodies to help here though. Once you've won your precious load, you pull your own truckful back to the paymaster. That niggardly soul will notice if you haven't filled your truck and will reward you with fewer points.

Life is cheap down the mines. The rather crude arrangement of lifts is unguarded - one false step and you're dead. You can construct your own ladders but, of course, heavy trucks don't go up or down them.

These accursed mines have seven levels and the Troglodyte lives on the lowest. Once you're below the first level, it relentlessly chases you. This can be to your advantage because he dies at the surface. It's too bad that the next generation hatches out on level seven to replace him.



While you dig for gold and diamonds on the first two screens the mine furnace is burning down. That's why coal is needed from the third mine. There's no pay for coal. The instructions included in the program explain all of this. In fact they are a model that other software houses might like to look at.

If it all sounds good, don't get too excited. The graphics, while smooth, are very ordinary. You might even call them crude. Some of the sound is strange to say the least, although the noise of pick on rock is quite pleasing.

There are also odd bugs. When Troglodyte snuffs it he is not removed from the screen unless some other object moves over him. Also it's possible to fall down non-existent lift shafts.

It's a pity that the cursor keys are used for movement. Apart from being too near <BREAK>, they are too cramped up for easy use. However, I could get the game to work with my Plus 1 joystick using the Joyplus program (Electron User, March 1985).

Kansas have a good idea here and CAVEMAN is fun to play, particularly in outwitting the Troglodyte. The program suffers from its simple graphics and from a lack of variety in the screens but makes up for it in amusement.

Rog Frost, ELECTRON USER 3. 2



# CAVEMAN CAPERS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Sideways-scrolling Action  
Authors : Jason Sobell, Kevin Blake, Ian Elliott & David Crofts  
Standalone Release(s) : 1985: CAVEMAN CAPERS, Icon, £7.95  
1987: CAVEMAN CAPERS, Audiogenic, £7.95  
Compilation Release(s) : 1986: ELECTRON POWER PACK, Audiogenic, £9.95  
1988: FIVE STAR GAMES 3, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Ogg, the caveman, has just discovered a new form of transport - Kickstart the turtle. All day long he tries to train Kickstart to jump and run. However, the turtle isn't too keen and Ogg keeps falling flat on his face. Help Ogg ride Kickstart, avoiding snakes, pterodactyls, holes, toadstools, dinosaurs and other prehistoric hazards. Get him to the 'phone box so that he can tell his wife that he'll be late for tea!

Continuous scrolling and multi-screen action with excellent graphics and sixty levels.

## Game Controls

Z - Left, X - Right, <RETURN> - Jump, Q/S - Sound Off/On

To set initials - use Z and X to move the Hi-Score cursor, then press <RETURN>.

**Instructions' Source** : CAVEMAN CAPERS (Icon) Back Inlay

## Review (Electron User)

If your idea of fun consists of tearing through the prehistoric wilderness standing on the back of a runaway tortoise, CAVEMAN CAPERS is for you. Press the Spacebar to start the game and the background begins to scroll from right to left.

Balancing precariously on the back of a turbo-charged tortoise, you must leap over the potholes as you career towards almost certain disaster. Some well-timed stabs at the <RETURN> key are sufficient to get you past these first obstacles.

Having been broken in gently, you will now be buzzed by pterodactyls while still jumping craters. With the use of the Z and X keys to move our caveman hero short distances to the left and right, you can avoid nutting the birds.

Section three seems quite easy as there are no craters to jump - just a series of purple snakes hanging down from the treetops. The problem with the snakes is that they are bobbing up and down. Should they be in the down position as you pass below, then it's PROHeadache for our hero and shellshock for his transport.

The next two levels are very similar. The first involves using extended jumps to clear some toadstools and in the second you're jumping logs.

The next stage is the one that is giving me great difficulties at the moment. I'm having trouble with the crabs. One minute they're lying nice and quiet on the ground, the next thing you know they're doing flipping star jumps at about waist height!!



Icon has really gone to town on the graphics with this game as every character is drawn on a grand scale and in the brightest of colours. One character who has not yet played a part in the game is a rather large dinosaur who keeps poking his head on to the screen and grinning mischievously. I'm sure he's up to no good.

CAVEMAN CAPERS is an excellent game. It's got fast action, simple controls and is just brimming with humour.

James Riddell, ELECTRON USER 3. 4



# CENTIPEDE

## *Professional, Originally Released On Cassette Only*

Game Alias : CENTIBUG  
Game Type : Arcade Shoot-'Em-Up Centipede In Field  
Author : Richard M.P. Hanson  
Standalone Release(s) : 1983: CENTIPEDE, Superior, £9.95  
Compilation Release(s) : 1988: 10 COMPUTER HITS 3, Beau Jolly, £9.95  
1989: PRES GAMES DISC 6, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

The centibug descends from the top of the screen weaving intimidatingly between the mushrooms. Your objective is to shoot all of the segments of the centibug before it reaches the bottom of the screen.

Features include: spiders, snails, flies, six skill levels, hi-score, rankings and increasing difficulty.

### Game Controls

Z - Left, X - Right, <DELETE> - Fire

**Instructions' Source** : 10 COMPUTER HITS 3 (Beau Jolly) Inner Inlay

### Review (Electron User)

Another entry into the insect world. A long, hungry caterpillar wends its way from the top of the screen to the bottom where you are located. Can you stop the vicious little beastie or will it eat you alive?

There are six skill levels to keep you on your toes. You dodge around the bottom of the screen using the Z and X keys to control movement, hitting the Delete key to blow the centipede to kingdom come.

While you're doing this you have to keep your eye open for the nasty spider that hangs around your end of the screen as he, too, will eat you if he can. Also the poor, inoffensive little snail which wanders across the screen is worth a shot or two for, harmless though it is, it's worth 1,000 points. Collect 10,000 or 20,000 points and you get extra lives.

The sound and graphics are very good, the instructions clear and the choice of keys simple to use. It's an amusing and entertaining game for those with fast fingers and a dislike of creepy-crawlies.

Peter Gray, ELECTRON USER 1.10



# CHEAT IT AGAIN JOE 1

*Professional, Originally Released On Cassette Only*

Game Type : Compilation Of Cheat Loaders  
Author : Unknown  
Standalone Release(s) : 1988: CHEAT IT AGAIN JOE 1, Impact, £2.95  
Compilation Release(s) : None  
Compilation Comprises : 1. ARCADIANS  
2. BONECRUNCHER  
3. CITADEL  
4. DEATH STAR  
5. DESPATCH RIDER  
6. ELITE  
7. ELIXIR  
8. KOURTYARD  
9. PHANTOM  
10. PLAN B  
11. QUEST  
12. RAVENSKULL  
13. REPTON  
14. REPTON 2  
15. STAR WARS  
16. STARSHIP COMMAND  
17. STRYKER'S RUN  
18. THRUST  
19. THUNDERSTRUCK 2  
20. XOR  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : IMPACT, Neepsend House, 1 Percy Street, SHEFFIELD S3 8AU.  
Tel: (0742) 769950  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Joe is a keen games player but tends to get a bit stuck. Imagine his delight at finding this superb selection of easy cheats to get him going. These cheats work not only with the original version of the games but also with the following compilations: PLAY IT AGAIN SAM 1 & 2, SUPERIOR COLLECTIONS 1, 2 & 3 and ACORNSOFT HITS 1 & 2.

N.B. You load the 'cheat' from this cassette before you load the game.

The order of the cheats on each side is shown below. Insert the cassette, type \*TAPE and press <RETURN>.

Now load the cheat. Eg to load the STARSHIP COMMAND cheat, then CHAIN"StarshipCo" (as shown below), press <RETURN> and start tape.

Watch the screen for further instructions and you will be instructed when to load the game.

## Side One

ELITE	CHAIN"Elite"
CITADEL	CHAIN"Citadel"
RAVENSKULL	CHAIN"Ravenskull"
THRUST	CHAIN"Thrust"
REPTON	CHAIN"Repton"
REPTON 2	CHAIN"Repton2"



STAR WARS	CHAIN"StarWars"
QUEST	CHAIN"Quest"
STRYKER'S RUN	CHAIN"StrykersRu"
BONECRUNCHER	CHAIN"Bonecrunch"

## Side Two

PLAN B	CHAIN"PlanB"
XOR	CHAIN"Xor"
ELIXIR	CHAIN"Elixir"
THUNDERSTRUCK 2	CHAIN"Thunderstr"
DEATH STAR	CHAIN"DeathStar"
STARSHIP COMMAND	CHAIN"StarshipCo"
ARCADIANS	CHAIN"Arcadians"
KOURTYARD	CHAIN"Kourtyard"
DESPATCH RIDER	CHAIN"DespatchRi"
PHANTOM	CHAIN"Phantom"

**Instructions' Source** : CHEAT IT AGAIN JOE 1 (Impact) Inner Inlay

## Review (Electron User - Double Review Of CHEAT IT AGAIN JOEs 1 and 2) - "Making Things Easy For Gamers"

After I started the Arcade Corner column I began receiving, at regular intervals, copies of The Pokes Disc, a collection of pokes and cheat routines for many of the best-selling Electron games.

These offered exceptional value for money: Priced at the level of a budget game, they offered help - in the form of pokes, passwords, hints and tips - for almost every possible aspect of many of the top games.

This enterprising venture was the brainchild of Mark Gidley, a highly talented individual who also devised all the pokes.

CHEAT IT AGAIN JOE is, in effect, an updated version of Mark Gidley's Pokes Disc, with Impact Software's marketing muscle behind it. It comes as two volumes - with a third being released soon - on either tape or disc, and each is available separately. However, the two really complement each other, and I would certainly recommend buying them together.

When I first heard that CHEAT IT AGAIN JOE was under development, my feelings were mixed. Certainly, this produce could raise a number of problems, both legal and moral. When I received my copies, however, I was glad to see that CHEAT IT AGAIN JOE avoids any such transgressions. The cheat routines are themselves encrypted and give nothing away to anyone who manages to disentangle them.

In common with its Pokes Disc predecessors, JOE offers exceptional value for money to fans of many of the major titles released in the last couple of years. For a mere £3, tape owners receive a generous selection of pokes for 20 top titles. However, Disc drive owners fare even better: For an extra £2 they get pokes for the Disc versions of 20 games, plus all the pokes from the cassette.

CHEAT IT AGAIN JOE is certainly rather unusual, in that - to the best of my knowledge - it is the first offering of its kind released by a major company.

I have often received letters saying that routines featured in my column have drawn old games out of the cupboard and given them a new lease of life; JOE offers the same.

The collection seems to have been designed with the novice user - or at least the novice hacker - in mind, and a great deal of thought has been put into making the system easy to use. The tape or disc is loaded in the usual way: CHAIN"" and <SHIFT><BREAK> respectively. Once the first part has finished loading, the micro presents you with a list of names of the games featured in that volume.



Using the cursor keys moves a highlight bar up and down the screen and pressing <RETURN> selects the game. Alternatively, pressing the Spacebar presents another page of game titles. When you've selected a game, the micro tells you about the cheat facilities provided for it and another press of the Spacebar brings up a request for the version of your game.

In some cases, such as Superior's REPTON 2, JOE caters for both the original stand-alone game and a compilation version.

The disc version of JOE caters for all four versions of REPTON 2 - the original tape, the original disc, the Superior Collection tape and the Superior Collection disc.

Once the version is selected the appropriate poke routine is loaded and you are prompted to insert the tape or disc. Follow the on-screen instructions and the game will load, apparently normally, but with all the promised modifications in place.

As one who can claim to specialise in this sort of thing, I know how long Mark must have spent devising the pokes in these compilations, and the result is very worthwhile.

Martin Reed

### \*\*\* Second Opinion \*\*\* (Electron User)

Ordinary games players often need help when tackling difficult arcade games. Would I use it? Not on your Nelly! I'm determined to master the games the hard way.

Janice Murray

Sound .....	N/A
Graphics .....	N/A
Playability .....	9
Value for money .....	10
Overall .....	9

ELECTRON USER 6. 2



# CHEAT IT AGAIN JOE 2

*Professional, Originally Released On Cassette Only*

Game Type : Compilation Of Cheat Loaders  
Author : Unknown  
Standalone Release(s) : 1988: CHEAT IT AGAIN JOE 1, Impact, £2.95  
Compilation Release(s) : None  
Compilation Comprises : 1. AROUND THE WORLD IN 40 SCREENS  
2. CODENAME: DROID  
3. COMBAT LYNX  
4. CRAZEE RIDER  
5. GALAFORCE  
6. ICARUS  
7. IMPACT  
8. KILLER GORILLA  
9. LIFE OF REPTON  
10. MAGIC MUSHROOMS  
11. PALACE OF MAGIC  
12. PAPERBOY  
13. PLAN B2  
14. PLANETOID  
15. RANSACK  
16. REPTON 3  
17. REPTON 3 - PASSWORDS & EDIT CODES  
18. SAIGON  
19. SPELLBINDER  
20. SPYCAT  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : IMPACT, Neepsend House, 1 Percy Street, SHEFFIELD S3 8AU.  
Tel: (0742) 769950  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Joe is a keen games player but tends to get a bit stuck. Imagine his delight at finding this superb selection of easy cheats to get him going. These cheats work not only with the original version of the games but also with the following compilations: PLAY IT AGAIN SAM 1 & 2, SUPERIOR COLLECTIONS 1, 2 & 3 and ACORNSOFT HITS 1 & 2.

N.B. You load the 'cheat' from this cassette before you load the game.

The order of the cheats on each side is shown below. Insert the cassette, type \*TAPE and press <RETURN>.

Now load the cheat. Eg to load the LIFE OF REPTON cheat, then CHAIN"LifeOfRept" (as shown below), press <RETURN> and start tape.

Watch the screen for further instructions and you will be instructed when to load the game.

## Side One

REPTON 3	CHAIN"Repton3"
AROUND THE WORLD	CHAIN"AroundtheW"
LIFE OF REPTON	CHAIN"LifeofRept"
CODENAME:DROID	CHAIN"Codename:D"
PAPERBOY	CHAIN"Paperboy"
SAIGON	CHAIN"Saigon"



SPYCAT	CHAIN"SpyCat"
SPELLBINDER	CHAIN"Spellbinder"
PALACE OF MAGIC	CHAIN"PalaceofMa"
PLAN B2	CHAIN"PlanB2"

### **Side Two**

COMBAT LYNX	CHAIN"CombatLynx"
ICARUS	CHAIN"Icarus"
IMPACT	CHAIN"Impact"
MAGIC MUSHROOMS	CHAIN"MagicMushr"
PLANETOID	CHAIN"Planetoid"
RANSACK	CHAIN"Ransack"
KILLER GORILLA	CHAIN"KillerGori"
CRAZEE RIDER	CHAIN"CrazeeRide"
GALAFORCE	CHAIN"Galaforce"
REPTON 3 - PASSWORDS	CHAIN"Repton3Ser"

**Instructions' Source** : CHEAT IT AGAIN JOE 2 (Impact) Inner Inlay

### **Review (Electron User - Double Review Of CHEAT IT AGAIN JOES 1 and 2) - "Making Things Easy For Gamers"**

Please see CHEAT IT AGAIN JOE 1 for this review.



# CHEAT IT AGAIN JOE 3

*Professional, Originally Released On Cassette Only*

Game Type : Compilation Of Cheat Loaders  
Author : Unknown  
Standalone Release(s) : 1988: CHEAT IT AGAIN JOE 1, Impact, £2.95  
Compilation Release(s) : None  
Compilation Comprises : 1. 3D DOTTY  
2. ANARCHY ZONE  
3. BARBARIAN  
4. BREAKTHROUGH  
5. CREEPY CAVE  
6. FRANKENSTEIN 2000  
7. FUTURE SHOCK  
8. METEORS  
9. OMEGA ORB  
10. OVERDRIVE  
11. PSYCASTRIA  
12. REPTON THRU TIME  
13. ROUND ONES  
14. SHARK  
15. SKIRMISH  
16. SPHERE OF DESTINY  
17. SPITFIRE 40  
18. THE BIG K.O.  
19. THUNDERSTRUCK  
20. ZIGGY  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : IMPACT, Neepsend House, 1 Percy Street, SHEFFIELD S3 8AU.  
Tel: (0742) 769950  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Joe is a keen games player but tends to get a bit stuck. Imagine his delight at finding this superb selection of easy cheats to get him going. These cheats work not only with the original version of the games but also with the following compilations: PLAY IT AGAIN SAM 1 & 2, SUPERIOR COLLECTIONS 1, 2 & 3 and ACORNSOFT HITS 1 & 2.

N.B. You load the 'cheat' from this cassette before you load the game.

The order of the cheats on each side is shown below. Insert the cassette, type \*TAPE and press <RETURN>.

Now load the cheat. Eg to load the BREAKTHROUGH cheat, then CHAIN"Breakthrou" (as shown below), press <RETURN> and start tape.

Watch the screen for further instructions and you will be instructed when to load the game.

## Side One

REPTON THRU TIME	CHAIN"ReptonThru"
SHARK	CHAIN"Shark"
BARBARIAN	CHAIN"Barbarian"
SKIRMISH	CHAIN"Skirmish"
BREAKTHROUGH	CHAIN"Breakthrou"
ANARCHY ZONE	CHAIN"AnarchyZon"



FRANKENSTEIN 2000	CHAIN"Frankenste"
PSYCASTRIA	CHAIN"Psycastria"
ROUND ONES	CHAIN"RoundOnes"
OVERDRIVE	CHAIN"Overdrive"

### Side Two

SPITFIRE 40	CHAIN"Spitfire40"
ZIGGY	CHAIN"Ziggy"
THE BIG KO	CHAIN"TheBigKO"
OMEGA ORB	CHAIN"OmegaOrb"
FUTURE SHOCK	CHAIN"FutureShoc"
SPHERE OF DESTINY	CHAIN"SphereofDe"
3D DOTTY	CHAIN"3DDotty"
METEORS	CHAIN"Metectors"
THUNDERSTRUCK	CHAIN"Thunderstr"
CREEPY CAVE	CHAIN"CreepyCave"

**Instructions' Source** : CHEAT IT AGAIN JOE 3 (Impact) Inner Inlay

**Review** : No Review Yet



# CHEMISTRY

***Professional, Originally Released On Cassette Only***

Game Type : Educational  
Standalone Release(s) : 1985: CHEMISTRY, Letts Keyfacts, £11.50  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LETTS KEYFACTS. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : CHEMISTRY (Letts) Booklet

## Review (Electron User)

This chemistry package follows the standard format for Letts' revision programs. You get two cassettes crammed full of programs, along with a small booklet explaining how the software can be used - all in a neat library case.

As usual there are ten programs. The first deals with atomic structure and bonding and is a Cloze activity. This means aspiring O-level or CSE chemists must complete a piece of text by typing in the missing words.

They can choose whether to have only a few of the chosen words missing or the whole lot. If they get stuck, pressing X enables them to see all of the text. Activities like this are not only considered educationally sound, they should also be of real benefit to a revising pupil.

Program two moves on to the centre pillar of inorganic chemistry, the periodic table. Students are expected to enter various elements on to a blank table.

Options include entering chemical symbols, atomic numbers or electron structures. The idea is good, but the presentation could have been improved. Nevertheless it is a useful revision program.

Formulae and equations come next. This is another very important topic and any fairly friendly help from a micro is a good thing. This program considers various reactions and you have to balance the equation.

Alternatively, a list of chemicals is given and you decide if they are reactants or products. The equation for the reaction is then given and you must balance it. There follows a program called deductions. Here you are presented with a series of clues as to the identity of a substance.

Some clues are mathematical and calculator, pencil and paper will be needed. If you can't get the substance within five guesses you are told what it is.

The last program on tape one is concerned with electrolysis. With a choice of molten electrolytes or solutions, you must identify the ions present and to which electrode they move. The ion equation must then be completed. Tape two begins with two related programs on apparatus. In the first of these you must put together the equipment needed to prepare the gas of your choice.

This is done by selecting the correct pieces from a collection and swapping them around. This is very fast, smooth and fun. When completed, all other bits of



apparatus are cleared from the screen and then you label your diagram and complete the equation for preparing the gas.

The second program gives you a wrong diagram. You identify the fault and label it.

The third program, acids, bases and salts, returns to the Cloze idea. There are four pages of text to complete. Then in a separate section you must decide whether a reaction goes in the direction shown. You are also asked a few questions about it.

Pupils actually get marked on this section which is surely helpful when revising.

The third section introduces the concept of molarity and then asks you to predict titration results. It's a little complicated.

The package ends with two programs on organic chemistry. The first is a series of Cloze procedures, enlivened with diagrams to illustrate the principles involved.

Working through this program certainly reminded me of the organic chemistry I used to know. The second program requires identification of isomers and homologues. I found this the weakest program on the tapes. There were just too many CHs on the screen for me.

The instructions suggest that this program is to test your powers of observation. Mine obviously are not good enough. This is without doubt what it says - a revision package. Don't expect it to teach you if you know absolutely no chemistry, because you will end up very confused.

Despite the large amount of material here, the price of £11.50 seems a bit steep. It is, however, fit for its purpose and pupils taking chemistry at 16+ levels could find it useful.

Rog Frost, ELECTRON USER 3. 4



# CHEMISTRY 'O' LEVEL

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Revision Aid  
Author :  
Standalone Release(s) : 1983: CHEMISTRY O LEVEL, Paxman Promotions, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PAXMAN. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This package is designed to be of assistance to Chemistry students prior to taking their 'O' Level examinations but may also be of considerable help to CSE students although the content will exceed CSE requirements in some areas.

As a computer controlled revision program it makes use of wide-ranging multiple-choice questions to trigger memory refreshment of previously learnt material. It is aimed at reinforcing ordered recall as a suitable preparation for the examination and to help with conventional revision techniques.

Other packages in this series are available for Physics, Biology and Mathematics.

**Instructions' Source** : CHEMISTRY O LEVEL (Paxman) Inner Inlay

**Reviews** : No Review Yet



# CHESS

## ***Professional, Originally Released On Cassette Only***

Game Type : Graphical Chess Simulation (Against Computer)  
Authors : Arthur Norman and Nick Pelling  
Standalone Release(s) : 1984: CHESS, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE  
CB2 1LQ. Tel: (01223) 316039  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Instructions**

*"A chess-playing program with a high-resolution graphics display of the board, and the following features:*

- \* Play white or black against the computer, or play against another player, or in auto-mode the computer plays itself*
- \* 10 levels of play, giving novice to professional standards*
- \* Computer moves in twenty seconds at lowest level*
- \* Board display with joystick, cursor, or co-ordinate entry of moves and rejection of illegal moves*
- \* Plays according to current FIDE-ratified rules, and displays moves as standard FIDE notation (for example, the 50-move rule etc.)*
- \* Continuous clock display for tournament chess*
- \* Allows any position to be set up, and 'mate in n' problems to be solved*
- \* Whole games or single board positions can be saved to cassette*

*This program has been designed to support both joysticks, and a printer when available."*

## **Introduction**

This chess-playing program helps the novice chess-player by its use of friendly interfaces, such as joysticks and cursor-keys, to get to grips with chess, while at the same time providing a game of increasing complexity on the higher levels for all further advanced players.

## **Notation**

The game displays the last few moves in algebraic notation, the official notation now endorsed by FIDE (Federation International Des Echecs) for use in tournaments: the only modification is that whereas most tournament players use abbreviated literal algebraic (ie Bc4, Ngf3, ed:), the form used for display here is expanded literal algebraic (ie Ng1-f3, Bd3Xh7+, g7-g8Q, etc.)

Using this system, there can be no ambiguity, and the letters and numbers conform to a simple co-ordinate system (displayed on two sides of the board during a game) which can be picked up quickly by a beginner, giving him a first step into the vast wealth of chess literature, most of which is now published in this, or very similar, notation.

## **Move Entry**



The player first selects either joysticks or cursor-keys. A move is then made by first moving the flashing cursor above the starting square and pressing the fire button (or the <RETURN> key respectively); then, doing the same for the finishing square will specify a move.

The 'usual' style of entering moves is possible at any time: this involves typing a sequence such as 'd2d4' or 'g1f3' specifying the start and end co-ordinates of the move. Attempts to play illegal moves are met with a message to 'Try again' and no penalty is meted out to the player. If you promote a pawn, the computer will ask you which piece you wish to promote into; answer by pressing "N" for a knight, "B" for a Bishop, "R" for a Rook or "Q" for a Queen.

Castling requires special explanation: to castle (if castling is possible), you should first specify your king's current square, and then specify the square that he would be at if he castled on that side of the board.

So, White king-side castling is carried out by the string 'e1g1', and is printed in the lower window as '0-0': queen-side castling is printed as '0-0-0'. These conform to the accepted standard of algebraic notation.

'En passant'; although the program both plays it and allows you to play it under the correct circumstances, it is only displayed as though it were normal pawn capture. This is in keeping with the accepted notation, which also does not treat 'en passant' as being different from other moves.

#### **The Main Menu**

The program starts with the main menu, which provides the following options selected by single keys:

- W     This gives you White against the computer.
- B     This gives you Black against the computer.
- P     This lets you play against another person: if joysticks are selected, then the two players are each allotted a particular joystick to use during the game.
- A     Auto. The computer plays itself on the current level of difficulty.

#### **Skill-level (0-9)**

There are ten levels of difficulty ranging from 0 (easy) to 9 (very hard).

Be warned: on levels 8 and 9, response-time may be in the order of hours!

#### **Additional Commands**

- J     Joysticks on/off. When the joystick flag (at the bottom of the screen) is on, it indicates that you may enter moves using the joystick. So that you know where the current cursor position is, the flashing cursor option is enabled with the joystick option.
- C     Cursor on/off. This option allows you to disable the cursor during a game, if you do not want the flashing on the screen while you are thinking. However, it is quite useful for seeing the computer's on the lower levels of play.
- T     Tick on/off. This allows you to enable or disable the ticking clock. In addition to ticking, on the levels above level 5, the computer will bleep when it has made its move.
- L     Load a game from your filing system (tape, disc, etc) into the computer's memory. The program will prompt you for the file's name.
- S     Save a game to the currently selected filing system. You will be prompted for the name of the file to be saved, plus any additional information of interest (such as opponent's name, date, etc.)



E This transfers control to the Chess Editor.

RETURN This either starts a new game (if the last game ended in checkmate or stalemate), or, if you escaped from the old game to change some option, <RETURN> lets you continue the old game.

Where applicable you are presented with the following options:

R Restart game from a board position set up by the problem section of the program. This is only possible if there is a message on the screen saying it is possible!

N Start from initial board position, both armies fully intact.

During a game, ESCAPE may be pressed at any time. This is not destructive, since you may continue the current game from the menu by pressing <RETURN> or 'fire' on either of the joysticks. You may make alterations to the options (such as level, which side or sides the computer is playing etc.)

### Editor

P Print or play through the game. The program asks you whether you wish to list the moves so far to the currently selected printer. If you do not reply by pressing the "Y" key, it then enters the 'playback' mode. Here you can play through the moves played so far by pressing the up or right cursor for forwards through the moves, and the down or left cursor for backwards.

Holding down the SHIFT key with a cursor key has the effect of a fast-forward or fast-rewind through the game. If you press ESCAPE to exit at any stage between the first and the last position reached, you will be asked if you wish to continue the game from that stage. Be careful! If you answer "Y" then all the game subsequent to that will be lost forever (unless you have previously saved it to a filing system!), but all relevant attributes (such as castling flags, etc, but NOT clock-times) are restored as though the game were at that point.

F Find and display a solution to the current position and report the number of moves taken.

N New board position. Wipes the board clean, but stores the old position away in memory, so that it may subsequently be recalled by pressing "0".

R Read current game position. This transfers the current position in the game to the problem board. This is a more direct way of reading the game position than typing "P".

I This sets up the problem board with the initial position (that is, the position that games usually start from).

O Old board position. Retrieves the position previously stored away by pressing N (or by various other miscellaneous routines).

L/S Load/Save board position to a filing system. This also saves the board's attributes (ie which side is to move, level of search, etc) and allows additional information (such as composer, date, etc) to be saved with the file.

W/B These select the side to try and checkmate from the current position. This would also be the side to move first if you decided to start a game from that position.

2-5 These select the level of search (in whole moves). During a search, the computer will look at all lower levels first; so, if it is looking for a mate



in 3, and there is a mate in 2, it will find, and display, the shorter sequence. Searches deeper than 5-move mates are not possible in this version.

### **Solving Chess Problems**

All that remains to be done is to give a sample chess problem that can be solved by the program, to give you an idea of how to use the facilities provided. To enter a piece at a square, simply move the flashing cursor over that square and type "wn" for a white (k)night, "bq" for a black queen or "wp" for a white pawn, for example. Pressing DELETE deletes the contents of the square. Note that the program does not allow pawns on the first or eighth rank, nor more than a single king per side, nor more than sixteen pieces per side.

**Instructions' Source** : CHESS (Acornsoft) Inner Inlay

**Review** : No Review Yet



# CHES

## *Professional, Originally Released On Cassette Only*

Game Type : Chess Simulation  
Author :  
Standalone Release(s) : 1983: CHES, Micro Power, £7.95  
Compilation Release(s) : 1987: PRES GAMES DISC 3, PRES, £9.95  
1988: MICRO POWER MAGIC, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

When the program has loaded the screen will clear and the following 9 options will appear.

Analyse Blitz Continue Display Load Play Quit Replay Save

Any of these options can be selected by pressing the initial letter of the option required. You can also select whether you require Player Versus Player, Player Versus Computer or Computer Versus Computer by entering 0, 1 or 2.

### ANALYSE:

You are first asked if you wish to recall a position; only type 'Y' if a position is already set up for analysis. If you type 'N', the board is displayed and each square is now 'blinked' in turn. You can insert a piece at the current square by entering the initial of that piece (use 'N' for Knight), the colour (b or w) and a number 0 or 1 to indicate that the piece has not been moved previously. Press the space bar if you wish the space to be empty. The 'DELETE' key moves the cursor back.

When the board is set up as required, press the '.' key. You can save this position and store it on tape if required (see the section headed SAVE). Now select your colour, the level of play and the side to move first.

### BLITZ:

In this option you are allowed a fixed time limit to make your move, otherwise you forfeit your go. The limit can be set at 10, 20 or 30 seconds by replying 1, 2 or 3 to the question 'Level?'.

### CONTINUE:

Used to continue a game after it has been reloaded from tape.

### DISPLAY:

Allows you to modify the display colours. Enter a logical colour (0-7) for each of the following: 'black' pieces, 'black' squares, 'white' squares, 'white' pieces. An invalid entry returns the display colours to their default values.

### LOAD:

Load a game position from cassette.

### PLAY:

First select your colour and the level of play (0-9). On even levels, the computer uses a shortened move list and randomises its selection. On odd levels, it uses the full move list and selects the best move from this list. The response times vary but the following times give you some indication of what you can expect:

Level 1 - 10 secs; Level 3 - 1 min; Level 5 - 5 mins; Level 7 - 30 mins; Level 9 - 2 hours.



Now the chess board will be displayed. Clock displays at opposing ends of the board indicate the time taken so far by that player. Enter your move by typing the co-ordinates of the piece you want to move followed by those of the square you want to move it to.

For example, to make the opening move 'Pawn to King 4' (P-K4) enter e2-e4; there is no need to enter the hyphen - this will be inserted automatically. The computer will reject all illegal moves. If you make a bad move, wait until the computer has replied, then press 'DELETE'. This will return the board to the position before the 'mistake', then you can try again. You can also resign by pressing the 'ESCAPE' key; this will return you to the options menu.

To castle; move the King to the necessary square and the rook will move automatically, providing that you are in a position where castling is legal. For example, a white queen's side castle is entered as e1-c1.

To capture en passant, move your pawn to the appropriate square and your opponent's pawn will be taken, if en passant capture is legal.

Thus, to capture a black pawn on e5 with a white pawn on f5 enter e5-e4. If your pawn reaches the 8th rank you can promote it to the piece of your choice by entering b, n, r or a.

#### QUIT:

Returns you to BASIC. To play CHESS again, type OLD 'RETURN' followed by RUN 'RETURN'.

#### REPLAY:

Re-runs the moves played in the previous game. Press the space bar to advance to the next move. Each move is listed to the left of the display. On reaching the end, the program returns to the options menu; by selecting ANALYSE you can choose your colour and level, and continue the game where it was terminated.

#### SAVE:

Allows you to save a game onto cassette with a filename of 10 characters or less.

**Instructions' Source** : CHESS (Micro Power) Inner Inlay

#### Review (Electron User)

The sheer size of the task is astonishing - how does one put a game as complex as chess into a micro? How MICRO POWER managed to do so as well as this is truly remarkable. It is a version I found totally absorbing, and one which I would certainly recommend.

On loading, which was straightforward and presented no difficulty, a menu of options is presented. Each option is most carefully explained on the cassette inlay, and they enable one to set the parameters for any chosen game. The colours of the pieces and/or the board are easily changed to any combination, so invisible chess becomes possible - and very difficult!

The most obvious choice from the menu is Play, but even then various other decisions have to be made. It is possible to play against the Electron, to have the computer play itself, or to use the micro simply as a medium through which two human opponents do battle.

There are several skill levels, although one obviously has to trade power against speed of response. Average times are given for various levels, with the ninth grade taking about three hours per move. At my standard of chess that would rival watching the proverbial paint dry.

At lower levels the computer still plays a decent game. It inclines to be orthodox in style, although it enjoys forays with the Queen. One very helpful feature is the



chance to retract a bad move. In fact, by clever use of the built-in facilities, it is even possible to swap sides mid-game.

It is also possible to set up any required board layout to allow analysis of various ideas. I found these powerful options to be a most useful aid with my 10-year-old chess club members at school.

My favourite choice of play was Blitz Chess, in which one is given only a limited time to make a move. This time can be set as low as 10 seconds, which certainly stimulates the adrenaline. If no move is made in time, the computer claims another go. Here the computer has a great advantage, being troubled with neither fatigue or panic, nor by the telephone ringing.

Obviously any such complex program is almost certain to include the odd bug, and this is no exception. When playing Blitz Chess, as explained before, the turn reverts to the computer if no move is made within the time allowed. In one case I was in check but made no move within the limit. The computer promptly took my king and told me I was still in check!

In another game, with the micro playing itself, play reached a state where the board alternated between two positions. This continued for over a quarter of an hour, with the same yoyo moves, until I put an end to the pieces' misery.

However, with these few minor problems put to one side, all the features of chess are faithfully reproduced in this version, including castling and en-passant. Illegal moves are disallowed, as well as a very occasional legal move, and the whole gives the feeling of a well-designed program.

It offers good value at the price, and its range caters from beginner to advanced club player - and probably beyond.

Phil Tayler, ELECTRON USER 1. 6

**See also** : EUG #47 for a review of PRES GAMES DISC 3



# CHESS

## *Professional, Originally Released On Cassette Only*

Game Type : Chess Simulation  
Author : Richard Hanson  
Standalone Release(s) : 1983: CHESS, Superior, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

When initially loaded, the program will display a list of options similar to that shown below:

```
1...Set levels
2...Play
3...Replay
4...Save
5...Load
6...Continue game
7...Solve problem
8...Choose input
*...OS command
```

The usual options required after loading are Set Levels, followed by Play.

### Entering Operating System Commands

Any operating system command can be entered. However some commands (e.g. LOAD, COPY and COMPACT) may result in the Chess program being overwritten.

### Setting Sides And Levels

When changing levels, the current settings will be displayed on the screen; any of these settings can be altered by simply typing in the new value. To leave the value unchanged just hit <RETURN>. To go back to the last value, hit DELETE. When you have set all the levels to the required values, hit ESCAPE.

Either a human or a computer can be selected to play black by hitting the appropriate key (C for computer, H for Human) in response to the prompt:

Black(C/H)

and similarly for white.

There are a further four values required to set the levels (in the case of a human player, this sets the level used by help - see below) and also the amount of time available for each move. These four values are:

**1) LEVEL (1-8)** - This is the number of "half-moves" that the program looks ahead. (A move is a move by both black and white, whereas a half-move is a move by just one side).

**2) CARE (0-2)** - The number of extra half-moves considered taking account of captures only.

**3) SUB-LEVEL (0-9)** - This controls the number of moves considered at each level of lookahead.



**4) SPEED (0-9)** - This is similar to the sub-level except that the number of moves considered depends on their relative merit instead of being a fixed number.

In all cases, the higher the number the more difficult the level.

During play, the computer will beep when there is only one minute left for a move to be made. If you fail to make a move within the time limit, you can choose to either forfeit your move or the whole game.

### Entering Moves

There are three different ways of entering moves; option 8 allows you to choose the method you prefer. The choices are:

**1) Co-ordinate** - Type the letter first, followed by the number.

**2) Cursor** - Use the cursor keys to move the cursor to the required square and then hit <RETURN>.

**3) Joystick** - Use the joystick to position the cursor to the required square and hit the fire button.

To castle, you should enter the squares that the king is moving from and to.

When you have entered your move, the piece will flash. Hit DELETE if you have made a mistake, otherwise hit <RETURN> (or hold down the fire button if using joysticks) to confirm your move.

When the computer has made its move, it will flash the moving piece - you can alter the move it will make as follows:

Hit f2 to force the computer to make the worst move still being considered.

Hit f3 to make it play the next worse move.

Hit f4 to make it play the next better move.

Hit CTRL-B to make it play the best move.

Hit any other key (or the fire button) to acknowledge its move. Note that it is possible to prevent the pieces from flashing for the remainder of the game by hitting CTRL-W when a piece is flashing. To switch the flashing back on, hit CTRL-W just before a piece moves.

Other Options Available At Your Move:

Hit f0 to take-back.

Hit f1 to resign.

Hit f3 to modify the board.

Hit f4 to toggle on/off display of the best move found so far.

Hit f5 to change levels and sides.

Hit CTRL-S to change colours.

### Modifying The Board

When modifying, the piece-type being modified is displayed at the bottom-right of the screen; the type of piece being modified can be changed by hitting N.

Entering an empty square will place a piece of the type displayed in the square. Entering a square containing another piece-type will have no effect.

Hitting f1 will reset all pieces to their starting positions.

Hitting f2 will reset all pieces for the current game - this is the same as f1 unless the board has been modified since a new game was started.

Hitting f4 will clear all pieces of the current type.



Hitting f5 will clear the entire board.

When you have finished modifying, hit CTRL-Q to quit modifying.

### Replay

At the end of each game, the list of options is displayed, one of these is to replay. This will replay the last game, move by move from the beginning (or the last time it was modified). With this option, use the following keys:

Hit SPACE to go on to the next move.

Hit DELETE to go back one move.

Hit P to play from that point.

### Take-Back

This causes all the pieces to be moved back to the positions they occupied at your last move. Any number of moves can be taken back.

### Help

If CTRL-H is hit at your move, the computer will suggest a move.

### Changing Displayed Colours

This facility allows you to change the colours used to display the board and pieces. Two values are required - the first determines which colour is to be changed as shown below:

Value	Initial colour	Main Uses
CTRL @	Black	Background, Black pieces
CTRL A	Red	"Black" squares
CTRL B	Green	"White" squares
CTRL C	White	White pieces, text

The second value gives the colour to be displayed, as follows:

Value	Colour	Value	Colour
CTRL @	Black	CTRL D	Blue
CTRL A	Red	CTRL E	Magenta
CTRL B	Green	CTRL F	Cyan
CTRL C	Yellow	CTRL G	White

### Save And Load

These options are used to save a copy of the last game played, and re-load a previously saved game.

### Quit Thinking

Hitting CTRL-Q at any time will interrupt the computer's evaluations, and force the computer to make a move.

### Error Conditions

There are two error conditions that may be encountered:

- 1) Game too long - This error indicates that the game currently being played is longer than the maximum allowable 128 moves. To recover, use option 7 (modify and play) and quit modify immediately.
- 2) Too many moves - Reduce level, speed and/or sub-level, and use option 6 to continue the game.

**Instructions' Source** : CHESS (Superior) Inner Inlay

**Review** : No Review Yet



# CHIP BUSTER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Authors : Mark Monckton and Tony Monckton  
Standalone Release(s) : 1985: CHIP BUSTER, Software Invasion, £9.95  
1987: CHIP BUSTER, Software Invasion, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SOFTWARE INVASION, P.O. Box 68, LONDON SW19 4TX  
Disc compatibility : Incompatible. Customised Loaders.

## Instructions

In CHIP BUSTER, the object is to keep your computer circuit board in working order by running about the tracks repairing damaged components. The damage is caused by "bugs" which "byte" large holes in the board.

To repair the board, you must move the man so that both feet are on the damaged part, then hammer away until the part is repaired. Bugs may be killed with the hammer but only when they are chewing.

When the countdown timer has reached zero, your bonuses will be given and the next board will contain more bugs. From level nine onwards, the tracks become invisible.

The game will end when you run out of lives or the circuit board blows up, which will happen when every section has a damaged part.

## Game Controls

Z - Left, X - Right, : - Up, ? - Down, <RETURN> - Hammer,  
Q/S - Sound On/Off, <ESCAPE> - Quit, <COPY>/<DELETE> - Pause On/Off  
D - Damage Report

**Instructions' Source** : CHIP BUSTER (Software Invasion) Back Inlay

## Review (Electron User)

If you've ever taken a peek inside your Electron, you'll know that the insides are very complicated, with the tracks between the chips very hard to follow. Software Invasion use this maze as the location for CHIP BUSTER, and a very good idea it is too.

Having established this reasonable scenario they then decided to stretch our credibility a bit - the maze is infested with bugs which 'byte' holes in the circuits. You control a repair man whose job it is to keep the computer running. He has none of the usual tools to help him, not even a soldering iron.

In fact all he has is a large hammer, which I'd have expected to do even more damage than the bugs, but it seems to work for him. There are three circuit boards to choose from - Electron, standard BBC and B Plus. Contrary to real life expectations, these are apparently very prone to faults.

There's no joystick option, so keys Z, X, \* and ? are used to move around. Press <RETURN> and the miniature electronics wizard starts hammering away to fix the holes or kill the bugs while they're chewing.

A damage report is available at any time by pressing D, and once you've figured out where each named area is you can run off to the one most in need of attention.



Should you fail in the allotted time, the computer crashes and there are more bugs and invisible tracks to liven up the higher levels.

CHIP BUSTER's sound options allow the excruciatingly awful music to be turned off. Animation is quite good, scrolling by the screenful when you move to the edge of the screen, and the colours have been well chosen for maximum clarity on a colour TV, but are less clear on a monochrome one.

Although competently written, this really is a variation on the well worn arcade maze game theme. I was a bit disappointed that more wasn't made of a good idea. However it is fast and fun enough to keep the youngsters amused for a while.

Sound .....	2
Graphics .....	6
Playability .....	6
Value for money .....	5
Overall .....	5

Nick Rhodes, ELECTRON USER 3. 7



# CHILDREN FROM SPACE

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-12  
Author : Cathy Conlin  
Standalone Release(s) : 1984: CHILDREN FROM SPACE, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : DFS E00

## Instructions

Follow the adventures of Beng and Zoma as they explore the Earth. Having only recently arrived from their home in space, they have a few problems with their English - they get words mixed up, spellings muddled and don't always know the right words to use. What they need is Earth children to help them out by correcting their daily reports.

Having helped Beng and Zona, children will spot errors in their own written work much more quickly. But there's much more to Children from Space than dry exercises in grammar. The events which involve these two friendly visitors are by turns, humorous, surprising and endearing.

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## Introduction

CHILDREN FROM SPACE is a game involving two children, Beng and Zoma. They have just arrived on earth from the outer space. The purpose of their visit is to look around our planet and to make a report to Captain Daro. Unfortunately, their English is not very good and so they need some help with the language. Can you help them?

The game has four episodes each of which helps Beng and Zoma learn a different aspect of the English language; correction of common spelling mistakes, changing of tense, ordering of jumbled sentences and choosing the more appropriate of two words to fit into a sentence.



## **How to use it**

When the program is loaded, you will get the message "Beng and Zoma arrive on Earth. To help with their report, press the spacebar now." After pressing the spacebar you will visit the four screens in turn.

In each scene you will find the same sort of layout. Most of the screen has a picture of the scene being visited. Pictures may also appear in a small box on the right. At the bottom of the screen, you will see the current sentence that is part of Beng and Zoma's report. There are mistakes in these sentences, and to help Beng and Zoma, you must type in new versions of them.

Remember when typing that sentences must have capital letters at the beginning and full stops at the end, and spaces between the words. To get a capital letter, hold down the <SHIFT> key and press the letter you want. Also, don't forget that you always let the computer know that you've finished typing a sentence, by pressing the <RETURN> key.

## **The shops**

The first scene that Beng and Zoma arrive at, on their visit, is the shops. When Beng and Zoma start their reports, they make common spelling mistakes. What you have to do is to try and help them get the spellings right. In the sentence you see on the screen, one of the words is wrongly spelt. Try and see which word it is, and then type in the whole sentence correctly. If you get the sentence right then you should see something happening on the screen. Watch carefully to see what it is! If you make a mistake, the '?' symbol appears, and the computer will show you where the mistake is. If you do not correct Beng and Zoma's mistake then it is this that will flash, but if you have copied the rest of the sentence incorrectly then that will flash. Both types of mistake make the whole sentence flash. When you are ready, press the spacebar and see if you can type in the sentence correctly this time. If you make another mistake, then the <Hand Icon> symbol appears. When you press the spacebar you will be shown the whole sentence, correctly spelt. Press the spacebar to get the next sentence.

When you have tried five sentences, then Beng and Zoma will move on to...

## **The school**

Now you have to try and help Beng and Zoma change the tense of the sentences you see. They are shown to you in the present tense (e.g. At playtime the girls are skipping.) and you have to change them to the past tense (At playtime the girls skipped.) Type in the whole sentence in the past tense. If the sentence is correct then you should see something happen on the screen, as in the shops scene. Press the spacebar, and have another go at typing the sentence in, with the past tense of the word shown. If you get it wrong, you get one more attempt before being shown the answer.

After changing the tense of five sentences Beng and Zoma go to...

## **The seaside**

Beng and Zoma now find that their sentences are becoming jumbled up (e.g. sky Birds in flew the). You have to see if you can help them get the words in the sentence into the right order (Birds flew in the sky). Type in what you think is the right sentence. If you get the order wrong then you will get two more goes at typing in the whole sentence. If the order is still wrong, then you will be shown the correct answer.

After correcting the order of the words in five sentences, Beng and Zoma take a trip to...

## **The countryside**

When Beng and Zoma arrive at the countryside they find that they need to choose one of two words in a sentence (e.g. Zoma looked for fish in the river/grass). Help them decide which word is more likely, and type in the sentence with the best word (Zoma looked for fish in the river). You only get one chance to get the best alternative



in the sentence, after which the correct answer will be shown. Once again, you get five sentences to try.

### **After visiting each scene...**

After you have been to all four scenes Beng and Zoma you will find yourself back at the start. One of two things might now happen to you: you either get a message from Captain Daro saying that it is time for Beng and Zoma to return home, or you will be allowed to return with them to one of the four scenes. Choose which one, and give Beng and Zoma some more help.

### **Educational notes**

Once children have reached a reading age of seven, it is necessary for them to practise a number of skills if successful literacy is to be achieved. This program helps achieve a greater degree of accuracy in reading, spelling and visual discrimination while at the same time creating an atmosphere of fun and success. Unless children enjoy reading, once they have mastered the basic skill, then they will not readily pick up a book and read for pleasure. This could prevent any further developmental skill in reading taking place. This stage has to be carefully encouraged and fostered by giving opportunities for children to succeed at their own level of reading.

As this program is an aid to language development it is important, as far as possible, for two children, or a child and adult to work through the program together, talking over the problems which are presented, and discussing reasons which are presented, and discussing reasons why particular answers are chosen.

There are four scenes, each presenting a different task for the children.

1. A visit to the shops. The sentences shown contain some of the most commonly misspelt words. Often, when children read, it is the pattern of the word which provides the clue to the meaning, rather than the individual letters in the word. Here the children are made aware of letters without realising that they are "learning spellings". Once words are learnt on a computer, they are rarely forgotten.
2. A visit to the school. In this section children have to change sentences from the present to the past tense. This is an important area of language development, as past and present can be confusing, and by working through this section consistently, an awareness of the time element will be generated.
3. A visit to the seaside. Each sentence has been "mixed up" to help children become aware of the need to "make sense" of a sentence. Sorting sentences will help children achieve a high degree of accuracy in this important "sense-making" area. This will particularly help in their own story writing and sentence construction.
4. A visit to the countryside. In each sentence, there is a choice of words from which the correct one should be selected. The purpose of this is to foster an awareness of alternatives. Obviously at this stage the alternatives are not too difficult. Some of the ones which are presented are for fun. These are to emphasise to children that reading can be funny. Others contain a more difficult concept for children to grasp, ie the choice of the correct descriptive word enhances, or makes sense of, the storyline.

Children like to help others. By helping Beng and Zoma prepare their reports for Captain Daro they are inadvertently helping themselves with a few reading concepts, and a great deal of fun and enjoyment. The more times they use the program, the greater the skill and enjoyment.

**Instructions' Source** : CHILDREN FROM SPACE (Acornsoft/ASK) Booklet and Back Inlay

**Review** : No Review Yet



# CHRISTMAS CRACKERS

*Professional, Originally Released On Cassette Only*

Game Type : Several titles with Christmassy theme  
Author : Unknown  
Standalone Release(s) : 1986: CHRISTMAS CRACKERS, Database Pubs, £6.95  
Compilation Release(s) : None  
Compilation Comprises : 1. CAROL, Database  
2. CRACKER, Database  
3. SANTA, Database  
4. SNOW, Database  
5. SNAP, Database  
6. CANDLE, Database  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# CHUCKIE EGG

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Classic Platform Romp  
Author : Doug Anderson  
Standalone Release(s) : 1984: CHUCKIE EGG, A n F, £9.95  
1988: CHUCKIE EGG, Pick n Choose, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A 'N' F, Unit 8 Canal Side Industrial Estate, Woodbine St  
East, Rochdale, LANCASHIRE OL16 5LB. Tel: (01706) 341111  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Who'd have thought a country farmyard could be so stressful? You must collect the eggs before the nasties get out and eat up all your corn. Watch out for the crazy duck - if she gets out of the cage, you're in real trouble!

Up to four players can compete against one another.

Full instructions are included within the program.

### Game Controls

Select your own keys or joystick.

**Instructions' Source** : CHUCKIE EGG (A n F) Inner Inlay

### Review (Electron User)

Remember the old arcade game where you had the unnerving task of leaping over seemingly endless gaps in your path, climbing ladders and being chased by ghoulies, ghosties and beasties as you progressed? Were you addicted, as I was? If so, then CHUCKIE EGG, the new game from A & F Software, will be right up your street.

You control a cute little man with fast moving legs who starts at the bottom of the screen and has the task of collecting all the eggs. This has to be done before the nasties get out and eat all the corn. And be warned, if you bump into a nasty you're a gonner.

It is also wise to keep an eye on the crazy duck in the cage at the top left. If she gets out you've had your chips - with or without eggs.

It's not easy, but you do have a stock of lives to get through before your little man is annihilated. Once one level is cleared of eggs you progress higher, progressively harder with lifts and landing stages adding to the action. You've got to be quick thinking and have fast reactions to collect all your eggs.

The sound and graphics are excellent and the key allocation is particularly good. Although the program gives you one set of keys you can choose your own, a feature more software houses should follow.

It's a great game, compelling and entertaining and should appeal to all ages. A winner.

Trevor Roberts, ELECTRON USER 1.11



# CIRCUS

## *Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #6  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: CIRCUS, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

What appears to be a circus in full swing from the distance suddenly becomes as silent as the grave as you open the gate into the field. Nevertheless you must find some petrol for your car, so here goes.

**Instructions' Source** : CIRCUS (Adventure International) Back Inlay

**Review** : No Review Yet



# CIRCUS GAMES

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Multi-load Circus Extravaganza  
Author : Gary James  
Standalone Release(s) : 1988: CIRCUS GAMES, Tynesoft, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"KENNETH FELD presents RINGLING BROS. & BARNUM AND BAILEY, THE GREATEST SHOW ON EARTH (R), C I R C U S G A M E S!*

*Step right up, see the main attraction. Tynesoft welcomes you to the greatest show on earth, Ringling Bros. and Barnum & Bailey combine to bring you Circus Games, capturing the thrills and excitement of the Big Top! We challenge you to attempt the High Wire - do Flips, Cartwheels and Hand Stands then ride the Unicycle. Try your hand at Trick Horse Riding - Attempt the daring feats on horse back and warm to the applause of the crowd. For the real spirit of the adventure Tiger Taming dares you to face the fierce Bengal Tigers. Make them stand on their podiums, walk through an obstacle course and jump through flaming hoops. Your skill and judgement are vital when it comes to tackling the Trapeze - you may discover that you're a real high flyer."*

### **\* \* \* TIGHTROPE \* \* \***

The walker must perform a series of tricks on the high wire, including handstands, 180 degree spin cartwheels and flips before mounting the silver unicycle to conclude the performance. The performer commences walk automatically, press the Up key to continue walk whilst at the same time keeping the walker's balance with his pole by moving right or left keys. There are two views of the action - one overhead, the other from the side. The events is split into three sub-events.

#### **Event 1**

The walker must cross the wire perofrming a somersault or can do more tricks if so desired.

#### **Event 2**

The walker crosses the wire performing a handstand and cartwheel - again, can perform more if desired.

#### **Event 3**

Ride Unicycle both across wire and back again.

## **Controls**

To perform:

A somersault	=	Forward and Fire
A handstand	=	Left and Fire
A cartwheel	=	Down and Fire
A 180 degree spin	=	Right and Fire

When landing on the wire after performing a trick, press Fire instantly otherwise a loss of balance will occur and result in a fall to the sawdust below.

## **Scoring**

You start with 5 points.



You gain 0.5 points for the first event.  
You gain 1 point for the second event.  
You gain 2 points for crossing on the Unicycle on third event.  
Minus 0.2 points for losing balance.  
Minus 1.5 points for a fall.

### **\* \* \* TRICK HORSE RIDING \* \* \***

The rider must perform a series of tricks whilst mounted on the horse cantering around the ring.

The display at the top of the screen shows the rider's balance. To stay on the horse keep the arrows in the centre of the display. The display at the bottom of the screen depicts the position of the horse as it circles the ring. When the rider walks on, press Fire to commence the jump onto the back of the horse.

The event is split into three sub-events of competition:

#### **Event 1**

From the saddle position jump either side of the horse and stand on saddle for half the ring.

#### **Event 2**

Perform a handstand and somersault.

#### **Event 3**

Whilst standing, perform a 180 degree spin in both directions and a handstand.

#### **Controls**

To keep your balance move Left and Right in line with the Balance Display Meter.

UP	= To stand
DOWN	= To sit
DOWN AND FIRE while seated	= Handstand
LEFT AND FIRE while seated	= Jump
RIGHT AND FIRE while seated	= Jump
UP AND FIRE while standing	= Somersault
LEFT AND FIRE while standing	= Spin
RIGHT AND FIRE while standing	= Spin

#### **Scoring**

You start the event with 5 points.  
Event 1 - 1.1 points.  
Event 2 - 1.7 points.  
Event 3 - 2.2 points.  
Minus 1.5 points in a sub-event if you fall off the horse.

### **\* \* \* TRAPEZE \* \* \***

The action takes place high up above the ring without a safety net. The crowd is captivated by their every action. The flyer has to perform crosses and re-crosses across the arena. A sequence of tricks, double or triple somersaults, mid-air somersaults and corkscrews have to be carried out under the watchful eye of the judges for a good score.

The flyer will automatically catch the trapeze as it passes the platform. Moving the Left or Right keys speeds up the flyer giving him more height. Press Fire to release the flyer from the trapeze. The event is split into 3 sub-events:

#### **Event 1**

Swing back and forth between the two platforms.

#### **Event 2**

Whilst flying from the trapeze, perform a corkscrew and a single somersault.



### Event 3

Flying from trapeze, perform a double or triple somersault.

#### Controls

Left	=	Moves flyer's legs back
Right	=	Moves flyer's legs forward
Fire	=	Release from trapeze
To perform somersault	=	Right and Fire
To perform corkscrew	=	Left and Fire

#### Scoring

You start with 5 points.

Gain 1 point	=	Completing Event 1
Gain 1.5 points	=	Completing Event 2
Gain 1.5 points	=	Completing a Double Somersault
Gain 2.5 points	=	Completing a Triple Somersault
Lose 1.5 points	=	Each fall

A flyer can only be credited with either a double or a triple somersault but not both.

### **\* \* \* TIGER TRAINING \* \* \***

A large cage is placed in the centre of the ring - the door opens and in bounds a Bengal tiger. You, as the Trainer, have to get all the big cat to perform a series of tricks, jump through a flaming hoop, jump onto a podium and walk through a tube on the obstacle course without being devoured by the magnificent animal.

The Trainer holds a chair in his left hand to defend himself and calm the tiger if he is put under threat. The chair is operated by any key and Fire.

In the Trainer's right hand is a whip; this is used to move the animals to your selected position. The whip is controlled by Fire alone. The Tiger's Head Cursor is controlled with Left/Right, Up/Down. This is used to show the direction the whip is directed. If the Tiger's Head Cursor enlarges, it indicates a direct hit on the animal. This is dangerous and unnecessary as it will only annoy the big cat and cause a threat, major threat and, eventually, an attack.

To direct the Tiger, place the tiger's head in direction you want the animal to turn then crack the whip, until it is fully extended.

#### Display Meters

At the bottom of the screen is a rectangular Threat Meter.

Half filled Meter	=	Threat
Full Meter	=	Major Threat

The 'Threat' can be reduced by correctly using the chair, otherwise an attack will take place.

#### To Gain Maximum Score

To achieve the maximum score get the tiger to complete the obstacle course in obstacle order thus avoiding incurring penalty points.

#### Scoring

You start with a 5 points base score  
Then 3.5 points for the tiger that completes the full obstacle course  
Minus 0.1 points for an ineffective whip command  
Minus 0.4 points for hitting the tiger with the whip  
Minus 0.5 points if the tiger makes a major threat  
Minus 1.5 points if you are attacked by the tiger



Once you have completed the International Competition and your final score is greater than one of the existing High Scores, then the Ring Master will announce your inclusion in the High Score Table.

### Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire  
<ESCAPE> - Stop, £/\_ - Pause On/Off

**Instructions' Source** : CIRCUS GAMES (Tynesoft) Back and Inner Inlay

### Review (Electron User) - "Big Top Extravaganza"

Donning sequinned tights and a lurex leotard, I step flamboyantly into the circus ring. Stefan Brookolini, master of high wire and tamer of big stripy pussy cats, is ready to take part in the circus spectacular of the year, CIRCUS GAMES, courtesy of Tynesoft.

Up to four players can compete in the big top tournament - a four event extravaganza that includes tiger training, tightrope walking, trapeze and trick horse riding. I suggest you take advantage of the practice option - at these there will be no audience to laugh as you plummet to your three deaths.

The tiger training event was quite puzzling - according to the instructions the ring should have contained an obstacle course over which the tiger was to be guided, a tiger-head cursor, a tiger and me. All of the afore mentioned items were present except for one - me. I was nowhere to be seen.

I hope my absence was not due to cowardice on my sprite's part. Although this is an interesting game section, the big cat's colours were very poor indeed and he looked like a mottled tabby rather than a striped tiger. That apart it's great fun.

Old timers who remember Superior Software's HUNCHBACK will have a distinct advantage when playing event number two, the trapeze. You stand there high above the ring and as the rope swings towards you, you jump and grab hold. By moving your legs at the correct time you can increase the height of your swing - one of the most critical factors affecting your success. Swing too high and you will soar into the lights, too low and you will plummet like a falling trapeze artist.

As if swinging wasn't enough to cope with, you must time your release so that the far trapeze is within your reach as you complete your graceful arc across the ring. And if you intend scoring any points at this event you had better perform an assortment of twists and somersaults to impress the judges.

The tightrope event employs a dual view display as the walker is seen both from the side and above. The top view allows you to see when you are beginning to overbalance to the left or right, a state of affairs which can be corrected using the appropriate keys.

A remarkable degree of realism has been programmed into this event. Just as in the real discipline, there is a tendency for the inexperienced walker to make a dash for the far podium - this invariably finished with the artiste providing an involuntary demonstration of Newton's laws of gravity.

The final event is the easiest of the four. Sitting and standing on a galloping white charger you have to perform a series of somersaults and handstands. Once again the left and right keys are used to maintain your balance while the fire key initiates any of the four breathtaking stunts. All events are realistically animated and respond well to the controls, but the sound is limited to a few beeps.

CIRCUS GAMES is a new and interesting variation on the decathlon type of program that has proved so successful over the years. I see no reason why this game should be any different.

Steve Brook



**\*\*\* Second Opinion \*\*\* (Electron User)**

CIRCUS GAMES is another blockbuster of a package from Tynesoft. If you've got a disc drive then the disc version is an absolute must as loading time is cut to seconds. You can practice events and chop and change as much as you like.

The graphics are excellent, and though the attempt at digitised sound at the start is interesting, it doesn't quite work. Overall it's a superb compilation of unusual and interesting games.

Roland Waddilove

Sound .....	4
Graphics .....	10
Playability .....	9
Value for money .....	9
Overall .....	9

ELECTRON USER 6. 8



# CITADEL

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure; Classic Platform Style  
Author :  
Standalone Release(s) : 1984: CITADEL, Superior, £7.95  
1990: CITADEL, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### The Objective

Marduk the Dictator has established a base in an old deserted castle. His slaves have built a teleport which will soon be used to transport the alien invasion force from the planet Codar to Earth. Your mission is to destroy the teleport system before it is too late.

You must find and bring the five crystals to the temple on the island (thus activating the teleport system), teleport yourself to the alien planet, and bring back the bejewelled figurine which you will find in Marduk's palace. When this is brought back to Earth a field of antimatter will obliterate the teleport system and the invasion will be averted!

### The Adventure

You start in the "Main Hall" with 150 energy units. You can carry up to two objects at once. At the top of the screen is the name of the room and space for two objects. Below this is the number of energy units remaining, your score and the room co-ordinates relative to the "Main Hall".

### Keys

Keys open doors of the same colour. If you have the correct key both door and key disappear. To assist those with black and white televisions, a letter appears at the top of the screen to aid identification.

### Objects

Only those objects found on coloured bases can be picked up. These include: Egyptian statues, crystals, iron bars, a barrel, an ice crystal, a trampoline, a cannonball, a bucket, etc. Some of these will disappear when they are used.

### Monks

The tall, fearsome monks guard certain rooms. They can be dealt with by shooting a spell into their faces. This skill's soon mastered. However, the monks re-appear when you return again to that location.

### Energy

Energy is gained by collecting flasks and solving puzzles. Energy is lost by firing spells, by colliding with adversaries and burning objects, and by spending too long underwater. One unit is lost every 25 seconds due to the radiation emerging from the crystals. If you are losing energy quickly, you will be magically transported to the point where you entered the room. With a few exceptions, all screens can be traversed without losing any energy. There are almost 1000 units to be collected, but only 300 units are needed to complete the game.

## Hints



- \* Draw a map and work out the most efficient way round. Collect all the flasks as they boost your energy substantially. Take your time and use PAUSE to plan your next moves.
- \* Notice that you can move about while jumping. This may help you to jump higher on the trampoline.
- \* You could start by collecting the crystal which can be seen in the room directly above the "Main Hall". But what should you do to appease the wolf guardians in the temple? You will see the answer along the way, but you will need to do something to this object before the wolves will accept it.
- \* Finally, no object is useless! With the right amount of patience and skill you will eventually be rewarded with an impressive finale of sight and sound as the teleport system is destroyed.

### Game Controls (Layout 1 of 4)

```

Z..... Move Left      *..... Move Up
X..... Move Right     ?..... Move Down
RETURN..... Action: jump, pick up an object, drop an object,
                    push a switch, increase climbing speed
SPACE BAR or SHIFT ..... Cast Spell
P ..... Pause
At this point you can press J or K to select joystick or keyboard
S ..... Sound On      Q..... Sound Off
ESCAPE..... Escape from danger. Hold down to end game.
(Alternatively, you can use a switch-type joystick and the SPACE BAR).
```

**Instructions' Source** : PLAY IT AGAIN SAM (Superior/Acornsoft) Inner Inlay

### Review (Electron User)

There are now so many games available for the Electron that we are becoming spoilt for choice. Just occasionally, however, a real beauty comes along, and for me CITADEL, from Superior Software, is one of these.

CITADEL is a role-playing quest game. A particularly evil dictator has made his base in an old castle and built a teleport system there. It will be used to transport his invasion force of aliens, and your job is to destroy it. To do this you have to find five crystals hidden in various locations in the castle and its surrounding lands.

Sounds very like a traditional adventure - but now for the arcade bit. One room at a time is shown on screen, complete with your hero. You have to guide him round, up ladders, down ropes, leaping over fires by using conventional control keys Z/X for left/right, and so on. Move out of the room in any direction and the next room flashes up instantly. Useful objects lying around can be picked up and a lot of extremely nasty creatures have to be avoided or zapped with a spell. You need to be pretty quick with the control keys here.

CITADEL is great fun, and you need to play it to appreciate it. I've spent four weeks playing nothing else, and still only solved half the puzzles. Not only is it very enjoyable, it's also very difficult. For me, it's almost the perfect game. You need arcade skill to move your hero around the castle safely. You need logic to work out the purpose of the various objects.

The game is well programmed, with excellent graphics and sound. To sum up, as the old advert said, CITADEL is sheer enjoyment. Game of the year, for me.

```

Sound ..... 8
Graphics ..... 9
Playability ..... 10
Value for money ..... 8
Overall ..... 10
```

James Bibby, ELECTRON USER 3. 8



# CITY DEFENCE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author : Trevor Hall  
Standalone Release(s) : 1984: CITY DEFENCE, Bug Byte, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG-BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You are under attack. Deadly missiles are approaching your ground bases, from above. Each missile is capable of totally destroying its target. Your duty is to defend your cities from the waves of missiles by firing rockets from your three bases and steering them towards their targets. You may have up to five rockets in the air at once, but beware - you can only direct the last one fired, and you only have a limited number of rockets available for each wave. Luckily, between waves of missiles you get a chance to reload! To stay in the game, you must preserve your cities.

## Game Controls

Five keys are used to control the game:

J - Launch rocket from left base  
K - Launch rocket from centre base  
L - Launch rocket from right base  
FUNC - Steer last rocket fired to the left  
Q - Steer last rocket fired to the right

A bonus is awarded for every 1500 points scored. There is on-screen scoring for one or two players, and the program also keeps track of the high score.

**Instructions' Source** : CITY DEFENCE (Bug Byte) Inner Inlay

## Review (Electron User)

As sole defender of a group of cities you have to fight off deadly missiles using the almost inevitable laser base. You have four cities to defend and three bases from which you can fire. Sadly there are only ten rockets available in each base. When your supply is exhausted, the enemy continues to attack ruthlessly until your planet lies in ruin.

After you've seen off each wave of enemy missiles your supply of rockets is replenished. Provided you have managed to save at least one city from the preceding screen, away you go again.

Extra cities are awarded for every 1,500 points, and other features include a two player option - very welcome when your friends play for hours - and a hi-score facility.

All in all I was impressed with City Defence. The instructions were concise yet clear and appear on screen as well as on the inlay card. The sound was good and did not become annoying as often happens. Indeed the sound produced by an attacking wave of missiles was really quite tuneful, although it could not be turned off if it did become tedious. The use of graphics was fair, if not exactly startling.

Perhaps a hardened arcade fanatic might be a little disappointed at the absence of



one or two features present on the original - for example there are no spaceships appearing from time to time. Having said that, to most people this game will provide a good deal of entertainment and is great fun to play.

Steve Yarwood, ELECTRON USER 2. 2



# CLASSIC ADVENTURE

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : John Jones-Steele  
Standalone Release(s) : 1985: CLASSIC ADVENTURE, Melbourne House, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : MELBOURNE HOUSE, Church Yard, Tring, Hertfordshire HP23 5LU  
Disc compatibility : Unknown

## Instructions

CLASSIC ADVENTURE was the first major computer game and now it's become a classic in its own time. This exciting new release of CLASSIC ADVENTURE for the BBC will enable you to slay dragons, find hidden treasures and bribe trolls: and as your skill increases through more and more victories and discoveries, you too can become a master adventurer. Side 1 uses full 32K for BBC. Side 2 modified to suit Electron.

Before Crowther and Woods wrote Adventure in 1978, games all had something more or less in common. The player knew the rules, and had to try to use them to get the best possible score. In an Adventure, the aim of the game is to discover the rules!

To do this, the computer acts as your eyes and hands. It will tell you where you are and what you can see. You can tell the computer what you would like to do by giving it simple one or two word commands like "THROW AXE", "CLIMB" or "DRINK WATER".

The aim of the game is to find the many fabulous treasures hidden, and often guarded, in the Colossal Caves, and get them back to the building. But take care! Magic is said to work in the caves, and things are not always what they seem! Many things you pick up have strange side-effects and there are shady and often unfriendly characters lurking in the dark.

Typing "INFO" will get you some general information about playing CLASSIC ADVENTURE. To see how well you are doing, type "SCORE". "HELP" may be helpful at times. "INVENT" gives you an inventory of what you are carrying. "QUIT" allows you to finish the game.

Don't forget the caves have very twisty tunnel so if you go "NORTH", going "SOUTH" doesn't always get you back where you were!

## Hints

The computer only uses the first four letters of the words you enter so you can save time by typing "TAKE SILV" rather than "TAKE SILVER". The direction commands can be abbreviated to a single letter. If you have tried several different ways to do something without success, it probably can't be done. Try dropping something, or move on to something else - there's plenty to see in the Colossal Caves. Experienced adventurers generally make maps as they explore, and although mazes are difficult to chart, it can be done! If you get really stuck, go adventuring with a friend - they may think of something you haven't.

And remember the etiquette of adventuring - revealing the tricks is like announcing the end of a whodunnit - the act of a cad!

**Instructions' Source** : CLASSIC ADVENTURE (Melbourne House) Back and Inner Inlay



## **Review (Electron User)**

It wouldn't really matter how good or bad this program is - as it is the only Electron version of the original Colossal Cave adventure, I'd have to recommend it. So it comes as a bonus to find that this adaptation is superb.

I haven't played the original Crowther and Woods version so I can't say how close to the original this is. However, it seems to have all the problems I have read about so it must be a full - or nearly full - adaptation of the original.

In it you play the part of a typical greedy adventurer. You come hotfooting it, flushed with success from your last adventure. You've heard of the fabulous treasure to be found in the area and are eager to get your share.

Armed with the objects you find above-ground you race off to the grating that gives access to the labyrinth of caves below. You soon come across your first major obstacle - a large venomous snake. Its teeth soon puncture your ego as well as your skin. It is at this point that you realise that things aren't going to be quite as easy as you thought.

Careful exploration of the earlier locations soon reveals the solution - though the final answer is for the birds. You'll also find the first magic word. This returns you to the building but remember to turn off your lamp - it won't last forever.

You progress slowly, solving a maze and other puzzles and finally enter the main body of the adventure. Eventually you will solve the game but it is more likely to take weeks rather than days. Well, what else can I add? Very few adventures ever reach the standards set by this one. It is deservedly called Classic. Somehow it is exciting to visit all these locations I have heard so much about before. In a way it is like a legend coming to life. All I can say is it's a superb game and one that no true adventurer should be without. Magic!

Merlin, ELECTRON USER 2. 4



# CLASSIC ARCADE GAMES

*Professional, Originally Released On Cassette, ADFS 1D00 Disc And DFS 1D00 Disc*

Game Alias : COMPENDIUM OF CLASSIC ARCADE GAMES  
Game Types : Arcade (1 Text Adventure)  
Standalone Release(s) : 1987: CLASSIC ARCADE GAMES, Database Publications, £3.99  
Compilation Comprises : 1. SNAPMAN, Database  
2. ALIEN INTRUDERS, Database  
3. PANZER ASSAULT, Database  
4. MAYDAY, Database  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## SNAPMAN

In this close relative of the arcade favourite you must guide your man sucessfully through the maze, matching energy pellets and avoding hostile aliens.

### Game Controls

Z - Left, X - Right, : - Up, / - Down

## ALIEN INTRUDERS

This is an exciting version of the all-time classic. With only your laser for protection, you must destroy waves of alien intruders that threaten you.

### Game Controls

Z - Left, X - Right, <RETURN> - Fire

## PANZER ASSAULT

Get ready for battle! You are a tank commander engaged in vicious street combat against encircling enemy forces. How long can you stay out before you are overwhelmed?

### Game Controls

Z - Left, X - Right, : - Up, / - Down, <SHIFT> - Fire

S/Q - Sound/Quiet, <ESCAPE> - Abandon Game

There is also a joystick option.

## MAYDAY

A futuristic adventure game to challenge your powers of deduction as you guide the sole survivor of a stricken space freighter through the wreckage of his craft.

Most keywords can be abbreviated to a single letter followed by a full stop.

**Instructions' Source** : CLASSIC ARCADE GAMES (Database) Inner Inlay

## Review (EUG)

When games describe themselves as "classic", it's best to tread with caution. Database Publications' collection of four machine code arcade games is a case in point; on either tape or disk you get SNAPMAN, ALIEN INTRUDERS, PANZER ASSAULT and MAYDAY and you'll probably agree that the majority do not sound too familiar. True



classics are very recognisable: most computers have their clones of TETRIS, HOPPER and PAC-MAN that can be thus described. What can make all the difference is the modesty of the packaging. It's when OTHERS describe them as classics, after an amount of time has passed, that they can rightly claim the title.

It might be a bit harsh to begin a review this way as Database Publications do not claim these four games are brand spanking new classics of the time. Rather, they seek to collate some of those clones referred to; possibly that even possess such an elitist accolade.

SNAPMAN, not altogether unsurprisingly, is the new version of PAC-MAN with four different coloured ghosts and a yellow munching circle you must navigate around a maze. Subtle differences to the Acornsoft SNAPPER are in there - instead of dots, you follow a green line trail, the ghosts are more closely related to the original PAC-MAN arcade game and a collision with one of them and your character sinks smoothly into oblivion - but it's not as professionally presented vis-a-vis loading and title screens. There's no joystick option yet the arcade screen layout does seem neater, the sprites 'cuter' and the execution speed perfect.

It's a nice reworking although the original SNAPPER is so popular, and appears on so many compilations, that it was never destined to take its crown.

Next on the menu are those rows of Space Invaders that move slowly (in fact, not so slowly in this version) from side to side and down the screen towards your laser at the bottom. Protecting you are three big yellow blobs under which you can take shelter or blast away from underneath in order to hit the ALIEN INTRUDERS who are pounding away at them from the top. The 'official', if that's the right word, release of this game is Micro Power's ELECTRON INVADERS. Actually, INTRUDERS is just a little bit better in terms of sprites, speed and addictiveness. Making a fantastic use of colour and seamlessly doing about a million different things at once, it's a real achievement on the little Electron and incredibly fast on a Turbo one or BBC.

Even the 'reporter' that scrolls across the top of the screen is incorporated. But it falls down, like the first, on its boring high-score table and introductory screen plus lack of joystick option.

There's no doubting that these first two games are the best. The coding and screen layouts are faultless and the sprites very colourful. It's with the move to PANZER ASSAULT that things get stranger. This is a maze game where you control a tank, and although this is mostly a m/code game it's just a CHR\$ definition you control, set in a maze with enemy tanks appearing out of nowhere. You must simply blast a set number of tanks each level until you are blasted away by one of them. This may be an arcade game but it could never be in the same league as the earlier ones! It does what it's supposed to, includes a joystick option and also has a nice layout on screen. Supposedly, it's another classic? Afraid not. It's original yet it's unimaginative and boring. Placed here, it serves only as a kind of ironic reinforcement that cloning sell-out tried and tested' arcade games can result in holding one's attention span longer than a brand new one!

The title MAYDAY also sounds rather unfamiliar but one might suspect this was to be a version of the BOMBER arcade game. It's not. Extraordinarily, this game is actually a text adventure!! Now this has to be the most predictable shot in the foot for reviewing purposes. Media that describes itself as a compendium of arcade games (classic or not!) needs to adhere to that categorisation. It's as annoying as when, as a child in BOOTS, you picked up the latest 8 bit game, saw the graphics on the back cover and after buying it realised they were from the AMIGA or ST version!

Of course, there are no graphics in MAYDAY. You are faced with a Mode 6 screen with the location description and choice of GO NORTH, etc. The adventure in itself is best suited to beginners and takes place on a troubled space freighter in the future. In point of fact, if you like text adventures, it's not all that bad at all. But it's not a classic and it's not an arcade. And most importantly, it shouldn't appear on a compilation that states that it is!



Europress, the new name for Database, have released this disk into the Public Domain so you can pick it up in most libraries for just one pound. If you are new to the Electron then you'll probably enjoy those two 'true' classics and spend a little time playing around with PANZER and MAYDAY. Remember also that, from a sales point of view, the title CLASSIC ARCADE GAMES sounds much better than FOUR GAMES and, without its original title, it might never have made it to review.

A final point to make is there are only a very rare number of disks that work with Electron ADFS's PAGE set to &1D00. This is one of them! Consider it...

Dave Edwards, EUG #51



# CLASSROOM COMPUTING 1

*Professional, Originally Released On Cassette, ADFS 1D00 Disc And DFS 1D00 Disc*

Game Types : Educational  
Release Information : 1986: CLASSROOM COMPUTING, Database Publications, £6.99  
Compilation Comprises : 1. BRIDGE BREAKER, Database  
2. CALCULATOR, Database  
3. CURVE FIT, Database  
4. GOTIT, Database  
5. HOUSE, Database  
6. MANIPULATION, Database  
7. MAPPING, Database  
8. MATRIX, Database  
9. SNAP, Database  
10. TABLE MOUNTAIN, Database  
11. THE GALLERY, Database  
12. TUADD, Database  
13. TUMULT, Database  
14. TUSUB, Database  
15. WHAT NUMBER?, Database  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# CLASSROOM COMPUTING 2

*Professional, Originally Released On Cassette, ADFS 1D00 Disc And DFS 1D00 Disc*

Game Types : Educational  
Release Information : 1986: CLASSROOM COMPUTING 2, Database Publications, £6.99  
Compilation Comprises : 1. ANGLER, Database  
2. CHINESE TAKEAWAY, Database  
3. DATABASE, Database  
4. DISCOVERY, Database  
5. FUN FACTORS, Database  
6. PUNCTUATE, Database  
7. SPELLDROID, Database  
8. TORTAL, Database  
9. WINDMILL, Database  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# CLOGGER

## ***Professional, Originally Released On Cassette Only***

Game Type : Overhead Maze Game; Large Sprites!  
Author :  
Standalone Release(s) : 1988: CLOGGER, Impact, £4.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : IMPACT, Neepsend House, 1 Percy Street, SHEFFIELD S3 8AU.  
Tel: 01742 769950  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"In a strange and mystical land, many years ago, lived a peaceful race of beings known as the Cloggers. Cloggers were unusual creatures with three feet and no head but with strange powers that enabled them to perceive their environment in a way incomprehensible to man.*

*Cloggers also had a great love of art and, in order to achieve the status of Master Clogger, needed to prove their artistic appreciation. To do this, all young Cloggers had to undertake a series of cunningly conceived tests. These consisted of reassembling various pieces of artwork scattered around dangerous landscapes in the hidden valleys of Clogland.*

*Few Cloggers ever reached the status of Master Clogger. The task is truly awesome with countless problems to be solved and pitfalls to overcome. The time taken to complete each landscape is also crucial but the powers that be have kindly left a little food. However, this should be eaten with moderation as guzzling it down can lose some of its energy value.*

*Each of the eighteen landscapes becomes progressively more complex with increasing numbers of individual tests of initiative.*

*There are drills to be found which can be used (sparingly!) to create essential passageways; powerful lawnmowers to clear the deadly Cloggrass; plus springs, rebounding gyroscopes and buffers which all hinder your progress.*

*One ill-considered action can render your whole future worthless.*

*Would you have become a Master Clogger?"*

### **Loading**

The game consists of a main program plus four game files of five levels each.

You will be given a loading picture and then a menu from which you can select one of the four game files: SLIPPER, BRUSHES, ARTIST or PAINT.

Other game files can be loaded from the Instruction Page in the game itself.

The game objective is to become a Master Clogger, you must complete the twenty levels without using passwords. You have five lives with which to do this.

Each level requires you to gather 21 pieces of a picture and push them to the finish area. They must then be inserted in the right way to build up the complete piece of artwork. You must also eat all the cakes. When both the above have been achieved, the level will end and you can move on to the next one. You will then be given the password for that level.



The finish area is always seven objects wide by three objects high. This can be at any position on each particular level. It will be full of earth, which will need to be removed before the pieces of artwork can be inserted.

### **Playing Instructions**

Certain pieces of artwork may seem inaccessible. You will have to find out the route to them by using or moving the drills, lawnmowers, buffers and gyroscopes on the way. This must be done within a limited time period.

### **Maps**

A map of each level can be obtained by pressing M during the game. Time will continue to tick away so plan your strategy quickly.

### **Picture Screen**

To see the finished piece of artwork that needs to be assembled press P during the game. You can also see the clock ticking away. Appreciating the finer points of the artwork is not recommended at this stage.

### **Time Limit**

Time is limited for each level and if time runs out, you will run out of energy and lose a life. However your energy can be increased, and therefore your time increased, by eating cakes which will each give an extra 30 seconds worth of energy. (Don't eat too much at a time - the maximum time you can have at any stage is ten minutes). The only stage that time will stand still is on the status screen. So don't hang about!

### **Clogger's Almanack**

Whilst completing the tests that will make you a Master Clogger are largely dependent on your skill and initiative, the Clogland Council does supply a brief advisory almanack. This advises of the hazards that await you and tools that will be at your disposal.

### **Read carefully:**

Cakes	- Eating a cake increases your energy and thereby increases your time by 30 seconds. (Note - Don't forget that all the cakes must be eaten before a level can be completed)
Apples	- Eating these increases your score and removes a possible barrier
Earth	- This can get in the way. If in doubt, remove it but don't waste time
Cloggrass	- This is fatal on contact. It can be removed with a lawnmower
Lawnmower	- Used to remove Cloggrass
Springs	- These are a barrier unless approached from one particular side. If you find the right way to approach it then it will be removed
Gyroscopes	- When pushed, these will fly off until stopped by another object or reflected by a spring. If reflected by a spring, they will return to their original position
Buffers	- These can be used to solve problems caused by gyroscopes
Drills	- There are two of these on each level. One drills to the left and the other drills to the right. Each drill will cut through any THREE objects and then disappear. It is advisable to only use drills to cut through objects that cannot be removed in any other way.

### **Game Controls**

Z - Left, X - Right, : - Up, / - Down, <ESCAPE> - Suicide  
P - View Picture, M - View Map, S - View Status Screen & Pause

### **Status Screen Controls:**

P - View Picture, M - View Map, <ESCAPE> - Quit Game, <SPACE> - Return to Game

### **Controls Available From Instruction Page:**

L - Load a file, E - Enter password

### **Passwords**

Puzzles 2, 3 and 4 of the SLIPPER set are accessed by typing BALLET, OXFORD and POLISH respectively.



Puzzles 2 and 3 of the BRUSHES set are accessed by typing HARRIET and MOTTLEY respectively.  
Puzzles 2, 3 and 4 of the ARTIST set are accessed by typing TIPTOP, IMPALA and BRITISH respectively.

**Instructions' Source** : CLOGGER (Impact) Back and Inner Inlay

### **Review (Electron User) - "Pretty As A Picture"**

Every now and again something original and fun crops up in the Electron games market - remember FRAK! and the original, heady days of REPTON? Now here is a newcomer which will surely join the list of these all time classics. It's CLOGGER, a welcome new release from Impact who have moved on from posters, helpsheets and cheats and are now producing full feature arcade games.

Cloggers lived in a strange and mysterious land in days of yore. They were totally peaceful creatures who stomped merrily around on their three feet pushing a bulldozer in front of them. Their lack of a head in no way dimmed their intelligence - in fact they had wonderful powers of observation.

Cloggers also loved art, and it is this love that forms the main drive of the game, since in your attempt to become a Master Clogger you must find pieces of artwork and assemble them to make a complete picture.

Your aim is to complete 20 landscapes - an Electron bonus as the BBC Micro version has only 18 - by collecting the 21 picture pieces and putting them together in the finish area. Each landscape is about sixteen times the size of the screen and the scrolling is very smooth, both sideways and up and down. Clogger in fact, stays firmly in the middle of the screen spinning his feet like a whirling Manxman while the scenery moves around him.

As well as making the picture, Clogger must also eat all the cakes which are scattered around. These boost your energy and provide 30 extra seconds in which to complete your task. The maximum survival time you can have is ten minutes, so it doesn't pay to gorge too long on cakes - far better to save them until you need them.

Apples are eaten to score points and to get them out of the way. Earth just needs removing before picture pieces can be pushed through it. The bouncy springs can cause a problem, but these can be removed if pushed from the correct side.

Apart from lack of time, there is only one fatal problem. Cloggrass grows lush and green in places. Any contact with it will cause Clogger to fade away, but it can be cut. A couple of lawnmowers can be found on each level and these remove the grass with a satisfying noise.

The other tools to be found are the drills. These can remove three thicknesses of wall - or anything else for that matter - and then they vanish. Their use must be carefully planned. There are two more scenery items. Gyroscopes will, if pushed, fly away until they hit a barrier. There they stop unless the barrier was a spring, in which case they fly back to their starting point. Buffers can be pushed around to control the wild movements of gyroscopes.

The task of completing pictures would be all but impossible if you could not access the map. Pressing M will display a clear map of the entire landscape. This shows the current positions of everything, including Clogger himself. The pieces of picture are just shown as blank tiles - no actual picture detail can be seen. Incidentally, while looking at the map, the time ticks away, so map work needs to be hasty.

It is also possible to see the completed picture by pressing P at any time. Once again, don't admire the artwork for too long. The third option is to press S to see the status screen which tells you how much time is left, how much of the picture you've completed and how many cakes you must still eat.



The status screen is a true game pause and Clogger time stands still. The game may also be ended here by pressing <ESCAPE>. At first sight, CLOGGER has many of the attributes of the REPTON games. They play is similar in that your character is steered around a maze in search of goodies. CLOGGER, however, uses the entire screen for the game and still achieves a speedy scroll.

The characters are all large and colourful, and Clogger himself was conceived with a real touch of humour. I particularly like the way he performs a wheel spin when he bumps into a wall.

The sound consists of various beeps and noises which signify different events - pushing a gyroscope, eating an apple and so on.

CLOGGER is another arcade adventure which will require brain power rather than manual dexterity to solve. At its bargain price, buy it and see it race to the top of the charts.

Rog Frost

### \*\*\* Second Opinion \*\*\* (Electron User)

CLOGGER is a superb game very reminiscent of the REPTON series, but there are sufficient differences for it to avoid being simply a clone. The graphics are good, and the game is very playable. The main playing screen is a little dull and an attractive border would help brighten things up a little.

If you are a fan of this type of scrolling puzzle game and would like a change from Repton's adventures I can thoroughly recommend CLOGGER.

Janice Murray

Sound .....	10
Graphics .....	6
Playability .....	10
Value for money .....	10
Overall .....	9

ELECTRON USER 6. 5



# CODENAME: DROID

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Type : Arcade Adventure Platform Style  
Authors : Nick Chamerlain & Martin Edmonson  
Standalone Release(s) : 1985: CODENAME: DROID, Superior/Acornsoft, £9.95 (Tape)  
£14.95 (Disc)  
1989: CODENAME: DROID, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 2, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

For many years a war has ensued between the Allied Nations and the Volgans. You play the role of Commander John Stryker, commissioned by the Allied Nations to undertake a perilous mission that, if successful, will give the Allies a fundamental strategic advantage over the warmongering Volgans.

Your task is to locate and seize the Volgan's latest weapon: a new spacecraft (codenamed Z11) which is equipped with the revolutionary matter/anti-matter warp drive facility. You have landed on the mysterious planet Volga, and you must now penetrate the Volgans' underground defence systems, find the spacecraft and requisition it.

## The Game

You can jump, run, kneel, crawl, climb up and down ropes, ascend and descend by using lifts, fire your laser blaster, drop mines, and pick up any objects that you find. You can also access information via your wrist terminal computer, and you can fly for short distances by using a jet-pack.

There are many objects scattered around that you can collect and use. To pick up an object simply run over it.

In order to be able to requisition the Volgan's Z11 spacecraft, you must collect four sets of plutonium rods (to power the craft) and a navigation ROM which is required by the spacecraft's computer.

As you descend below the planetary surface, you will pass through four different zones of Volgan activity:-

- \* The Surface Defence,
- \* The Ancient Shrine,
- \* The Crew's Quarters,
- \* The Missile Factory.

Each zone has three sub-levels called sectors. These are simply numbered 1 to 3. You start at "Surface Defence - sector 1" and descend through sectors 2 and 3, and then on to the next zone.

Moving from one sector to another is accomplished by entering a lift and pressing the appropriate key to ascend or descend. However, you need one security password in order to ascend or descend by 1 sector. Volgan soldiers are strategically positioned defending each sector. As you descend, the Volgan soldiers become more powerful: they inflict more damage and possess a higher armour-stress factor - you will need to shoot them several times to kill them.

You can kill a Volgan soldier in several ways:-  
(1) by shooting him,



- (2) by dropping a mine in his path (you can leave the mine and when the Volgan runs into it you will hear it explode no matter where you are in the sector),
- (3) by jumping onto a Volgan soldier (not always effective),
- (4) by crashing into a running Volgan soldier, or
- (5) by tricking two Vologans into shooting each other (while you jump out of the way).

### **Micro-Film Maps**

To look at the micro-film maps, you must have first picked up a microfilm cassette - you'll find one in the Surface Defence zone. Press "A" to access the wrist terminal computer and then press "M" to view a map of the current sector. The map can be scrolled to display the entire sector. The positions of the Volgan soldiers are also shown.

### **Using a Jet-Pack**

When you walk into a jet-pack, you will be placed onto the jet-pack: you can then thrust left and right, and by pressing RETURN you can thrust upwards. Release RETURN and you float downwards. The jet-pack has its own built-in blaster which does not drain power from your own blaster energy. The jet-pack also has its own computer which is accessed by pressing "J" - it shows the current blaster energy and the remaining jet pack fuel. The jet-pack can be refuelled by picking up a fuel canister.

### **Two Important Objects**

Most of the objects that you will discover are required for one purpose or another. But the mystery crates are particularly useful. When you pick one up all of its contents are assumed to have been picked up. The contents are usually several security passcards and/or energy cells. Springs are also extremely useful: they allow you to jump higher than normal - but picking up any other object immediately cancels the effects of the spring - so plan your movements carefully.

### **The JUMP Option**

You can jump immediately to the start of zone 2 or zone 3 if you have reached it in a previous game. To do so, press "J" on the introductory screen and you will start at zone 2 (or zone 3 if you have reached that far previously). Your status (lives, energy, equipment, etc) will be set exactly as it was when you first entered that zone.

However, to requisition the Volgan's Z11 spacecraft and receive the congratulatory message you must complete the entire game without the JUMP option.

### **The Wrist Terminal Computer**

Press the "A" key to access your wrist terminal computer. The computer screen will show you important information. The current zone is displayed (Surface Defence, Ancient Shrine, Crew's Quarters or Missile Factory) and under this is shown the sector within that zone (1, 2 or 3). Also displayed is your score, the number of lives remaining, and the number of mines which you are currently carrying. Each time you enter a sector after using a lift you will automatically be given six mines in exchange for your security passcard.

The suit energy and blaster energy are shown graphically as energy bars. Your suit energy is decreased each time you are shot by a Volgan soldier and if your suit energy reaches zero, you will be unable to fire your blaster until you have recharged it. To recharge either suit or blaster energy you must first pick up an energy cell, then access your wrist terminal computer and press "S" to recharge your suit energy or "B" to recharge your blaster energy.

Finally, the number of spare security passcards and energy cells which you are carrying is displayed.

### **Control Keys**

Z - Run Left,    X - Run Right,    \* - Fire Laser Blaster,    RETURN - Jump  
+ - Climb Rope/Ascend in lift,    > - Climb down rope/descend in lift/kneel/crawl



D - Drop a mine,    A - Access wrist terminal computer  
J - Access jet-pack computer,    O - Leave jet-pack,    Q - Lose a life  
ESCAPE - Restart game

(Note: Stryker cannot crawl off the screen. To move to the next screen, he must stand up and run across)

### **Introductory Screen Controls**

1 - Sound off,    2 - Sound on,    J - Depth Jump (if offered)

### **Wrist Terminal Computer Ctrls**

M - Display micro-film maps and enemy positions  
S - Recharge suit energy,    B - Recharge blaster energy  
SPACE . Exit from wrist terminal computer

(Original inlay includes graphics of characters and objects)

**Instructions' Source**    : CODENAME: DROID (Superior) Inner Inlay

### **Review (Electron User - Double Review Of STRYKER'S RUN and CODENAME: DROID) - "Dynamic Duo"**

Please see STRYKER'S RUN for this review.

**See also**                                : ELECTRON USER 5. 7 for a review of PLAY IT AGAIN SAM 2



# COLOSSAL ADVENTURE

*Professional, Originally Released On Cassette Only*

Disc compatibility : Unknown

**Instructions' Source** : 3

Review : No Review Yet



# COLOSSUS BRIDGE 4

***Professional, Originally Released On Cassette Only***

Game Type : Graphical Bridge Simulation  
Author :  
Standalone Release(s) : 1988: COLOSSUS BRIDGE 4, CDS, £12.95  
1991: COLOSSUS BRIDGE 4, CDS, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CDS, CDS House, Beckett Road, DONCASTER DN2 4AD.  
Tel: 01302 890000  
Disc compatibility : Unknown

## Instructions

*"COLOSSUS allows one player to play a complete game of Bridge with the computer controlling the other three hands. Each hand is bid according to the Acol system. Included are the Blackwood, Stayman and Baron conventions. The strong two club and take-out doubles are also supported. All four hands are displayed at the end of play.*

*"COLOSSUS has the following features:-*

*32K/ELECTRON VERSION*

- \* Rebid/replay option*
- \* Skip to the next hand*
- \* Magazine subscription offer*

*64K VERSION*

- \* Rebid/replay option*
- \* Skip to the next hand*
- \* Hands with a specific point count/balanced distribution generated*
- \* Hand input facility*
- \* Variable speed of play*
- \* Card autoplay/recommend option*
- \* Claim trick(s)*
- \* Displays the score to rubber*
- \* Magazine subscription offer*

*"COLOSSUS TUTOR - a series of 10 hands to illustrate the fundamental principles of the game."*

## General

The Colossus program allows one player to play a complete game of Bridge with the computer controlling the other three hands.

Each hand is bid according to the Acol system. Also included are the Blackwood (aces and kings), Stayman and Baron conventions. The strong 2 club and take-out doubles are additionally supported.

Some computers have the memory required to display all four hands at the end of play followed by the score to rubber.

## Playing A Game

As normal, the player sits South. To follow suit, just enter a single letter or number to indicate the card to play:

i.e.     A   K   Q   J   T   9   8   7   6   5   4   3   2

To lead or discard, press a second key to indicate the suit:

i.e.     S   H   D   or   C



If a singleton is held in the suit led then this is automatically played as is the last trick.

To abandon the hand, press E. Press F to restart the program on the Master version.

### **Opening Leads**

Partners bid suit, top of three card honour sequence, ace from AK, king from Kq, fourth highest of the longest suit held (no trumps), singleton or high-low from a doubleton. If sensible, partners lead will be returned.

### **Bidding Instruction**

<SPACE> - No bid, D - Double, R - Redouble

Otherwise enter two characters, the level 1-7 followed by the letter of the suit.

### **Bidding System**

N.B. HCPs = High card points: Ace = 4, King = 3, Queen = 2, Jack = 1,  
< = less than, > = greater than

#### **a. Opening Bids**

1 of a suit ... 12 - 19 HCPs

If two suits of equal length are held, the higher ranking is bid with two exceptions:

- i. The suits are spades and clubs. Clubs are bid.
- ii. The hand distribution is 4441. Here the suit below the singleton is bid except when the singleton is clubs when hearts are bid.

1NT ... 12-14 HCPs & a balanced hand (No singleton voids or five card suits).

2 of a suit ... > HCPs (2 clubs => 22)

2NT ... 20-22 HCPs & a balanced hand

3 of a suit ... 4-10 HCPs and at least a seven card holding

Opening bids of 3NT or higher are not made.

#### **b. Overcalls**

Suit ... 11 with a six card suit

12 with a five card suit

> 13 jump overall, minimum six card suit

1NT ... 15-17, a balanced hand a stop in the called suit

2NT > 17 HCPs a balanced hand and a stop in the called suit

Double ... (for take out) > 13 HCPs and a singleton/void in the suit bid (below the three level). This distribution is not necessary for hands with > 15 HCPs. Partner must take out the double into their best suit. With > 8 HCPs they must also jump. It is possible to pass if the suit doubled is their best (a double of a NT contract is always for penalties).

Pre-emptive overcalls are not made.

#### **c. Replies to Opening Bids**

To one level bids: <6 HCPs ... No bid

< 10 HCPs ... Support partners major with four cards or more.

If you have a four card major that can be bid at the one level, you must mention it.

Raise partners minor with four card support.

Bid your best suit at the one level. Otherwise make the limit bid of 1NT. Do not bid at the two level. If two suits of equal length are held, the lower ranking is bid.

10-12 HCPs ... Jump raise partners major with four card support. Any four card major. With four card support, jump raise. Bid your best suit or 2NTs with a balanced hand. A bid of 2H over 1S required a five card suit due to the bidding space consumed.

> 12 HCPs ... Change the suit, show support, if held, on the next bid (delayed game raise). With > 15 jump shift or 3NT.



TO 1 NT: If you have an unbalanced hand, you must either use the Stayman convention or make a takeout bid into your best suit (jump with > 12 HCPs). The takeout into a suit at the two level is regarded as a sign off.

The Stayman convention is used if you have > 10 HCPs and a four card major. You bid two clubs. Partners must then bid their best major if they hold more than three cards in either major or a diamond denial. With a balanced hand, no bid with less than ten points, 2NT with 11 or 12 points otherwise three no trumps.

#### **d. Replies to Overcalls**

TO 1NT ... With a balanced hand, pass with less than eight HCPs, 2NT with 8 or 9 HCPs and 3NT with ten plus. Unbalanced hands: The Stayman convention may not be used in response to an overcall, 2C being for takeout. With > 11 jump in your best suit.

TO SUIT OVERCALL: As the overcall requires a five card suit, support may be given with a three card holding. A single raise is made with 6-11 HCPs, a jump raise with > 11.

As game is not likely with a holding of less than twelve points, (take-out double is used with strong hands in preference to an overcall) a no trump bid is made to show lack of sympathy for partners suit. A change of suit (requiring > 5 cards) is not forcing.

#### **e. Replies to Strong 2 Bids:**

With < 5 HCPs ... 2NT

#### **f. Replies to 2NT:**

With a balanced hand and > 4 HCPs bid 3NT. With an unbalanced hand, bid 3 clubs. This is Baron and request partner to bid his lower ranking four card suit except if clubs when 3NT is bid.

#### **g. Replies to 2 Clubs:**

This is a conventional bid showing > 22 and is no indication of a club holding. Bid two diamonds with less than eight points and 2NT with eight points. You cannot pass as partner may be able to make game.

#### **h. Replies to Three Level Bids:**

With < 16 HCPs, no bid. With 16 plus, either raise partner or bid 3NT.

#### **i. Openers Rebid:**

IF PARTNER SUPPORTED then with:

< 16 HCPs ... bid > 15 HCPs ... raise

IF PARTNER BID 2NT over 1NT then bid 3NT with anything but a minimum.

IF PARTNER BID A NEW SUIT then you are obliged to keep the bidding open except after 1NT - 2D/2H/2S. Here you pass the weak take out.

12-15 HCPs ... Support with a four card suit.

Rebid with a six card suit. New suit.

15-16 HCPs ... With a balanced hand, 1NT may be bid. Used to show a hand suitable for, but too strong to open, 1NT.

> 15 HCPs ... As above with jump. A 2NT rebid requires > 16 HCPs. Note: if partner bid at the two level, then 2NT may be bid with > 14 points. A new suit bid by you at the three level is forcing for one round.

IF PARTNER BID 1NT over your suit and your hand is not unsuitable for trumps then:

< 17 HCPs ... No bid 17-18 HCPs ... 2NT 19 HCPs ... 3NT

To rebid your opening suit or a new suit at the minimum level is a sign off/preference request. A new suit at the three level is forcing for one round.

#### **Blackwood Slam Convention**

A check to see if the partnership is missing any aces/kings before moving into a slam. It is generally held that if the bidding indicates that in excess of 32 points



are held, the possibilities for a slam must be examined. The convention is only used after a suit has been agreed. A bid of 4NT by the player will produce the prompt, "Blackwood?"

An entry of "Y" requires North to reply according to the number of aces held:

5C ... 0 or 4 aces      5D ... 1 ace      5H ... 2 aces      5S ... 3 aces

A bid of 5NT produces a similar sequence re. the number of kings held.

NB: The program will initiate Blackwood.

## **Colossus Tutor**

### **General**

A series of ten hands have been chosen to illustrate a number of the fundamental principles of the game. On each hand the player must enter the correct, pre-determined bid and then play before continuing to see a description of the hand.

### **Instructions**

Initially the player is asked to enter the number of the hand to be played (1-10).

The entry format for the bidding and play is consistent with that used in Colossus Bridge. However, if entry does not tally with the pre-determined best bid or selection, a beep is produced and the player must try again! The E key may be used to skip the analysis.

### **Hand Overview**

- |                                   |  |
|-----------------------------------|--|
| 1. Opening suit bids              | 6. Defenders signals                   |
| 2. Slam bidding                   | 7. Replies to pre-emptive opening bids |
| 3. Defensive play                 | 8. Defensive bidding                   |
| 4. Strong 2 opening and Blackwood | 9. No trump declarer play              |
| 5. Responses to overcalls         | 10. Defensive play                     |

**Instructions' Source** : COLOSSUS BRIDGE 4 (CDS) Back and Inner Inlay

**Review** : No Review Yet



# COLOSSUS CHESS 4

***Professional, Originally Released On Cassette Only***

Game Type : Graphical Chess Simulation; The Most Superior For Electron  
Author :  
Standalone Release(s) : 1988: COLOSSUS BRIDGE 4, CDS, £12.95  
1991: COLOSSUS BRIDGE 4, CDS, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CDS, CDS House, Beckett Road, DONCASTER DN2 4AD.  
Tel: 01302 890000  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"COLOSSUS is probably the most complete computer chess program available for any home computer, written using the very latest techniques by a computer chess programmer of ten years' experience. It has the widest range of true features available, including some never before implemented on any home computer chess program.*

*"COLOSSUS also has a perfect understanding of all the rules of chess, including under promotions, the fifty move rule and all draws by repetition. It can also handle all the standard mates, including the very difficult King, Bishop and Knight versus King.*

*"COLOSSUS comes with a comprehensive instruction manual and is easily the best chess program for casual and serious players alike.*

*"This program is compatible with the BBC B, B+, Master and Electron. The B+ and Master have many extra features."*

## SECTION 1. INTRODUCTION

### 1.a General

Colossus is the best computer chess program available on any home computer. It is written using the very latest techniques by a computer chess programmer of ten years experience. It has been tested against a wide range of other chess programs and proven stronger than any of the opposition. It has the widest range of true features and sub-features available, including some never before implemented on any home computer chess program. Colossus also has a perfect understanding of all the rules of chess, including under-promotions, the fifty move rule and all draws by repetition. It can also handle all the standard mates including King and two Bishops versus King and the very difficult King, Bishop and Knight versus King.

### 1.b Running the program

Please follow the instructions for loading printed on the cassette/disk label or see Appendix 7 at the rear of this manual.

### 1.c Quick guide

Colossus has so many features, that at first you may be overwhelmed by the sheer size of the manual. However you do not have to read it from cover to cover but merely sample the relevant sections as your knowledge of the program increases. The only sections you should need to read to get started (apart from this introduction, of course) are "3.b Your Move" and "4.a Cursor Movement". Then the most commonly used commands in section 4.c are "Go", "New Game" and "Type".



After that the other sections can be read at your leisure, as you discover the truly amazing features that Colossus has to offer.

## **SECTION 2. DISPLAY**

### **2.a General**

The display uses two screens to provide clear, extensive information as to the state of the game, the program's current thoughts and the past move record.

The main screen shows a graphics chess board and various messages and questions as required. The second screen shows the past move record, including the player names and chess clocks and also information on the program's thought processes including lookahead positions examined, current-line and best-line with evaluation. The display can be toggled between the two screens by pressing the <SPACE> bar.

Electron version only: Because of the shortage of memory, the bottom section of the screen has to be used as program code/data area, which is the "mush" you can see being used as the program works.

### **2.b The board**

The main screen has a graphics board printout showing the current position. Letters and numbers around the board indicate the algebraic notation used for each square.

### **2.c Messages and questions**

Various messages and questions are displayed around the board as necessary. these are explained in more detail in later sections.

### **2.d The move record**

The secondary screen shows the last moves made by each side in two columns including move numbers. Above the moves are displayed the colours, player names and elapsed-time chess clocks for each side. (There is a slight variation in the position of this information on the screen dependent on the format, however, this is self-evident.)

#### **2.d.i The player names**

Above each column is displayed the names of the white and black players. The program's name is displayed as Colossus while its opponent's name is displayed as Opponent.

#### **2.d.ii The clocks**

Below the player names are displayed the elapsed-time clocks for white and black. The clocks are in the format "hh:mm:ss" (hh = hours, mm = minutes, ss = seconds). The clocks show the total time used by each side in the game so far.

#### **2.d.iii The moves**

The moves are displayed in algebraic notation with the from-square followed by the to-square. The separator between the from- and to- squares indicates whether the move is a capture or not ("x" signifies a capture, "-" signifies a non-capture). Castling moves are indicated with the from and to-squares of the moving king. En-passant captures are indicated by the letters "EP" printed over the move. Promotions are indicated after the move by a "/", followed by a letter to indicate the promoted piece ("N" = knight, "B" = bishop, "R" = rook, "Q" = queen).

Checks are 'indicated' by a "x" being printed after the move.

### **2.e Technical information**

The bottom of the secondary screen is used to display detailed information of the program's thought processes. This information can provide a great insight into how a good chess program works, but only takes a fraction of one percent of the program thinking time to display it.

#### **2.e.i Lookahead**



When the program thinks about its move, it displays the lookahead depth of its search. The depth is printed in "ply" or "half-moves". The program will search most move sequences to at least this depth, with some being searched much deeper.

### **2.e.ii Positions examined**

The number of positions examined in the tree of move sequences is displayed. This number is updated at every position and in fact takes very little time because of the single-byte/character type of display. The program examines, on average, about 170 (dependent on format) positions per second in the middlegame.

### **2.e.iii Best line**

The program displays the best line it has found so far in its search. This can provide you with the usual "hint" move and also an analysis of the game in the next few moves beyond the "hint"! (Usually the line will contain a "null" move. This simply means a passive, non-capturing move has been assumed).

Also displayed is the evaluation of the best-line, as two numbers. The first is the material evaluation (in terms of number of pawns up or down), the second the positional evaluation. A positive number means the program is better, a negative number means the opponent is better.

If the best-line is found to lead to a checkmate then the material score will be set to plus or minus 62, with the positional score a measure of how many moves to the checkmate.

### **2.e.iv Current line**

The move sequence the program is currently considering is displayed. This can be seen to change as the search progresses. The length of the line shown, can be adjusted as required (for further details see the "Quantify" command described later).

### **2.e.v Assumed move**

Colossus thinks on its opponents time. It assumes that the opponent will make a particular move and then continues thinking about its next move. Sometimes the program will not have a move to assume and then will not think ahead. The move assumed is displayed so that you can follow the program's thought processes and to provide a "hint" move. However, the quality of this move is for you to decide. If you play a different move from the one assumed, the time is wasted, but the program will correctly predict about one third of your moves.

## **SECTION 3. PLAYING A GAME**

### **3.a New Game**

When a new game is started, the pieces are set-up in their initial positions, the clocks are reset to "00:00:00", the move display list cleared and you are given the option of moving first.

Typing: <SHIFT> "G" for Commodore 64/128/Spectrum/MSX/Amstrad CPC/PCW or "G" for Atari/BBC/Electron/Master or <CTRL> "G" for Apple II, will make the program take the white pieces and move first. (For further details, see the "Go" command described later).

### **3.b Your move**

Whenever it is your turn to move, the program asks "Your move?" at the bottom of the main screen. You enter moves by the following cursor positioning method (see the later section "Cursor movement" for further details).

- 1) Move the cursor to the square of the piece you wish to move, and press the <RETURN/ENTER> key of the joystick #FIRE#. This causes the from-square to be displayed. If you accidentally enter the wrong from-square, it can be cancelled by pressing the <ESCAPE/DELETE> key. (The cursor is shown as an inverse line drawn through the current square).



- 2) Move the cursor to the square you wish to move to and again press the <RETURN/ENTER> key. This causes the "to-square" to be displayed. If the move is illegal, the message "Illegal" is displayed and the move entry cleared. You must then return to step-1 above and try again.
- 3) If the move is a pawn promotion the program then asks "Promote to?" You must then specify the piece you wish to promote to by typing one of the following: "N" - knight, "B" - bishop, "R" - rook or "Q" - queen. If you press any other key, the program assumes you promote to a queen.

Note : If you wish to enter a castling move, you should move the king two squares either way. If you wish to enter an en-passant capture, you should move the pawn as in a normal capture. The legal move is now indicated on the board, by flashing the cursor on the from-square, then moving the piece and flashing the cursor on the to-square.

### 3.c Colossus move

When the program computes its move it displays the message "Let me think..." below the board. The technical information on the secondary screen is updated as the search progresses. When the program has finished its search, it prints the selected move in the move-record and to the right of the board, and also indicates it on the board (in the same way as your moves are indicated). Pressing the <ESCAPE/COMMODORE/DELETE/EXIT> key whilst the program is thinking about its move will cause it to abort its search, displaying the message "Escape" and make the best move it has found so far. If the program has found that its move leads to checkmate, it announces the move with the message "Mate in N" where N is the number of moves till the mate.

### 3.d Game over

When a game is completed, the clocks are stopped and the program displays a message, to the right of the board, to indicate the final state of the game. The messages are: "Drawn": the game has been drawn by 3 fold repetition of position, the 50-move-rule or by neither side having enough material to mate the opponent. This occurs in the cases of King, King and Bishop or King and Knight versus a lone King.

"Checkmate": the side which moved last delivered checkmate. "Stalemate": the side to move is in stalemate. "Time-up": the side to move lost "on time". This occurs only if you are playing an "All-the-moves" game. (See "Type" command described later).

The program then asks "What now?" and waits for you to enter one of the program commands.

Type <SHIFT/CTRL> "N" to start a new game (for further details, see the "New-game" command described later).

## SECTION 4. KEYBOARD ENTRIES

### 4.a Cursor movement

The cursor is indicated by an inverse line, drawn through the middle of the current square. It can be moved in three ways.

#### 1) Cursor keys

Four cursor controls, provide single square movement in any direction. The <LEFT-ARROW> and <RIGHT-ARROW> keys give left/right movement, while the <UP-ARROW> and <DOWN-ARROW> keys give up/down movement. If the cursor is moved off one edge of the board, it reappears at the opposite edge.

#### 2) Algebraic keys

The cursor can be moved immediately to any rank, by typing any one of the number keys "1" to "8". It can be moved to any file by typing one of the letters "a" to "h". This allows algebraic notation to be used when entering moves e.g. typing e2 <RETURN/ENTER> e4 <RETURN/ENTER> will enter the common opening move Pe2-e4. Note that if the rank or file of the from- and to-squares is the same, the key sequence can be shortened, i.e. in the above example e2 <RETURN/ENTER> 4 <RETURN/ENTER>



would also work.

### **3) Joystick**

Use of joystick is available to certain formats. Once loaded a message is printed to show current joystick status. The initial position of the cursor depends on the current side to move.

If white is to move, the cursor starts on a1.

If black is to move, the cursor starts on h8.

### **4.b Numeric Data \*IMPORTANT\* Please Read**

Many of the programs require numbers to be entered to set-up new values of parameters etc. The program employs a simple to use, error-proof method for entering numbers. First the current value of the parameter is displayed at the query position.

To increment the displayed value, use the <UP-ARROW> key. If the new value is above the upper limit for that parameter then it is reset to its lower limit. To decrement the displayed value, use the <DOWN-ARROW> key. If the new value is below the lower limit for that parameter then it is reset to its upper limit.

To enter the new value into the program, press <RETURN/ENTER>. (If you do not wish to change the current value then press <RETURN/ENTER>, instead of using the "increment" or "decrement" keys).

### **4.c Commands**

The following commands can be entered, when it is your turn to move or when the game is over. To enter a command, just type its first letter (shown in capitals in the descriptions below) with the <SHIFT-CTRL> key also pressed. On BBC machines press capital only. The commands are ordered alphabetically and are designed to be easy and logical to use and to greatly increase your enjoyment of the game of chess.

Note 1: If the selected command requires numeric input, and you are viewing the secondary text screen, then the program will automatically switch back to the primary graphics screen.

Note 2: If the command is entered, then any "think on the opponent's time" will be aborted.

#### **Alter position: Type <SHIFT> "A"**

Any legal chess position can be set-up with this command. When selected the program displays the message: "Alter position: SSSSS: Command?" (where SSSSS is the side to move).

When in "Alter-position" mode, a further subset of commands allow you to adjust the board thus:-

#### **Get initial data: Type "G"**

If after changing part of the position, you decide you have made a mistake, the initial position can be retrieved with this command.

#### **Move-number: Type "M"**

The program asks "Move number?", thus allowing you to enter the new move number required. (See section 4.b for details on how to enter numeric data.)

#### **Side-to-move: Type "S"**

This toggles the side to move between white and black. When pieces are added to the board, their colour is determined by the current side to move.

For Clear, Pawn, Knight, Bishop, Rook, Queen, King:  
Type "C" , "P" , "N" , "B" , "R" , "Q" or "K".



To change a particular square, place the cursor over it and enter one of the above, to determine the new status of that square. (Note that algebraic control of the cursor is not available in "Alter position".) When a square is changed the cursor will move one square to the right to make the setting up of complete rows of pieces very easy.

**Wipe: Type "W"**

This removes all pieces from the board, thus allowing positions with very few pieces to be set-up more quickly.

**New game: Type <SHIFT> "N"**

The "New-game" command is still available in "Alter position" mode. (See full description later.)

**Exit: Type "E"**

This allows you to exit from "Alter-position" when the required position has been achieved. (Remember to set the correct side-to-move before exiting). If the position is illegal for any reason, the message "Illegal" will be displayed and "Alter-position" will not be exited. You must then correct the error before exiting. Illegal positions occur with any of the following:-

- either side has no king
- either side has more than one king
- either side has a pawn on the first or eighth rank
- either side has more than eight pawns or promoted pieces
- the side to move is in check.

When you exit "Alter-position", if you have made any changes, the current game-record is cleared of all previous moves, so that you cannot "back-step" through these (now possibly illegal) moves. (Note that changing the side-to-move or the move-number is also considered as a change.)

**Back-step: Type <SHIFT> "B" & For-step: Type <SHIFT> "F"**

All the moves in the game are stored in the program's memory. This allows you to step backwards or forwards through the game record, to get to any required position. This can be used for several reasons:-

E.g. After you accidentally lose a piece, you can recover your error using back-step.

E.g. If you wish to try a different line earlier in the game, you can back-step to the required position and then carry on playing the different line.

Stepping through the game record only does one move at a time so you must do an even number of steps if you still want to play for the same side.

Note: In fact the program only has room in memory for about the most recent 120 moves. This should be enough to store most games completely. If however, the game goes on for more than 120 moves, the game record is automatically updated to store the most recent 120 moves. You cannot then back-step right to the beginning of the game.

**Colours: Type <SHIFT> "C"**

The ink, paper and border colours can be set to any of the available colours. The only limitation is that the ink and paper colours cannot be the same, because this would cause the display to 'disappear'. If you try to enter conflicting colours the message "Illegal" will be displayed and you must re-enter another colour for the ink than the paper or the piece "colours" will appear inverted i.e. the "white" pieces will appear darker than the "black" pieces.

**Disk/Tape: Type <SHIFT> "D"**

This allows you to save/load move-records and positions to/from the disk/tape.

The program asks "Load or Save?" Type "L" to load a previously saved record, or "S" if you wish to save the current record. Any other keypress will abort the



"Disk/Tape" command. The program then asks for a file number (from 0 to 255), which is used as part of the file name on the disk/tape. (See section 4.b for details how to enter numeric data.)

If any error occurs during loading the current move-record will be lost. Note that the program parameters, such as playing speed, elapsed time, are not saved and so may need to be reset after loading. The <ESCAPE/STOP/BREAK> key can be used to abort a save/load early.

**Elapsed-time clocks: Type <SHIFT> "E"**

The elapsed time clocks for both sides can be set from 00:00:00 to 255:59:59. First the program asks for the new value for the white clock and then the new value for the black clock. (See section 4.b for details on how to enter numeric data). This can be used to set up reasonable values for the elapsed time clocks, if you change the playing speed in mid-game. The program makes extensive use of the elapsed time clocks to determine how quickly it should play e.g. if you increase the elapsed time on the program's clock it will then play quicker to keep within the average time it is currently set to.

**Go: Type <SHIFT> "G"**

This forces the computer to move for the current side. This can be used repeatedly to make the computer play several moves against itself or to force the computer to resume play, for the "side to move", after the "Supervisor" command has been entered (see later). It also allows you to switch sides with the program in mid-game.

After a new game has been initiated, this will make the program play for white. In this case the program automatically clears the clocks and sets the orientation for you to play the black pieces up the board.

This command is ignored if the game is over.

**Invisible: Type <SHIFT> "I"**

This allows you (if you feel confident enough) to play the equivalent of a game of "blindfold" chess, as sometimes done by strong chess players. The program asks "Invisibility?", when you must enter a number from 0 to 3. The number entered determines which pieces on the board are made invisible. 0 is the default value where both sides pieces are displayed.

- 1 will make all the white pieces invisible.
- 2 will make all the black pieces invisible.
- 3 will make all the pieces invisible.

The moves are still indicated on the board and displayed in the move record.

When "invisible" is selected, the word "Invisible" appears at the top right of the board, to avoid confusion.

**Legal moves: Type <SHIFT> "L"**

All the legal moves by any piece of the side to move can be shown. First position the cursor on the subject piece and type <SHIFT> "L". The legal moves will be shown in sequence by flashing the cursor on the target squares. The cursor is then returned to the subject square. If no legal moves exist the cursor will not move. This can be used as a tutorial aid for learners.

**New game: Type <SHIFT> "N"**

A new game can be started with this command. If you have not used "Alter-position" since the last "New game", then the game record is left intact until the first move of the new game is entered. This allows you to replay through the whole of the last game, by using the "Fore-step", or "Replay" commands.

**Orientation: Type <SHIFT> "O"**

The orientation of the board of the printout can be reversed, so that you can play the black pieces up the board. The algebraic notation is also reversed. This is most useful when you wish to play black against the program.



**Play-self: Type <SHIFT> "P"**

This makes the program play a game against itself, by moving for both sides.

When a game is completed, the program pauses for a few seconds to allow you to study the final position, and then starts a new game automatically. This command is ignored if the program is in "problem" or "infinite" mode (see later), or the game is over. Pressing the <ESCAPE/COMMODORE/EXIT/DELETE> key whilst the program is thinking about its move (but not while it is indicating its move on the board) or after the game is over, will stop the program playing against itself and allow you to resume play for the current side to move.

When playing against itself, both player names are displayed as "Colossus".

**Quantify parameters : Type <SHIFT> "Q"**

This allows you to adjust some of the program's internal parameters to make it function in different ways. (See section 4.b for details on how to enter numeric data). The program first asks "Book?". The parameter value can be 0 or 1. If it is set to 0, the program will not search its "openings book" for moves (effectively making openings easier for you).

If it is set to 1, the program will use its book in the normal manner. The program then asks "Prediction?". The parameter value of this can be 0 or 1. If it is set to 0, the program will not predict your move or think ahead on your time (effectively making the whole game easier for you). If it is set to 1, the program will predict your move in the normal manner.

The program then asks "Line depth?" The number of moves in the "current line" display can be set from 1 to 15 ply.

The default is 1, i.e. the moves at the first play of the tree are displayed. The program then asks "Dimensions?" The parameter value can be 2 or 3. If it is set to 2, the graphics board printout will be the two-dimensional representation as used in chess literature.

If it is set to 3 the board is displayed as 3-dimensional as though you were looking at a real board and pieces. The program then asks "Draw score?". The "material" part can be set from -9 to +9 and the "positional" part from -60 to +60. The lower the draw score is set the more the program will keep trying to win. The higher the draw score is set, the more the program will be happy to allow a draw (effectively making it easier for you to achieve a draw by repetition of position).

**Replay: Type <SHIFT> "R"**

The whole game-record can be replayed from the start to the final position to demonstrate the game-so-far to a spectator. The program pauses between moves to allow you to follow the game. The pause time can be set from 0 to 20 seconds. (See section 4.b for details on how to enter numeric data).

You can interrupt the replay by pressing the <ESCAPE/DELETE/COMMODORE/EXIT> key during one of the pauses. When an action replay is in progress, the message "Replaying" is displayed below the board.

**Supervisor: Type <SHIFT> "S"**

This stops the program making any moves, and allows you to play moves for both sides.

This allows you to set-up a required position by playing through a sequence of moves, or to play a friend using the program's board display.

All moves entered are still checked for legality. When supervising, both player are displayed as "Opponent".

**Type of playing mode : Type <SHIFT> "T"**



The program has six modes of play, to allow different speed and style games to be selected. The more time you give the program to think about its move, the better it will play.

The program asks "Type?" and allows you to select one of the following:

1) **Tournament mode**

Full tournament parameters can be set-up.

First, the program asks for the move number of the first time control.

Second, the program asks for the number of moves to secondary time controls.

Third, the program asks for the time of the first time control.

Fourth, the program asks for the time for the secondary time controls. The program is not strict about time control and will not claim a win "on time", if you exceed any time control. The program, will usually never exceed its own time control.

2) **Average mode**

This is really an easy usage version of Tournament mode, instead of entering all four parameters needed for tournament mode, the program simply asks you "Move time?".

The program will then control its search to use on average the time you enter. (Entering 0 seconds for the average move time, selects the program's fastest level). This effectively provides thousands of "levels" of play.

Note 1: in fact, this mode sets up tournament parameters of 60 moves to each time control, with 60 times the average move-time being allocated for each control.

Note 2: this is the initial mode, with an average of 10 seconds per move.

3) **All-the-moves mode**

In chess clubs, most games are played with chess clocks, with each player having say five minutes to complete the game or "lose on time". This mode allows you to set the complete game-time and the program will try to play all the moves of the game within the specified time. If either player exceeds the game time, the game will be terminated with the message "Time up". By using the "Elapsed time clocks" command, you can "handicap" the program or yourself, by putting some time on one of the clocks before starting the game. This can be very useful for players who are much worse or much better than the program.

4) **Equality mode**

In this mode, the program will attempt to keep its elapsed time clock, closely matched to your elapsed time clock, effectively playing at a similar speed as you are playing.

If you make several quick moves, the program will also probably have to play quickly to keep up with the "pace" you are setting. If, however, you think for a long time over some moves, the program will also be able to think longer over its moves. In practice, the program's clock will trail yours by a few minutes.

5) **Infinite mode**

This mode can be used to solve chess puzzles of the form "find the best move in this position". It searches all combinations of all moves to ensure that it does not miss a sacrifice. It continues searching, further and further ahead, until you tell it to stop or it finds a forced checkmate for either side, or it has searched 12 ply ahead (the program's maximum lookahead) or there is only one legal move in the position.

This is very useful for postal chess games where you can just leave the program running overnight (or sometimes even longer) to find the best move. When the program starts searching for the move, the clocks are set to 00:00:00:, so that the time taken on the move can be recorded.



Also note that the openings book is not searched in this mode.

Of course, the program may find the same move in much less time using its normal playing mode, because certain "obviously bad" moves are ignored.

#### 6) **Problem Mode**

This mode is used to solve chess mating problems. When selected the program asks "Problem Type?".

The program can solve three types of problems:-

- 1) Normal mates - of the form "White to move and mate black in X moves"
- 2) Self mates - of the form "White to move and force black to mate white in X moves" and
- 3) Help mates - of the form "White to move and help black to mate white in X moves". Of course, Colossus can find mates for black just as easily. Colossus is the first home computer chess program ever to be able to solve selfmates and helpmates.

The program then asks "Mate in?", whereupon you must enter the number of moves till the intended mate. Colossus can solve mates up to seven moves ahead. When the program starts searching for the mate, the clocks are set to 00:00:00, so that the time to find the mate can be recorded.

If the program finds a mating move, it prints the mating line below the move record, it prints the mating line below the move record, stops the clocks and asks "Continue?".

If you are satisfied with the discovered move, then pressing "N" will cause the program to make this move immediately. If however, you wish the program to continue searching for any alternative mate, press "Y" and the program will restart the clocks and continue searching for another mate. This process is repeated until no more mating moves are found, in which case the program will then make the last mating move found, on the board. If the program does not find any mate, the message "No mate" is displayed and the program automatically enters "Alter-position" to allow you to select another position or correct the current one.

Colossus is one of the fastest problem solving chess programs in the world!

#### **Use next best : Type <SHIFT> "U"**

After the program has made a move, you can instruct it to choose a different move from those remaining. You can use this repeatedly until all the moves have been used up. When no more moves are available, it prints the message "NO MOVE MOVES" and starts choosing from the whole move list. If the program is still using its openings book, it will choose the next book alternative (selected at random). This can be used to examine the program's book choices to select the line you prefer. (No non-book moves are considered!) If the program is out of book, it will choose the move it considers to be its next best choice from the remaining moves.

#### **Volume : Type <SHIFT> "V"**

The volume of the program's "beeps" can be adjusted from 0 (silent) to 7 (loudest).

#### **Write to printer : Type <SHIFT> "W" (PCW ONLY)**

You can print the current board position, the current move record or the moves as they happen to the printer. The program asks "Board, Record or Moves".

If you type "B" the current board position will be printed. The print is also in the normal "white-up the board orientation" as found in all chess literature.

The white pieces are printed as capital letters. The black pieces as lower case letters and the empty squares as dots. If you type "R" the current move record will be printed. A header is printed first for clarity. Also, if you have used "Alter position" then the initial position is printed before the list of moves.



If you type "M" the program responds "moves?" You can then enter a value of 0 or 1 to adjust the move printout (default). A value of 1 prints moves by both sides as they are played.

If you start a new game with continuous printout on, then the move record header is printed for clarity. Any other key pressed will abort the "Write" command.

## SECTION 5. PROGRAM INFORMATION

### 5.a Statistics

Author : Mr M.P. Bryant  
Publisher : C.D.S. Software Limited, Nimrod House, Beckett Road,  
Doncaster, South Yorkshire, England DN2 4AD.  
Estimated Rating : 1850+ELO (156+BCF)

### 5.b Openings book

The program has an openings 'book' of about 3000 positions, which it uses to play the first few moves of the game quickly and accurately. Lines vary from 2 ply to 17 ply deep. When there is a choice of book moves at any position, the program will choose between them at random, with a slight bias towards the moves which the program itself considers best.

### 5.c Results

Colossus 4.0 has been tested against numerous other home computer systems and has beaten them all. In tests, sixteen games were played on various levels, with an equal number of whites and blacks for each program. One point was awarded for a win, half a point for a draw, no points for a loss. The result of these tests were as follows:

Colossus 4.0 (Apple II) beat the following programs by:-

Mychess 2.0	Beyond	CBM 64	10.6
White-Knight Mk 12	BBC Publications	BBC	11.5
Sargon III	Hayden	Apple II	12.4
Superchess 3.5	CP Software	Spectrum	12.4
White-Knight Mk 11	BBC Publications	BBC	14.2
Parker Chess	Parker Games	Atari	14.2
Cyrus IS Chess	Sinclair	Spectrum	14.2
Superchess 3.0	CP Software	Spectrum	15.1
Chess 7.0	Odesta	Apple II	16.0
Sargon II	Hayden	Apple II	16.0
Chess	Atari	Atari	16.0
Chess	Acornsoft	Electron	16.0
Grandmaster	Audiogenic	CBM 64	16.0
Chess	Psion	Spectrum	16.0
Master Chess	Mikro-Gen	Spectrum	16.0

Of course, the results cannot be guaranteed precisely, in every set of sixteen games. In practice, they are bound to vary slightly either way, but they do give a very good guide to the relative strengths of the program.

**Instructions' Source** : COLOSSUS CHESS 4 (CDS) Inlay and Mini-manual

**Review** : No Review Yet



# COMBAT LYNX

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Air To Ground Battle Simulation  
Authors : Nick Wilson and Julian Todd  
Standalone Release(s) : 1986: COMBAT LYNX, Durell, £9.95  
                          1990: COMBAT LYNX, Alternative, £1.99  
Compilation Release(s) : 1987: FIVE STAR GAMES, Beau Jolly, £9.95  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : DURELL, Castle Lodge, Castle Green, Taunton, SOMERSET  
          TA1 4AB. Tel: (01823) 54489  
Disc compatibility : Unknown

## **Instructions**

### Loading

If you wish to use a joystick (or two joysticks), make sure that it is connected to the keyboard before switching on. Place the cassette in the tape recorder and then press the <PLAY> key on the tape recorder. If you have a disc or Econet system connected, type \*TAPE before attempting to \*RUN the program.

### Generally

This is probably the most comprehensive 'real-time' battle simulation program ever written for a home computer. It can be played on a simple level as a 'shoot-them-up' game, or a more stealthy player can make use of the intelligence map to locate and destroy selected targets. The most skilled players will be able to protect their bases with mines, support forward bases under attack with air cover and fresh troops, and also intercept and destroy enemy vehicles (land and air) while in flight between bases. A game could last five seconds or five hours depending on the dexterity and tactical skill of the player.

### The Controls

In these instructions, words or numbers in angle brackets, such as <RETURN> or <X>, are keys on your computer. The function of these keys is shown in capitals, for example FASTER or SLOWER. Joystick 1 is represented as <J1> and joystick 2 as <J2>. The joystick positions are indicated as <J1U> for joystick 1 up, <J2L> for joystick 2 left, etc. The joystick fire-button is represented as <J2F>. Here is a list of the standard key settings:

### In Flight

<C>	.....	Slower	.....	<J1D>
<<>	.....	Faster	.....	<J1U>
<Z>	.....	Left	.....	<J2L>
<X>	.....	Down	.....	<J2D>
<>>	.....	Up	.....	<J2U>
<?>	.....	Right	.....	<J2R>

### Intelligence Map

<M>	.....	Enable Map (On/Off)	.....	<J1L>
<Z>	.....	Left	.....	<J2L>
<X>	.....	Down	.....	<J2D>
<>>	.....	Up	.....	<J2U>
<?>	.....	Right	.....	<J2R>

### Arming Weapons Systems

<X>	- When You Land At A Base	.....	Enter Arming Sequence	.....	<J2D>
-----	---------------------------	-------	-----------------------	-------	-------



<RETURN> ..... Exit Arming Sequence  
 <SHIFT> ..... Select Standard Weapons Load  
 <+> ..... Increase Arms Load  
 <-> ..... Decrease Arms Load  
 <Cursor Up> or <Cursor Down> ..... Move To Next Item

### **Firing Weapons Systems**

<Cursor Left> - Select Weapon ..... Arm Left ..... <J1L>  
 <Cursor Right> - Select Weapon .... Arm Right ..... <J1R>  
 <SPACE> ..... Weapons Sights On ..... <J2F>  
 <SPACE> ..... Fire Weapon ..... <J2F>  
 <Z> ..... Weapon Sights Left ..... <J2L>  
 <?> ..... Weapon Sights Right ..... <J2R>  
 <X> ..... Weapon Sights Down ..... <J2D>  
 <>> ..... Weapon Sights Up ..... <J2U>

### **Micro-Screen Messages**

<f1> ..... Base 1 Position  
 <f2> ..... Base 2 Position  
 <f3> ..... Base 3 Position  
 <f4> ..... Base 4 Position

### **General Game Controls**

<H> ..... Temporarily Halts Play  
 <1> to <4> at start of game ..... Skill Level (4 is hardest)

### **Starting Play**

After loading you can start the game by pressing <1> to <4> to set the skill level (4 is the most difficult). You are allowed three 'lives' each game; after which you will be returned to the score table.

### **Your Mission**

You will have four bases which you must support with troops and air cover. Base 1 has an endless supply of fuel and weapons, and the ability to instantly revitalise injured troops brought back from the other bases. All the bases start with thirty fully equipped soldiers. You provide the only allied air support. Enemy land vehicles will slowly converge on your bases unless stopped by mines that you have dropped or by the other weapons of your COMBAT LYNX helicopter. You may attack any aircraft that you see, and all targets that appear on the intelligence map. Your bases may get instantly wiped out in direct attacks by enemy tanks, or just suffer a number of casualties as the result of passing or minor attacks. If you lose Base 1 you will be deprived of fuel and weapon supplies and the game will come to a fairly rapid and unpleasant conclusion. Houses and trees should not be used as targets.

### **Arming The Helicopter**

At any of the bases you will be presented with the opportunity to re-arm immediately after landing, so that you can select a new load for your next sortie. If you don't want to bother with selecting a special set of weapons, just press <SHIFT> and you will be given the standard load. Otherwise each time you press the <+> or <-> keys you will alter the current item (shown in red) by one unit and you should then press <Cursor Up> or <Cursor Down> to move to a different item. It is up to you to decide how you make up your total load - you may decide to carry a lot of fuel and few weapons, or perhaps fewer weapons and extra soldiers.

You can go through all the arming items in turn and then back to the start again until you are satisfied with your load, at which point you should press <RETURN> to commence battle.

The CANNON and MACHINE GUN PODS and STRAFING ROCKETS fire in the direction that the helicopter is pointing so that when you are sighting them you will also be moving the helicopter. They will be less effective against tanks than the HOT missiles which



are wire-guided anti-tank weapons, and can be armed independently of the direction of the helicopter. Having fired the HOT missile you can then home it onto the target with the standard direction keys. There are also heat-seeking ANTI-AIRCRAFT MISSILES, which will hit most aircraft in front of the LYNX without the need for aiming. Finally there are MINES which may be usefully deployed around your bases!

Please note that in this game you are allowed to carry more weapons than would be possible in reality.

### **The Intelligence Map**

At any time, you can inspect the intelligence map by pressing the <M> key. A second press of the <M> key will return you to the normal flight screen. The map shows the battlefield in relief, with squares of colour denoting the height of the land to green, blue, black and red going from low to high ground. Vehicles and bases are shown on the map by symbols. To move around the map use the standard direction keys. Minefields are indicated by red crosses.

The co-ordinate position of the centre of the intelligence map will be displayed in red in the centre of your screen, below the co-ordinate position of your LYNX. You will be able to note your own co-ordinate position and be able to change your direction to make contact with a vehicle that you have seen on the map. Unfortunately, the intelligence map is only as good as the latest information - you may search in vain for a vehicle that has just moved away from its last reported position on the map. Generally though, the map is very useful, especially for landing, when you will be able to see your LYNX move into position directly above the base, as you come into land very slowly, then hover over the bases before descending. Note that you cannot control the LYNX while looking at the map.

### **The Message Micro-Screen & Base Reports**

You can use the micro-screen to find the co-ordinate positions of the bases. Press the <f1>, <f2>, <f3> or <f4> keys to get a report on one of the bases (1, 2, 3 and 4 respectively). If you manage to return injured personnel to base 1 they are instantly restored to full active service and may then be re-deployed. When any of your bases are attacked the number of injured personnel there increases. A base that has no able-bodied personnel left which gets even lightly attacked will be wiped out.

### **Flight Controls**

Your helicopter is seen from behind. You can see it fly straight (forwards or backwards) and at an angle of 45 degrees to the right or left of the four points of the compass (N, S, E, W). As this angle increases beyond 45 degrees, the 'direction of view' will flick from one point of the compass to the next, eg: from North to West. This may appear confusing at first, especially as the helicopter will be seen from the right when NORTH is the 'direction of view' and then be seen as the left as you flick through to WEST as the new 'direction of view'. To keep track of your flight path, watch the compass and your flight co-ordinates.

NOTE that you will suffer more enemy attacks the higher you fly.

On the left of your flight screen you will see three guages for engine temperature, speed (forwards and backwards), and fuel. Be careful not to overheat your engines, or run out of fuel. Warning lights at the bottom right of your screen will flash when this is happening. When landing you must use the intelligence map to check that you are directly above a base, the speed guage to check that you are hovering or moving very very slowly, and the height guage to check that you are coming down gently.

### **Firing Weapons**

This is a two or three stage process. First you must select the weapon system that you wish to fire by pressing the <Cursor Left> or the <Cursor Right> keys, or if you are using a joystick, by pressing <J1L> or <J1R>. As you press these, the colour of the currently selected weapon will move right or left across the bottom of the six 'weapon status' guages at the bottom left of the flight screen. These guages are marked as follows:



```

R ..... Rockets, multiple strafing type ..... unguided
G ..... Gun pods, machine-gun type ..... unguided
C ..... Cannon, 20mm Oelikeron ..... unguided
T ..... Tank attack, HOT missiles ..... wire-guided
A ..... Air attack, Sidewinder missiles ..... heat-seeking
M ..... Mines, underslung for air release ..... dropped

```

You can only fire one weapon system at a time. All the weapons are fired by pressing the <SPACE> FIRE key or <J2F> on the joystick. The heat-seeking missiles will be ineffective at long range, at a wide angle, or against very fast jets. Dropped mines can be seen on the intelligence map, and are effective against all enemy land vehicles. You can have a maximum of ten mined squares on the intelligence map at any one time.

NOTE that mines can be dropped when the intelligence map is on. A mined square will be effective against the enemy vehicle, after which it will be ineffective and will disappear from the intelligence map.

With all the other weapons systems, the first press of the <SPACE> FIRE key or <J2F> will activate an attack cursor on an infra-red display. The unguided weapons will fire in the same direction as the helicopter, and must therefore be sighted by using the flight direction controls before being fired by a second press of the <SPACE> FIRE or <J2F>. The wire-guided HOT missile system has a guidance system which is independant of the helicopter's flight path and so is less likely to result in you crashing into a hillside while aiming!

### **Skill Levels**

Skill level from 1 to 4 may selected (4 being the hardest). At higher skill levels the enemy forces move around more quickly, and their missile attacks become more frequent and accurate. Enemy attacks on your bases will be more severe, and your fuel will run out more quickly.

### **Scoring**

```

Jet plane ..... 50
Helicopter ..... 40
Tanks and lorries ..... 10

```

**Instructions' Source** : COMBAT LYNX (Durell) Back and Inner Inlay

### **Review (Electron User)**

In COMBAT LYNX, Durrell Software have come up with a unique and exciting war game. As the pilot of a fully-armed and potentially lethal Lynx helicopter, you are required to provide air support for four bases. These are constantly under threat of attack by enemy ground forces. You have a whole arsenal of weapons at your disposal, including landmines, wire-guided and anti-tank missiles, air-to-air missiles, and gun pods.

You can select any mix of weapons systems or a standard load. Your defence can be offensive or defensive and, to help you in this, you've access to a constantly updated intelligence map. This shows the ground contours, the positions of your bases and the dispositions of enemy forces.

From this you can decide where best to lay your mines and where to find the enemy vehicles which you can then strafe with your guns or destroy with your missiles.

While this is going on, you're constantly under attack by enemy missiles. Luckily these aren't guided, and can be easily avoided once you get the hang of the controls.

They're not the only hazards, however - because, like any flying machine, you have a limited range and need to keep a watchful eye on the fuel and temperature gauges.



The instrument panel also incorporates an airspeed indicator, altimeter, compass, and a very useful map co-ordinates indicator which relates directly to the intelligence map.

You can preset the co-ordinates of a particular target and then watch as your position winds down to coincide with them as you guide your machine towards it. Don't do as I did and become so interested in this that you fly into a hillside!

There's more to the game than merely zapping the enemy. Your bases sustain damage and casualties occur in the defence. The wounded have to be taken to hospital (Base No 1) and movements of fresh troops are undertaken by means of your helicopter.

Equally inevitable is the fact that as you get airborne with a helicopter full of wounded, a desperate call for help comes through from a base under heavy attack. What do you do?

It's not for the young or slow of reflex, as flying the helicopter, avoiding missiles and firing the weapons takes a great deal of acquired skill.

There are at least fifteen separate keys to use, some having dual and triple function depending on the situation. But I do feel that some of these could have been situated in a slightly more convenient way.

The graphics are highly detailed, extremely colourful and very well defined, and I was particularly impressed with the realistic way in which the weapons systems worked.

There are four levels. The "easy" still required a great deal of skill and the "hardest" was, for me, virtually impossible. Together with the very professional packaging, this all adds up to a superb game, thoroughly recommended.

Adam Young, ELECTRON USER 2.11



# COMMANDO

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Authors : Trevor Harwood & John Nixon  
Standalone Release(s) : 1985: COMMANDO, Elite, £9.95  
1988: COMMANDO, CDS, £2.99  
Compilation Release(s) : 1988: PLAY IT AGAIN SAM 3, Superior/Acornsoft, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : ELITE, Anchor House, Anchor Road, Alridge, WALSALL  
Disc compatibility : CDFS E00, DFS E00

## Instructions

You are Super Joe the crack combat soldier of the eighties battling against all odds to defeat the advancing rebel forces. Equipped with only an M60 machine gun and six hand-grenades, you carry out your lone crusade, forcing your way into hostile territory. Mortars, grenades and dynamite rain from the skies and explode around you. Enemy bullets fly past you in all directions and trenches, cliffs and lakes block your path. Rebel forces appear from caves, strong holds and troop carriers to stop your progress. You must show no mercy. You must not retreat. You must keep pushing yourself further and further into enemy lines, collecting supplies of hand-grenades from defeated outposts, until you reach your final objective, the fortress.

Developed with the aid of Capcom to produce the closest possible home-computer simulation of the original arcade No. 1 hit game. Have you got the skill and stamina to defeat the enemy?

The object of the game is to advance as far as possible into enemy lines whilst destroying rebel forces, installations and vehicles. Along the way you should pick up as many boxes of hand grenades as possible so as to replenish your stock.

## Game Controls

Z - Left, X - Right, \* - Up, / - Down  
<RETURN> - Fire, <SHIFT> - Grenade  
Joystick compatible. Press SPACE bar for grenade.

**Instructions' Source** : COMMANDO (Elite) Inner Inlay

## Review (Electron User)

This is a game for the red blooded macho man who catches bullets in his teeth and eats three shredded wheat for breakfast. Armed only with an M60 machine gun and six hand grenades, you must make your way far behind enemy lines, annihilate the enemy troops and destroy their fortress.

COMMANDO is a clone of the arcade hit of the same name, and it's not a bad effort. Using joystick or keyboard you can move the soldier in any of eight directions and your bullets are always fired in the direction in which you last travelled.

Hand grenades differ from bullets in that they are always thrown up the screen irrespective of which direction you are travelling. The action begins in a desert which is sparsely covered with trees and sand dunes. As soon as you appear you must start running forward while spraying bullets at anything which moves.

There's no chance of hitting any of your own troops as there are none - this is a suicide mission for which you drew the short straw. Having survived the desert you encounter your first obstacle, for your foes are guarding a road bridge under which



you must travel. Not only must you beware of soldiers coming under the bridge towards you but you must also avoid the hand grenades thrown by the motorcyclist who rides to and fro across it.

Following another stretch of desert you arrive at a high wall with a huge gateway. As you approach the wall the gate opens and tens of troops rush out. These must all be killed before you are allowed to pass through the gate.

The next expanse of desert is riddled with trenches from which little men pop up and shoot at you. The game seems endless as you complete screen after screen of hectic action.

COMMANDO provides the same kind of excitement I felt when I first played ELITE many moons ago, and I shall go back to it time and time again.

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	9
Overall .....	9

Jon Revis, ELECTRON USER 3. 9



# COMMONWEALTH GAMES

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'Em-Up  
Authors : Dave Crofts and Kevin Blake  
Standalone Release(s) : 1986: COMMONWEALTH GAMES, Tynesoft, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

*"This superb sports simulation explores new territory in programming with a new sprite compression technique used for the first time to give you the very best in graphics display. Compete against the computer and the clock in 8 challenging sports events in search of the coveted world record - Weight Lifting, Cycling, Rowing, Running, Long Jump, Hammer, Swimming, Steeple Chase"*

Prior to the start of Event 1, the number of players and initials are entered. It is recommended that the tape counter is noted at the commencement of loading on this Event, so that tape can be rewound to this position when the final event Six Medallist screen is displayed.

A High Score Table will be displayed at the end of each Heat. Events indicating PROPORTIONAL POWER require a slow initial rhythm on the Z/X keys building up to a maximum speed.

## Event 1 - Hammer

You start rowing slowly, increasing speed using above keys. After third revolution the Angle Meter will rapidly increase from zero upwards, hitting <SPACE> will stop the angle and launch the hammer.

\* PROPORTIONAL POWER

## Control Keys

Z and X - Increase Rotation, <SPACE> - Select Hammer/Start Throw

## Event 2 - Swimming

You swim over 200 metres (4 lengths) against the computer and the clock. You have control over the lower swimmer. The gauge indicates the amount of air in the swimmer's lungs, holding down <SPACE> will increase this amount but at the same time reduce your speed.

\* PROPORTIONAL POWER

## Control Keys

Z and X - Swimming Stroke, <SPACE> - Start/Breathe

## Event 3 - Cycling

You are shown a side and front view of your cyclist and an aerial view of the race track. An indicator on the power gauge will display the maximum possible speed for a particular bend; go too fast and....!! Another indicator on the track shows your current position.

\* PROPORTIONAL POWER

## Control Keys

Z and X - Increase Pedal Power



#### **Event 4 - Running**

You race against the clock as well as a computer opponent over 400 metres. You control the bottom runner.

#### **Control Keys**

Z and X - Increase Leg Power

#### **Event 5 - Long Jump**

At the end of run-up, hold down Space Bar; the take-off angle will increase until the Space Bar is released.

#### **Control Keys**

Z and X - Increase Leg Power, <SPACE> - Start Run/Take Off Angle

#### **Event 6 - Steeplechase**

Run over 400 metres. When a hurdle approaches, hit <SPACE> to jump. This will also cause you to decelerate, therefore timing your jump correctly will result in a lesser drop in speed.

\* PROPORTIONAL POWER

#### **Control Keys**

Z and X - Increase Leg Power, <SPACE> - Jump

#### **Event 7 - Rowing**

Race against the computer and the clock. You control the two rowers by hitting each of the action keys in the sequence Z, X, <, >. The distance markers on the banks show metres remaining for each boat.

#### **Control Keys**

Z, X, <, > - Two Man Rowing Action, <SPACE> - Start

#### **Event 8 - Weight Lifting**

You have two attempts at each weight. You must qualify at one weight to move to the next. There are five weight levels in all. As this is the last event, failure to qualify will result in a Game Over for that player. To continue game at end of Event, rewind tape to Event 1.

\* PROPORTIONAL POWER

#### **Control Keys**

Z and X - Increase Lift Power

**Instructions' Source** : COMMONWEALTH GAMES (Tynesoft) Back And Inner Inlay

#### **Review (Electron User)**

As so many athletes boycotted this year's COMMONWEALTH GAMES in Edinburgh, you have been given the opportunity to enter eight of the events. Have you got what it takes to compete with the world's greatest athletes?

The events are stored on one side of a cassette and must be loaded in strict sequence - there is no menu allowing you to load individual events. You compete in hammer throwing, swimming, cycling, 400 metres, long jump, steeplechase, rowing and weight lifting. Pressing the Z and X keys alternately determine power or speed, while the Spacebar initiates a throw.

The graphics are drawn on a grand scale - none of these weedy little stick men running around. In the hammer throwing you only see the top half of the athlete as he turns in the circle. After his third turn, a meter displaying an angle bursts into life. Hit the Spacebar when it reaches the angle you desire and away soars the hammer to an incredible distance - about five metres in my case.

The cycling is another graphically pleasing and original event. The action takes place in three separate screen windows, the top displaying a plan of the circuit and



indicating your position. The next one provides a sideways view of you on the bike, and the third a head-on view. Great care must be taken not to enter the bends too quickly or you will find yourself rolling down the track ahead of the bike.

In the events which are completed quickly, such as the hammer, the ability to re-run would have been helpful. Likewise with the long boring events such as the 400 metres.

It would also have been nice to have had an abort key which allowed you to skip one or two of the heats if you so wished. COMMONWEALTH GAMES is a fine example of an athletics program, but could have been even better with a little more forethought.

Sound .....	4
Graphics .....	9
Playability .....	7
Value for money .....	8
Overall .....	8

Steve Brook, ELECTRON USER 4. 1



# COMPETITIVE MATHS

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Mathematics Quiz  
Author :  
Standalone Release(s) : 1985: COMPETITIVE MATHS, <Unknown>, £6.95  
Compilation Release(s) : None  
Stated compatibility : Unknown  
Actual compatibility : Unknown  
Supplier : Unknown  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : COMPETITIVE MATHS (<Unknown>) Back And Inner Inlay

## Quick Peek (Electron User)

Improve your mental arithmetic by beating the clock to a new high score. The idea is to answer as many quick-fire questions as possible within a minute. You can choose any of addition, subtraction, multiplication or division - with varying skill levels.

ELECTRON USER 3. 3

## Review (Electron User)

This is one of those programs you might tend to dismiss on first sight. However on persevering I became quite addicted to it. The idea is to choose a mathematical subject out of addition, subtraction, multiplication and division. You are then asked for the level of difficulty - there are three.

Now sit back and prepare yourself for the next sixty seconds of quickfire mental arithmetic questions as the computer prepares its barrage. I found I could cope well with the addition and multiplication questions, but when it came to subtraction or division I has some catching up to do.

That's where the program came into its own for me. Due to its competitive nature you feel that you can't stop - not yet anyway, just got to beat that last score.

After a while the questions became easier for me and I moved to level three. The levels of difficulty are well worked out. Each time you achieve a maximum score of 39 you move up a level.

On level 3 I have as yet been unable to better my high score of 27. One complaint I have about this program though is that in the rush to type your answer in, it is often easy to hit a wrong key and this causes a point to be deducted from your score. I suppose this helps to train your reflexes but I still found it somewhat frustrating.

This is an addictive game, that is both fun and educational for children and adults alike.

Robin Nixon, ELECTRON USER 3. 7



# COMPLETE COCKTAIL MAKER

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Novelty Cocktail Database  
Author :  
Standalone Release(s) : 1985: COMPLETE COCKTAIL MAKER, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

## Instructions

If you are a party person (and can stand the competition) be sure to include COMPLETE COCKTAIL MAKER in your guest list. The program contains data sufficient to concoct over 300 different drinks to suit every mood and taste.

Browse through its large bank of colourful recipes or give your friends the fun of devising their own cocktails from drinks you happen to have. Alternatively, use the program to confide in your computer - name some favourite ingredients; divulge your personal tastes; share even a part-remembered phrase or word to summon up some piquant taste long lost in the mists of time.

*It's a must for every party season.*

The computer program is based upon an original idea and original material contained in a book entitled The Complete Cocktail Maker by Geoffrey Hindley, published by Ebury Press, copyright (C) Geoffrey Hindley 1983.

## Introduction

The COMPLETE COCKTAIL MAKER contains details of over 300 interesting and colourful cocktails which will suit every mood and taste. You can browse through them at your leisure and find out how to mix your favourite drinks on your own home. Alternatively you can try finding out which drinks you can make with the contents of your cocktail cabinet, simply enter all your ingredients and in a few moments you'll be presented with the whole possible range.

## Using The Program

The program starts by displaying the Main Menu:

- 1 BROWSE
- 2 A DRINK CONTAINING ...
- 3 A DRINK MADE USING ...
- 4 DESCRIBE THE DRINK ...

Choose one of the options by entering the number next to it and pressing <RETURN>. The Main Menu can be returned to at any stage by pressing ESCAPE.

## Option 1 - Browse

Option 1 allows you to browse through all the cocktails which the program knows about. The cocktails will be displayed in alphabetical order and to move through them you should use the right and left arrow keys. These keys take you to the next cocktail and the previous cocktail respectively. Using the | (SHIFT and left arrow) and ^ (SHIFT and right arrow) keys will move you on ten recipes in either direction (or to the last or first ones if less than ten recipes in remain at that end). The keys \ (CTRL and right arrow) and ~ (CTRL and left arrow) move to the last and first cocktails respectively.

## Option 2 - A drink containing...



This option allows you to search for all the cocktails which contain one or more particular ingredient, eg you may wish to search for all the cocktails which contain vodka and orange juice. Four menus will be presented displaying liqueur flavours, spirits, other alcoholic and non-alcoholic ingredients. The liqueur flavours menu is shown first and you can move to the others using the right and left arrow keys.

To select a particular ingredient move to the page containing it, place the cursor to the left of the ingredient using the down and up arrow keys and then press COPY. This will have two effects; firstly it will tell the computer that you are only interested in drinks containing that particular ingredient and secondly it will change the colour of the ingredient and secondly it will change the colour of the ingredient on the screen as a reminder for you that it has been selected.

If you change your mind about including a particular ingredient you can cancel your selection by carrying out the same procedure as described above for selecting it but pressing the DELETE key instead of the COPY key. This will revert the ingredient back to its original colour.

When you have selected all the ingredients you want in your cocktail then press <RETURN>. A 'Searching' message will appear and the computer will look through to find all the cocktails which it knows about that meet your criteria. Remember that the more restrictive you are about what the cocktail should contain, the longer this search will take and the fewer cocktails will be found. A search for a drink which contains one or two specified ingredients will take about 15 seconds.

After the search is complete, the program will display the first cocktail that it has found. You can then move through all of them as described in option 1. If no cocktails have been found then a message will be shown and by pressing the Space Bar you will be presented with the whole file to browse through.

You may wish to make your rules less stringent if a search has failed to find any cocktails or maybe just one or two. Alternatively, if you searched for all the ones containing just one common ingredient, eg orange juice, it could find too many for you to look through. In either of these cases you could press ESCAPE to return to the Main Menu, select option 2 again and re-enter your new selection. However, an easier method of returning to your menus with the ingredients you previously selected still indicated. This allows you to check which ingredients you chose and to alter, add to or reduce your selection.

NOTE: After pressing ESCAPE you will not be able to return to your original selection.

### **Option 3 - A drink made using...**

This option allows you to find all the cocktails you can make using the range of ingredients you have available in your drinks cabinet. Ingredients should be selected in a similar manner to option 2 above. In this case, however, you may find it useful to use [ (SHIFT COPY) or SHIFT DELETE to include or cancel all the drinks shown on the current screen.

It is assumed that you will always have some of the possible non-alcoholic ingredients, eg water, sugar etc and so these are not listed but are automatically selected for you.

To start the search again, press <RETURN>. The 'Searching' message will be displayed and a few seconds later, the first recipe found will be shown. You may move through the recipes as described in option 1. If no cocktails are found then a message will be shown and by pressing the Space Bar you will be presented with the whole file to browse through. You may return to the menu pages by pressing "D" to see which ingredients you included. This allows you to see the effect of adding a couple of bottles to your cabinet without having to re-enter all the ones which were originally marked as being included.

NOTE: After pressing ESCAPE, you will not be able to return to your original selection.



#### Option 4 - Describe the drink...

In this option you are asked to enter the name or part of the name of the cocktail you want information about, then if the program knows about the cocktail it will display the recipe for it. For example, entering PINA COLADA will present you with the recipe for this cocktail. However, if you PIN was entered, several recipes will be presented in turn: PEPINO, PEPPIN THE INSPIRED, PINA COLADA, PINEAPPLE SIMPLE and PINK DAIQUIRI.

#### **How The Cocktails Are Displayed**

The information about a typical cocktail is shown below.

SHIMMERING SUMMER		
Liqueur Flavours		
APRICOT 1p		
Spirits		
VODKA 3p		
Other Alcoholic		
CAMPARI 1b		
Non-Alcoholic		
LEMON JUICE 1p		
ORANGE JUICE		
EGG WHITE quart		
Decorations		
COCKTAIL CHERRY		
ORANGE SLICE		
ICE		
Shake and top up		

The ingredients are listed under four different headings; liqueur flavours, spirits, other alcoholic and non-alcoholic. In addition, there is a fifth category which lists the decorations which are suggested for making the cocktail more attractive when serving it. In most cases, the ingredients will be followed by a number and letter, eg 1p, 2d or 3b. This indicates the amount to be used; p is an abbreviation for part, d for dash and b for barspoon.

The actual volume of a 'part' depends on the number of drinks required. To start with, the easiest way to make up small numbers is to use a medicinal measuring beaker with millilitre graduations. A standard 4oz cocktail glass holds just over 112ml (1 fluid oz = 28.4ml). If you are making two drinks of a recipe requiring, let us say five main parts, then simple arithmetic shows that you need about 225ml in total or, divided by 5, 45ml of each part.

A barspoon has the same capacity as a teaspoon. The dash is an intermediate small measure but a rough guide gives four dashes to the barspoon. Where the dash or barspoon features in a recipe that quantity is needed for each of the drinks to be mixed.

If no amount is indicated then the ingredients should be added to taste. Although the amounts are those recommended by the author, they should not necessarily be stuck to rigidly. Try experimentin by altering proportions to find out what effect this has.

When ingredients such as rum or sherry are included then use the type of your preference. Liqueurs are classified by their flavour and when, for example, a recipe calls for an orange flavoured one then any in this category may be used. The flavour categories which the individual liqueurs are classified under are as follows:

Almond	Amaretto
Blackcurrant	Creme de Cassis
Apple	Apple Brandy, Calvados
Cherry	Cherry Brandy, Maraschino
Apricot	Apricot Brandy
Drambuie	Drambuie



Orange	Cointreau, Curacao, Grand Marnier, Mandarine Napoleon
Herbal	Benedictine, Green Chartreuse, Yellow Chartreuse, Galliano
Banana	Creme de Banane
Mint	Creme de Menthe
Cacao/Coffee	Chocolate Liqueur, Coffee Liqueur, Creme de Cac- ao, Kahlua, Tia Maria
Aniseed	Anisette, Pernod

The final piece of text concerns the mixing method. Nearly all cocktails are mixed on ice either in a shaker or a mixing jug, and ideally the glasses should be chilled as well. When mixing cocktails the following rules generally apply:

1. Pour non-alcoholic ingredients first (unless fizzy), followed by the still alcoholic ingredients and finally any fizzy ingredients.
2. Shake when the recipe includes fruit juices, eggs, cream etc with a sharp, vigorous action but not for too long. Top up shaken drinks with any fizzy ingredients or non-alcoholic ones which are to be added to taste.
3. Stir when all the ingredients are clear, as shaking would tend to cloud them, as does too-energetic stirring.

Do not expect the final cocktail to be the same colour as the one shown. Cocktails come in over a million different shades. Ours are as realistic as is possible working with only eight different colours. In some cases it will depend on which ingredients you have used, eg 'Flying Boat' is illustrated as being made using Blue Curacao, however if you only have one orange flavoured liqueur which happens to be Cointreau then the drink will be an orange colour.

The following lists the type of glass to be used according to capacity:

Cocktail glass. Capacity 3-4 ounces.  
 Highball glass; tall, straight-sided tumbler of 8-12 ounces cap.  
 Wine glass. Capacity 4-8 ounces.  
 Old-fashioned glass or whiskey tumbler of 8 ounce capacity.  
 Campagne glass. Capacity 5 ounces.

**Instructions' Source** : COMPLETE COCKTAIL MAKER (Acornsoft) Inlay and Mini-manual

### Review (Electron User)

One of the main uses of home computers, apart from alien zapping, is the storage and retrieval of information in databases. These can be based on any topic and the COMPLETE COCKTAIL MAKER is a database concerned with that complex set of drinks. It contains information in over 300 with details of how much of each ingredient is needed. Not only that, but it tells you how to mix them and what type of glass to serve them in.

On loading, you are presented with the command menu which gives you four options. Browse allows you to look through all the recipes in alphabetical order. For each drink you are given the liqueur flavour needed, the spirit required as well as any other ingredients. The recipe also suggests what decorations to use and the mixing method. A picture is drawn of the type of glass to use which also gives some idea of the final colour of the drink.

Option two is A Drink Containing. You specify which ingredients you want, chosen from four different lists. Any cocktail containing your specified substances is then displayed on the screen. In the event of none being found the program reverts to Browse mode.

A Drink Made Using sounds almost identical, but in fact means that not all of the ingredients have to be used in the cocktails. You could enter the entire stock of your drinks cabinet and find all the cocktails you could make.

The final option allows you to enter the name of a cocktail and the computer will



display its recipe. If you enter part of the name, all drinks containing the letters you entered will be found.

The program comes with a twelve page booklet which clearly explains how to use the program. The whole package is well produced and, if you are into cocktails, it's very useful. The trouble is, it contains no samples.

Rog Frost, ELECTRON USER 2. 9



# COMPOSER

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Make Music  
Author :  
Standalone Release(s) : 1984: COMPOSER, MicroMart, £4.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO MART, 1st Floor Edward House, Tindal Bridge, Edward  
St, BIRMINGHAM B1 2RA. Tel: 0044 (0) 121 233 8707  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

This program was written to enable you to enter music into your Beeb from a representation of a Keyboard drawn graphically on the screen. The program also has the ability to save and load tunes you have entered, edit any notes you may have entered incorrectly and an exercise mode where you will be taught how to read music.

The program is menu-driven, which simply means you are given a number of options, and entering the number of the option you want will go to the correct part of the program. If you wish to return to the menu at any time, you just press <ESCAPE>.

NB. When composing, if END is not marked tune may not replay correctly.

### Option 1: Load A Tune

To load a tune you will be asked for a filename, this is the name you give to the file when you save it. When loaded you will be asked for the tempo you wish the tune to be played at; 1 is very fast and 10 very slow. You will find that 3, 4 or 5 are right for most tunes. Pressing the red function Key f0 will replay the tune and print on the staves. To exit this part of the program, press Q.

### Option 2: Compose A Tune

This option draws a representation of a piano Keyboard on the screen with all the white notes named, for those who are not familiar with a Keyboard. Above this are printed the staves where the music will be printed and underneath the length of the notes in numbers and graphical representation of notes as printed on the music.

The first thing you are asked for is the length of the bar you require and this must be given as the number of crochets per bar. For example a tune in 4/4 time requires a bar count of 4.

The next thing you are asked for is the Key you are going to compose in. This determines the correct sharps and flats which are written on the staves. NB. Although the sharps and flats appear on the staves you must enter all notes correctly off the Keyboard, i.e. if the tune calls for an Eb you must enter it as such and not just as E.

Then you can actually begin composing. The note is to be entered in two stages. First you must enter the pitch by moving the flashing cursor to the note you require on the Keyboard by means of the grey arrow Keys on the computer. When you have the cursor correctly positioned, you simply press <RETURN>. Next you enter the length value from the numbers under the Keyboard or the drawings of the notes by again positioning the cursor as above and when correctly positioned pressing <RETURN>.

The length of a semi-quaver is 1, a crotchet 2, a minim 4 and a brieve 8. Dotted notes are also shown.



Using Option 8 you can initialise for single bass notes or arrpegio chords further information is given under Option 8. These are usually found on modern music written above or below the staves. Most chords last for a whole bar and the length for the chord must be entered accordingly.

You then carry on composing your tune or copying it from music note by note. If you want to enter a chord note and a melody note you must enter the low note first. Bar lines are written automatically according to the length of bar you have selected.

When you have finished you must end the composing by moving the cursor to END on the far right of the Keyboard and pressing <RETURN>. NB. If you escape from this option in any other way the end of tune marker will not be set and strange things may happen on replay.

### **Option 3: Replay A Tune**

You will be asked which tempo you wish the tune to be played at, 1 is very fast, 10 is very slow; you will find 3, 4 or 5 is right for most tunes. The music will then be played and written onto the staves. The marker above shows the note actually playing.

### **Option 4: Save A Tune**

You will be asked if you are sure that you wish to save the tune, answer Y or N, and then for a filename. This can be up to 10 characters long for cassette and seven characters for disc. The tune will then be saved for subsequent reloading.

### **Option 5: Change Instrument**

Choosing this option allows you to change the way the melody notes are replayed. You are given nine options and pressing the appropriate red Function key will change the sound. The envelopes which govern this are held in PROCNEWENV(g) and the user can alter this if they want a different envelope. This is at line numbers 2880 to 2990.

### **Option 6: Exercise**

This option works in reverse to the rest of the program in that you will be given a note on the staff and you must enter the correct note on the Keyboard. First you will be asked for the limit of notes you wish to be tested on, these are marked by moving the cursor to the lowest note and pressing <RETURN> and then the highest note and pressing <RETURN>. Then a note will be printed on the staves and you must move the cursor to the correct note and press <RETURN>. If you are correct, the note will play and your score will be incremented. Otherwise you will get another two goes to get it right after which you move onto the next note. After 20 notes you will be given your score. N.B. After each try the cursor returns to a random position on the Keyboard so if the note is the same do not just press <RETURN>.

### **Option 7: Edit**

If you have entered a note wrongly either in pitch or length this facility allows you to overwrite this. You single step through the tune and are given the option to change the pitch or length of each note. Answering Y to the question will allow to change the pitch or length by positioning the cursor on the correct note or length. Pressing any other Key will move on to the next note. NB. The facility will only overwrite. It is not possible to insert notes missed out. If a note has been entered that should not be there then making its length 0 will erase it.

### **Option 8: Initialise**

You are given a choice of single bass notes, that is notes below MIDDLE C on the keyboard, or arrpegio which sounds a major chords.

Hints: When you have got used to how the program works, you can speed up entry by moving the cursor in a horizontal direction just below the keyboard and just above the length of the notes.

**Instructions' Source** : COMPOSER (Micro Mart) Inner Inlay

**Review** : No Review Yet



# CONDITION RED

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Author :  
Standalone Release(s) : 1986: CONDITION RED, Blue Ribbon, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : Unknown

## Instructions

Set in a malfunctioning Plutonium Plant, your job is to collect 50 valuable plutonium crystals.

The crystals are spread evenly across the ten chambers of the plant, but beware the various hazards :- collapsing floors, conveyor belts and escalators, mutilated life forms and your greatest problem, the limited air supply which is only replenished after completing each chamber.

You have three lives, but you do gain an additional one after completing every second chamber.

The following are the correct screen passwords which, when input during the 'Hall of Fame Hi-Score table' will enable you to practice each level.

2. Icarus    3. Quasar    4. Ariane    5. Sirius    6. Pulsar    7. Apollo  
8. Altair    9. Nebulla    10. Vostok

## Control Keys

Z - Left,    X - Right,    RETURN - Jump  
ESCAPE - Restart,    P - Pause,    C - Continue  
Q - Quiet,    S - Sound

**Instructions' Source** : CONDITION RED (Blue Ribbon) Inner Inlay

## Review (Electron User) - "Red Alert"

CONDITION RED refers to the danger point in an atomic reactor, and this offering from Blue Ribbon has you set in a malfunctioning plutonium plant where you are required to collect 50 plutonium crystals before a meltdown occurs.

This is a ladders and platforms game, and the plutonium crystals are spread over 10 screens, any of which may be accessed by means of a password. A full list has been provided to enable you to enter any particular screen while in practice mode.

Controls are fairly standard, with Z and X providing the left and right movements and <RETURN> for jump. It is possible to pause the action and switch off the sound effects. Plus 3 owners should ensure that the ADFS is disabled before loading.

The various hazards range from collapsing floors to electrified ones - and the conveyor belts and escalators can carry you straight into trouble.

You must learn to cope with a fancy line in mutating monsters, and to make matters worse you are only equipped with a limited air supply, though this will be topped up after you complete each screen. You start the game with three lives, but an extra one is given after every second screen.



Mode 2 is used for the graphics, and they are therefore extremely colourful. All the characters are remarkably well drawn, in fact one mutant, which resembles a little pink devil with white horns, is so appealing it is almost a pleasure to fall foul of it. Unfortunately, the sound effects let the game down a little.

Movement is very smooth in spite of the fact that a lot is happening at once on each screen, and key presses in particular are very responsive. It is easy to forget when playing this game that it is in a budget price range, as the appearance is so good.

It is only let down by a lack of variety of mutants, as they are basically only three types - a devil, a robot and a bug eyed monster, all of which make quite predictable horizontal or vertical movements.

It would have been nice to have had a screen designer but for £1.99, you can't complain.

Sound .....	3
Graphics .....	7
Playability .....	7
Value for money .....	8
Overall .....	7

Beejay, ELECTRON USER 4. 7



# CONFUZION

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Sliding Block Puzzles To Defuse Bombs  
Authors : Dave Kirby and Paul Shirley  
Standalone Release(s) : 1984: CONFUZION, Incentive, £7.95  
1989: CONFUSION, Alternative, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : INCENTIVE, 54 London Street, READING RG1 4SQ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"The Scenario : A huge 64 storey automated industrial plant used for the production and storage of deadly Confuzion Bombs versus a highly intelligent and quick thinking mind (yours!!)*

*The Objective : To destroy the complete complex by eliminating the entire explosive stock pile.*

*CONFUZION : Its features include Bonus levels, Extra Sparks, Skill Stepping, Speed Spark and Multiplayer options. A totally addictive and frustrating arcade game using a fresh and original playing concept. THE FUZION OF MIND AND MACHINE."*

## Background

You are in a huge 64 storey automated industrial plant that is used for the production and storage of deadly Confuzion Bombs. This place is considered to be one of the greatest threats to mankind. Having gained access to the computer control room - your mission now is to explode every bomb on all of the factory's 64 levels.

## Factory Information

64 LEVELS (8 SECTIONS EACH WITH 8 FLOOR)

SECTION 1	LEVEL 1 - 8
SECTION 2	9 - 16
SECTION 3	17 - 24
SECTION 4	25 - 32
SECTION 5	LEVEL 33 - 40
SECTION 6	41 - 48
SECTION 7	49 - 56
SECTION 8	57 - 64

You have authorised access to the first level in each of the first six sections (1, 9, 17, 25, 33 & 41).

The assembly lines consist of sliding pallets which were used for the movement of components. The pallets are left covered in sections of fuzewire.

## Objective

To destroy the complete complex by eliminating the entire explosive stockpile.

## Skill Stepping

This feature allows you to continue from the last level completed in your previous game provided you answer Yes to the New Game prompt.

## During Play

Move pallets into the adjacent space using up, down, left and right controls. Lay a fuze from the spark to the bombs. The spark will burn along the fuze and blow up the bombs.



All the bombs should be destroyed before the timer fuze burns out - watch this at the top of the screen. Look out for warning signs when the timer is low. Running into dead ends, solid blocks or off the edge of a pallet will reduce the life of your spark.

## **Information**

### **Practice**

Level 1 is the ideal floor for becoming familiar with the controls.

### **Sparks**

You begin with five sparks and will be awarded a Bonus spark after every fourth level.

### **Bonus Levels**

You have no information on BONUS LEVELS other than that they occur at every 8th level!?!

### **Sprinkler System**

In certain areas, the factory sprinkler system releases water droplets which will extinguish the spark if they collide with it.

## **2 Player Consideration Option**

Whilst competing with opponents who can amass six bonus sparks in the time it takes to lose all yours, Confuzion allows you to restart your game without having to wait for the other player to finish.

### **Planning Ahead**

While a bomb is exploding advanced players can program a route into a buffer which will be executed at high speed on completion of the explosion.

### **Confuzed?**

If you find difficultly in controlling the pallet movement - try defining the keys for the opposite directions. i.e. down as up and up as down. This has the effect of controlling the space, rather than the pallets.

### **Relax**

Relax with Confuzion - The Music by Private Property (side 2 of tape).

## **Game Controls**

Z - Left, X - Right, : - Up, / - Down, <SPACE> - Speed, <ESCAPE> - Abort

### **Use the following keys on the title screen:**

f0 - Player Mode 1 or 2

f1 - To redefine player 1 controls

f2 - To redefine player 2 controls

<SPACE> - Select level

### **Select Level Screen**

Up Control - Step up level

Down Control - Step down level

Space Bar - To start game

**Instructions' Source** : CONFUZION (Incentive) Back and Inner Inlay

## **Review (Electron User)**

What an absolutely brilliant game! Remember when we were children, how we used to play with those slide puzzles where squares had to be moved around to create a picture? Well think of that and you've got a good idea of CONFUZION. Dark, evil forces - the editor's friends - have set up a factory manufacturing deadly confuzion bombs. It's your mission to destroy all 64 levels of the factory by detonating the bombs.



The screen is made up of squares, each containing a section of fuzewire. You have to move these squares about so that a spark can travel along the fuzewire to ignite the bomb. This is not as simple as it might sound. Your spark only has a limited life, as shown by the timer at the top of the screen. Its life is made even shorter by running into a dead end - no fuze - or off a block into open space.

Later levels become even harder as drops of water - which will extinguish your fuze - fall from the factory's sprinkler system. Each level becomes progressively harder, with more and more bombs to detonate and more water drops.

The keys are easy to handle and are user-definable. More than one person can play, but there are several common features missing. There's no sound on and off and no Hall of Fame. But to make up for this you can skip completed screens. And the reverse side of the tape will have you humming along as you play the game.

All in all an excellent game, guaranteed to keep you addicted for hours.

Chris Day, ELECTRON USER 3. 2



# CONSTELLATION

***Professional, Originally Released On Cassette Only***

Game Type : Utility Program  
Author : Richard Hanson  
Standalone Release(s) : 1984: CONSTELLATION, Superior, £6.99  
Compilation Release(s) : 1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This fascinating program enables the user to "view the stars" from any point on the Earth's surface, on any date and at any time. A total of 455 stars in 50 constellations may be viewed, and the "telescope" may be moved up, down, left or right, zoomed in or zoomed out. The stars can be displayed by magnitude or constellation.

**Instructions' Source** : CONSTELLATION (Superior) Inner Inlay

## Review (Electron User)

This well written program enables the user to view the stars from any point on the Earth's surface on any date and at any time - all without leaving the comfort of your armchair. Your monitor can now show a vast array of more than 450 stars in 50 major constellations. For your part, move the telescope-display up, down, right or left as well as zooming in or out, all via the keyboard.

The well constructed program allows you to view the heavens in two different ways - as you might observe by looking up into the night sky by the varying magnitude of the stars and secondly, the display can be changed to show each constellation by a code of letters. For example, a group of letter Gs indicate the position of the constellation Gemini.

Using this letter code, all fifty constellations are listed, the accompanying notes giving additional information to the user.

All in all a very good educational package which is simple to use. Amateur astronomers might also like to consider this one if they're fortunate enough to own an Electron.

Ken Smith, ELECTRON USER 2. 4



# CONTRACT BRIDGE

*Professional, Originally Released On Cassette Only*

Game Type : Bridge Simulation, Age 11 Plus  
Author :  
Standalone Release(s) : 1984: CONTRACT BRIDGE, Alligata, £6.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

CONTRACT BRIDGE is a sophisticated bridge game for the single player, where all other three hands are bid and played by the computer. The ideal opportunity for uninterrupted bridge tuition or polishing up on your playing technique.

## Features

Random deal \* Natural bidding \* Pre-emptive jump bids \* Strong two bids \* Stayman conversion \* Advance play routines

**Instructions' Source** : CONTRACT BRIDGE (Alligata) Back Inlay

**Review** : No Review Yet



# COPS N ROBBERS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Style  
Author :  
Standalone Release(s) : 1990: COPS N ROBBERS, Atlantis, £1.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : Unknown

## Instructions

*"Light Fingers Lonegan is robbing the Acme Diamond Company, the world's largest supplier of uncut gems. The police are inside the office block, slowly combing each floor. Can 'Fingers' find all the diamonds and get back to his car or will he run out of ammunition and end up in jail?"*

Search the Acme Diamond Company and steal the fortune in un-cut diamonds that are kept there. Many of the diamonds are in the mines, but there is a rumour that the mines are haunted. Unfortunately you have set off the automatic burglar alarm and the police are now searching the building.

You have a limited supply of bullets for your .45 Magnum, so use them sparingly. Can you get the diamonds back to your car and collect more bullets? Can you find the combination to the safe? Will you be captured or even worse, killed?

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Fire/Start  
<COPY>/<DELETE> - Pause/Continue, <ESCAPE> - Quit Game

<RETURN> to change Sound Effects Option on Title Screen.

**Instructions' Source** : COPS N ROBBERS (Atlantis) Inner Inlay

## Review (Electron User) - "Dodgy Scenario"

The latest budget release from Atlantis features Light Fingers Lonegan who is raiding the headquarters of the Acme Diamond Company. He has set off the alarm system, which means the whole building is swarming with police. Lonegan must try to find all the diamonds, open the safe and escape to his car.

Points are scored for collecting diamonds. These gems look suspiciously like an asterisk symbol and may be coloured blue or green. I had to guess they were meant to be the jewels.

Additional points are scored for shooting policemen. Lonegan is armed with a 0.45 Magnum. His poor carrying capacity necessitates frequent trips back to the getaway car.

If Lonegan makes the trip to the cellar, the policemen are replaced by ghosts. They are hell-bent on tracking down the villain, but are armed only with truncheons, which means they must get close to Fingers to be able to haul him off to jail.

The other activity Lonegan must attempt is safe breaking. This involves finding a three number code by guesswork. The numbers on the safe change in response to a prod from the robber's nose. I have not yet cracked the combination.



The graphics aren't really up to par, even for software at this price. The sprites are simple and undergo a soft of jerky animation, but the overall speed of movement is quite good. The scenery that supports the action can probably best be described as plain or perhaps boring.

I find this game wholly inappropriate. It strikes me as abhorrent that success is measured by the ability to shoot policemen or steal diamonds. It should have been given a fantasy setting where the nasties which must be shot are not recognisable as creatures from the Earth.

COPS AND ROBBERS was never destined to be a blockbuster. As it stands it surely must be given a miss.

Sound .....	5
Graphics .....	5
Playability .....	7
Value for money .....	4
Overall .....	4

Rog Frost, ELECTRON USER 5. 3 (Jan 1988)



# CORN CROPPER

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Management of Farm  
Author : P. Martin  
Standalone Release(s) : 1983: CORN CROPPER, CCS, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CASES COMPUTER SIMULATIONS, 14 Langton Way, London SE3 7TL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"CORN CROPPER is a simulation of a commercial wheat farm. You start with cash resources of £50,000, 30 acres of rich arable land, a tractor and two farm workers and are required to build up your assets to £250,000. Decisions on when to plant, irrigate, fertilise, spray and harvest are required. Cash resources are limited and therefore strategic decisions are required as to whether to buy seed corn, land or invest in farm machinery or whether to increase labour costs by employing more workers. The graphics include a Farm map and histograms. There are five levels of difficulty."*

## 1. Introduction

In this simulation, you are the manager of a large wheat farm. The objective of the game is to run the farm profitably by careful management and to accumulate total assets of £250,000.

## 2. Information Available

This program is menu driven. The menu gives a choice of 4 types of information or making a "Command". (See 3 below).

The **WEATHER FORECAST** shows likely rainfall and average temperature for the month. Any likely deficiencies in rainfall can be remedied by irrigation. However, average temperatures are factors one has to live with! Beware of the weather forecasts - the weathermen do not always predict the correct amount of rainfall!

The **CROP STATUS REPORT** shows by means of a histogram, the stage of growth that the crops have reached together with whether fertilisers have been applied. This report must be referred to in order to ascertain if crops are ready to harvest.

The **FARM MAP** shows the area which is cultivated and fertilised, the stocks of seeds and harvested wheat and how long ago the crops were sprayed with insecticides. This information should be referenced before a decision to plant is made.

The **CASH ACCOUNT** shows cash expenditure and receipts during the month. Useful to consult before any major expenditure is made.

The **INSTRUCTIONS** summarise the criteria which is used in the simulation.

**HELP** gives a short summary of Commands.

In addition to the above, a Balance Sheet is prepared each month showing the comparative figures of previous month. This totals the net assets and shows you how you are progressing towards your target of £250,000. A Profit and Loss Account is also prepared every six months showing the profit and loss for the period. Your total assets will increase by any profit you make plus any increase in value of the land and current assets.



After each month is completed, a second report is shown showing results of your decisions.

### 3. Business Decisions Required (Commands Available)

You are restricted to taking only 3 decisions each month. From the following options you must decide whether to and when to:

<I> Irrigate  
<B> Buy land, seeds, tractors or a combine harvester  
<P> Plant seeds  
<F> Fertilise crops planted  
<SP> Spray crops with insecticide  
<H> Harvest ripe crops  
<S> Sell land or ripe crops  
<HI> Hire additional labour

To effect a decision (command) you are required to key the <bracketed> capital letters and <RETURN>.

### 4. Problems Encountered

Drought, Insect attack on crops, Rats eating seed corn, Frost damage and Fire.

### 5. Hints On Play

Crops need an optimum amount of water each month. You should aim to irrigate them in order that the total level of water is between 80-92mm each month. If crops have more or less water they may be affected and acres of wheat will be lost.

Before planting crops you will need enough unused land and enough seeds to plant the acreage you require planted. You are therefore advised to buy enough land and seeds before planting.

Fertilising two month old crops doubles the yield of the crop. Effects of fertilising will be lost if insects attack or too much or too little water is applied or if there is frost damage. If you spray your crops you will need to spray all your cultivated land. Costs £15 per acre and lasts for five months.

Harvesting, planting and fertilising can be restricted if you do not have enough workers or tractors. Combine harvesters will harvest your ripe crops five times faster than a tractor.

### 6. Levels Of Difficulty

There are five levels of difficulty.

You are advised to start at the easiest levels 5 and 4. These levels also have prompts for Weather Forecast if you have forgotten to ask for one and Cash Account when balance of cash is less than £100.

In the more difficult levels you will have lower temperatures to contend with. (The wheat will take longer to grow and could be damaged by frost). Also the cost of fertilisers and sprays will be more while the value of harvested wheat will be less.

**Instructions' Source** : CORN CROPPER (CCS) Back And Inner Inlay

### Review (Electron User)

An unusual new game for those older ones among you who fancy taking all the decisions, CORN CROPPER can really grab your attention. It brings all the harrowing (sorry!) decisions involved in running a farm into your front room. But don't be deterred!

There are five levels of difficulty. The higher the level, the greater the adversity. So start at the lower levels. The object of the exercise is to increase your initial assets of £50,000 to £250,000 over 55 months. You are asked to take decisions as to planting, irrigation, harvesting and selling.



You are not on your own though. To help you make decisions, the Electron gives generous monthly bulletins on the weather, crop progress and your cash flow situation.

All in all, a challenging program with a nifty rendition of "The Archers" tune to boot! Hope that doesn't put you off.

Keith Wilmot, ELECTRON USER 1. 9



# CORPORATE CLIMBER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author :  
Standalone Release(s) : 1983: CORPORATE CLIMBER, Dynabyte, £7.95  
Compilation Release(s) : 1986: SUPERSELLERS: THE DYNABYTE COLLECTION, Dynabyte, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : DYNABYTE, Unit F3 Railway Triangle, Farlington, HANTS  
PO6 1TG  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This fast action game is only for the most keen minded of entrepreneurs. Caught in the capitalistic pursuit of corporate expansion, your ambition is to obtain the ultimate accolade - the key to the executive washroom!

The program is in three parts.

The object of the game is to walk the corridor avoiding the taxmen in the lifts and collecting various items on the way. At the end of each corridor, you are moved up to the next level. Too long a delay on a particular level will result in increasing blood pressure and should be avoided. Difficulty levels may be chosen from the options page.

**Instructions' Source** : CORPORATE CLIMBER (Dynabyte) Inner Inlay

## Review (Electron User)

CORPORATE CLIMBER takes you into the cut and thrust world of business. Here you start as a lowly tea boy and propel yourself along various levels gaining promotion at the end of each unit until you earn the ultimate accolade - the key to the executive washroom!

Your screen displays a cross section of an office block. You start at the bottom (of course) and work your way across each level, avoiding the taxmen on the way. The executive washroom is on the roof and it's here where you must end up.

As in real business, there are pitfalls - this time in the shape of taxmen whizzing up and down in the lifts. An encounter with one of these fellows sets you back to the beginning of the level you happen to be on at the time.

As all this is going on your bonus, displayed at the top of the screen, is quickly ticking away and when it reaches zero, up goes your blood pressure until you have a heart attack and snuff it. All good clean fun, plenty of colour and good sharp graphics.

There are three levels of skill - easy, suicidal and impossible. And they mean what they say! You also have a choice of sound on or off to preserve your sanity!

Adam Young, ELECTRON USER 2. 1



# COSMIC CAMOUFLAGE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Shoot-'Em-Up; METEORS sequel  
Author : Dan Gallagher  
Standalone Release(s) : None  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 4, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Steer your Laser Ship through a hail of cosmic debris, defending yourself with Laser Belts and Radiation Bombs. Each sector is more difficult than the one before and after the initial zero gravity sectors, the gravitational force increases to low, medium and finally high. When the pace gets desperate, change position with the Warp Drive, or become invisible to the cosmic debris by using your Camouflage Cover, Can you beat the high scores? Can you reach Sector ninety-nine?

When you shoot the Asteroids, they will break up to give you two small Asterites or an Asterite and a Hermit Craft, or, rarely, two Hermit Craft. Shooting a Hermit Craft and collecting the residual canister will result in an increase in your supply in turn of Radiation Bombs, or Warp Drives or Camouflage Covers. The Starcraft, Octanoids and Decanoids will move towards you, unless you engage Camouflage Cover. When a Starcraft is destroyed, a Spore is produced: when a Decanoid is destroyed, four Spores are produced. The Spores will move rapidly towards you, unless you engage Camouflage Cover.

## Scoring

5 points ... Asteroid	20 points ... Octanoid	30 points .. Starcraft
10 points ... Asterite	90 points ..... Hermit	50 points ... Decanoid
	Craft	90 points ..... Spore

## Game Controls

<CTRL> - Rotate Left, A - Rotate Right, <RETURN> - Fire, <SHIFT> - Thrust  
<CAPS LK/FUNC> - Radiation Bomb, Q - Warp Drive, <DELETE> - Camouflage Cover

<SPACE> - Re-enter Sector, E & <ESCAPE> - Quit Current Game  
< - Lower Start Sector, > - Raise Start Sector  
f0/f1 - Pause On/Off, S/Q - Sound On/Off

**Instructions' Source** : PLAY IT AGAIN SAM 4 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# COUNT WITH OLIVER

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Ages 4-7  
Author :  
Standalone Release(s) : 1983: COUNT WITH OLIVER, Mirrorsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : Unknown

## Instructions

*"Two entertaining games to introduce children to the basics of counting and simple addition and subtraction.*

*In TOYSHOP Oliver asks the young player to count toys in a shop window. Using plain language in large letters, Oliver makes his requests and the player answers using the number keys. With three sorts of toys, in three colours, the program introduces the idea of sets as well as numbers. The program is carefully graded, getting more difficult only when the child has mastered the earlier stages.*

*In LOLLIPOPS Oliver is at a shop asking for lollipops of different shapes and colours. Addition is introduced naturally as Oliver collects different sorts of lollipops. Subtraction follows when hungry Oliver eats some. Oliver swells visibly as the game progresses; who can guess what will happen? Carefully graded in difficulty, the program follows naturally from TOYSHOP using amusing illustrations and clearly written sums to introduce the first steps in simple arithmetic.*

*Recommended for 4 to 7 year olds. Older children will enjoy these games also."*

## Playing The Games

Both programs start with a demonstration loop. If no key is pressed, the game will proceed with imaginary answers. Once a key is pressed, the game will restart with unlimited time for answers.

Oliver introduces himself and asks "Will you help me get some toys?" or "I like Lollies, do you?" Any key will start the games.

All questions in the rest of each program require numerical answers only. Each time a question is asked the player is required to enter the correct number using the number keys. Two tries at each answer are allowed. The games do not progress in difficulty until a correct answer is given.

In Lollipops the answers to the sums require double digits when playing the game through a second time in the same session.

The sound may be switched off in both programs by pressing <S>. Pressing <S> a second time will restore the sound.

**Instructions' Source** : COUNT WITH OLIVER (Mirrorsoft) Back And Inner Inlay

**Review** : No Review Yet



# COUNTDOWN TO DOOM

*Professional, Originally Released On ROM Cartridge Only*

Game Type : Text Adventure  
Author : Peter Killworth  
Standalone Release(s) : 1985: COUNTDOWN TO DOOM, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : Unknown

## Instructions

While orbiting the treasure-laden, but inhospitable, planet Doomawangara (Doom for short) your ship suffers a devastating attack from the local air defence system. Grounded on Doom, your ship is both damaged, and threatened with total disintegration due to the corrosive effects of the Doom atmosphere. Repairs to the ship must be made before you can escape, and there's also a tempting array of treasure to be collected; but the clock is ticking away all the while, and it's only a matter of time before the ship will disappear in a cloud of dust, whereupon you must resign yourself to a life in the wilderness of Doom.

This ROM Cartridge is designed for use with the Electron Plus 1.

To load and run the program:

1. Switch off the computer.
2. Insert the ROM Cartridge into the front cartridge slot with the label facing you.
3. Switch the computer on.

The title page will appear in a few seconds. While using the program, keep the ROM Cartridge in the cartridge slot. When you wish to leave the program, switch off the computer before removing the ROM Cartridge.

As you play the game, you'll find that you will want to SAVE a game at a particular point (for example, before doing something risky, or simply to return to the game at a later time). You will be prompted to find a suitable area on one of your tapes, followed by the usual RECORD then RETURN message. This will put the 'dynamic' part of the database onto tape - this is the part which attends to the general house-keeping - where you are, where the objects are etc. The file is automatically called INIT so if you make several SAVES, you'll need to keep track of which INIT is where.

If you wish to restart at one of these positions, load the program as usual, but select S to start from a saved position. You'll be asked to Position the database file. Locate the SAVED position on tape, set it playing, and press RETURN. Once INIT is loaded (about 45 seconds) the game will start from where you left off.

Should you QUIT or die, you'll be asked if you want another game. Y or y will return you to the start of the game; N or n will simply end it.

## Playing the game

The game starts with a description of your immediate surroundings and any objects you might be able to use (try TAKE or GET followed by the name of the object). The computer becomes your eyes and hands. It will tell you what you can see and what is happening to you. You must tell it, in return, what to do (it prompts you with a colon).

Use commands of one or two words, in upper or lower case (typically a verb or a verb and object). The computer only looks at the first four letters of any word you type,



so that the command Northeast must be typed as NE to distinguish it from North (or N - there are various abbreviations you will pick up as you play).

### **Some general advice**

Passages bend sometimes, so going north from one area doesn't necessarily bring you into the next area from the south. (You can try BACK or B if you're confused). EH? means the computer doesn't understand the first word you said; I don't understand that! usually means the second word wasn't understood. Some objects can have special properties, as you'll find out; some of them are a help and some a hindrance.

### **Useful words**

Part of the fun is finding out what words are understood! However, a short list of those you might not guess is given here:

To move in some direction, try something like MOVE UP, CLIMB, WEST, GO SOUTH.

To get or drop a gun, for example, try GET GUN or DROP GUN, GET, TAKE and DROP alone pick up or drop the first object the computer sees.

To get a full description of your immediate surroundings, use LOOK.

To get a list of your possessions, use INV (for inventory).

To stop altogether, use Q, QUIT or STOP.

To save a game for later - and the computer won't let you do this sometimes for reasons only time will explain - use SAVE.

Certain geometrical shapes are particularly significant in the game. However, words like 'square' refer to a specific object, so don't worry if you mention a square and the computer says it can't see it - it's talking about an object you probably haven't found yet.

### **Score**

During the game, you can display your score by typing SCORE and pressing <RETURN>. Finding treasures and working ship components will earn you points, as will depositing them in the ship's cargo hold, and you will gradually discover other ways of gaining points. The maximum score is 250. You can end (and win) the game once your ship has all six components (in the cargo hold) by taking off from the planet with all six treasures. But beware, finding them all is NOT easy!

### **Hints And Answers**

Here is a list of commonly asked questions about Countdown to Doom, together with a set of hints and answers.

1. I can't get out of the spaceship.  
H. The door is jammed. How would you unjam it?  
A. Try lighting the fuse!
2. I keep blowing myself up.  
H. Try leaving the explosive behind in a sensible place, then going away!
3. I blew the door up, but it's still there.  
H. How would you move it in real life?  
A. Push it.
4. I keep dying in the swamp.  
H. There are two distinct puzzles to the swamp. For one, you need to be able to tell which are the safe bits before you tread on them. You'll need some equipment. For the other puzzle, you need to rush in and stay alive. For that, you'll need something with oxygen.  
A. To cross swamps, find and wear the goggles. To sink into swamps, find and wear a not-too-ancient spacesuit.



5. I'm lost in the jungle.  
H. You shouldn't be! Each area of the jungle has its own description. Look carefully!
6. I get too cold and die on the glacier.  
H. Well you would, wouldn't you? Try warming up the far end of the glacier.  
A. Fire the phaser at the end of the glacier.
7. The phaser kills me.  
H. It needs to be colder to work.  
A. Go to the far end of the glacier.
8. The monster kills me when I try to go past or take the crystals.  
H. It's unbeatable as an adult. Can you beat it when it's baby?
9. I get the crystals but I'm dying from their radiation.  
H. Spend as little time as possible holding them.  
A. Make taking the crystals the last thing you do back in time.
10. I die in the desert.  
H. Remember the warning about quiet!  
A. Try doing something noisy like jumping or shouting or banging.
11. The pit is killing me.  
H. Acid + alkali = ?  
A. Get the can and throw it in first.
12. I can't get back from beyond the desert.  
H. Really? Head up-river and try using the vine.
13. The blob kills me when I pick it up.  
H. Try catching it in a useful receptacle.
14. The platform runs out of power at the wrong place.  
H. Yes, it's odd when you need even, or vice verse. There is a route back to the ship which needs one move more than normal. Can you find it?
15. I die when entering the artefact through its NE entrance.  
H. Yes, you do. That's the exit!
16. I can't get into the artefact through its SW entrance.  
H. Yes, you can. Just don't take anything with you.
17. I can't get out of the curving corridor in the artefact.  
H. A little muscle helps.  
A. Push one of the niches.
18. I'm lost in the pneumatic tubes maze.  
H. You can label the rooms and their orientation.  
A. Drop objects to identify a room. Their position will show you which way round you are.
19. The robot takes all my objects.  
H. Yes, he does. Can you de-activate him?  
A. Use the word hidden in the cryptogram. There are sufficient clues around to make solving it easy.
20. The flickering screen kills me.  
H. De-activate the robot by it and see what happens.
21. When I leave the computer room, I die no matter which door I go through.  
H. Then you didn't treat the computer right. It was waiting for input.  
A. You should feed it with disks first - in the right order.



22. The computer spits out my disks.  
H. Then you're feeding it in the wrong order.
23. I killed the rat and the computer seemed upset.  
H. Poor old rat! What harm did he do to you?
24. I got the present from the computer but died going through a door.  
H. Twit! Haven't you got the order sorted out by now?
25. I sank OK to the bottom of the swamp but died when I moved.  
H. Look at the state of your spacesuit - it was ancient! Surely there's a time when it wasn't!
26. Below the swamp it's pitch dark. I'm lost. How do I get light?  
H. Yes indeed; you can map the area without light.  
A. Try 'dropping' and 'getting' objects to label rooms. INV will tell you which room you're in. You can then map the maze.
- 27a I die in the volcano going down  
H. Yes you do! Always!
- 27b I die in the volcano going up  
H. One of the routes out of the machine room is the correct one, but it keeps changing.  
A. Think of the machine noises as times on a clock, with the 'safe' direction.

**Instructions' Source** : COUNTDOWN TO DOOM (Acornsoft) Inner Inlay and Hintsheet

**Review** : No Review Yet



# COUNTDOWN TO DOOM

*Professional, Originally Released On DFS 1900 Disc*

Game Type : Text Adventure; Disc-based  
Authors : Peter Killworth  
Standalone Release(s) : 1987: COUNTDOWN TO DOOM, Topologika, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR

## Instructions

### About The Author...

*By profession a theoretical research oceanographer - and an occasional anthropologist and magician - PETER KILLWORTH fell in love with adventures when he discovered 'Colossal Cave'. His own first attempt at this new art form ('Philosopher's Quest', originally published by ACORNSOFT) sold 25,000 copies.*

*'The programming,' he recalls, 'was totally functional, and fairly crude by my current standards. But the plot and puzzles were good. It's very easy to write a bad adventure (it just needs hard work); but a good one needs plotting like a novel, the appropriate writing skills, and the ability to create new puzzle types instead of just repeating old patterns'.*

*His family occasionally see him away from his computer terminal at home. They do NOT play adventure games.*

### About The Adventure...

*You set off from Earth in your one-man ship, and are soon orbiting Doom.*

*Doomawangara - Doom for short - with its weird climate that varies from desert to jungle, glacier to swamp; the gome, aeons ago, of the Ancients, whose crumbling dwellings at last begin to show up on your scanners, their images giving you the feeling that they're watching you - not the other way round. Doom, famed across the Galaxy as a POTENTIALLY lucrative tive source of income, its surface littered with crashed treasure ships, rapidly corroding in the intensely volatile atmosphere.*

*Only those known as adventurers would dare to land.*

*You make one more pass over the enticing planet, wondering if YOU have the courage. The decision in made for you when your ship comes under a sudden and violent attack that sends it tumbling out of control until it hits the surface with a force that could have killed you.*

*You pick yourself up and survey the wreckage, knowing that both you and your ship are well and truly doomed unless you can find the spares to repair it in time...*

*GAME SIZE: Medium.     RATING: Medium.*

**DOOMAWANGAKA.** Abbr:    Doom. Climate:    Varies dramatically from desert to jungle, glacier to swamp. Atmosphere intensely volatile; explorers must guard against rapid corrosion of equipment and spaceship alike. Dangers:        Atmosphere, as above. Automatic defence system. Also the Ruins, reputed to have been the home, aeons ago, of The Ancients; none who has entered them has ever returned. Special features: The large number of crashed spaceships littering its surface, many of which had been



carrying treasure from one planet to another, make Doom a potentially lucrative source of income for that special breed of Explorer known as Adventurer...

- Extract from INTERGALACTIC TIMES, Vol. 3, Sec. 7, pp 167

You set off from Earth in your one-man ship, and are soon orbiting Doom.

Before you can contemplate a landing, however, your ship comes under a violent attack from Doom's automatic defence system. "No wonder most ships never come back!" you tell yourself as your ship tumbles out of control towards Doom's surface with you playing the controls like the expert you are.

Nothing you can do can prevent the crash-landing, however, and your ship hits the ground with a force that would have killed you had you not jumped at the last moment to absorb some of the momentum...

You pick yourself up and survey the wreckage, knowing that your ship will corrode away in a mere 400 Time Units. Repair it by then or you'll be stuck on the planet forever. DOOMed, in fact...

To function properly, your ship needs certain items (see below).

**DILITHIUM CRYSTALS** (for power - very dangerous to handle)

a **MOTOR UNIT**

a **NAVIGATION UNIT BOX**

a **LIFE SUPPORT SYSTEM**

a **MEDIKIT**

a **NUCLEAR REACTOR**

Without these, your ship simply won't fly. If any are too old or corroded, they won't work. If you can leave these components (and any treasure you find) in your cargo hold, what's left of your ship's systems - controlled by an intelligent console in the control room - will reassemble your ship and fly you home, hopefully a much richer person.

But remember - the corrosion clock is ticking away...

### On-line Help

COUNTDOWN TO DOOM comes with on-line help which you can get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints.

Pages 2-4 of this Help Sheet contain a series of questions that players typically ask, like 'How do I get out of the spaceship?'

Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

ALLODILE	11	FLICKERING	45	POWER	13
ARTEFACT	2,14,28	GLACIER	32	PRESENT	24
BEAM	47	HALL	21	ROBOT	9
BLOB	39	HELMET	1	ROOF	1
BLOWN	8	ICE	44	SCREEN	45
CABINET	15	ICICLE	42	SEESAW	29
CHEST	7	IGLOO	38	SKATES	38
COMPONENTS	51	JUNGLE	19,26	SLUGS	43
COMPUTER	12,24	LASER	47	SPACESHIP	4
	27,50	LIGHT	34	SWAMP	6,20,34
CORRIDOR	2	METATERMITES	22	SWITCHES	30
CRYSTALS	16,33	MONSTER	33	THOUGHT	49
DECAPODS	35	MOTOR	48	TIME	40
DESERT	17,18	MYSELF	25	TRAP	19



DISCS	50	OBJECT	46	TREASURE	10
DOOR	21	PAN	23	TUBES	37
DOORS	49	PHASER	5	UNIT	48
EATING	22	PIT	3	UP	8,31
ENTRANCE	28	PLATFORM	13	VOLCANO	31,41
EXPLOSIVE	36	PNEUMATIC	37		

		Hint
1	How do I get the ***** onto the ****?	43
2	How can I get out of the curving ***** in the *****?	6
3	How do I avoid dying in the ***?	27
4	How do I get out of the *****?	1
5	How can I stop the ***** killing me?	11
6	How do I avoid dying after sinking safely to the bottom of the *****?	22
7	How can I stay alive opening the *****?	38
8	How do I stop myself getting ***** **?	2
9	How can I stop the ***** taking all my objects?	26
10	How do I locate *****?	48
11	How do I get across the *****?	25
12	How do I avoid dying when I leave the ***** room?	34
13	How can I stop the ***** running out of ***** in the wrong place?	14
14	How can I not be killed when I enter the ***** from the NE?	4
15	How can I stay alive opening the *****?	38
16	How can I stop the ***** killing me?	17
17	How can I get back from beyond the *****?	9
18	How can I survive in the *****?	7
19	How can I get across the *** in the *****?	46
20	How do I stay alive in the ****?	18
21	How do I get through the large **** in the ***?	45
22	How do I stop the ***** everything?	42
23	How can I stay alive opening the ***?	38
24	How do I avoid getting killed going through doors after getting the ***** from the *****?	37
25	What should I give *****?	21
26	How do I avoid getting lost in the *****?	12
27	How do I stop the ***** telling me off for killing?	36
28	How can I get into the ***** through the SW *****?	5
29	How do I use the *****?	8
30	How can I get all the ***** turned to ON?	19
31	How do I avoid dying going ** the *****?	30
32	How do I avoid dying of cold on the *****?	10
33	How can I stop the ***** killing me when I try to go past or take the *****?	16
34	How do I get ***** below the *****?	29
35	How do I stop the ***** getting me?	24
36	How do I get out once I've used the *****?	3
37	How can I avoid getting lost in the ***** ***** maze?	23
38	How do I get the ***** out of the *****?	31
39	How can I stop the **** killing me when I pick it up?	15
40	How can I achieve anything when I'm forward in ****?	20
41	How do I avoid dying going down the *****?	41
42	How can I get the *****?	39
43	How do I stop the ***** killing me?	40
44	How can I stay alive crossing the *** rink?	32
45	How can I stop the ***** killing me?	28
46	How do I enquire about the use of any *****?	47
47	How do I stop the ***** ***** killing me?	33
48	How do I get the ***** *****?	13
49	How do I get past the *****-sensing *****?	44
50	How do I make the ***** accept the *****?	35
51	How do I locate spaceship *****?	48



**Instructions' Source** : COUNTDOWN TO DOOM (Topologika) Help Booklet

### **Review (Electron User) - "Disc-based Adventures"**

I have never been much of a science fiction fan, but COUNTDOWN TO DOOM was always one of my favourite Acornsoft adventures. Now released in a totally rewritten form by its author Peter Killworth, this game is definitely worth a second look.

It is presented in a stylish black folder with an excellent hint sheet and superb pamphlet on playing adventure games.

The adventure has been greatly enlarged with extra locations and excruciating puzzles, a new parser and layered atmosphere at each location.

You play the role of a pilot of an interplanetary spaceship which has crashed on the planet Doomawangara, a world at its best inhospitable and at its worst your graveyard.

It has a weird climate that varies from desert to jungle, glacier to swamp, and is the home of many crashed treasure ships.

Your task is to find spares to repair your ship so you can escape from this galactic hell hole. The problems are manifold and even if you have solved the original Acornsoft version of this game, that is no guarantee you will be successful this time.

The discs still need to be collected and inserted in the order in which you found them, and the blob is still present, but is encountered much later in the game.

The goggles are essential protection and the rat must not be harmed. Other than that, everything else in the adventure has changed almost beyond recognition.

The beginning is complex, the main part of the adventure riddled with new problems and the end-game is quite novel.

The quest basically involves collecting an assortment of items and then deciding upon their correct use.

Even experienced adventurers will find themselves resorting to the hint sheet on more than one occasion and planning a new strategy or approach.

Peter Killworth has gone to great extremes to make the whole experience more polished and enjoyable. The constant disc-access slows down manoeuvres, but is worthwhile payment for a bigger and better game.

I wholeheartedly recommend this adventure, whether or not you have played the Acornsoft original. New versions of ACHETON and KINGDOM OF HAMIL are promised and I await them with anticipation.

Presentation .....	10
Atmosphere .....	9
Frustration factor .....	8
Value for money .....	8
Overall .....	9

Pendragon, ELECTRON USER 5. 9

### **Review (EUG)**

Not the Acornsoft ROM cartridge version, Peter Killworth's COUNTDOWN TO DOOM re-release by Topologika is a mammoth upgrade to the original with many more puzzles, locations and characters. In many respects a cult classic it is both one of the few Electron games solely produced on disk (and in fact one of only ten games ever which were customised to work only with PRES' AP4 upgrade) and one that is still available from its software company to this day.



The first installment in a trilogy of text adventures about the plague planet Doomawangara (followed by RETURN TO DOOM and THE LAST DAYS OF DOOM in 1988 and 1990 respectively), it mixes a surprisingly detailed narrative of exits and locations with unexpected sarcastic comments when you try particular actions.

The scene is set when your spaceship crashlands and a countdown (of the title) starts ticking away to ship collapse. The description of what is left of your ship's interior hardly inspires hope that any of it is fixable but, with Doomawangara best described as a spaceship graveyard, there is a small chance you can collect enough sundries to get the craft airborne again. A simple puzzle will see you out onto terra firma (after blowing up even more of your ship) and present you with a swamp, jungle, valley, desert, mountain path and narrow path; all exquisitely detailed as, you will quickly appreciate, is the norm.

What is irksome about continuing from this point is that any false sense of security you had developed thanks to the simplicity of your escape is then repeatedly squished. Almost every move you make now results in a hideous and sometimes quite unconnected death. For example, you choose the desert, death by heatstroke; swamp, death by drowning; narrow path, death by slugs falling out of the sky; etc.

As in all adventures, there are objects to find and use correctly. Unlike in many, there is no need to EXAMINE anything. Doing so brings up the message "I've already told you everything you need to know about that!" which comes direct from the hand of Peter Killworth, **not** the Doom-stranded adventurer who is referred to in the second person. Once again though, you are forced to die a number of bloodthirsty deaths to discover what is safe to pick up or manipulate. Oh, goody, a gun, I'll fire it. Dead. What's that blob wriggling towards the cliff? I'll TAKE it. Dead. And these are only in the first six or seven locations! Bearing in mind that professional adventures such as this tend to get harder and harder the further the adventurer manages to progress, some will probably be very discouraged by these early setbacks which, if you have not SAVED the position, immediately return you to the start of it.

A better solution, which is contained in some other Topologika releases, is to ask "Do you want to pretend you hadn't done that?" and wait for the inevitable Y keypress. This saves a large measure of frustration.

As you may have guessed, I have not personally made much headway in this hellhole but apart from the spotless spelling and atmosphere, the game has one more feature to recommend it and this is the on line help facility.

With the original disk comes a sheet of most-likely-to-be-asked questions. However, instead of having to decrypt a coded answer or look it up on another sheet, you obtain the answer from the game itself by typing HELP and then the NUMBER following the appropriate question. You get one hint and, if this is too cryptic, can ask for further ones until you are given a solution. In this way, the game's appeal is advanced as you can make progress without needing Britain's Biggest Brain.

Presented in a stylish clear plastic folder with an illustrated low-down on the planet and a playing guide, COUNTDOWN TO DOOM suggests at every level that it is a very serious adventure which will tax the old grey matter to bursting point. This is exactly what the software itself does and it's no bad thing at all. It incorporates many new items over the original version and, although it includes some tried (or should that be tired?) and tested puzzles from other adventures, manages to cram in a few new ideas too. If you can live with being knocked off every few minutes, and don't mind responses like "Gee, I hope you enjoyed that!" if you do something Killworth considers unnecessary, then give this adventure a go. But be warned though, it's not easy!

Dave Edwards, EUG #54



# COUNTER ATTACK

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Puzzle (Assumed)  
Authors : R. L. Edwards, A. D. Wright and D. G. Stading  
Standalone Release(s) : 1983: COUNTER ATTACK, OIC, £3.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : As stated  
Supplier : OIC LTD, 15 Burghead Close, College Town, Camberley, SURREY  
GU15 4XL  
Disc compatibility : Unknown

## **Instructions**

*"Simple in concept, stimulating in practice. Skill level selection allows the game to be equally enjoyed by infants and serious game players alike."*

The object of this game is to make a line of your counters, horizontally, vertically or diagonally.

## **Play**

The game takes place on a verical 7x7 board. Players take alternate turns and on his turn, a player may select a column on the board into which his counter will be dropped.

## **Winning**

The Winner is the first player to make a line of four counters. Note: If, on his turn, your opponent makes a line of your counters, this is not taken as a win for you - you must have the line set up at the end of your turn.

## **Turns**

On your turn you may...

1. drop a counter into a column - just press a number between 1 and 7,
2. rotate a row left or right - press the left or right arrow key then the number of the row to rotate, or
3. rotate a column up or down - press the up or down arrow key followed by the number of the column.

## **Notes**

1. You cannot place a counter into a column that is already full.
2. Rotating a row or column may leave empty gaps in a column - gravity will cause the counters above the gap to fall and fill it.
3. Rotating a column up when it is not full is a waste of a turn.
4. You may change your mind about your move any time before pressing a number - just press the correct key (arrows for rotate, P for Place).

## **Options**

### **Selecting Options**

During the initial loading of the game you have the opportunity to alter various aspects of it. You may change the colours of the background, board and counters; the number of counters to be made in a row; select sound on or off and select whether the object is to make a line or not make a line.

**Instructions' Source** : COUNTER ATTACK (OIC) Inner Inlay and Loading Instructions

**Review** : No Review Yet



# COUNTING FUN

## *Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 3-5  
Author :  
Standalone Release(s) : 1985: COUNTING FUN, Gemini, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron only  
Supplier : GEMINI, 18A Littleham Road, Exmouth, DEVON EX8 2QG. Tel  
(0395) 265165  
Disc compatibility : Incompatible. Customised Loaders.

### **Instructions**

Uses easily recognised characters, such as clowns and penguins and will teach the pupil to count as quickly as possible. It is easy, enjoyable, colourful and fun, and will appeal to children aged 3 - 5, giving them a flying start and a secure basis upon which subsequent arithmetic learning can be built.

### **Running The Program**

After loading, an instruction page is screened. Press the space bar to proceed to an illustration of the objects depicted in the program. Press the space bar to move through the pages. On the counting page, a number of objects will appear and the child must count them by pressing the space bar which increments a large number next to the objects. If the child 'over-shoots' the number, the space bar should be repeatedly pressed until the number is reached again. Once the child thinks he/she has the correct answer, <RETURN> should be pressed.

A correct response will result in a happy face appearing with appropriate sound effects. With an incorrect response, a sad face appears with sound effects. The number is changed to the correct value and shown in light blue, the items being individually counted by the computer.

To obtain the next question, press the space bar. Ten questions are asked and a score out of ten is given at the end of the test. If <ESCAPE> is pressed during the test, the program is restarted at the instruction page.

### **Useful Hints for Parents and Teachers**

Type \*RUN to load. Follow screen prompts as they appear and you will quickly learn how to use the programs.

**Instructions' Source** : COUNTING FUN (Gemini) Back & Inner Inlay

**Review** : No Review Yet



# CRACK IT! TOWERS

*Professional, Originally Released On Cassette Only*

Game Type : Graphical Educational Adventure  
Author :  
Standalone Release(s) : 1985: CRACK IT! TOWERS, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MIRRORSOFT, Hoborn Circus, LONDON EC1P 1DQ  
Disc compatibility : Unknown

## Instructions

*"CRACK IT! TOWERS, A game for puzzle fans of any age!*

*Home of the team that brings you Crack It! puzzle magazine, CRACK IT! TOWERS conceals a magic secret within its walls. Each of the rooms in Crack It! Towers contains a puzzle which you must solve to have any hope of completing your quest. There are arithmetic problems, spelling games, anagrams and more. You'll meet some rather odd characters who may or may not be friendly - some of them will try to attack you or steal your precious keys as well.*

*If you fail a particular challenge, you'll find yourself in the moat. But you can also gain bonus keys in mysterious Maze of Skulls - if you play your cards right!*

*CRACK IT! TOWERS has three levels of difficulty - but if you start doing too well, the challenges will get harder. The word problems can be infinitely varied with different sets of words so that parents and teachers can change them to keep the challenge going.*

*If you like puzzles, you'll love CRACK IT! TOWERS!"*

## Visitors' Guide Book

### A Message From The Owner

It appears that you are under the misguided impression that you can crack the secret of CRACK IT! TOWERS. Well, I think we should get one or two things straight before we start.

Crack It's the name, and evil's my game - so beware the curse of Count Crack It! You wouldn't want to cross me, now, would you?...

If you really think you can claim all seven golden keys and steal the secret of my powres from the innermost reaches of the Towers, you had better read this guidebook thoroughly...or you won't have a bat's chance in hell...! I can take on all sorts of different disguises, and my pets will be out to get you too. You'd better be able to swim, too, as if you fail a single challenge, you'll be in the moat before you can say SPLASH! You need seven golden keys to even attempt entry into the last secret room. My pets will grab every opportunity to steal them from you, but you can win bonus keys in the Maze of Skulls.

You'll find all the practical help for taking up the challenge on your computer on the back of the inlay card. What follows here is the theory - you just have to trust that I'm not misleading you...

**Important Note** : Before you can enter any of the rooms, you have to pass my manic mental arithmetic tests - thinking caps on now!

## ROOM 1



This is the home of the first of my pets - Oswald the Rubber-Necked Duck. You must guess what he wants for his dinner today, and if you get it right, Oswald will gobble up the word (instead of you, heh, heh, heh).

Try different letters, one at a time, until you can complete the word. Each time you press a letter that IS in the word, it will appear in its correct place. Letters that are not in the word appear in its correct place. Letters that are not in the word appear in a 'reject' line at the bottom of the screen. You have nine tries to get it right, and if you use a letter twice, you automatically fail.

Hint: Try the commonest letters of the alphabet first - you should be able to make an educated guess once you've got some of the letters right.

## **ROOM 2**

My second pets are not very pretty to look at - but neither am I, so we get along fine! However, they are rather stupid, as they keep asking you to shoot them - but watch out, because they've trapped you in their ranks, too.

The maximum number of shots you can have each time is given at the top of the screen. Choose a number to shoot and type it in. They start disappearing from the right-hand end. Now it's my turn to get rid of a few of the ugly little blighters. You are at the left-hand end, and if you manage to avoid shooting yourself, you'll win a golden key.

Hint: Work out a plan of action quickly before you start playing and you should manage to survive.

## **ROOM 3**

This is where I keep my nocturnal friends, the black bats. They won't like you and your laser gun one bit, and will use their radar-guided sonar bombs to get you out of their hideaway as quickly as they can. To survive, you must fire on them *and* keep yourself out of their firing line.

You can avoid the bombs by pressing Z and X to move your laser left and right - but if it's hit, you'll fail the challenge. At the bottom of the screen, you'll see a take-away sum, and at the top different numbers will appear in quick succession. Press <SPACE> when you spot the right answer - if you're right, your automatic gun will knock one out. Then a different sum appears. You must knock out five bats before you get to win your key.

Hint: If you miss the right answer, it will come round again, but you'll have lost valuable time.

## **ROOM 4**

This is my swimming pool, where young Jim the Jellyfish has his daily work out. Unfortunately for him, I also let my sharks exercise here - at the same time. (I have to keep him on his multitudinous toes somehow!)

Start by typing in the number of the lane Jim is to swim down. He'll move there and start swimming down from the top automatically, and you'll get your key when he reaches the finish line. But beware! A warning will sound when a shark is near, and he'll poke his nose out right in Jim's way, and a sequence of numbers will appear at the bottom of the screen. Work out the next number in the sequence, type it in and press <RETURN>. If you get it right, Jim will swallow the shark whole. But if the shark wins, you'll find yourself in the moat.

Hint: One of the lanes is completely free of sharks - but I'm certainly not going to tell you which one. It changes every time you play anyway.

## **ROOM 5**

This room's not for the squeamish - it's my spiders' playroom. Today they're all dangling off the ceiling, ready to drop on you at any minute. But if you're clever, you can make them drop on your stick of dynamite instead.



At the centre left of the screen is a multiplication sum. Work out the answer, type it in and press <RETURN> and one of the spiders will start sliding down towards you. By pressing the Z and X keys to move the dynamite left and right, manoeuvre it to the point where the spider will land, so he will self-destruct on impact. Then a new sum will appear. You need to hit three spiders before you can claim your key.

Hint: There's no cheating allowed either - you can't hit two spiders at the same time.

#### **ROOM 6**

This is where my extraterrestrial playmate, Albert the Alien, lives. For reasons best known to himself, he feels most at home in a minefield. If you can guide him right across the minefield, he'll let you take the golden key.

At the top of the screen, you'll see the word DIRECTION. Choose which direction you want Albert to move - N(orth), S(outh), E(ast) or W(est), and type it in. Then STEPS will appear. Choose how far he should move and type in a number between 1 and 9. Albert will then move, following your instructions (Someone should tell him who's boss around here - he seems to follow anyone around!). Landing on a mine means instant death for both of you.

Hint: Try to plan one move ahead as you go - you only have a limited time to complete the journey.

#### **ROOM 7**

Things are getting pretty spooky up here - this is the Haunted Tower and only my spectral friends from 'the other side' (ghosts to you) can stand the creepy atmosphere.

Once the tower has materialised, you'll see a row of letters jumbling around at the bottom of the screen. Work out what the word is and type in the first letter as quickly as you can. If you're right, you must then type the rest of the word in correctly. Press <RETURN> and hey presto! you win another golden key. But like everything else at Crack It! Towers, nothing's quite as simple as it looks. As soon as the letters start jumbling, my ghosts will start drifting across the screen, one at a time, to bite large chunks out of the tower. If all five make it to the other side before you've solved the problem, the tower will collapse, and you'll be in the moat again!

Hint: Plan your strategy carefully, as you can't press a key while there's a ghost on the move.

#### **ROOM 8**

Come on! You didn't really think I was going to give you any clues at this stage, did you?

#### **Bonus Keys**

Each time you successfully complete a challenge and gain a key, I'm generous enough to offer you the chance of winning a bonus key in the Maze of Skulls.

You can explore the maze in the helicopter I've provided, using Z and X to go left and right, and P and L to go up and down through the gaps between the fences. Seventeen identical white skulls will appear in the maze at random. Fourteen are quite harmless - you can fly right up to them (you must be going forwards), press <SPACE>, and they'll disappear. Two of the skulls are deadly - if you get too close to them, they'll turn green and blow you up. But there is one skull which hides a golden key - if you're lucky enough to find it, the skull will transform itself.

Hint: Although this is a game of chance, I will give you one clue. There's a number at the top of the screen which is something to do with screen co-ordinates - but you'll have to work out what!

#### **Other Problems In Store...**

##### **When You Fall In The Moat**



Whenever you fail to complete one of my little tasks, you'll get a ducking in the moat. However, as you will have realised by now, there will be more than cute little ducklings swimming around in there.

My pernicious piranha fish have a taste for golden keys as well as human flesh. You'll survive if you have no keys, but if you do have any, watch out! The minute you hit the water, all three of them will start heading towards you, and a question will appear at the top of the screen. You must answer it before they get to you, or I won't be responsible for the consequences!

#### **The Green Spider**

As soon as you have at least one key, you're vulnerable. He will appear from nowhere and eat your key...unless you hit <SPACE> first. He'll go away then - for now.

#### **The Blue Skull**

Once you have at least three keys, watch out for this one in the castle doorway. You must hit <SPACE> before he can whizz out and swallow up one of your keys.

#### **The Ugly Bug**

When you've amassed four keys, he'll pop up on the left-hand side of the screen and scuttle towards your hard-won hoard. Press <SPACE> as soon as he appears to block his path.

#### **The Black Hat**

Just when you've chosen the next room to challenge, he'll glide out through a window and hover longingly around your key score. A three-letter word will appear at the top of the screen - but with one letter missing. You have just ten seconds to select the right letter to complete the word. Beware - there's usually more than one option, but only one right answer!

#### **The White Ghosts**

The first white ghost can jump out on you whenever he feels like it - but he's not interested in your keys. His purpose in life is to transport you to my dungeons and keep you there till you answer his question correctly - or his spiders will get you!

His sibling, the second white ghost, can only catch you when you've amassed six keys (and you thought you were nearly there, didn't you?). You must guess his age, or he'll steal a key. Be careful, you only have a certain number of tries at this.

#### **Power Failure**

Because Crack It! Towers is in the middle of nowhere, we sometimes get power failures - just when they're least expected. You'll hear a big bang when the generator blows, and everything will go black. To restore the power, watch out for the word that will appear on the screen - you must concentrate as it's only there for a few seconds. Then type it in correctly, and bingo! the lights will come on again. If you're wrong, one of my friends will creep up under cover of darkness and steal one of your keys - but you won't be able to stop him!

Well, that's all the help you're going to get from me - I think I've told you far too much anyway, but the people who wrote the program said I had to be reasonable, otherwise you wouldn't even bother to breach the walls of my fortress.

I'd say 'Good Luck' if I were a nice person, but as you know, that's one thing I'm not!

Signed Count Crack It!  
Crack It! Towers, November 1985

**instructions' Source** : CRACK IT! TOWERS (Mirrorsoft) Back and Inner Inlay

#### **Review (Electron User)**

CRACK IT! TOWERS describes itself as a puzzle game for all ages. Mirrorsoft have done well to think of some kind of explanation because it's far easier to say what



the program is not. It certainly is not an arcade game or an adventure. It has educational elements, but it isn't a learning program. What is it then? It's a whole load of fun for Electron and BBC Micro owners.

The aim is simple to find the secret of Count Crack It! You must collect seven golden keys which you'll need to open the eighth room in his castle. To gain the seven keys you must visit various rooms and solve a set of puzzles and problems in each.

In room 1 in the castle you try to discover what Oswald eats for lunch. This can best be described as a hangman type game. Success will earn you a key while failure will pitch you into the moat. If you end up in the moat the piranha will start swimming towards you.

A question such as 184 divided by 4 will flash on the screen. A correct answer will stop the fish and you will survive to visit more rooms.

Room 2 features a logic game in which you must shoot some beasties while trying to avoid shooting yourself. It's a version of the ancient game of Nim and it's easy to make mistakes.

Room 3 looks a bit like space invaders, but with bats bombing you. Before you can fire back you need to match a subtraction sum with its correct answer. This room is fiendish, requiring you to concentrate on three different areas of the screen, do a calculation and keep your base away from the bombs.

The castle swimming pool can be found in room 4. It will come as no surprise to learn that the Evil Count Crack It! keeps sharks in it. To avoid them you will have to add a number to a sequence such as 5, 10, 15, 20 and so on.

Room 5 is the spiders' playroom. You have to move your stick of dynamite around to make a spider fall on it, but before any spider falls you must get a multiplication sum correct.

On to room 6 where Albert the Alien lives - in a minefield. In a limited time you must issue commands such as "west 3" to steer him to safely.

Room 7 features ghosts who won't destroy you if you are quick enough at solving an anagram.

You can enter the rooms in any order, but they all need unlocking by adding a set of numbers together. If you succeed in any room you can try for a bonus key by entering the maze of seventeen skulls. If you pick on the right skull, aided by a devious clue, you win. The Count keeps many more nasty friends who leap out at unexpected moments and steal precious keys or put you into prison.

Some of these can be stopped by hitting Space, but others require you to complete words or solve number problems very quickly. If you get fed up with the words defined in the program you can enter your own selection.

My whole family have found this an addictive program. None of the tasks are difficult in themselves, but to succeed you will need fast reflexes and an alert brain.

Mirrorsoft has come up with something quite out of the ordinary and for my money, it's a real winner.

Sound .....	6
Graphics .....	7
Playability .....	10
Educational value .....	9
Value for money .....	9
Overall .....	9



# CRACK-UP

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Bat And Ball; ARKANOID-Clone  
Author :  
Standalone Release(s) : 1990: CRACK-UP, Atlantis, £1.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : Unknown

## Instructions

*"Joystick or Keyboard. 100% Arcade Action. 100 years from now, when war is a distant memory and mindless violence is considered the ultimate in anti-social behaviour, what outlet will there be for your feeling of aggression? There will always be CRACK-UP!"*

CRACK-UP is a game for 1 or 2 players and features 32 action-packed screens. The aim of the game is simply to destroy each wall of bricks and move onto the next screen. But be warned, some of the bricks take more than one hit to destroy them and others cannot be destroyed at all.

To make the game even more difficult, some of the bricks are invisible. They act the same as ordinary bricks (i.e. some can be destroyed and others are indestructable), except that you cannot see them. There are 7 bonus bricks which appear at random (some will appear more than once), these are:-

- B, Bonus Level - moves you to the next screen.
- C, Catch Ball - FIRE to release.
- D, Double Balls - doubles the damage you can cause.
- E, Extended Bat.
- L, Laser Bat - FIRE to cause extra damage.
- S, Slow Ball.
- X, Extra Life.

## Game Controls

Press J to select Joystick or Keyboard, then P to select 1 or 2 players and L to select start screen (between 1 & 5). Remainder of 32 screens can only be accessed by completing of the previous screen. Whilst on title screen press Q for sound off or S for sound on.

Keyboard controls are: Z or < to move left, X or > to move right, SHIFT or RETURN to release ball/fire laser bat.

Press COPY to pause, DELETE to restart and ESCAPE to quit game.

**Instructions' Source** : CRACK-UP (Atlantis) Inner Inlay

**Review** : No Review Yet



# CRANKY

## *Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-12  
Author : Jeannie Billington  
Standalone Release(s) : 1984: CRANKY, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : CDFS E00, DFS E00

### Instructions

CRANKY the crazy calculator doesn't like rain. On wet days Cranky's circuits get damaged, so that some of the calculator's keys don't work any more. The fault is shown on 1-100 number square, and you can repair Cranky by constructing the numbers in the pattern. You've only got two numbers with which to do this though. If you make the repair successfully then you can use Cranky as a calculator! Careful planning will help you repair Cranky quicker.

Helping repair Cranky will give children a chance to explore the interesting relationships between numbers, at their own pace, thus giving confidence with number manipulation.

### In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

### Introduction

CRANKY is a happy pocket calculator. When it rains, Cranky doesn't like it. This is because the rain damages some of Cranky's circuits. You can see which circuit has been damaged because it appears in Cranky's eyes. This pattern then appears on the 1-100 number square, and you can help repair Cranky by constructing the numbers in the pattern shown. Because Cranky is damaged, you can only use the numbers 3 and 5 to do this. However, it is possible to make all of the numbers in the patterns with these two keys. As you repair Cranky, you can use the numbers you make, as you go along, to help you construct new numbers.



There is another side to the game too: If you decide to Play Challenge, then you can pick the two numberxs which you want to use to repair Cranky's circuits. Be careful though, as not all of the pairs of the keys you can choose, will enable you to repair Cranky. At the end of either game, if you are successful, you can use Cranky as an adding and subtracting calculator.

Playing with Cranky gives children a chance to find out the relationship between numbers for themselves. It also lets them explore the effects of constant addition or subtraction, and so gives more confidence in number manipulation.

### **How to use it**

When you have loaded the program, the first thing you see is a picture of Cranky. You will now be asked if you want to "Help Cranky" or "Play Challenge". Press 1 or 2 and then the <RETURN> key. For "Help Cranky", the next menu that appears asks you what colour you want to use. Of the three, red is the easiest, blue is slightly more difficult and green is the hardest. Choose which colour you want, press 1, 2 or 3 and then the <RETURN> key. In "Play Challenge" you get the colour menu after you have chosen the two numbers. Within each level some patterns are harder to make than others.

### **Help Cranky**

If you have selected this game you will now see that it is raining on Cranky. The spacebar symbol appears, and, when you have pressed it, Cranky's eyes will show you the patterns that represent it, Cranky's eyes will show you the patterns that represent the faulty circuits. The eyes will settle on one pattern and Cranky will ask you to help mend the fault using the 5, 3, +, - and = keys. When you press the spacebar again, the patterns on Cranky's eyes will be displayed on a 1-100 number square.

Your aim now is to make all of the numbers in the pattern shown. See if you can do it, without making any of the numbers outside of the pattern.

When you have pressed the spacebar to start playing, you have to type in a starting number. This can be 3, 5, 33, 35, 53 or 55, these being the only numbers you can make with the 3 and 5 keys.

You can now add numbers to, or take numbers from, your starting number. To add, press the + key, and type in your next number. To subtract, press the - key and type in the next number. If you want the sum of all of the numbers you have typed in so far, hold down the <SHIFT> key and press the = key (The T key has the same effect). The answer will be calculated, printed, and then highlighted on the number square.

Remember, you can only add and subtract numbers made with 5 and 3, or numbers you have already made on the number square. For example, if you start by typing 3 + 3 =, to give you 6, then at any time thereafter, you can type in the number 6. The game will not accept any numbers not already made.

If you press the = or T keys, to get the total, and it would have been less than 1 (the lowest number on the square) then the ? symbol appears, and a message telling you "Less than 1". When you press the spacebar, the last sequence you typed in will be erased (back to the last time you pressed = or T). The same will happen if the number is over 100 except that the message will be "More than 100".

When you have made all the numbers in the pattern, the pattern will flash, and the spacebar symbol appears. When you press it, the scene returns to Cranky. However, fixing one of Cranky's faults can often cause another one to occur, and, if this is the case, then you go back to the start of play again. You now have to fix the new fault shown.

If you mend all of Cranky's faults, as they occur, then you can use Cranky as an adding and subtracting calculator. Use Cranky in the same way as when you were fixing the faults, except now all of the numbers can be used.



## Play Challenge

If you have decided to Play Challenge, then you have to select two numbers (in the range 1-9) which you want to use to try and make the pattern. Type the number you want and then press the <RETURN> key. Now do exactly the same thing for the second number. The play will now be the same as it was for Help Cranky. Watch out though, as with some choices of numbers you can't make all of the numbers in every pattern. Some choices are much harder than others. Part of the challenge is to find out which ones are which.

## Educational notes

This program is particularly suitable for children between the ages of eight and eleven, although many younger and older children, and adults, have also enjoyed playing with the game. The program helps children develop their own addition and subtraction techniques, by discovering number patterns and relationships, and inventing their own number strategies. The game also works by encouraging children to be creative by exploring ideas which interest them.

The "faulty circuits" that appear in Cranky's eyes all highlight different number patterns and relationships. The columns, rows and diagonals are the easiest ones to make, the multiples and rectangles are slightly more difficult, and the diamonds and saw-tooth patterns are the hardest. Through playing the game, children discover the patterns, and gain confidence in manipulating numbers. A first they should try adding and subtracting 5s and 3s (Help Cranky), but later they should choose their own two numbers.

It is important at this stage that children have the opportunity of discovering the different types of pattern in their own way, and time, and that they are free to develop their own strategies for mending the "faulty circuits".

The game has been tried with many children and adults. Some use trial and error strategies to start with. Others spot that some patterns become easier of certain numbers are made first. These numbers may or may not be in the pattern. There are a whole variety of strategies and techniques that can be used. Finding out other people's strategies can be both interesting and informative.

Most importantly, the program gives children the opportunity of exploring their own ideas. All sorts of challenges and questions can emerge:- Can I make any number using 3s and 5s? How many different ways can I make 79? What is the quickest method I can use? Why can't I make all the numbers using 2 and 6? What would happen if I used multiplication and addition instead of subtraction and addition?

Children should be allowed to raise, and attempt to answer, their own questions. In doing this they are developing their inherent ability to act as mathematicians, and will discover that mathematics is exciting and creative, as well as useful.

**Instructions' Source** : CRANKY (Acornsoft/ASK) Booklet and Back Inlay

**Review** : No Review Yet



# CRAZEE RIDER

*Professional, Originally Released On Cassette, ADFS 1D00 Disc And DFS 1D00 Disc*

Game Type : Arcade Motorcycle Racing  
Authors : Kevin Edwards  
Standalone Release(s) : 1985: CRAZEE RIDER, Superior/Acornsoft, £9.95 (Tape), £12.95 (5.25" Disc), £14.95 (ADFS Disc)  
1989: CRAZEE RIDER, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 2, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The objective of the game is to achieve as high a score as possible by:

- (a) finishing in qualifying position (the first six) on as many racetracks as you can,
- (b) earning bonus points by knocking other riders off their bikes.

You can push other riders off their bikes at any stage during the game. It is particularly easy to do so at the start of the race by steering alternately left then right: usually 4 or 5 riders can be pushed off their bikes during this "craze" scramble at the start. At the end of the race, you will hear a finishing bell as you complete the lap, and your bike will gradually slow down to a stop - during this slowing-down phase you will often be able to knock one or two more riders off their bikes.

A map of the current race circuit is shown at the top of the game screen. Your bike is shown on the map as a small moving square and the start/finish line is also indicated. Your speed and your current position in the race is displayed at the bottom of the screen. Each race has 60 participants.

At the start of the race the red, amber and green starting lights are shown. Wait for the green light to appear before you start to accelerate. If you try to accelerate before the green light appears, you will be penalised and your bike will stall.

Keep clear of the edges of the road as much as possible. If you veer towards the road edges your bike will gradually slow down until you steer away.

## Crashes

There are three types of crash that may occur:

- (1) If you steer into another bike and your bike is in front of the other bike, you will knock the opposing rider off his bike. A small "hit token" is placed at the top-right of the screen, and you are awarded a bonus score at the end of the race.
- (2) If there is a shunt between your bike and an opposing bike which is just in front of you, a side collision will occur and your bike will simply lose some speed.
- (3) If you drive right up the back end of an opposing bike, then it's a full rear crash: your speed will be reduced considerably and your bike will be disabled for a short period of time.

## Bonus Points



Whenever you knock an opposing rider off his bike, a "hit token" appears at the top-right of the screen. Then, at the end of the game, you score a 200-point bonus for every rider knocked off.

### Game Controls

Z - Steer left, X - Steer right, \* - Accelerate, ? - Decelerate  
<ESCAPE> - Exit from game, S - Sound on/off, H - Halt on/off  
K - Toggle joystick/keyboard, J - Toggle joystick type: D = Digital, P = Plus 1

Standard joystick movements apply. The type of joystick interface is shown bottom right of the screen. The digital interface recommended is First Byte.

### Title Page Controls

C - Change colours

Press the "C" key on the title pages before restarting the game. You can now change the foreground colours to any colour except black by pressing the "1","2" or "3" keys. Press SPACE to exit from the colour-change mode.

1-6

Select to start the game on racetrack 1 to 6 (only available if you have qualified from all the preceding racetracks)

### The Racetracks

* Le Mans	(France)	* Misano	(Italy)
* Anderstorp	(Sweden)	* Silverstone	(U.K)
* Paul Richard	(France)	* Nurburgring	(W. Germany)
* Brands Hatch	(U.K)		

### JUMP option

You can jump immediately to the start of the race on racetracks 1-6 provided you have already qualified from all the preceding racetracks in a previous game. To do so, press the "1", "2", "3", "4", "5" or "6" key whilst on the title pages. You will hear an audible beep confirming your selection, and the next race will take place on the chosen racetrack.

However, to see the codewords on completion of the 7th, 14th and 21st racetracks you must not use the JUMP option.

**Instructions' Source** : PLAY IT AGAIN SAM 2 (Superior) Inner Inlay

### Review (Electron User) - "On Yer Bike!"

Don your crash helmet and zip up your letters. You'll need nimble fingers, fast reactions and a kamikaze streak if you are to survive CRAZEE RIDER, a superb motorcycle race game.

The screen display shows your bike, speedometer, race position indicator and view of the track. At the top is a bird's eye view of the race track - there are seven in all.

As the starting lights change to green, 59 bikes fly past as you accelerate towards the first bend.

The micro cheats here as the computer controlled bikes accelerate to maximum speed instantly, whereas it'll take you at least half a mile.

Luckily, your racer has been tuned by the best mechanics in the business and they have managed to squeeze a few extra horses out of the engine. This means, flat out on the straight, chin on the handlebars you can easily overtake the fastest of the micro bikes and work your way up the field.

The back markers can be a problem as they have an annoying habit of getting in the way at the worst possible movement, usually in the middle of a bend.



These aren't easy to negotiate, but you can see what's coming up by looking at the plan view of the track at the top of the screen. Your position is shown as a large red dot.

After discovering you can't crash or go off the track, my first instinct was to simply hold the throttle wide open. I soon discovered this wasn't the best tactic however and your speed drops rapidly as you near the edge of the track or ram the bike in front.

It soon becomes clear that it's best to follow the racing line through the bends. With one eye on your speedo and one finger on the brake, swing from outside the track to inside and slide back out again by snapping the throttle open as you exit the bend.

Although CRAZEE RIDER is a fair simulation of a motorcycle race it's not intended to be accurate. It's more of a cross between an arcade game and a simulation. Points are gained by riding round the track and passing the opposition. You can also ride alongside the computer bikes and ram them off the track to gain bonus points.

Providing you finish in the first six you move on to race at the next track. It'll take a few laps to familiarise yourself with the layout, but unfortunately, you aren't awarded this luxury.

CRAZEE RIDER is an exciting game - it's fast, challenging and there's plenty to keep you entertained.

Sound .....	8
Graphics .....	8
Playability .....	10
Value for money .....	10
Overall .....	9

Joanne Hutcheson, ELECTRON USER 4.12

**See also** : ELECTRON USER 5. 7 for a review of PLAY IT AGAIN SAM 2



# CRAZY ER\*BERT

*Professional, Originally Released On Cassette Only*

Game Alias : ER\*BERT  
Game Type : Arcade; Cubic Domain  
Author :  
Standalone Release(s) : 1987: CRAZY ER\*BERT, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Move ER\*BERT on his crazy travels through his cubic domain.

Starring : Crazy Er\*Bert  
Supporting cast: Boris the Gorilla, Coily the Snake  
Featuring : Cascading balls, deadly discs, balmy bananas, rotating rota-hats

Great fun in this arcade-style classic!

**Instructions' Source** : CRAZY ER\*BERT (Alternative) Back and Inner Inlay

## Review (Electron User) - "Cheap And Cheerful"

CRAZY ERBERT is a cuddly looking little character who plays the hero in this 3D Pacman type game. Living in a world made up of interconnected cubes, his simple aim is to visit each one and paint its top surface a different colour. He treats his cubes as stairways and travels diagonally up or down. Four keys are needed to steer him and these take a bit of getting used to.

At the start of the game, you can select from ten levels of difficulty and whether the movement should be fast or slow. I find the slow option is quite fast enough for me.

It's an odd gripe, but what a pity there is no sound on/off option. The sound effects are nice, but many games players have a need for silence at times.

Erbert does not live alone and the other occupants of his world are all enemies. He is persistently chased by two well-drawn large and colourful characters, Coily the Snake and Boris the Gorilla. If they catch him one of his three lives is lost.

If Boris or Coily try to follow, they vanish for a few vital seconds. This not only gives a chance for safe movement, but also some bonus points.

Erbert can also collect a Rota Hat which allows him a limited flight. Two extra keys are required to manage the flying skills. Elevators and rota hats can only be used once.

To add to the problems, some unseen giant is rolling boulders down the cubes. If higher skill levels are chosen, some of the cubes convert themselves into vaporisers. These have a detrimental effect on Erbert's life expectancy, but they don't last too long themselves.

Also at the higher levels, Erbert can't paint the cubes in one go. He applies an undercoat on the first visit and requires a second to apply the top coat. If you



wish to score high points you can pick up Boris' banana. This causes him to lose his temper and chase you.

If you manage to re-colour all the cubes you move to a new and more complex screen. There are four in all, which means that with ten levels and two speeds, there are eighty possible combinations to choose from.

A few years ago this game would have rated as amazing value at only £1.99. Now, it is merely ordinary, though it will amuse the kids with its bright and cheery graphics.

Sound .....	6
Graphics .....	8
Playability .....	5
Value for money .....	7
Overall .....	6

Rog Frost, ELECTRON USER 5. 1



# CRAZY TRACER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overhead FRENZY Style Game  
Author : Wal Mansell  
Standalone Release(s) : 1984: CRAZY TRACER, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : Unknown

## Instructions

*"You are in charge of a paint roller which you must guide around the edges of a maze of rectangles. Trying to prevent you from repairing these lines are several monsters which attempt to catch and crush the roller as it moves along. There are two different kinds of screen to paint: one which offers you the chance of gaining bonus points by painting in rectangles containing different objects, the other which poses the problem of how to avoid running out of paint.*

*CRAZY TRACER is fully compatible with either keyboard or joysticks."*

Paint along the lines on the screen by guiding your paint roller along them, whilst avoiding the monsters which are chasing you.

There are two types of screen. On the first, you must paint along the dotted lines, going in any direction you wish. When you have painted along all four edges of a rectangle then it is automatically coloured in. Your task is to completely colour in all the rectangles. You can gain bonus points by colouring in rectangles while they have an object inside them. A maximum of four objects will appear at random on each screen.

On the second type of screen the rectangles have numbers in them which indicate how many points you receive for colouring them in. The paint roller leaves a trail of red paint behind it as you move along. Once you have coloured in a rectangle you will have enough paint left to colour in an adjacent rectangle. Failure to complete painting round one of these will result in the paint running out and no trail being left. You can, however, obtain more paint by going back to a completed rectangle.

The game alternates between these two screens with the number of monsters chasing you increasing every other screen up to a maximum of six. You start with three rollers and lose one whenever a monster manages to catch you. A bonus roller is awarded for every 10,000 points you score; you can have a maximum of three rollers at any time.

A 'jump' option exists which causes the monsters to jump so that you can travel safely beneath them. Only three jumps are allowed for each roller per screen. The jumps still available are indicated by the number of acorns at the top of the screen.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down

Alternatively you may use a joystick. The position of the joystick determines the direction in which the roller moves. The Fire button causes the monsters to jump.

<COPY>/<DELETE> - Pause/Continue Game, S/Q - Sound/Quiet, <ESCAPE> - Restart



**Scoring**

Bonuses of 200, 400, 600, 800 and 1000 points.

Further bonus for colouring in all four rectangles containing objects. A bonus roller is awarded for every 10,000 points you score, up to a maximum of three rollers at any one time.

**Instructions' Source** : CRAZY TRACER (Acornsoft) Back and Inner Inlay

**Review** : No Review Yet



# CREATIVE GRAPHICS

*Professional, Originally Released On Cassette Only*

Game Type : Utility Program; Drawing Ideas  
Author :  
Standalone Release(s) : 1985: CREATIVE GRAPHICS, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : CREATIVE GRAPHICS (Acornsoft) Back and Inner Inlay

**Review** : No Review Yet



# CREEPY CAVE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Game  
Author :  
Standalone Release(s) : 1990: CREEPY CAVE, Atlantis, £1.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : Unknown

## Instructions

*"Arcade/Adventure. Vampire bats, ectoplasm bolts, slime covered ledges and acid pools. All these and more must be faced if our mega hero, Dirk Daring, is to successfully negotiate the depths of Creepy Cave and recover his door key from the evil ghost."*

Dirk Daring, adventurer, explorer, space pilot and top goal scorer for Manchester United, was returning home after winning the world karate championships, when an evil ghost stole his front door key and vanished into the depths of Creepy Cave. Leaping from ledge to ledge, avoiding vampire bats and ectoplasm bolts, Dirk takes off in pursuit. There is only one way through each cavern, and only one exit. Collecting the crucifix from each screen will earn extra points but be careful as there is a limited air supply. Can you help our mega hero to recover his key and get home in time for supper?

## Game Controls

Z or < - Left, X or > - Right, <SHIFT> - Jump  
"Controlability" Feature allows Left and Right Movement while jumping.  
P - Pause On/Off, S/Q - Sound On/Off

**Instructions' Source** : CREEPY CAVE (Atlantis) Inner Inlay

## Review (Electron User) - "Over-priced budget game"

CREEPY CAVE is a budget-priced game from Atlantis where you, as Dirk Daring, must recover your front door key from an evil ghost who nicked it from you one day. Quite what a ghost would want with your front door key, apart from gaining access for a quick spot of haunting, isn't too clear - but the game is quite good fun anyway.

The first thing that greets you when you load CREEPY CAVE is precisely that - a foreboding picture of a very creepy-looking cave indeed. After the game starts, you must wait for the ghost to float across the first cavern where it begins to leer at you in safety, dangling your door key like a carrot before a donkey.

Infuriated by this show of arrogance, you start off across the cavern floor and promptly dive head first into a pool of acid. Back at the cave entrance you try again. This time a great leap sails you across the acid to the far shore. Ahh! Now you know how to make that infernal ghost grin from the other side of its ectoplasm. Or do you? With mounting satisfaction, you hop from ledge to ledge and finally the opposite side of the cavern is within sight.

With one mighty leap the ghost is before you. Except that you are now in the second cave, and that manic ghost again floats away from you to a safe position, still dangling your key enticingly.



Cave number two is much more interesting, with moving belts to contend with besides the ever-present acid pools. After negotiating a relatively safe path and receiving only a couple more acid baths, again the far end of the cave is reached.

But what's this? Now flaming red-hot chunks of stone are falling from the ceiling and plopping into the acid pools. You begin to wonder whether a quick trip to the key-cutting shop with your spare key might not have been in order after all.

CREEPY CAVE is quite good family fun. There is no blood and guts, the game is easy to play yet quite addictive, and you never know what surprises the next cave will hold. The story is perhaps a little off-the-cuff, but who cares? The days when games were sold on a storyline itself are long gone.

For a little less money CREEPY CAVE would be an excellent buy. As it is, with dozens of great budget games appearing every year, Atlantis may have less of a demand for it than there would have been even as little as a year ago.

Sound .....	5
Graphics .....	6
Playability .....	7
Value for money .....	6
Overall .....	6

Barry Wood, ELECTRON USER 5. 5



# CRICKET

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Cricket With Graphics  
Author : Margaret Stanger  
Standalone Release(s) : 1985: CRICKET, Bug-Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : As stated  
Supplier : BUG BYTE, Mulberry House, Canning Place, LIVERPOOL L1 8JB  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"First set the field, the pace, one player or two, and then thunder down the wicket to try and beat the 'Merry Hackers'. It's fully animated action by Margaret 'owzat' Stanger."*

It is Summer 1985. The Merry Hackers and The Naughty Nuns are looking forward to their annual game of cricket. Unfortunately the sunshine went AWOL. This was a bit of a blow so they set about writing a computerised version. Many happy nights were spent in the local huddled around a computer, playing cricket. It is here that I come in. Wandering into the "Rue Barbe" I found a copy lying on a table. After trying it out, I wanted to sell it to a brilliant, fabulous company called 'Big Byte' or 'Bog Boot' or something like that anyway. I spent a year making the game suitable for the average person you know, de-bugging it and sobering it up. Here it is! I hope you like it.

It is summer and the village cricket season is in full swing. A touring team (The Merry Hackers Circus) has been challenging teams from the local pubs. The regulars at the 'Frog and Ferret', 'Pig and Whistle' and even the 'Brahms and Liszt' have hopelessly lost. Can you succeed where others have failed?

The computer displays the field and players, and asks the user to decide between one player or two player game. This is one day cricket so there is a choice of 10, 20 or 40 overs for each side. The team name or names are entered and the scoreboard displayed. Press 'C' to continue.

The visitors' team consists of the computer in the one player game. The instructions for moving the players are shown, and the game is started by pressing 'COPY' for keyboard operation or 'FIRE' if joysticks are being used. The bowler only is controlled as he bowls towards the pavilion end; the fielders are controlled by the computer. The second player, or computer in a one player game, controls only the active batsmen.

Move towards the wicket and press 'SPACE' to bowl. If the ball misses the wicket, the batting side is awarded one extra. If the batsman is bowled out, he starts walking off, the bowler gloats a little and the scoreboard is shown again. If the ball is hit, the batsman can take up to four runs or he may score four or six as in normal cricket.

At the end of each over the scoreboard displays the latest scores and the bowler changes ends. If 'F' is pressed when the ball is out of play, the overall view of the field is shown and the fielders can be re-arranged by the bowling side only (if desired). The bowler may also change his style of bowling at the same time by pressing '5' for slow, '7' for fast and '9' for spin bowling. To move the fielders, move the cursor with the movement keys used in the game until it is over the fielder. Press 'SPACE' to pick up the fielder and move to new position. Place fielder by pressing <COPY>. NOTE : You cannot put a fielder between the wickets. The bowler and wicket keeper are displayed in a different colour and cannot be moved.



The batsman can be caught, bowled or run out. When they are all out, or the innings is finished, the score is displayed again. Hit the stumps at the far end to run out.

The batting side has control of the active batsman. He always has the chance to take runs from one wicket to the other whenever he hits the ball. The other batsman will run with him. Remember always press <SPACE> to hit the ball. The batting side can look at the field but not change it.

The final score is given at the end of the game, and a new game can begin. Either side can end the game at any time by pressing <ESCAPE>.

### Game Controls

M - Music On,    H - Music Off,    S - Display scoreboard  
F - Display field (overhead view),    C - Continue (after scoreboard or field)  
<ESCAPE> - Start new game

### One Player Game

Z - Left,    X - Right,    : - Up,    / - Down,    <SPACE> - Bowl/Bat

### Two Player Game

Visitors :    Z - Left,    X - Right,    Q - Up,    A - Down,    <SPACE> - Bowl/Bat  
Home Team:    : - Left,    ; - Right,    P - Up,    L - Down,    <SPACE> - Bowl/Bat

Or joystick control for 1 or 2 player game.

**Instructions' Source** : CRICKET (Bug-Byte) Inner Inlay

### Review (Electron User) - "It's Just Not Cricket!"

CRICKET is a game which countless programmers have attempted to computerise but failed miserably. This offering from Bug-Byte is yet another such failure.

The game can either be played by two humans or as a man against machine contest. You can also decide whether to play over 10, 20 or 40 overs. The screen displays a view of the cricket pitch along the wicket from the bowler's end. The characters are large, chunky and consist of four fielders, two batsmen, the bowler and a wicket keeper.

When playing against the computer, you will always bowl first. You position the bowler behind the wickets and press the Spacebar. He will then pitch the ball at the batsman who will invariably hit it. You are allowed a choice of three types of bowler - slow, fast and spinner. A spinner will curve in flight as would be expected. However, it also curves when hit by the batsman and when thrown at the wickets by the bowler - odd eh?

When the ball has been struck, it will be fielded by one of your carefully positioned team mates. He then throws the ball back to the bowler. If the opposing batsmen have not finished running you can throw the ball at the far wickets. Should the ball strike the stumps before the batsman has reached the crease then he is out.

One annoying feature of the game is the way that if batsman and ball reach the wickets at the same time he will turn around and hit the ball. It's as though the program thinks you have just bowled a new ball. And while on the subject of irritations, on numerous occasions when the ball was being fielded the display reverted to the scoreboard. Pressing "C to continue" from the scoreboard allows you to carry on from the exact point at which the game was interrupted. Why this happens is a mystery to me.

The next bug came to light on my turn to bat. I struck the first couple of balls that were bowled my way and the bowler seemed to lose interest. My partner and I kept on running and nobody stopped us. Eventually I stopped and waited to face another ball but no amount of key-pressing could coax the bowler back to life.



Without the bugs the game would have been nothing special. With them, it is a complete washout.

Sound .....	3
Graphics .....	5
Playability .....	4
Value for money .....	4
Overall .....	4

James Riddell, ELECTRON USER 4. 2



# CRIME AND DETECTION QUIZ

*Professional, Originally Released On Cassette Only*

Game Type : Quiz  
Author : Julian Symons  
Standalone Release(s) : 1983: CRIME AND DETECTION QUIZ, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*How does your knowledge of Crime fiction rate against a Grandmaster of the genre? This rewarding and compelling program for your BBC Model B or Acorn Electron computer has been specially adapted from the Weidenfield Quiz book and will provide many hours of edification and amusement for family and friends.*

*Here are Sherlock Holmes, Lord Peter Wimsey and Philip Marlowe, together with James Bond and George Smiley. This fascinating quiz includes questions on crime techniques, television cops, the history of detection and writers such as Raymond Chandler and Agatha Christie.*

*Crime and detection is one of a series of six Grandmaster Quizzes, in which you can pit your knowledge against a grandmaster of the subject. The writer's specialised skill and expert knowledge makes the quiz both challenging and exciting. Each program has thirty sections of ten questions - a massive 300 questions in all - and you can take the quiz alone, in competition with a friend, or in teams. You can choose a timed option too - and if you're getting too many of the answers right, your computer can reduce the time you have to answer!*

*Julian Symons is the author of twenty-one crime novels. He is President of the Detection Club and has written the definitive history of the genre, "Bloody Murder".*

## Introduction By Julian Symons

After trying out some of these questions on friends who said they were absurdly easy, and others who said they were tremendously difficult, it seemed to me that the balance might be about right. Nobody is likely to answer all of them, but intelligent guessing is often possible by consulting the list of names given with several of the questions.

This quiz is meant for all those who read crime fiction, an umbrella phrase which here covers tales of detection, thrillers, spy stories, psychological mysteries, and any other category that occurs to you. It goes back to Edgar Allen Poe, who was the founding father of the crime story, and comes up to date with questions relating to the newly risen stars of the last decade. A few quizzes are for devotees of particular writers, but most are general. Readers with retentive memories will know many of the answers, but I hope everybody will find some surprises along the way. A few tricks are played here and there. You have been warned.

- Julian Symons

## Beginning A Quiz

When the program is loaded, there is a short bleep and the program title appears. Press the SPACE bar as requested and you will be asked:

Do you want to do the quiz:

1. On your own
2. As two competing individuals
3. As two competing teams

Enter choice : ?



Answer the questions as prompted by typing in your response. Press <RETURN> when you have completed each entry.

The main menu will now appear and the thirty quiz titles are displayed on two screens. To move from one screen to another, type 0 and press <RETURN>. Select the quiz you require, type its number and press <RETURN> then remove the program cassette from the deck and insert the data cassette when prompted. Make sure that the correct side of the cassette is uppermost: quizzes 1-16 are recorded on side 1 and 17-30 on side 2. Press SPACE BAR as requested. When your quiz has finished loading, there is a short bleep. You are now ready to begin the quiz.

### **How To Answer The Quizzes**

Most of the quizzes start with a section introduction written by the author. To move on to the second paragraph, or to see the first question press <SPACE>.

If you request a time limit, a clock counts down in seconds in the top right-hand corner of your screen. If you do not enter an answer before it reaches zero, you receive no marks: if two teams are playing, the question is offered to the opposition. However, you are allowed to complete an answer which you started to enter within the allotted time.

To pass a question, press <RETURN>. A passed question will be offered to the opposition, if you are playing in teams.

Some questions may require you to refer back to the section introduction. Do this before you enter your answer by pressing the <ESCAPE> key. Pressing the <SPACE> bar will return you to the Quiz menu and your answers so far will be lost.

Some questions require several separate answers. When a) appears on screen, you enter your first answer, when b) appears, you enter your second answer, etc.

When you have given the answer and pressed <RETURN>, the author's answer is displayed. Compare the answers and decide how many points you should have. You can enter 0 if you are completely wrong, 1 if you are halfway there, and a maximum 2 points for a completely correct answer. Type in your score as requested. When you press <RETURN> the next question appears.

At the end of the quiz, the final scores and the total time taken to answer the questions is given. In the case of a draw, the contestant with the shortest time will win.

If you decide to try another quiz you will be returned to the Main Menu. You can run the same quiz again simply by re-selecting its number: it is still in the computer's memory. If you do not wish to try another quiz, the program will end.

**Instructions' Source** : CRIME AND DETECTION QUIZ (Ivan Berg) Back & Inner Inlay

**Reviews** : No Review Yet



# CROAKER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Frogger Clone  
Author : Chris Butler  
Standalone Release(s) : 1983: CROAKER, Micro Power, £6.95  
Compilation Release(s) : 1986: 5 COMPUTER HITS, Beau Jolly, £9.95  
1987: PRES GAMES DISC 1, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The objective in CROAKER is to get your family of frogs safely across the busy motorway and over a polluted river into each of the lairs set in the embankment. To do this you must dodge between the traffic, then leap from logs to turtles without falling in.

When all five lairs have been filled you move onto a higher phase. The roads become busier, some logs turn into crocodiles, and the turtles sometimes dive, making the whole exercise much trickier. You can jump onto a crocodile's back, but beware his jaws!

## Scoring

Every upward jump: 10 points.  
Every frog home: 100 points.

Bonus points are achieved by getting the frog home as quickly as possible. If the Bonus Table reaches zero, you lose a life.

## Game Controls

N - Left, M - Right, A - Up, Z - Down

**Instructions' Source** : CROAKER (Micro Power) Inner Inlay

## Review (Electron User)

CROAKER is another version of that well known game in which suicidal frogs cross busy highways and then hop their way to safety across a river in order to reach a hole in the bank. One day I am going to ask someone how come frogs drown if they fall into a river?

The program loads reliably and screen instructions appear while the main code is being loaded in. The configuration of the keys is a little unusual - A and Z for up and down, while M and N control lateral movement. However, they soon feel natural enough, although I would imagine a joystick would improve matters.

The game's format is fairly standard, with five lanes of traffic travelling in alternate directions and different speeds. After a brief rest on the riverbank, there are then five more lanes of logs and turtles before safety is reached at one of the five holes. When all are occupied bonus points are gained and the screens become more difficult. The cars move more quickly and are more frequent. Things are even worse in the river. Some of the turtles dive, and many logs turn out to be crocodiles with gaping jaws.



The game has little to make it stand out from its clones. But the graphics are quite presentable, with good use of colour. The key response is quick and positive.

I appreciated the first screen starting at a very easy level - my six-year old son was able to do well at this initial level, although the crocodiles made him ditch many frogs into a watery grave. Too often, a game starts with a level of difficulty that doesn't allow the young or inexperienced to achieve any success. Here it is possible to gain practice on the lower levels to help mount an attack on the author's claimed top score of 12,530.

This is a competent and addictive version, but without special features. Probably the most used facility will be that which turns off the awful tune and reverts to the original sound effects.

Phil Tayler, ELECTRON USER 1. 7

**See also** : EUG #46 for a review of PRES GAMES DISC 1



# CROWN JEWELS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: CROWN JEWELS, Alligata, £7.99  
Compilation Release(s) : 1984: BUMPER BUNDLE, Alligata, £6.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A text advetnure set in the heart of London. The Crown Jewels have been stolen and you're charged with the task of recovering them.

**Instructions' Source** : BUMPER BUNDLE (Alligata) Back Inlay

**Reviews** : No Review Yet

**See also** : ELECTRON USER 2.12 for a review of BUMPER BUNDLE



# CRYSTAL CASTLES™

***Professional, Originally Released On Cassette Only***

Game Type : Arcade 3D Pacman With Cartoony Characters  
Author : Peter Johnson  
Standalone Release(s) : 1986: CRYSTAL CASTLES, US Gold, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : U.S. GOLD, Units 2/3 Holford Way, Holford, BIRMINGHAM B6  
7AX. Tel: 024 356 3388  
Disc compatibility : Unknown

## Instructions

*"Diamond Plateaus in Space. As a Limited Edition, Crystal Castles is a once-in-a-lifetime opportunity to experience a true software legend."*

*"When I first saw Crystal Castles, its shock waves almost knocked me off my feet. That was so long ago. I cannot conceive that you will ever buy it in a shop - I'll believe it when I see it! It's like a state of manic hysteria on diamond plateaus in deep space - some things are beyond description." - Julian Rignall*

## Scenario And Gameplay

You play Bentley, a bear with a passion for collecting gems. The gems are scattered on the floors of a series of eighteen 3D structures packed with lifts, ramps, tunnels and hidden passages. To prevent you completing your task there are various creatures, each with their own characteristics. The MAD MARBLES try to take the shortest route towards you. The TREE-SPIRITS do the same, but are frozen for a while if you jump over them. The SKELETONS move at random, but tend to block your way. The GEM-EATERS (which look like centipedes on their hind-legs) can be seen swallowing the gems inside them; if you attack one in mid-gulp, it will be destroyed. BERTHILDA THE WITCH may only be killed when you are wearing the MAGIC HAT, which makes you invincible for a short time. If you take too long on a screen, the BEES will arrive in a swarm to chase you.

## Hints

The HONEY-POT is worth bonus points if collected, but it and the hat cannot be negotiated by the nasties, so should be used strategically. There is a bonus of 1000 + SCREEN x 100 awarded for clearing the last gem on the screen, so don't let the baddies get it. Watch as the screens are built-up to see where the passageways and tunnels are; remember that you can walk around behind some of the structures.

Some enemies move predictably, and the good player uses this to their advantage to remove gems in awkward places, or to trap the trees etc. out of the way. The last gem is sometimes hidden under the hat, remember that you can pick the hat up by jumping over it as well as walking over it.

There are eighteen different screens in the game; if you can complete these you will start again at fast speed. The tape version uses three short files, each holding the information for six screens of action. When you have completed the first section on the tape version, you will be prompted occasionally to load a new set of screens. You may choose any set here, so you can play or practice in the order you want. The flipside of the tape contains just the data files for the game.

## Scoring

Each gem collected: 10  
Collecting the HONEY-POT or MAGIC HAT: 1000  
Killing a GEM-EATER or BETHILDA: 1000  
Bonus for collecting the last gem on a screen: 1000 + SCREEN x 100.



Lives are displayed at the top of the screen. An extra life is awarded every 10,000 points.

### Game Controls

Z - Left, X - Right, : - Up, / - Down, RETURN - Jump  
COPY - Pause, DELETE - Unpause, ESCAPE - Return to hi-score table  
S - Sound on, Q - Quiet (From hi-score table only)

**Instructions' Source** : CRYSTAL CASTLES (U.S. Gold) Back And Inner Inlay

### Review (Electron User) - "Pacman Revisited"

The original CRYSTAL CASTLES was an Atari arcade game. Now this Pacman variant has found its way on to the Electron - about two years too late.

Pacman, as you will remember, was designed around a maze in which the pathways were covered with dots. CRYSTAL CASTLES uses the same idea, but divides the maze into squares. These are then raised to create ramps and towers. Some of the taller towers can only be reached using lifts; others have tunnels beneath them.

Controlling a small character who looks like a little devil, you run round the maze collecting gems. Clear one maze of gems and you move on to the next. Life is made difficult by the presence of an entourage of evil characters. First come the red balls. There are only two on the first screen, but they are adept at luring you into corners.

Screen two sees the arrival of the trees, which operate in the same way as the balls but in greater numbers. Other nasties include gem-guzzling caterpillars, a skeleton and a wicked witch.

Dawdle too long on any screen and a whirlwind appears to add to your problems. Fortunately, there is a wizard's hat which when collected will provide you with temporary immunity against the nasties.

Having sped through the first six screens I was asked whether I wished to load a new set of nasties. If you want to amass a huge score reply no to this question as you will be returned to screen one and be allowed to run through all six screens again - with no increase in difficulty!

The castle files are only four blocks long and don't take long to load. However, this loading routine every six screens will no doubt become tedious.

The 3D effect may have been clever two years ago but is nothing special now. Animation is smooth, but some of the characters are poorly defined. If you're feeling nostalgic and would like your own copy of CRYSTAL CASTLES then be my guest.

On the other hand, unless you want an old fashioned game that wouldn't keep the average termite amused for more than five minutes, stay well clear.

Sound .....	5
Graphics .....	7
Playability .....	5
Value for money .....	5
Overall .....	5

Jon Revis, ELECTRON USER 4. 7



# CUSTARD PIE FIGHT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1984: CUSTARD PIE FIGHT, Comsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : COMSOFT, 67 Kent Road, Harrogate, N YORKS HG1 2NH.  
Tel: 0423 57464  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

If you've never been hit in the face by a pie, now is your chance! CUSTARD PIE FIGHT is a one or two player game. Throw pies at your opponent and see if you can knock him over. You will fall about laughing at this amusing game.

**Instructions' Source** : CUSTARD PIE FIGHT (Comsoft) Back Inlay

**Review** : No Review Yet



# CYBERTRON

*Professional, Originally Released On Cassette Only*

Game Alias : CYBERTRON MISSION  
Game Type : Arcade Adventure Style  
Author : Matthew Bates  
Standalone Release(s) : 1984: CYBERTRON, Micro Power, £6.95  
Compilation Release(s) : 1987: MICRO POWER MAGIC 2, Micro Power, £7.95  
1987: PRES GAMES DISC 2, PRES, 1987, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

On entering the stronghold of Fort Cybertron, you will be instructed as to which objects to find on each level. Once you have collected all the treasure (only one on level one), run in search of the room containing the safe. Touching the safe advances you to the next level. There are a total of 16 rooms on each level, in the form of a 4x4 grid. You are well advised to draw a map as the layout of the levels is designed to confuse you! The treasure can be in any one of these rooms, and to pick up an item, simply move over it. It will then appear in the bottom right-hand corner of the screen to signify that you are carrying it!

On the first level, your only adversaries are the Spinners. These do not fire back, but later on you will meet the Clones with their rapid firepower, and still later the Cyberdroids which are more intelligent.

Other information is included in the program.

Lastly, a good score would be one of over 32,000.

## Game Controls

< - Left, > - Right, A - Up, Z - Down, M - Fire

You can also fire and move diagonally by holding down two direction keys together.

**Instructions' Source** : MICRO POWER MAGIC (Micro Power) Inner Inlay

## Review (Electron User)

"Absorbing", "Electrifying", "Frustrating", "Addictive" are just a few of the adjectives I would use to describe MICRO POWER's latest space game. Load the program into your Electron and you are immediately conveyed into a danger-strewn world of spinners, cyberdroids and spooks. You may not be sure exactly what they are but you can be certain that they're nasty.

On the first level you are instructed to find a key which can be used to open a safe. Doing this conveys you to higher levels, where more dangers await you. However things are not as straightforward as just wandering round the screen until you find the key. Life in space - or at least in space games - is never that simple.

You'll need every one of your five lives as you battle your way through a series of maze-like rooms. You score points each time you zap a spinner, and gain an extra life when, and if, you reach a pot of gold.

If you survive the first few batches of spinners, you'll find that clones begin to



block your way. And after the clones come the cyberdroids - vacuum cleaner lookalikes with nasty dispositions.

Two points to note. First, watch out for the spooks. These little treasures will come and get you at every possible opportunity. You've got to be quick on the draw. Second, you must have the key in order to open the safe to proceed to higher levels.

The program is a cross between arcade-style action and an elementary adventure, combining the two perfectly. It's exciting with plenty of variety, excellent graphics and interesting sound effects. You'll be a-mazed. And if you are anything like me, you won't be able to put your Electron down. A winner.

Paul West, ELECTRON USER 1. 7

**See also** : EUG #47 for a review of PRES GAMES DISC 2



# CYBORG WARRIORS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Sideways Scrolling Shoot-'Em-Up  
Author : Tony Oakden  
Standalone Release(s) : None  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 15, Superior/Acornsoft, £12.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

You must shoot the robots and aliens in order to progress through the levels. Most take more than one hit from the Standard Issue Laser. Tokens which float across the screen should be collected. They have the following effects: (1) 200 point bonus, (2) extra life, (3) extra weapon, (4) 800 point bonus. After level 4, the scores for killing aliens and collecting tokens is increased.

Once a weapon is collected, a new icon will appear at the bottom of the screen. Select a weapon by moving to the left of the screen, holding down the Move Left key (or joystick left) and tapping the Fire key (or joystick fire). The cursor under the weapon will move and the weapon will change. The weapons are: SIL (standard issue laser), MDL (multi-directional laser), AMT (anti-matter torpedo) and SBL (smart bomb launcher).

## Game Controls

<SHIFT> - Left, Z - Right, \* - Up, ? - Down, <SPACE> - Fire  
COPY/DELETE - Pause On/Off, <ESCAPE> - Quit Paused Game  
S/L - Sound On/Off, L - Skip Previous Level

**Instructions' Source** : PLAY IT AGAIN SAM 15 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# CYLON ATTACK

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Space Shoot-'Em-Up  
Author : Doug Anderson  
Standalone Release(s) : 1983: CYLON ATTACK, A n F, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : A 'N' F, Unit 8 Canal Side Industrial Estate, Woodbine St  
East, Rochdale, LANCASHIRE OL16 5LB. Tel: (01706) 341111  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A 3D space battle. You are an interceptor pilot on board an earth supply ship, taking vital reinforcements to a beleagured planet. The Cylons have found out all about the mission and are determined to stop your ship at all costs. Aboard the mother ship is earth's latest weapon - if you succeed, it will drive the Cylons back to their planet.

FEATURES: Launch and landing sequences, long range radar, climb and turn instruments, fuel, screens and laser weapons, hall of fame and top score save/load routines. Full instructions are included within the game.

**Instructions' Source** : CYLON ATTACK (A n F) Inner Inlay

## Review (Electron User)

Picture it. You're the only interceptor pilot on board an Earth supply ship. The alarm goes. The Cylons are attacking, wave after relentless wave determined to stop you getting through. You launch into space away from the safety of the mother ship to try and destroy as many of the enemy as you can before your shields give way or your fuel runs out. Your eyes search the long range scanners for a glimpse of the enemy before they stoop to attack, curving and weaving to avoid your defence systems.

That's the scenario for CYLON ATTACK, the compulsive new game from A n F Software. You play the part of the interceptor pilot, struggling to get the Cylon ships in your sights so your lasers can lock on to them. The screen of your micro becomes the view from the cockpit. Ranged around it are the instruments. They show the state of the lasers, your fuel, your rates of turn and spin, and a long range radar scanner.

This scanner is not just decoration, but really helps you to track down and destroy the enemy. The 3D effect has to be seen to be believed: the aliens loom out of deep space, growing larger as they approach to attack distance.

The game is quite simply excellent, with lots more features than can be described here. The graphics leave most other games standing. And, as usual from A n F, the instructions are simple but thorough. The only problem is that I can't find anything about it to criticise. It really is that good, and sets the standard by which action games will be judged. Thoroughly recommended.

Trevor Roberts, ELECTRON USER 1. 4



# CYLON INVASION

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1986: CYLON INVASION, Tynesoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

Destroy the oncoming cylon fleet before their Energy bombs reach the Earth. Each Energy bomb which hits the Earth will reduce the Earth's shields until they glow red and eventually collapse causing the Earth's destruction. Each wave gets progressively faster up to wave 10.

## Control Keys

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Fire, <RETURN> - Fire

**Instructions' Source** : CYLON INVASION (Tynesoft) Inner Inlay

**Reviews** : No Review Yet



# DALLAS

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Management of Oil Company  
Author : J. Jiggins  
Standalone Release(s) : 1983: DALLAS, CCS, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CASES COMPUTER SIMULATIONS, 14 Langton Way, London SE3 7TL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"DALLAS is a board game of oil exploration and exploitation in Texas. A map of Texas is shown splitting the region into hundreds of plots each with a potential to discover oil. After making seismic surveys you are required to make decisions on purchasing concessions, the movement and use of drilling rigs, and the building of platforms and pipelines. Can you take over the Ewing Empire, or will you be taken over in the attempt?!"*

## 1. Introduction

This is a business simulation of the wheeler-dealer oil rich folk who live in Dallas. The program will appeal to all members of the family. The program starts with setting up a map of Texas, splitting the region into hundreds of plots, each with a potential to discover oil. You are required to make seismic surveys, bid for concessions, drill for oil, build production facilities and lay pipelines. The game is menu-driven and the player is able to direct his corporation along many diverse routes. The object of the game is to accumulate \$200M in net assets and \$80M cash in order to take over Ewing Associates. There are three levels of difficulty.

## 2. The Board

A map of the oil fields is displayed. On the left hills are shown in which drilling and production facilities are more expensive. 'D' at co-ordinate 'A'. 'N' is the city of Dallas.

- a) Drilling rigs need to be moved from Dallas.
- b) Pipelines need to be connected to the Dallas refineries to maximise production.

A flashing cursor will indicate fields for which concessions are offered.

After purchasing a field then progress through the following:

- Concession purchased.
- Drilling rig in place.
- Oil strike.
- Production facilities built.
- Pipeline to Dallas refinery laid.

## 3. Menu

Drill	=	Drilling well.
Fin	=	Request for finance.
Lay	=	Laying pipelines.
Prod	=	Build production facilities.
Rig	=	Move drilling rig.
Seismic	=	Seismic survey.

To effect a command you are required to key underlined capitals.

## 4. Problems Encountered



Blow outs, tornado, drilling accidents, increase in government taxes, crude oil surplus and insufficient funds.

### **5. Hints On Playing**

Start the game by making seismic surveyys to establish plots which have good prospects. You need to bid high for concessions until you have at least three. (A bid of \$8 - \$10 million usually succeeds.)

Concessions east of hills and close to Dallas are worth more because development costs will be less. You must develop a field in the correct order: a) make seismic surveyy (this step is optional), b) purchase concession, c) move Rig, d) Drill for oil, e) build Production facilities, f) Lay pipeline.

You may make seismic surveys either before purchasing a concession where each survey costs \$200,000 or make an appraisal survey with a test well for \$1.2 million after purchasing the concession. However, do not be put off by a 'Poor' report as it is still possible to strike a gusher even in a field with a 'Poor' report.

Fields are at greater risk from disasters, i.e. blow-outs, accidents, etc., the more they are developed.

It is usually best NOT to risk the first field which is producing by laying a pipeline immediately. Consequently, it is usually preferable to develop other fields, the cost of development can then be financed out of the revenue of the producing field.

Loans may be sought to finance the building of production facilities. You will however be charged interest on the loans and risk factors also increase when loans exceed \$20 million. You will not become insolvent because before the company's finances reach that state, you will have fallen prey to being taken over by Ewing Associates.

**Instructions' Source** : DALLAS (Cases Computer Simulations) Back And Inner Inlay

**Reviews** : No Review Yet



# DANGER UXB

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Puzzler  
Author :  
Standalone Release(s) : 1983: DANGER UXB, Micro Power, £6.95  
Compilation Release(s) : 1986: MICRO POWER MAGIC 2, Micro Power, £7.95  
1987: PRES GAMES DISC 3, PRES, £9.95  
1988: 10 COMPUTER HITS 3, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The object of the game is to defuse the TNT time bombs before their clocks get down to zero. To do this you run from block to block, avoiding the Skulls, and enter the square with the TNT. What makes the game a challenge is that once you have stood on a block, it disappears. To get out of any tight spots, two extra keys allow you to slide the entire row you are on left or right. Points are gained for the number of squares that have been stood on, and the speed with which you defuse each bomb. Extra points are earned for running over flags.

After each phase you will be given the chance to earn bonus points. Press the 'Z' key at the appropriate time to cause your man to land on the flag. If you are successful, the bonus points indicated at the top of the screen will be added to your score.

There are three levels of difficulty. At level one, the ticking bombs start at 60, at level two, 40 and level three you have the added problem of stamping boots which chase you round the grid. Each level has its own separate high score table complete with sample scores and ratings to aim for.

Pressing <ESCAPE> brings back the front page where you can select sound and also the level.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, S - Slide Left, D - Slide Right

**Instructions' Source** : DANGER UXB (Micro Power) Inner Inlay

## Review (Electron User)

ONE of the most original games I've come across so far, DANGER UXB from Micro Power, gripped my attention from the start and kept firm hold.

You are placed in the centre of a block of pathways consisting of blue squares, some of which bear a skull and crossbones. The skulls mark the position of lethal TNT bombs. One after another their timers start, counting down from 60 to 0 when, unless you've defused them, they explode taking you with them.

Not only that but once you've used one set of squares to reach a bomb they disappear, so you can't go that way again. You can, however, slide the row of blocks that you are on left and right but you have to be both fast and cunning.

If you manage to survive the first level you're "rewarded" with another screen where



the countdown starts at 40. Complete that and the next level has stamping boots that chase you round the grid. I don't understand that last part, but it's great fun.

With highly impressive graphics and sound, and easy to use keys the game appeals to all ages and is great fun for all the family. A highly original and compelling game.

Eileen Young, ELECTRON USER 1.11

**See also** : ELECTRON USER 4. 4 for a review of 10 COMPUTER HITS 3  
EUG #47 for a review of PRES GAMES DISC 3



# DARE DEVIL DENNIS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Platform Game  
Author :  
Standalone Release(s) : 1985: DARE DEVIL DENNIS, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : VISIONS, 1 Felgate Mews, Studland Street, LONDON W6 9JT  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"FEATURES:*

- \* FULL SOUND ("interrupt driven music" while loading)*
- \* 100% Machine Code*
- \* High score table*
- \* Original gaming concept*
- \* On screen scoring*
- \* 30 Multi-colour sprites*
- \* 3 Scenarios (land, sea, snow)*
- \* 6 skill levels (novice-Ace)*
- \* Fast smooth mode 2 graphics*
- \* 6 intermediate stages giving 36 skill levels*
- \* Automatically gets harder as you get better."*

So you think you could be a stuntman? Well, test your skills against these hazards and see if you're still game. There are only three different scams in this movie, so you shouldn't find the going too tough! There's no denying that the money's good, but the question you should be asking yourself is will you live to spend it?

If you can ride a motorcycle - and wetbike - two of the frames should be child's play, but for the snow scenes, you'll need to be of Olympic class. Well, as I said, the work isn't easy, but the lifestyle's great (if you have a lot of style, you may get to have a life as well) and the rewards are out of this world...

## Game Controls

<SHIFT> - Accelerate,    <SPACE> - Jump,    <RETURN> - Brake

**Instructions' Source** : DARE DEVIL DENNIS (Visions) Inner Inlay

**Reviews** : No Review Yet



# DARTS

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Maze And Patrolling Nasties Game  
Author :  
Standalone Release(s) : 1987: DARTS, Blue Ribbon, £1.99  
1989: DARTS, Blue Ribbon, £1.99  
Compilation Release(s) : 1987: BLUE RIBBON GAMES DISC 1, Blue Ribbon, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Step up to the ocky and enjoy all the fun of competition darts with this high resolution version by Blue Ribbon. A choice of three popular dart games: 501, Round the Board and Cricket. All available in this package.

## 501

Enter start score - usually 501 or anything up to 1001. Each player has three darts in turn. You must finish on a double.

## Round The Board

Degree of Difficulty - Singles/Doubles/Trebles.

Start at 1 and finish with outer bull followed by inner bull.

## Cricket

Player 1 tries to score as many runs as possible while Player 2 aims for the outer or innre bull. Inner = 2 Wickets, Outer = 1 Wicket.

Player 1 continues to score until Player 2 has scored 10 Wickets. The roles are then [reversed].

## Time Limit

Quick reactions are necessary as time is limited.

## Control Keys

Z - Left, X - Right, : - Up, ? - Down  
<SPACE> - Throw Dart, <ESCAPE> - Change game

**Instructions' Source** : DARTS (Blue Ribbon) Inner Inlay

## Review (Electron User) - "One Hundred And Eighty!"

Judging by the amount of prime time television devoted to darts, it must be one of the most popular sports around - at least with the armchair athlete brigade. I prefer to get up and have a bash rather than sit and watch, so it was with some enthusiasm that I tackled Blue Ribbon's latest budget release, titled simply, DARTS.

The loading screen is plain, but I'm not grumbling as there is nothing more irritating than waiting for a 20k title screen to load from tape. After this comes a short program containing instructions, which is essentially the same as that supplied on the cassette insert. The main game is then loaded.

First comes a menu from which you can choose three different types of game, all played on the dartboard. The first is 501 - the one so popular on television. Both players enter their names followed by the score they wish to start on - there is no



need to start on 501, and anything up to 1001 is possible. All games are two player and I was disappointed to find that there's no option to play against the computer.

In 501 each player takes it in turn to throw his darts and his score is subtracted from his total. The object is to reduce your total until you can throw a double to zero it.

The screen displayed a large dartboard with scores down each side, and you use the Z, X, \* and ? keys to position your erratically moving dart as best you can. Holding down the spacebar releases it.

The second game is Round the Board, involving throwing a dart into each number, followed by the outer then inner bull. You can make it harder by specifying that the doubles or trebles only must be hit.

The third game, my favourite, is cricket. Each player takes it in turn to throw as usual, but this time one is batting and the other bowling. The batter scores as many as possible, while the bowler tries for an outer or inner bull. The outer counts as one wicket, and the inner three.

The innings is over when ten or more wickets have fallen; the players then swap batting and bowling. The winner is the one with the most runs.

The graphics are simple, with a board shown head on with the darts as crosses. The throwing action is again simply executed with a randomly moving dart which you can control to some degree by its four keys. Throwing just fixes the dart at its current position. There's no sound to speak of, just a few notes played when you win the game.

For a budget title it's OK, but nothing to write home about. I found it quite interesting at first, but it soon became tedious, despite the three different games.

Roland Waddilove

### **\*\*\* Second Opinion \*\*\* (Electron User)**

I love pub games like darts, and this offering from Blue Ribbon is a good simulation - though not quite up to the standard of Tynesoft's INDOOR SPORTS. The graphics are good, and the variety of games played on dartboard adds interest to what might otherwise be a dull simulation. At a budget price you can't complain.

Janice Murray

Sound .....	3
Graphics .....	6
Playability .....	6
Value for money .....	7
Overall .....	6

ELECTRON USER 6. 1



# DATA FILE

## *Professional, Originally Released On Cassette Only*

Game Type : Database Utility  
Author :  
Standalone Release(s) : 1985: DATA FILE, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

Instructions currently unavailable.

Reviews : No Review Yet



# DATA HANDLER

*Professional, Originally Released On Cassette Only*

Game Type : Utility; File Creation And Amendment  
Author :  
Standalone Release(s) : 1985: DATA HANDLER, Dialsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DIALSOFT. No further information.  
Disc compatibility : CDFS E00, DFS E00 (Assumed)

## Instructions

Instructions currently unavailable.

## Review (Electron User)

The cassette inlays from Dialsoft do not really attempt to sell the product, which is a pity as the cassette inside contains a fairly good filing system program.

Many people would wish to keep records of the card index type, whether for personal use (addresses, recipes, etc) or for semi-personal applications (club membership, software records). Your micro allows you to keep a file with these details, the data then being loaded into another database program, in this case File Handler. The data can be manipulated to produce lists in alphabetical or numerical order, or to search for a particular entry.

The trouble with all tape-based database programs is speed - a large file takes some considerable time to load, whereas a disc system accesses data far more rapidly. Roll on disc drives for the Electron!

This isn't the best program I have ever seen of its type, although there are areas in which it will stand comparison with others. The speed of sorting is acceptable and the screen displays clear and legible. The program, however, lacks something in the area of user-friendliness, using jargon phrases like "file extent" without further explanation.

However one quickly gets used to these phrases, and it is then relatively easy to enter data or interrogate the file. The size of record which can be catered for varies with the number of fields. For instance, 200 records can be entered across four fields, while only 80 may be input if the number of fields is increased to 10. It is also a simple matter to extend a file (if there is room) or to alter data, although the new data has to be saved to tape once again. A sample file is included in the program, although I did not succeed in loading it.

I also found myself wondering why all serious programs have to be presented in black and white. The program is listable, and it is relatively easy to alter screens to allow colour coding of the various pages. Incidentally, the program is completely compatible with the BBC Micro.

Phil Tayler, ELECTRON USER 1.11



# DATA STRUCTURES DEMONSTRATOR

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Demonstration Of Data Handling By Computer  
Author :  
Standalone Release(s) : 1984: DATA STRUCTURES DEMONSTRATOR, <Unknown>, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : Unknown  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This cassette and book are totally interactive and neither would make any kind of sense without the other. Well, perhaps the very keen student could work through the book alone but the 55k of programs on the tape are a considerable help.

I use the word student advisedly because the pack is really aimed around 'A' Level Computer Science exams. I confess I have never passed an exam in computing, having learned by doing and teaching myself but there is obviously a growing interest in formal qualifications in computing.

The back cover claims the book and cassette will also be of interest to anyone wishing to write data handling programs. I have my doubts whether the dry approach of this volume will encourage anyone not committed to this area of study by examination.

The programs set out to demonstrate on screen what is happening inside the computer during sorting and related activities. This is done by the user making inputs which are manipulated into their correct places in the data structures while the appropriate Basic lines are highlighted.

In this way, the use of loops is well demonstrated while conditions are met and explained. A few terms new to my vocabulary appear in the book as, for instance, I had never used a hash table before.

I suppose it is a measure of the style of this book that I can now work reasonably well through examples using them. The book is good value for those students meeting data structures meeting data structures in their syllabuses though I cannot imagine it becoming general reading matter among the average micro owners.

John Woollard, ELECTRON USER 1.12



# DEAD OR ALIVE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1988: DEAD OR ALIVE, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : Unknown

## Instructions

You, as the sheriff of Dodge (the bullets) City, must stop the bandits getting away with the bags of money from the City Bank, and freeing their comrades in jail.

But stopping baddies takes it out of you a bit, so you have to keep an eye on your 'Thirst Level'. If it gets too low you can always pop into the Hotel for a quick drink with the lads from the O.K. Corral.

If your ammo gets too low, just walk over the body of a dead bandit, before he disappears and you will get more ammo.

Keep an eye out for Neddie, the bandits' faithful horse. If you get in his way, you will be trampled.

Make sure the bandits do not take all the bags of money. If they do, the people of the town will hang, draw and quarter you (and then whatever's left, they will feed to the vultures).

## Game Controls

Q - Up, A - Down, O - Left, P - Right, SPACE - Fire

## Scoring

Bandits ..... 100 points  
Escaped Prisoner ..... 500 points

**Instructions' Source** : DEAD OR ALIVE (Alternative) Back and Inner Inlay

**Reviews** : No Review Yet



# DEATHSTAR

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; SINISTAR Clone; Space Battle  
Author : Peter Johnson  
Standalone Release(s) : 1984: DEATHSTAR, Superior, £7.95  
                          1991: DEATHSTAR, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: FIVE STAR GAMES, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner  
          Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

You have four basic controls: two to turn your ship clockwise and anticlockwise and the FIRE and STARBOMB controls. The FIRE button will destroy the Workers and Warriors, whereas the STARBOMB is your only defence against the mighty Deathstar.

A collision with either a Worker or a Warrior will cause no damage to your ship, nor will colliding with a Planetoid.

Initially the objective is to fly around each Planetoid, spraying it with bullets until it starts to emit glowing Crystals. Then you should fly over the Crystals to pick them up - each Crystal is worth 200 points and gives you a Starbomb.

Your opponents are the Workers (coloured red) and the Warriors (coloured blue).

The Workers have several tasks to perform:-

- \* waiting near your ship while you mine Crystals,
- \* waiting near Warriors as they mine Crystals,
- \* pursuing free Crystals and transporting them back to the Deathstar.

The Warriors' main jobs are:-

- \* mining Crystals,
- \* guarding the Deathstar,
- \* attacking your ship.

The Deathstar is built in one piece at a time by the Workers. When 20 pieces are in place, the Deathstar is complete and the screen will flash different colours to indicate its attack is imminent.

A good strategy is to collect a full supply of 24 Starbombs, find the Deathstar by releasing a Starbomb and following its path (the Deathstar will appear on the radar screen), wait for it to be completed, and then run away from it releasing Starbombs whenever it is on screen with you. Also ensure that you shoot any Warriors that are on screen with you, as they can shoot you. The Workers which collect the Starbombs may be shot to reclaim them. If you successfully destroy the Deathstar, you progress to the Worker Zone, the Warrior Zone, the Planetoid Zone and the Void Zone (in which there are very few Planetoids present), with a bonus screen between each zone.

### Radar Screen

When viewing the radar screen, which is shown at the top of the game screen, the game characters are shown as coloured blocks as detailed below:-

Your Ship.....White

Warrior.....Blue



Worker.....Red

Deathstar.....White

#### Scoring

15,000 - Destroying the Deathstar  
5,000 - Each Deathstar piece  
500 - Each Warrior  
250 - Each Worker  
200 - Collecting a Crystal

#### Game Controls

Z - Rotate Anticlockwise, X - Rotate Clockwise, RETURN - Fire, SHIFT - Starbomb  
<COPY>/<DELETE> - Pause Off/On, <ESCAPE> - Restart game

**Instructions' Source:** SUPERIOR COLLECTION 3 (Superior) Inner Inlay

#### Review (Electron User)

DEATHSTAR is a super fast, all-action arcade classic. It's the sort of game that you can't put down. You've got to have just one more go. My dinner went cold on more than one occasion.

As the name suggests, the action takes place out in space. Among the asteroids are two types of alien ships - workers and warriors. The workers are a pretty harmless bunch, but the warriors can be nasty at times.

The asteroids contain valuable crystals which can be blasted free and picked up by both you and the aliens. The aliens use them to build a huge battle ship, virtually indestructible. You convert them into starbombs, the only defence against the Deathstar.

If you manage to make it until the Deathstar has been completed, then the only way to survive is to release all your starbombs. If you've managed to collect enough, the Deathstar will be destroyed. If not, it'll catch you up and destroy your ship. Destroying the Deathstar takes you on to the next screen. The warriors harass you more and it's difficult to mine the asteroids for crystals.

If you manage to destroy the Deathstar again, it's into warp drive and off to the next screen.

As you progress, the number of asteroids become fewer and they become more difficult to mine. To make matters worse, the warriors become more aggressive as well.

The graphics are excellent and the scrolling is very smooth in all four directions. The pace is fast and furious even on the starting screen. This action-packed game is recommended for all arcade gamers.

Roland Waddilove, ELECTRON USER 3. 2



# DESPATCH RIDER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Scrolling Race Game  
Author : Phil Whitehurst  
Standalone Release(s) : 1987: DESPATCH RIDER, Audiogenic, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Dick Decker has yet another new job, as a Despatch Rider with the Dorkin Despatch Agency. Darren Dorkin, the owner, has lent Dick his powerful Yamasaki 750, and Dick dare not damage it for fear that he might lose his job.*

*If he loses his job his whole life will be in ruins, since his long-suffering fiancée Debbie has given him just one more chance to get a steady job.*

*Can you help Dick deliver the mail to the Royal Snail offices whilst avoiding the road works, burst water mains and other hazards?*

**DESPATCH RIDER** is a challenging test of your reactions and digital dexterity that will keep you amused for hours on end."

Name - Dick Decker

Occupation - Despatch Rider

Task - To save your job (and your neck!)

Since leaving school with just two CSEs (needlework and tap-dancing), you have been a failure, flitting from job to job without ever discovering where your talents really lie. Now you have once again put away ye olde UB40 to take up an offer of employment from the Darren Dorkin Despatch Agency. As you jump on your supercharged Puch to go to work on the first day your lovely fiancée Debbie waves farewell with these departing words: "If you don't keep this job, then the wedding is off!".

Your arrival at Dorkin Despatch is no less disturbing. The owner - 15 stone of leather and grease - states that you cannot use your trusty Puch for the despatch runs, and until you get a new bike you his have to use his Yamasaki 750 which, considering it is 660cc more than you have ever experienced before makes you feel, uh, a little panicky. Especially when Mr Dorkin warns that if you damage his bike you'd better keep your crash helmet on "'coz you're gonna need it, mate!"

Your task of the day is to collect mail bags and deliver them to the Royal Snail offices. Time is short and the Yamasaki engine is very thirsty, so you must ensure that you don't run out of petrol by refuelling en route. The slower you go, the more petrol you'll need (There must be a leak in the petrol tank!).

There are road works along the route, but you don't have time to use the diversions - use the ramps instead. Make sure you avoid the cones and the deep puddles from the burst water mains, and above all don't forget to pick up the mail. If you do make a mistake you will have to start all over again.

If you do manage to complete the morning's work by delivering all the mail sacks to seven different offices at the end of seven different streets, you'll still have the second post to do! Not only is there likely to be more of it, but the streets will be busier and the mail more difficult to collect.



Mr Dorkin has started a new ratings system to find out who is his best rider (and who gets the sack); for each mailbag safely delivered a bonus of 1000 points will be given. If you can only get to Number 1 your job at Dorkin Despatch will be safe and Debbie will be yours.

### Game Controls

A - Track Up,      Z - Track Down,      < - Slow Down,      > - Speed Up  
P - Pause,      S/Q - Sound/Quiet

**Instructions' Source**    : DESPATCH RIDER (Audiogenic) Back and Inner Inlay

### Review (Electron User) - "Two Wheeled Terror"

Dick Decker is one of life's failures. Veteran of a dozen previous jobs, his fiancée has given him an ultimatum - get a steady job or the wedding is off.

The Derek Dorkin Despatch Agency provides Dick with a 750cc Yamasaki speed machine and a further warning - bend my bike and I'll bend your head! With two such supportive people behind him how can Dick possibly fail?

His job involves delivering mail to the Royal Snail offices in separate streets. The road is divided grid style, giving five lanes along which Dick can ride. Pressing the up or down keys causes the bike to change lanes.

Response is instantaneous, but it is very easy to forget that the keys do not auto-repeat, which often results in the loss of a life, and you have to start all over again from the beginning.

As Dick rides along the street, the screen scrolls from right to left. The faster he rides, the faster it scrolls. This can be rather jerky at times, but considering that it's all done by software (It's a hardware scroll on the BBC Micro version) it is quite good and perfectly acceptable.

Audiogenic provides a generous seven bikes which are lost through collisions and lack of fuel. Across the top of the screen is a fuel gauge and the bike is kept topped up by riding through barrels labelled gas.

The bell rings as you touch a barrel, indicating refuelling. Often you encounter four barrels in a row, but unfortunately the bell only rings once. To make the most of this abundance of fuel you must perform some rapid lane changing.

The Yamasaki has a rather unusual fuel economy characteristic - it uses petrol at a constant rate no matter how fast you are going. Therefore, the faster you do the less likely you are to run out of fuel.

I don't know where this town is, but the roads are an absolute nightmare. Each street is strewn with cones, burst water mains, concrete blocks, tacks and greasy patches. All appear to be positioned in such a way as to cause the most inconvenience.

In many instances the obstacles completely block the road ahead. In such cases there is fortunately a ramp just in front of the roadblock which will send you sailing over the hazard.

Due to a combination of no shadow on the ground below the bike and the length of time spent airborne, you can never be quite sure whether you have landed and moved up the road one lane or are still in flight. This minor niggles aside, I found DESPATCH RIDER a very testing and enjoyable game.

Sound .....	7
Graphics .....	8
Playability .....	8
Value for money .....	8
Overall .....	8



Jon Revis, ELECTRON USER 5. 3 (Jan 1988)



# DIAMOND MINE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Maze And Patrolling Nasties Game  
Author :  
Standalone Release(s) : 1986: DIAMOND MINE, Blue Ribbon, £2.50  
Compilation Release(s) : 1987: BLUE RIBBON GAMES DISC 1, Blue Ribbon, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Guide the pipe through the mine towards the diamonds avoiding walls and bugs.

If you hit a wall or a bug then twice as much pipe is lost. If you reach the diamonds or the pipe is eaten by bugs only that length is used. The pipe start length is decreased for each level.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Retract Pipe

**Instructions' Source** : DIAMOND MINE (Blue Ribbon) Inner Inlay

## Review (Electron User)

At just two pounds fifty, this program is aimed quite definitely at the "pocket money" market. However, the low cost is well matched by a low interest level, little originality and little in the way of addiction. It's not that the program is particularly bad, but just that I cannot really find very much to get enthusiastic about.

Imagine a mine - which is essentially a vertical maze - and at the top is the beginning of a pipeline. You must guide the pipeline through the mine in search of diamonds. There are a number of rather cute bugs which have a disconcerting habit of eating the pipeline and these must be avoided using the usual Z, X, \*, ? combination of keys.

The walls of the mine must also be negotiated, or else a length of pipeline is lost.

Having said that, there is remarkably little to add. It is not a particularly easy game to play, although naturally success comes with practice.

Sadly, I found that boredom also set in, although the game might keep some younger players interested for a few hours.

The Electron has been around a long time now, and the level of much other software makes this particular program look rather poor in comparison.

Pat Hillery, ELECTRON USER 3. 6



# DIAMOND MINE 2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Maze And Patrolling Nasties Game  
Author :  
Standalone Release(s) : 1986: DIAMOND MINE 2, Blue Ribbon, £2.50  
Compilation Release(s) : 1987: BLUE RIBBON GAMES DISC 2, Blue Ribbon, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Having made it rich from your last DIAMOND MINE, you have invested all your wealth into opening an even bigger mine. Your task is to collect all the diamonds lying in the mine. To help you keep the winch motor going you have a robotic assistant called DIAMO. He keeps the motor going until he runs out of energy or until all the diamonds have been collected on that level.

To collect the diamonds, you must direct the vacuum pipe through the mine shafts using the control keys. Each one collected is sucked up to the top into storage. To complete the level, you must collect all of the diamonds.

If this all sounds too easy, remember that keeping an "eye" on the situation are the mine's inhabitants. If they touch your pipe a life is lost - Attack them from the sides with your pipe! They will then be sucked up, but in time they will re-appear, so watch out!

If you go back on yourself or you try to cross your pipe, a life is lost. To retract your pipe, press <RETURN>. The pipe retracts for as long as you press <RETURN> or until it reaches the top.

Each level gets harder to complete and after level 10, the screens become invisible making the task that much harder. GOOD LUCK!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Retract Pipe  
f0 - Sound, f1 - Quiet

**Instructions' Source** : DIAMOND MINE 2 (Blue Ribbon) Inner Inlay

## Review (Electron User)

Another budget label game from Blue Ribbon, DIAMOND MINE 2 not surprisingly carries on the scenario set in their earlier game. This is - surprise, surprise - a diamond mine, but one with more to collect, more problems to overcome and quite a bit more "stickability factor".

Actually, I wasn't over-impressed for quite some time, and only came back to load it in again because I found I had a review to write. Then I found I hadn't read the instructions on the cassette inlay properly. I had been trying to guide my vacuum cleaner pipe down through the mine, collecting diamonds, but my lives went quickly because the various monsters kept touching the pipe.

Then I read that <RETURN> would retract the pipe, and the game altered completely!

It was now a frustrating, but possible, assignment to collect all the diamonds from



one level, on occasions having to retract a long length of pipework as a monster appeared near the top of the screen. Still, there was always the revenge of sucking it up in the vacuum for some bonus points.

The direction keys can be used in conjunction, so corners could be negotiated simply and swiftly, but that didn't make the game any easier to win.

Should the pipework clear a screen, a harder mine soon appeared and after ten such, the screens become invisible. However, I will have to take Blue Ribbon's word for that as I've not got there yet. But I'll keep playing until I do!

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	10
Overall .....	8

Phil Tayler, ELECTRON USER 3. 7



# DIAMOND PETE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Maze Game  
Author :  
Standalone Release(s) : None  
Compilation Release(s) : 1986: ACTION PACK 2, Alligata/WHSmith, £3.99  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : CDFS E00, DFS E00

## Instructions

10 Lives \* 10 Levels \* 10 Screens Per Level

A frantic race against time as fortune hunting Diamond Pete searches the mine for the hidden diamonds. A massive haul of treasure lies at the end of his quest with 16 diamonds somewhere embedded in each of the screens, but time is not on Pete's side, he must act fast to clear each screen otherwise he'll find a life can be quickly lost.

Key controls on Menu Screen.

**Instructions' Source** : ACTION PACK 2 (Alligata/WHSmith) Inner Inlay

**Reviews** : No Review Yet



# DISASSEMBLER

***Professional, Originally Released On Cassette Only***

Game Type : Disassembler; M/Code; Fully Relocatable  
Author : Richard Hanson  
Standalone Release(s) : 1983: DISASSEMBLER, Superior, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"A relocatable disassembler which, unlike some similar programs, allows the disassembled source code to be output to memory. It may then be modified and reassembled. Other features: page mode option, output to printer if required, output of ASCII symbols if required."*

The DISASSEMBLER program is written in such a way that it is relocatable. That is, the program may be loaded into memory at any convenient location, and it may therefore be used to disassemble another program already stored in the RAM.

In order to load the program into memory at a specific location, the value of the variable PAGE must be reset to a suitable memory location. For example, to load the DISASSEMBLER into memory at &2000, the user should type in the following:-

```
PAGE=&2000  
CHAIN"DIS"
```

## Using The Program

When the program is run, the user should reply to the prompts as follows:-

Start Address:

Input the start address (from which disassembly is to begin) in hexadecimal. Note that it is not necessary to type a leading "&" before the address.

Finish Address:

Input the finish address (at which the disassembly is to be terminated) in hexadecimal.

Address at which to store the assembler code:

If you want the disassembled code to be stored in memory, then a suitable address should be input in hexadecimal. If this facility is not required, simply type "NO" in response to this prompt. When the disassembled code is stored in memory, each mnemonic is given a label commencing with the letter L. It is therefore easy for the user to subsequently alter the assembler code (adding or removing instructions) without affecting the relative addresses used by the "branch" instructions. For example, to store the disassembled code at &3000, the user should type in 3000 in response to the prompt. After the disassembly has been completed, this code can be accessed by typing PAGE=&3000.

ASCII symbol output required:

It is sometimes useful to look at the machine-code being disassembled as a string of ASCII characters. Input "YES" or "NO" in response to this prompt. Note that all control characters and the DELETE character will be output as full stops.

Page mode on:

Reply "YES" or "NO" in response to this prompt depending upon whether or not you want the display to halt after every sixteen lines output. Press <SHIFT> to restart.



Note that the display can *always* be halted by pressing the S key. Press any other key to restart the display.

Printer option:

If a printer is attached, the disassembler listing may be output on it by replying "YES" to this prompt.

The program will run in 4K of memory. It may therefore be loaded into memory at any location which is at least 4K below the screen RAM location.

**Instructions' Source** : DIASSEMBLER (Superior) Back and Inner Inlay

**Reviews** : No Review Yet



# DODGY GEEZERS

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure In Two Parts  
Authors : Peter Jones and Trevor Lever  
Standalone Release(s) : 1986: DODGY GEEZERS, Melbourne House, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MELBOURNE HOUSE, 60 High Street, Hampton Wick, Kingston-Upon-Thames, SURREY KT1 4DB  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"its criminal wot they get up to!*

*"Fresh out of gaol after serving a three year stretch for your part in the Long Ditton Spaghetti Caper, you're itching for that one massive caper which will allow you to live on the Costa Brava for the rest of your life.*

*"But what is the caper, and who can you trust to be in your gang? And by the way, who IS that geezer in the white Gucci shoes?*

*"DODGY GEEZERS in the latest 'real life adventure' from Trevor Lever and Peter Jones, authors of HAMPSTEAD and TERRORMOLINOS, and writers and performers of the diabolical DODGY GEEZERS song on the flip side of the tape. At least the lyrics may give you some useful tips..."*

*'Ullo. Do I know you? Just checkin'*

The thing about DODGY GEEZERS is this: there's a caper in the offing. Well, I mean, when isn't there? But this one's a bit special. Let me explain...

You've been, er, away for a while, as we say around here. For those who don't know, that means you've been doing a stretch in one of Her Majesty's establishments for the last three years. It was only going to be two, but they added a year for bad behaviour. That's the sort of person you are, to be honest. Or not.

It was the Long Ditton Spaghetti Caper which caused you to slip up. In fact you were done up like a kipper. Someone grassed. Anyhow, now you're back with us, I expect you'll be on the lookout for a bit of business...?

Course you will.

I can't say too much. But what I want to know is this: who's that geezer with the white Gucci shoes who's been hanging around a lot lately?

Bullet proof George came out the same day as you, I notice. How is he? Not much in the way of grey matter, but a heart of gold. He means well. I expect you're wondering about your other old mates, and all. Well, Little Ken - bless him - he's still around, doing the odd bit of cat burglary. I don't know what he does with all them cats.

Then there's High-Score, or Mr Video, or whatever he calls himself. He's what I call a shady character, and believe me I've known plenty in my time. He's from somewhere in Africa, very well educated. Not like old Cracker. Now there's a bloke who's one of the old school - I don't mean old school tie. Give him a detonator and some cable and he'll blow your own front door off its hinges.



Have you seen Tweedle at all? Old Tweedle Dee? Saw him down the dog track the other day. He put a poodle on the 3.45, split a seven both ways, and the bleeder come back up. I ask you! Tricks wasn't pleased. He's just started working for Soapy. Oh, didn't you hear? Soapy's latest little racket is the Le Mans 24-Hour Car Company. Not one of his better cons. The first thing he does is hire Tricks as a driver - a bloke with so many motoring convictions, he shouldn't be let near a car. I mean, a steering wheel's an offensive weapon in his hands.

Talking of which (and I can't really, but just do you know...) you'll probably need a few tools of the trade. You'll have to find them yourself. I don't know what you might need.

What's that? What's the caper? Blimey O'Reilly, you don't half give me gyp sometimes. You don't think I'd tell you, surely? You'll have to find out for yourself! Let me just put his quiet word in your shell-like: you've got a chance to square it with the geezer what grassed on you. Especially now he's got that highly respectable job...sitting there surrounded by all that dosh. I go faint just thinking about it.

I've said too much already. Must be off.

Come again? Who can you trust? Out of that lot? You must be off your trolley! None of them! But to put it another way, if you put your mind to it, there's the making of a crack team there. It's just a question of keeping your eyes and ears open, putting the right geezers on the slate, and way you go.

Go where? You're a bit previous, aren't you? Not many.

Be lucky!

### **How To Be A Dodgy Person**

When the program is fully loaded, some instructions will appear. Read them carefully. Then...

You will find yourself in a prison cell. It is your day of release, however, and outside the world of crime awaits you. Since you are a professional criminal, it should be quite obvious that you must find yourself a crime to commit, and a gang to help you commit it.

But what is the most brilliant caper you can devise? There are people around who know certain facts, but it's up to you to put all the information together and come up with a plan. The more information you can gather by ducking and diving around the murky streets, the more your fellow villains will respect you, and regard you as their leader.

To get moving, use the usual compass directions N, S, E, W, NE, NW, SE, SW as well as UP and DOWN (U and D).

Apart from movements, most of your commands will be in the form of VERB NOUN. For example, since you will need to pick things up and put them down, you will want to type in such commands as GET MATCHES and DROP MATCHES. If you want to take a closer look around your location, SEARCH WAREHOUSE/BETTING SHOP/JETTY or wherever you happen to be. Similarly with objects, EXAMINE POSTER/PICKAXE/BOOK.

If you want to wait where you are for something to happen, the command is HANG ABOUT. To wait for several turns, add a number to the end of the command, as in HANG ABOUT 3.

Several commands can be typed in on one line by separating them with AND or THEN or a comma.

The computer remembers the last object referred to, and you can call it IT in future commands.



## **Playing The Game**

In DODGY GEEZERS, you can also learn something about the various unsavoury characters you will meet. To help you, the authors have included the criminal record, if any, of each character, which will give you an idea of their particular inclinations and skills.

Other useful commands are I for INVENTORY, ie what you have with you; R for RE-DESCRIBE, in case you've forgotten where you are and what objects are visible; QUIT, when you've done enough lurking, plotting and sneaking about for one day; and SAVE/LOAD to enable you to save the adventure up to the point you've reached and resume later. Check your computer manual for instructions.

## **Two Sides To The Story**

So brilliantly complex is DODGY GEEZERS that the authors have divided it into two. If you can successfully assemble a gang, you will be given a password which will enable you to LOAD the second part of the adventure. Incidentally, this ISN'T the password you will have to use earlier on!

It is impossible to get into Part Two until you have picked your gang. At that point you will be given full instructions on what to do next - at least, as far as LOADING is concerned. As for actually committing your crime, that's up to you...The Part Two program follows directly after the Part One program on side A of the tape.

## **Scoring**

There's no scoring system in DODGY GEEZERS. Either you succeed or you fail. Life's like that, isn't it?

**Instructions' Source** : DODGY GEEZERS (Melbourne House) Inner Inlay

**Reviews** : No Review Yet



# DOGFIGHT: FOR ACES ONLY

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; 2 Player only  
Author : A. W. Gilbert  
Standalone Release(s) : 1986: DOGFIGHT - FOR ACES ONLY, Slogger, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SLOGGER, 215 Beacon Road, Chatham, KENT  
Tel: (01634) 811634  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

DOGFIGHT is an exciting two player, real time game with eight levels of difficulty.

Your objective is to fire sufficient shots into your enemy to force it to catch fire and explode without running out of bullets, or, by skilful flying, to force your attacker into the hills.

Moving aircraft, rotating propellers, smoke, sun, moving cloud, lightning and ground all provide real combat environment.

Fly out of the sun, hide off the screen (but not too far) or into the cloud - but watch out for the lightning.

For experienced pilots, fly down through the valley in the hills and re-appear behind the sun for a surprise attack.

Variable speeds available for aces only.

Keyboard or joysticks simulate real aircraft movement. i.e. Pull back to climb or push forward to drive.

Can you beat your friends?

## Aircraft Control

	<b>Joystick</b>	<b>Keys 1</b>	<b>Keys 2</b>
Dive	Forwards	Q	`
Climb	Backwards	A	+
Slower	Left	Z	<
Faster	Right	X	>
Fire	Trigger	SHIFT	?

**Instructions' Source** : DOGFIGHT - FOR ACES ONLY (Slogger) Inner Inlay

**Reviews** : No Review Yet



# DOMINOES

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Play Dominoes With Computer  
Author :  
Standalone Release(s) : 1990: DOMINOES, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"EVEN though you play this version of DOMINOES on your own, it won't be long before the 'Oldies' in your family are muscling in on the action!"*

*"Yes, the traditional game which has been superbly translated for the computer, is suitable for all ages and is sure to provide many hours of simple fun!"*

There are twenty eight dominoes in a set, and each is divided in half by a line. Within each half, the surface is either blank or marked by dots, ranging in number from one to six. Seven of the dominoes are doubles, with the same values on either side of the line, ranging from double blank to double six. The rest have different combinations of values, for example, 6-5; 4-1; 3-0.

Of the many variations on the game, all share the same central objective; to get rid of all your hand of dominoes before your opponents can get rid of theirs.

This program contains two of the most popular versions of the game; DOMINO OUT and FIVES AND THREES.

## DOMINO OUT

The computer will shuffle the dominoes and draw seven for itself and seven for you. The leading player places any domino from his hand face up in the centre of the table. The other player then has to follow suit, putting the half of a matching domino against the appropriate half of the lead player's domino, and so on. The dominoes are laid end to end.

If a player cannot follow suit it is called 'knocking' and it allows his opponent to take another turn - until he can follow suit. Play ends when one player has used all his dominoes.

The loser counts the dots on the dominoes he still holds, and the total number is passed to the winner as his score for that hand.

Where both players cannot follow suit, each counts the dots in their hands, the winner being the one with the fewest. He scores the points' difference between the two hands.

A points total of 61 is set as the winning total. After each hand, all the dominoes are shuffled again and each player takes turns to start.

## FIVES AND THREES

The object of the game is the same as in Domino Out. i.e. to clear your hand of dominoes using the normal rules.



However, the scoring is done on a move by move basis. When any piece is placed, the combined value of the dominoes at each end is divided by five or three (or both). This value is added to your score. For example, points scored are calculated as follows:-

<u>Combined value</u>	<u>Points scored</u>
10 .....	Divide by 5 = 2
9 .....	Divide by 3 = 3
8 .....	Not divisible by 5 or 3 = 0
15 .....	Divide by 5 = 3 and Divide by 3 = 5

A bonus point is scored by the first player to get rid of all seven dominoes.

If the domino can be played at either end, the computer will ask which end you prefer. This is selected by A or B.

**Instructions' Source** : DOMINOES (Blue Ribbon) Back and Inner Inlay

**Reviews** : No Review Yet



# DRACULA ISLAND

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author : Phillip A. Gibbs  
Standalone Release(s) : 1986: DRACULA ISLAND, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The time now is 4:00 p.m. It will be sunset at 9:30 p.m. Your mission is to kill Count Dracula!

**Instructions' Source** : DRACULA ISLAND (Kansas) On-Screen Instructions

**Reviews** : No Review Yet



# DRAIN MANIA

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Authors : P. A. Morgan and D. J. Morgan  
Standalone Release(s) : 1985: DRAIN MANIA, Icon, £7.95  
Compilation Release(s) : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

DRAIN MANIA is a game where a love of sewers is an advantage! You play the part of Theodore, an athletic young chap who wanders the various tunnels of the system in search of a way out. But the sewers are inhabited by mutant sewer creatures who get washed down the drains at the top and slither down to the bottom. During their dangerous descent, you must either avoid or kill them. This is achieved by head-butting them up through the floor so that they fall over, then kicking them out of the way. If you fail to kick them, they will get back up and pursue you even more viciously than ever!

Any encounter with the creatures will result in death. Each creature has a different resistance to head-butts - some require more than one butt to make them fall over. Butting the Zap block causes all creatures on the screen to die, but this can only be used three times. Occasionally, water or fire balls are ejected from the pipes. These must be avoided.

Coins lost down the gutters are hanging from the ceilings. These can be collected, and if you get a tunnel full of coins, you should try to collect them all before the beasties catch up with you.

You can move left and right or jump, but beware of the slime underfoot. Some tunnels have different slipperiness factors, so tread carefully. You can avoid death by becoming invisible, but only for a short time on each screen. You get a bonus life and extra Zap block at 10,000 and 30,000 points.

## Game Controls

During loading, you can define your own playing keys for Left, Right, Low Jump, High Jump and Invisible.

<DELETE>/<COPY> - Pause/Restart, <ESCAPE> - Quit Game  
S - Sound On/Off, M - Music On/Off

**Instructions' Source** : POWER PACK (Audiogenic) Inner Inlay

## Review (Electron User)

When I first loaded this game into my computer, I wasn't particularly impressed. It appeared to have shades of KILLER GORILLA, although in a novel setting. Since then, however, playing it and getting the hang of it rather better, I have rapidly become hooked on this game.

It has that fatal quality of all super games - it becomes truly addictive, being easy to play yet difficult to master. The rather unusual scenario is a system of underground sewers in which our hero, Theodore, has to counter the attentions of such noxious creatures as Inky, Dinky and Pinky.

There are platforms on to and from which Theo can leap with either a small or a



large leap. Movement is also possible to the left or right, and these keys may be selected once only during the loading of the game.

Moving from the initial platform, which promptly vanishes, Theo has a habit of travelling continuously. But with practice, his speed can be adjusted, and he can even come to rest. As the creatures bounce their way from top to the bottom of the screen, there are two courses of action open to the player.

You can merely avoid them, or gain points and sweet revenge by jumping up and knocking the creature above off its feet. But some need rather more persuasion than others to topple. If Theo can then leap on to that level and kick the stranded creature off, there are bonus points to be had. But too long a delay brings a metamorphosis into an even more deadly beast.

The authors have also kindly included a Zap button which, on being headbutted, has the effect of scoring for all the animals currently on the screen, and also any coins. These tend to appear in the oddest places and bring you further points.

However, this little kindness on their part is countered by the malign fireballs, which bounce strangely around on the more difficult stages.

It's a little strange to begin with, but it will soon become a favourite in your collection.

Phil Tayler, ELECTRON USER 2.12



# DRAUGHTS

## *Professional, Originally Released On Cassette Only*

Game Type : Graphical Draughts Simulation  
Author : Richard Hanson  
Standalone Release(s) : 1983: DRAUGHTS, Superior, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

The game uses the generally accepted rule that if there is a piece to take then you must take it. You must also take any further piece then takeable from your new square. This rule is enforced by the program, and messages appear to tell you when you must take.

Incidentally, messages are printed in your chosen colour, in case you should forget on which side you are playing!

To leave the program, simply press <BREAK>. Pressing <ESCAPE> will not work at any time.

### 1. Choice Of Colour

After loading, you should get a board, and a "Black or White?" message. Respond B or W and the board will be set up for you. If you selected White, the computer will also have made its random opening move, and the message "Level 1" will be shown (see 3).

### 2. Entering Your Move

At the bottom left there is a cursor. Its movement is controlled by four arrow keys. The keys repeat at intervals of 1/5th second.

Simply position the cursor on the square you want to move **from** and press <SPACE>, then move over the square you want to move **to** and press <SPACE> again. If your move was a legal move, the move will be shown and the computer will start considering its reply. If your move was illegal in any way, the cursor will return to bottom left and you must try again.

### 3. Changing Skill Levels

There are two levels available. Level 1 is fast (a few seconds) and quite difficult to beat without cheating (see 4). Level 2 is much slower - though times vary greatly - and plays a very skilful game. To change between one level and another, press "L" at your turn.

### 4. Move Recall

Pressing "R" withdraws your last move and the computer's last move. You can re-enter any legal move. This feature is very useful if you want the computer to make a more considered reply to your last move. Press "R" then "L" (for Level 2) and re-enter your move.

### 5. Problem Solving

The game has sophisticated problem solving features which are accessed by pressing "P". The message "Set position" is also issued. The following features are now available to you:

Cursor keys behave normally.



Key 0 - Deletes the piece under the cursor.  
Key 1 - Inserts one of your pieces. (No need to press 0 first)  
Key 2 - Inserts one of your kings.  
Key 3 - Inserts a computer piece.  
Key 4 - Inserts a computer king.  
Key C - Clears the board completely.  
Key Q - The computer will reply to the new position and you can continue playing normally as long as you like, but  
Key G - restores the position when you last pressing "P", so you can get back to your game providing you have only pressed "P" once.

#### **6. Re-starting**

If you want to abandon the present game, and start a new one, press "S". This is final, there is no going back to the previous game!

**Instructions' Source** : DRAUGHTS (Superior) Inner Inlay

**Reviews** : No Review Yet



# DRAUGHTS AND REVERSI

*Professional, Originally Released On Cassette Only And ADFS 1D00 Disc*

Game Type : Graphical Draughts And Reversi Simulations  
Author : Nick Pelling  
Standalone Release(s) : 1984: DRAUGHTS AND REVERSI, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ.  
Tel: (01223) 316039  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"DRAUGHTS : The traditional game has been faithfully reproduced on screen for you to try your hand at playing the computer. Pieces are promoted to Kings on reaching the opponent's end of the board, and the computer will make sure you follow the rules, insisting that you make all possible jumps or suffer the consequences - the computer has the option of 'huffing' the offending piece.*

*REVERSI : In this board game you play the computer, the aim of the game being to capture as many of your opponent's pieces as possible. (Reversi is also known as Othello.)*

*This game is fully compatible with either keyboard or joysticks."*

## DRAUGHTS

### Rules of the game

Play is on an 8 by 8 grid of squares. Moves can either be made at the keyboard, or you can use joysticks - keyboard and joystick controls are described in the next section.

In this game, each player aims to remove the other's pieces from the board, and the game is won when pieces of only one colour remain.

- a. Draughts can be moved diagonally over the squares of the same colour. In each player's turn one piece can be moved. Normally a piece may only be moved on square at a time.
- b. Initially pieces must only move forwards, but once a piece has reached the opponent's edge of the board that piece becomes a 'King' which can move backwards as well.
- c. If a diagonal move is obstructed by your opponent's piece, but an empty square lies beyond the obstructing piece then you can (in fact, you must!) leapfrog the piece, and thereby 'take' it; ie you move two squares and the piece you jump over is removed from the board.
- d. If you have just taken an opponent's piece but from your new position it is possible to jump over yet another piece, you must do this as well. Hence in a single turn, you could end up moving four squares and removing two pieces or moving six squares and removing three pieces etc.
- e. If you can make a jump, then you must choose to move the piece that can jump, and move it until no further jumps can be made. Otherwise your opponent has the following options:
  - a) insist you make a given jump
  - b) ignore the fact
  - c) 'Huff' a piece that could jump (ie remove it from the board)



### Playing The Game

Once the game is loaded into the computer, you are asked to select a skill level. Input a number between 1 and 8 and then press <RETURN>. Level 1 is the simplest level, in which the computer replies to your moves almost immediately. Playing on level 8, however, the time taken for the computer to respond is far longer ie several minutes.

Next you will be asked whether or not you want to go first. If you say 'Yes' ('Y' will do) followed by <RETURN> then you are automatically 'red' and the computer plays the white pieces. If you choose not to go first then you play white so that whoever goes first plays the red pieces.

### Your Move

*If you are using keyboard controls...*

The computer will prompt you first for the piece to be moved; if you have chosen to move first then you will see the first prompt at the bottom of the screen:

Move from

Here you must specify the square you wish to move from.

Choose a piece that can move forwards (diagonally) and type in its row number followed by its column number: for example in the picture, to move the white piece marked you would type in the row number, and then the column number as the two-digit number:

61

and press <RETURN>.

You are now prompted for the destination square with:

Move to

Enter the row and column number for your destination square as a two-digit number, and then press <RETURN>, and this will complete the move.

```

  1 2 3 4 5 6 7 8
1  _|r|_|r|_|r|_|r|
2  r|_|r|_|r|_|r|_|
3  _|_|_|_|_|r|_|_|
4  w|_|_|_|_|_|_|_|
5  _|_|_|_|_|r|_|_|
6  w|_|_|_|_|_|w|_|
7  _|_|_|_|_|w|_|w|
8  R|_|w|_|w|_|w|_|
```

```

r = Red piece
w = White piece
R = Red King
W = White King
```

My move is from 36 to 45  
and I huff the piece at 67

In the picture, the only possible move for the piece at 61 is to square 52.

If you specify a piece that cannot move (if it is in the back row, for example, since a piece cannot jump over another of the same colour) or if you specify an impossible destination, then it will simply wait for you to try again.

*If you have joystick controls...*

1. move the cursor to the square you wish to move from
2. press the fire button
3. move the cursor to the square you wish to move to
4. press the fire button to complete the move

In both cases, if you are in a situation where you can jump over more than one of your opponent's pieces, enter the co-ordinates for one jump at a time. You will be



prompted to enter the second or subsequent part of the move after the previous part has been displayed on the screen.

### Undoing A Move

If you change your mind half-way through a move or after you have completed a move, and want to 'Undo' the move, type the letter "U". By the time you do this, the computer may have already moved as well; in this case its move is Undone also.

### The Computer's Move

The computer prints its intended move on the screen in the usual notation (ie rown and column numbers) but waits for you to press <RETURN> before entering the move on the board. So, in the picture, the computer is waiting for the player to press <RETURN> before completing its move.

### Ending A Game

If both red and white pieces remain, but neither can 'take' the opponent's piece(s) then you may wish to escape from the game by pressing ESCAPE.

Use the command "Q" to Quit the program.

## **REVERSI**

### Rules of the game

Play is on an 8 by 8 grid of squares. Each player takes it in turn to place a piece on an empty square with the following restrictions:

- Initially, you must fill the centre four squares.
- When these are filled you can only play by making a least one capture, otherwise you must pass.
- Captures are made by placing your piece so that it is at one end of a line (possibly diagonal) of the opponent's pieces, with another piece of yours already at the other end, or in the middle somewhere. The opponent's pieces in the captured line, between your pieces, then become yours and so change colour.
- The game ends when nobody can place a piece (usually when the board is full). The winner is the one who has the most pieces at this point.

1	2	3	4	5	6	7	8			
1	_	_	_	_	_	_	_	_	ME	3
2	_	_	_	_	_	W	_	_	YOU	12
3	_	_	_	_	W	_	_	_		
4	_	_	_	W	B	W	_	_		
5	_	_	_	B	W	_	_	_		
6	_	W	W	W	W	W	_	_		
7	_	_	_	_	B	_	W	_		
8	_	_	_	_	_	_	_	W		

B = Black piece  
W = White piece

My move is 76.

Here, if it is Black's turn to play, and Black plays at square 76, he captures one of White's pieces, in square 65.

### Playing The Game

Once the game loaded, you are asked if you want instructions. These give a summary of how to play the game. Press either "Y" for Yes or "N" for No followed by <RETURN>.

You are then asked to set the 'display delay'. When a move is made, the computer will display the piece on the board as a square so you can see which was the last move made. After a certain length of time this piece will change to a circle like all the other pieces on the board. The time taken is determined by the display delay. A good value to use is 5000. Enter the number you require followed by <RETURN>.



Next the computer asks whether or not you want to go first. Enter "Y" or "N" followed by <RETURN>.

Finally you have to enter the skill level you require. You have the choice of nine levels, one being the simplest and nine the most difficult.

The computer always plays the dark pieces.

#### **Your Move**

If you have chosen to move first you will see the first prompt at the bottom of the screen.

Your move

*If you are using keyboard controls...*

Enter your proposed move as a two-digit number - row first and then column - and then press <RETURN>.

*If you have joystick controls...*

If joysticks are connected use the joystick to move the cursor to the square you wish to fill, and then confirm the move by pressing the fire button.

In either case, if you need to pass, type the letter "P".

#### **Having Selected A Move**

If it is not possible for you to place a piece in the square you have chosen then the computer will wait for you to try again. If your move is allowed then a small coloured square will be shown in the square you have chosen to indicate the current move. This will then turn into a proper piece after a certain length of time which is determined by the value for the 'display delay' entered previously.

Use "U" to Undo a move. If the computer has completed a move since your last move, this will be Undone as well.

#### **The Computer's Move**

The computer prints its intended move on the screen in the usual notation (ie row and column numbers) but waits for you to press <RETURN> before completing the move.

#### **Leaving The Game**

Pressing "Q" will quit the current game. You will then be given the option of starting another game or leaving the program.

If you choose to start a new game then the computer will retain the value of the 'display delay' you selected initially and will just ask if you wish to go first and which skill level you require.

Should you wish to select a new value for the 'display delay' or see the instructions again, press ESCAPE. This will start a new session.

**Instructions' Source** : DRAUGHTS AND REVERSI (Acornsoft) Back Inlay and Booklet

#### **Review (Electron User)**

You get two games for the price of one in this package. The first is DRAUGHTS, where you play the Electron at the age-old game or, if you're like me, the Electron plays with you! You have the choice of eight different levels of play and I can't beat the beast at the easiest level. And it's no use trying to cheat - it won't let me. The Electron knows all the rules and won't allow an illegal move. In fact, if you give it half a chance it will 'huff' you!

It's a lovely version of the game. You play on a tastefully coloured board, using the keyboard or joysticks to make your move. Simple to learn and fun to play, it's



easy to get carried away and forget that you've got another game on the tape...and the other game is even better.

REVERSI is an old logic game played on an eight by eight grid of squares between two opponents. Once again, it's you playing against the Electron. The aim is to trap its pieces between two of yours and so turn them into your colour. The winner is the one with the most pieces when no more moves can be made. It's a classic game, can be learnt in a couple of minutes, but takes a lifetime to master. And your ever-faithful Electron will be there waiting to give you practice.

You have the choice of nine levels of difficulty and can use either the keyboard or joysticks. The display makes full use of the Electron's graphics and you can even "take back" any moves that you regret.

All in all, it's a great little package. Each game by itself is good value. Together they're a bargain.

Nigel Peters, ELECTRON USER 1. 1



# DRAW

***Professional, Originally Released On Cassette Only***

Game Type : Art Package  
Author :  
Standalone Release(s) : 1984: DRAW, Micro Power, £6.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

The blurb inside the cassette box tells you that DRAW is "an implementation of a sub-section of the LOGO language, principally its turtle graphics". Off-putting, isn't it?

I had two or three programs to review and left this one until last as it sounded as dreadfully dull. This was a mistake, as I soon discovered. I loaded the program and turned to the tutorial section of the excellent little manual that comes with the cassette. This led me through all of the programming techniques available with Draw. Written simply and clearly, it was a pleasure to use, unlike some of the other manuals I've come across.

By the time I'd read and worked through it on my Electron, Draw wasn't off-putting, it was fascinating. At one level, the program allows you to produce pretty patterns on the screen, quickly and easily. At another level, it introduces the beginner to the basics of programming using a simple graphics-orientated language. The fact that it is so much fun to use encourages experiment and learning.

The whole thing is menu-driven, which means that your Electron gives you a series of choices and you can take your pick. This allows you to get any of the commands by one or two keystrokes, making the program very pleasant to use.

It's educational, it's fun and it's easy to use, being one of the nicest programs I've come across in a long while. If you're looking for something that's both out of the usual and entertaining then Draw might just be it.

Trevor Roberts, ELECTRON USER 1. 5



# DREAMTIME

*Professional, Originally Released On DFS E00 Disc*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1988: DREAMTIME, Heyley, £12.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : HEYLEY. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Solve It In Your Sleep"

A year ago I was given copies of Heyley's first two releases, THE ULTIMATE PRIZE and PIRATE'S PERIL. Although the adventures had much to commend them as first offerings, they lacked real thought in their puzzle construction, and the programs were slow to respond to commands. They also took about 80 seconds to load from disc.

DREAMTIME still takes an eon to load, but after ten minutes play which then had me hooked for a further four hours, my above listed criticisms were negated. This adventure is fast - despite constant disc-access - well constructed and above all, addictive.

You are presented with an ingeniously designed loading screens which helps take out some of the tedium while waiting for DREAMTIME to load. You are also given atmospheric background notes which put you in a role, something akin to a cross between Adrian Mole and Alice in Wonderland.

You awake to discover yourself in the entrance of a large motel. A reconnaissance of your immediate surroundings will present you with direct problems which need to be overcome.

How do you book a room at reception when you have no money? What is the purpose of the salt cellar in the dining room? What do you do about the demon alcohol? These problems must be tackled methodically if your dream is to unfold.

That is mainly what I loved about this adventure. Although the scenario is that of dreamland there is a total lack of the hackneyed fire breathing dragons and magical wizards.

The puzzles are all totally logical in retrospect, if a little far-fetched at times. Furthermore, the whole thing can be mapped logically, which makes adventuring more tolerable though no less frustrating.

The atmosphere created is comforting and often humorous but not quite in the league of Robico or Level 9, but this is a fault of the writing utility used rather than that of the design.

This large scale text adventure was composed and written using a modified form of Jonathan Evans' Adventurescape program. As with all adventures which are written using such a utility, design and parser limitations apply. However, DREAMTIME succeeds remarkably well and leaves you wondering what Heyley would be capable of producing if it used pure machine code.



For the more seasoned campaigner, this adventure should keep your drive whirring for many hours and give you a few sleepless nights to boot.

Presentation .....	6
Atmosphere .....	7
Frustration factor .....	9
Value for money .....	8
Overall .....	8

Pendragon, ELECTRON USER 5. 6



# DUNJUNZ

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Multi-load Overhead Maze Game; THE GAUNTLET style  
Author : Julian Avis  
Standalone Release(s) : 1985: DUNJUNZ, Bug Byte, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Victory House, Leicester Place, LONDON WC2H 7NB  
Tel: 01-429 0666  
Disc compatibility : Unknown

### **Instructions**

*"BEEB Game of the year! 1-4 players. Amazing all action adventure deep down under, four characters, weapons, treasure, spells, meanies, 25 levels. Fast, furious and funny. By Julian ("It's very deep") Avis."*

Four heroes must recover the Chalice of Binding and save the World. Macks crane the Great Demon has hidden it in the Dunjunz complex. They must battle it out against Bashers, find treasure, magic, adventure and death.

### **The Story So Far...**

To help them on their quest, the Gods have given the four heroes extra powers:

The Ranger uses a bow, and his quiver has the power to produce an unlimited supply of arrows.

The Wizard has been taught how to cast powerful fireballs.

The Barbarian's axe can create clones of itself.

The Warrior can draw an infinite number of swords from her sheath.

Each character can only fire a certain amount of weapons at any one time; you need magic to maintain the weapon's existence.

Each character begins with a different set of fighting attributes. As the game progresses, you will find magical items which boost your character's abilities and so increase your chances of survival.

Four people can play this game at the same time, each person controlling his/her character. Each character has their 'own' quarter of the screen and go round the Dunjunz on their own, getting to treasures first and even hunting each other; the Barbarian is a good one to start with.

### **Progression Through The Levels**

On each level of the Dunjunz, there is an exit, a square 'hole' which leads down deeper into the Dunjunz - the next level. By sliding down these exits, the characters will get nearer and nearer their ultimate goal - the Chalice.

### **The Characters**

THE WIZARD can fire three arrows at a time. They are not that effective. He wears leather armour, which absorbs about a third damage. He does have one advantage over the Barbarian and Warrior - he can use magic; all monsters in the vicinity are killed but it drains his energy badly.

THE RANGER can cast two fireballs at a time, and each one does the same damage as two arrows. A robe protects him and when hit he takes maximum damage. Not a good



fighter, he has one power no one can match - his magic, and he hardly uses any energy - a dangerous character.

THE BARBARIAN is a born fighter with no magic. He begins with one axe which does horrific damage and can kill in one shot! His natural tough skin is better than any leather and nearly matches the Warriors' chain mail!

THE WARRIOR can throw three swords at a time, and each equals a fireball in damage. She wears chainmail, carries a shield - maximum armour! But she has no magic.

### **Making It Through To The Next Level**

As long as one character makes it through to the next level (i.e. reaches the exit) then all dead characters will be brought back to life on the next level with their original attributes. If the Barbarian had gained three axes and then died, on the next level he would be back to 1 axe and scores are reset to 0.

If all die on a level, then new heroes take their place, starting back on level 1.

Whenever a new level is begun, everyone has their health put back to full strength regardless of how weak they were on leaving the last level.

## **Objects In The Game**

### **Exit**

To go deeper, walk over a square hole.

### **Treasure**

Worth 20 points.

### **Food**

Increases health by 10 points. Health cannot exceed 99. Worth 5 points.

### **Teleporter**

Teleport to another room on the same level.

### **Trap Doors**

Where new monsters emerge from replacing dead comrades.

### **Energy Drainer**

Lose 20 health points. They can be destroyed by repeatedly shooting them. BEWARE when a weapon hits an energy drainer, it bounces back. Worth 1 point for every hit.

### **Magic Sword**

Increases the damage a character's weapon does by 1. Worth 10 points.

### **Pile of Weapons**

Allows a character to fire an extra weapon, 3 being maximum. Worth 10 points.

### **Magic Helmet**

Increases armour rating by 1 point. Less damage is taken when hit. Worth 10 points.

### **Boots of Speed**

Moves you about twice the normal speed. A lightning bolt on the display shows the presence of the boots. Bumping into anything apart from walls, doors and keys loses the boot. Worth 10 points.

### **Potion of Healing**

A blessing or a curse. The health of the character changes: Take the last digit (the rightmost digit) of his/her score, duplicate it, and this value is the new health value. Worth 10 points.

### **Door**

Open by walking into it and by carrying the correct key. Some are hidden. Worth 7 points.



### **Key**

For each door there is a key. Only one key may be carried at a time by a character. If you go over another key, then the key lying on the floor is picked up, and the original key being carried is dropped in its place.

### **Screen Display**

Concentrate on the screen that your particular character controls, even if you appear on other character's screens. Your screen will ALWAYS show your character in it.

### **Character Display**

The lighting symbol means the character has double speed.

The key symbol denotes a key is being carried.

The shield bears the character's armour rating (maximum 7)

The number of swords denote the number of weapons a character can fire at any one time.

The numerical displays indicate health, score and the damage each weapon will inflict.

### **Game Controls**

	Ranger	Wizard	Barbarian	Warrior
Up	CAPS LOCK	COPY	J	D
Down	CTRL	RETURN	M	C
Left	SHIFT	CURSOR UP	<	R
Right	Z	CURSOR DOWN	>	T
Fire	1	DELETE	SPACE	Y
Magic	Q	*	-	-

Pause on/off = P

**Instructions' Source** : DUNJUNZ (Bug Byte) Back and Inner Inlay

### **Review (Electron User) - "Super Dungeon"**

Mackscrane, the Great Demon, has stolen the Chalice of Binding and hidden it deep within the Dunjunz. Four fearless adventurers must risk their lives to save the chalice and the world.

This is the arcade/adventure game to top them all. It is based around a dungeons and dragons type scenario in which up to four players compete simultaneously. This is achieved by dividing the screen into four action windows, all looking into the same dungeon and each showing the progress of one particular adventurer.

This system enables groups of players to explore the dungeon as a fighting unit, protecting each other against attack by the guards, increasing their firepower when destroying objects, or even killing each other.

The adventurers come in four guises: The Ranger uses a magic bow, the Wizard is hot stuff with a fireball, the Barbarian is an axe-wielding maniac and the Warrior is a mean swordswoman. The weapons all have different attack values - the higher the value the greater the damage inflicted with each blow.

This value is increased if the adventurer locates the magic sword or a pile of weapons. Similarly each character's armour has different values: The Warrior's chain mail and shield offer great protection from most blows, but not so the Ranger's robe which is of little defence against the guards' attack.

A game such as this would not be complete without a smattering of magic, so both the Wizard and the Ranger are endowed with mystical powers. These manifest themselves in smart bomb fashion, destroying every guard on the screen when a certain key is pressed.



The Wizard expends a great deal of energy in casting a spell, while the Ranger's energy value remains mysteriously unaffected.

As well as the obligatory treasure chests, the dungeon is littered with magical objects and keys. Keys will open doors to new area of the dungeon, and eating food boosts your energy rating by 10 points, up to a maximum of 99.

Not all objects you discover are beneficial. For example, the dungeon is riddled with trapdoors from which new guards appear to replace their dead comrades.

Most dangerous of all are the energy drainers, innocent-looking squares which relieve you of 20 energy points when touched and are sometimes used to bar your way to a new section of dungeon.

Drainers can be destroyed by multiple blows from a weapon but great care must be taken as they have a defence mechanism which reflects a weapon back on the attacker.

When I first played the game I was under the impression that I had to collect all the treasure on a level before I could jump through the trapdoor to level two. This is not so: If you want, you and your three comrades can exit level one in under 30 seconds. However, in doing so you would pass up the opportunity of improving weapon and armour ratings.

DUNJUNZ comes with 25 different levels, each loaded individually from tape as required. This may sound tedious, but each level takes only five seconds to load.

Loading occurs automatically when all surviving characters have jumped through the exit trapdoor. It is only necessary for one adventurer to survive to progress to the next level.

Once loaded, all dead character are reincarnated with a full bill of health but with only the default values for weapons and armour. A surviving character is restored to full strength.

A save game option would have been appreciated, as you are unlikely to fight your way through all 25 levels in a single session.

Ignoring the problem of cramming four people into an area of three square feet, there is no denying that DUNJUNZ is a stunning piece of programming. The action is smooth and fast, and the levels tortuously difficult. This game will sell and sell.

Sound .....	6
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	8

"Electron User Golden Game"

James Riddell, ELECTRON USER 4. 9



# DUNGEON ADVENTURE

**Professional, Originally Released On Cassette Only**  
**BBC Game Made Compatible With Electron With Slogger MRB**  
**Plus Jafa Mode 7 Adaptor/Simulator (Optional)**

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1983: DUNGEON ADVENTURE, Level 9, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC  
Actual compatibility : Electron With MRB, BBC B, B+, Master 128  
Supplier : LEVEL 9 COMPUTING, 229 Hughenden Road, High Wycombe, BUCKS  
HP13 5PG  
Disc compatibility : Unknown

## Instructions

*"Magical Treasures abound in the cavern fortress of the defeated Demon Lord. Can you use them? A sense of humour is essential in this massive, pure text adventure with over 200 locations, 100 puzzles and lots of very weird creatures.*

*Level 9 Computing specialise in adventures. Big adventures. We have developed sophisticated techniques for cramming huge games into 32K and now produce versions for many popular computers.*

*Our games are designed much like novels, with detailed backgrounds and interesting storylines: the result is much more enjoyment for you. And don't worry if you get stuck. Just write to us for a clue sheet that will tell you almost everything you could ever want to know about a game.*

*Jubilation reigns in Minas Tirith! At Sunset yesterday the city was besieged by a sea of orcs and it seemed that the defenders were doomed. But at sunrise, the watch looked out over an empty plain - the attackers had fled when on the point of victory. The first reaction was stunned amazement, but gradually a rumour began to spread: "The Demon Lord is dead!"*

*A two week carnival was announced and the population proceeded to enjoy themselves as you would expect. But you were wiser. Clearly, with the Demon Lord out of the way, there would be rich pickings amongst the ruins of His fortress...*

*Now, eight days later, you stand on a sandbank beside a great river. North of you are the dungeons of the Demon Lord. You are cold and wet, but determined to brave the hidden dangers of the caves. But then a shiver runs down your spine: a brooding presence is watching. Perhaps the demon is still alive, and waiting for you.*

*DUNGEON ADVENTURE completes Level 9's MIDDLE EARTH trilogy, along with (1) COLOSSAL ADVENTURE and (2) ADVENTURE QUEST."*

*Jubilation reigns in minas Tirith! At sunset yesterday the city was besieged by a sea of orcs, with more arriving every hour, and it seemed that the defenders were doomed. But at sunrise, the watch looked out over an empty plain - the attackers had given up the assault when on the point of victory.*

*Initially, the only reaction was stunned amazement. But gradually a rumour began to spread: first whispered in quiet corners, lest the telling should make it untrue. but eventually shouted in every street...*

*"The Demon Lord is dead!"*



When this was confirmed by the Wizard's council, a two week carnival was announced - the provisions hoarded against a long siege were lavishly dispensed and the population proceeded to enjoy themselves as you would expect.

But a few people, yourself included, thought along different lines as follows:

- 1) The Demon Lord must have been very rich;
- 2) If He really is dead, His treasures may be unguarded;
- 3) When the orcs marched south they cut a swathe of destruction through the countryside but they moved too fast to completely loot the area;
- 4) So, if I were to ride swiftly north, I'd have no problem in finding provisions and could probably reach the Black Tower in ten days. The wizards would never have repaired their teleport system by then, so I'd very likely be the first person there; and
- 5) This could make me incredibly rich.

You gather together all the lethal weapons you can get your hands on and leave within the hour.

All goes well. You have taken a team of horses and make very good progress indeed (aided by Horseshoes-of-Speed, a Staff-of-the-Seasons for fodder, night-sight goggles etc 'donated' by a cavalry barracks) and after eight days are nearing the Black Tower, lair of the Demon ex-Lord.

Then, about a mile from the tower itself, you are riding through a seemingly deserted forest when a spell is cast! Your anti-magic defences spring into action but too late...you fall to the ground asleep.

Some time later you wake, cold and wet, on a sandbank north of a wide river. All of your weapons and magic are lost. It seems that you were robbed and then your body thrown into the river but that, rather than drowning you have survived long enough to be washed up on the shore.

The only problem is, what to do now? Can you take on the Dungeons of the Demon Lord unaided? It seems you have little choice as this is where the game starts...

"Good Luck! You'll need it!"

### **The Game**

DUNGEON ADVENTURE is a full scale text adventure game with well over 200 individually described locations, 700 messages, about 100 objects etc, etc. You will have to solve a very large number of puzzles while collecting the treasures left by the Demon Lord!

To play DUNGEON ADVENTURE, load it from cassette and then simply enter English phrases to tell the computer what you want to do (e.g. MOVE NORTH, FILL THE POT, CLIMB THE CLIFF, LOOK AROUND). The program will act as your eyes and ears (and NOSE!) to describe your surroundings.

In fact, DUNGEON ADVENTURE is amazingly easy to play - you don't need to be able to find the cursor keys blindfold or hammer the space-bar for hours. But it will probably take weeks (or months) to complete! Fortunately you can use the SAVE command to store the current state of the game and return to everyday life for a while, resuming play later.

### **How to Load and Start**

DUNGEON ADVENTURE is a 32K program which uses most of the computer's memory. Everything needed is included in one file on cassette. To use it, enter \*RUN and play the tape. The game can't be restarted without loading it again so don't press <BREAK> or <ESCAPE>.

### **Getting Started**

Unlike our other games, Level 9 Adventures contain few instructions within the programs (though there are a lot of hints in room descriptions etc). We feel that



this type of game is very easy to play and that the space is better used for more rooms and puzzles etc.

The program asks "What next?" whenever it expects you to enter another command. Simply type an English phrase to tell it what you want to do and press <RETURN>. The program will act on your request, ask you for the next command, and so on.

The program has an extensive vocabulary of English words (over 200) and looks at your entered command, picking out the words it knows and 'guessing' your meaning from these. It only uses two or three words from each phrase so you are advised to keep instructions simple.

In practice, this works well and you should find it is simple to state what you want to do. If the program goes not understand just rephrase your request.

DUNGEON ADVENTURE provides considerable freedom in possible commands, but to help you get started some possible instructions are summarised below:

INVENTORY	[What am I carrying?]
MOVE EAST	[Move east]
NORTHWEST	[Move northwest]
WALK INTO THE MOUTH	[Move in]
TAKE THE WOOD	[Take something]
DROP THE CORPSE	[Drop something]
GIVE MONEY TO TROLL	[Give a bribe]
SEARCH THE HAYSTACK	[Search for hidden things]
WEAR BELT	[Wear something]
WAVE WAND	[Wave something]
PUSH BUTTON 1	[Push button 1]
NIBBLE THE MUSHROOM	[Eat something]
WALK DOWN THE SLIPPERY SLOPE	[Move down]
WHAT'S MY SCORE?	[How well am I doing?]
EXAMINE SWORD	[Look closely at object]

These are only a small sample of the words known by the program. To save typing, words can be abbreviated (e.g. EAST to E and NORTHEAST to NE).

There are also three special commands that you need to know. These are:

Command	Meaning
QUIT	Abandon the game (you have to answer a Y/N question to check that you mean it, and are given the chance to start over again)
SAVE	Save the current state of play on tape. This is like the ordinary SAVE command.
RESTORE	Restore (restart) a previously saved game so that you can carry on with it. This is similar to the ordinary LOAD command.

### **Scoring**

You score points for collecting treasures and leaving them in the store room. There are also bonuses for getting rid of undesirable beings (though, to discourage massacre, only the worst enemies give you a bonus).

On the debit side, you lose points if you manage to get yourself killed.

### **Hints**

Almost everything in DUNGEON ADVENTURE has a purpose, and you can get an idea as to what this is likely to be by EXAMINing an object.

Resurrection is possible, and uses a machine which is initially situated very close to where you start the game. By default it only works while you remain close to this machine, and you must register your body pattern for it to work at all.



The setting for DUNGEON ADVENTURE is a cave network that was originally the headquarters for the Demon Lord. Some parts are now blocked off by rock falls but it may help you to bear in mind the original functions (if you can guess them) of the accessible parts.

In response to user requests, there are several ways of carrying a lot of objects at once!

### **Implementation**

DUNGEON ADVENTURE is written in Level 9's own super compact language known as 'a-code'. To give you an idea of the compaction possible with this, a typical BASIC statement is equivalent to four bytes of a-code (approximately). A-code is also faster than BASIC.

The text messages are compressed to about half their normal size for storage (and we get further size reduction by only having one copy of messages such as "You are").

Together, these methods of size reduction allow a huge amount of program and text to be squeezed into a small space.

DUNGEON ADVENTURE is based around the D&D magic system as modified and used by the Cambridge University Wargames society in the mid 70s. All items and architectural features can be made under this system (or equivalent ones including extensions for demon-produced items), and if you are a D&D player you might like to work out how this can be done.

Note that knowledge of this magic system will not provide any real help with solving the game, however, as it merely provides a theoretical framework.

**Instructions' Source** : DUNGEON ADVENTURE (Level 9) Back Inlay and Mini-manual

**Reviews** : No Review Yet



# E-TYPE

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade; 3D Racing Game In OUTRUN Style  
Author : Gordon J. Key  
Standalone Release(s) : 1990: E-TYPE, 4th Dimension, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : THE 4TH DIMENSION, PO Box 444, SHEFFIELD. Tel: 01742 700661  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"Take control of £70,000's worth of gleaming 'E-Type' and head off for the drive of a lifetime. This is your chance to tear along alnes, deserts and motorways at speeds over 150mph. There are hazards galore including other cars, roadworks, pedestrians, trees, rcks, bushes, oil spills and many more. E-TYPE has been programmed by the author of the unanimously acclaimed HOLED OUT - Gordon Key. Gordon has ingeniously converted this superb racing game for BBC and Electron computers. It retains all the best features of the Archimedes version plus a few new features for added enjoyment."*

The objective of the game is to cover as much distance as possible during the different stages of the game. Each stage has its own time limit which will be shown at the beginning of the stage. The stages vary in difficulty and length.

You can select the tracks individually or select the ALL option. If you select the ALL option then to qualify for the next stage you must complete the current stage in the time limit. If you have any remaining, you will have the opportunity to gain extra mileage. Players who achieve the best distances will have the chance to enter their names in the E-TYPE Hall of Fame.

### **Track Lengths**

1) 6 MILES    2) 9 MILES    3) 12 MILES    4) 15 MILES    5) 18 MILES

### **The Car**

Your vehicle is a 5.3 litre 12 cylinder V12 E-Type. It has a 5 speed semi automatic gearbox for slick gearchanging and is capable of over 150mph.

### **Instrumentation**

The E-TYPE dashboard shows six dials. From left to right, these are as follows: 1) Ammeter, 2) Fuel gauge, 3) Oil pressure, 4) Water temperature, 5) Rev counter, and 6) Speedometer.

### **Playing Guidelines**

Almost all objects on the road are to be avoided. Crashes, collisions and even minor bumps will at best slow you down and thereby waste time. Exceptions to this are the warning triangles which gain points and the suicidal boys in blue standing on the road. You receive a time bonus for putting them out of their misery. It may be necessary to hit these unfortunate devils if you are to have enough time to complete the stage.

Once the required miles have been completed, you will no longer be given time bonuses for wanton bobby slaughter.

At the side of the road are various objects such as rocks, trees and bushes. Again, hitting these should be avoided as most of them will cause you to crash. You can use the skill level option to cary the number of crashes that the car can take before it is completely wrecked.



The lower the skill level, the less hits your car will take however you will score more points for the distance covered.

### **Technical Information**

Due to slight differences between monitors, there is the possibility that the interrupt colour switching may not occur in quite the same position on your screen. In E-TYPE, we have included a special routine for you to adjust this. Simply pause the game and use the up/down keys to adjust the boundary.

### **Game Controls**

Z - Steer left,    X - Steer right,    \* - Change up gear,    ? - Change down gear  
<RETURN> - Accelerate,    <SPACE> - Brake,    P - Pause game toggle

You may use a joystick if you prefer. Push left and right to steer. Push up to accelerate, pull down to brake. Hold fire and push up to change gear up. Hold fire and pull down to change down a gear. Pressing fire with joystick centred will also change down a gear.

### **Game Options**

On loading the game, you have the following options:

T	-	Toggle through the tracks
S	-	Toggle through the skill levels
J	-	Select joystick control
K	-	Select keyboard control
Q	-	Toggle sound effects
SPACEBAR	-	Play game

**Instructions' Source**    : E-TYPE (The 4th Dimension) Back And Inner Inlay

**Reviews**                        : No Review Yet



# EARLY READING

## *Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author :  
Standalone Release(s) : 1984: EARLY READING, <Unknown>, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : Unknown  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Instructions currently unavailable.

### Review (Electron User)

This rather smart video-type case includes a useful teacher's or parent's booklet and two cassettes containing a total of four related programs. These are designed to help early readers with their vocabulary. The four topics have been well selected, and include transport and clothes, as well as sections on In My House and Building A House, all of which can lead to much useful activity at home or school to complement these attractively designed programs.

Each of the four sides loads identically, with two small loaders leading to the main file. There is then in each case an identical choice of activities to select from.

Learn Word does precisely that, and offers a menu of words which are involved in a particular topic. The arrow keys move an asterisk until it is opposite the required word, when pressing Space will show a simple but effective drawing of the object with the word written below. This may not be the most stimulating part of the tape, but the initial messages have to be well received first.

More to most children's tastes will be Word Games, in which a series of six well-drawn pictures is drawn on screen in a grid. A word appears below, and the cursor keys again control the movement until the child selects Space to indicate a choice. A correct answer brings a tick, another figure is added to replace the one just guessed, and on goes the child looking for six correct answers. Actually, wrong answers are impossible for the program will only react to a correct input. This is fairly sound in the early stages, as it gives the child greater confidence to try. I was a little concerned at first to see the cursor keys used, but even the five-year-olds I tried this on showed on problems whatsoever.

Big/Little shows a big object, and the same object much smaller, and the child is then asked to say which shapes are big and which are little. The last choice, slightly odd, shows lots of the same object all over the screen. It left me wondering why it was included. However, this minor criticism aside, it is a very useful and attractive program for young readers.

Phil Tayler, ELECTRON USER 2. 1



# EDDIE KIDD'S JUMP CHALLENGE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Sporting Contest  
Author : David Wainwright  
Standalone Release(s) : 1984: EDDIE KIDD'S JUMP CHALLENGE, Martech, £6.95  
1987: EDDIE KIDD'S JUMP CHALLENGE, Ricochet, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MARTECH, Martech House, Bay Terrace, Pevensey Bay,  
EAST SUSSEX BN24 6EE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"If you've ever wondered how it feels to be Eddie Kidd . . . defying danger and gravity, soaring on a motor-bike over a long line of cars . . . here's your chance to find out! This fabulous new game - Jump Challenge - has been produced for you with a lot of help from Eddie himself."*

## Introduction

Eddie Kidd is, without doubt, the most naturally gifted motor cycle stuntman in the world. His world record-breaking feats have caused millions to hold their breath as he achieves the impossible, defying gravity and fear with his unique blend of courage and skill.

Now Martech, with a lot of help from Eddie himself, have recreated for you the challenge of motor cycle stunt jumping.

For Eddie Kidd, it's for real, but as an official contender in the international jump challenge, you will have a unique chance to put your own courage and skill to the test.

Inside this package you will find your 'Official Jump Challenge Contender' card. Sign this card immediately and keep it in a safe place. Should you win a prize in the 'Official Jump Challenge Competition' you will be required to produce this card. It may also entitle you to further offers to be announced.

You will also find an 'Official Jump Challenge Contender' sticker. When the back of this has been peeled off, it may be stuck onto a bike, bag, book or a hat, for example.

## Jump Challenge

It is Eddie Kidd's instinctive 'feel' for bike jumping which has brought him to the very top of his profession. Without accurately measured run ups or the aid of rev counters or speedometers, Eddie hurtles into the air at speeds in the region of 100mph to cover distances which have included his world record leap when he cleared 190 feet and still retained control of the bike.

In JUMP CHALLENGE, it is this 'feel' for bike jumping that you will need to develop. You will not be able to measure accurately the distance to the take off ramp, or know exactly the speed at which you are travelling. Only if you develop the necessary control and timing will you be able to progress to the more difficult jumps, and only if you have the courage to push yourself to the very limits will you become like Eddie, the best there is. Good luck!

## Game Play



The ultimate aim of JUMP CHALLENGE is to jump as far as you can while still maintaining control of the bike on landing.

Before you can try your hand at jumping a motor cycle over cars, you have to prove your worth jumping a bicycle over oil barrels. In both cases, the general procedure is as follows:

1. Ride away from the ramp (right to left). How far you go is entirely up to you but obviously longer jumps may need a longer run up.
2. Stop the bike and turn to face the take off ramp.
3. Accelerate towards the ramp.  
From here on in - you're on your own. What to do and how to do it is for you to discover, but here are a few more points to help you:
4. How far you jump will depend on three main factors:
  - a) Speed at take off
  - b) Position of bike and rider through the air
  - c) Gusting headwinds
5. The score given to a successful motor cycle ramp depends on where the back wheel hits the landing ramp.
6. It is possible to practice control of the bike by riding up and down the approach road. For example, to do a wheelie, lean back and accelerate, but be careful - this needs practice to control.

### Game Controls

(If using a joystick, this will need to be an analogue or proportional type)

1. Joystick right or left. Keyboard "X" or "Z".  
Depending on which way the bike is travelling on the screen will cause Eddie to lean forwards or backwards.
2. Joystick down increases or decreases throttle.  
Keyboard "?" increases throttle. Keyboard "\*" decreases throttle. If riding a bicycle, the above will increase and decrease the rate at which you pedal.
3. Joystick up increases and decreases brake.  
Keyboard "RETURN" brake on.
4. Number keys (Motor Cycle only)  
These five keys control the gear shift:  
1, 2, 3, 4, 5 - 1st, 2nd, 3rd, 4th, 5th Gear
5. Joystick Fire Button  
Keyboard Space Bar

When the bike is stationary, it will cause it to turn and face the opposite direction. When approaching the ramp, it may be used to abort the jump at the last minute. If you feel the speed is not right for example - but more than a touch and the result could be a serious crash!

**Instructions' Source** : EDDIE KIDD JUMP CHALLENGE (Ricochet) Back and Inner Inlay

### Review (Electron User)

This program takes the story of Eddie Kidd and puts it neatly into a computer game. It is a "jump challenge" for you because each copy of the program enables you to enter your highest score into a national competition.

The game begins with you, the challenging stunt person, proving your ability on a BMX. Before you are let loose trying to jump cars you have first to try oil barrels.



To graduate from the BMX, you have to make two successful jumps over the barrels. The first is easier than the second.

If at any time you crash you are sent back to the BMX to start again. Assuming a little competence, you'll get to the motorbike level. The screen display now includes a speedo, separate rev counter and a gearbox indicator.

It is vital that you use the gearbox and throttle together to gain speed (gears are changed by pressing the corresponding number key). Using the keyboard alone I found no difficulty, but with a joystick, I doubt that I would manage to keep hitting the right key. As you succeed with each jump the length increases and so does the difficulty.

The EDDIE KIDD JUMP CHALLENGE COMPETITION is open to each cassette owner. However, you may only make one entry. If you make a jump that qualifies, the game stops and you are given two options.

One is to continue and take the risk that you may crash on the next round. The other is to enter the competition by inserting a blank cassette and following the screen instructions.

This is a neat games package with the bonus of a free-to-enter competition. It should be very popular.

John Woollard, ELECTRON USER 2. 6



# EDUCATIONAL 2

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 7-12  
Author : Unknown  
Standalone Release(s) : 1982: EDUCATIONAL 2, Golem, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : GOLEM, 77 Qualitas, Bracknell, BERKSHIRE RG12 4QS  
Tel: (0344) 50720  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

To run any program, type CHAIN"program name" and press <RETURN>. E.g. CHAIN"MATH1".

**MATH1** Addition and subtraction up to 1000. Three levels of difficulty. Children race with the computer and try to reach the flag first. For each correct answer, their ship moves forward but for each incorrect answer, the computer ship moves forward.

**MATH2** Multiplication and division. The same as above.

**AREA** Two levels of difficulty. Children find the area of a rectangle or square.

**MEMORY** Three levels of difficulty. Flags, crosses, diamonds in various colours appear on the screen for several seconds. Children are asked to input the number of flags, or the number of crosses, or the number of white objects, or the number of all objects, etc.

**CUBECOU** Three levels of difficulty. Children input the number of cubes displayed.

**SPELL** (Memory Game) Four levels of difficulty. Several words (can be one if desired) appear on the screen for several seconds. Children then type the words in any order. To finish the game press ESCAPE key.

## In all programs:

To go back a stage, press <ESCAPE>.

At any time, to speed up operation, press <SPACE>.

User input is terminated by pressing <RETURN> unless otherwise stated.

**Instructions' Source** : EDUCATIONAL 2 (Golem) Inner Inlay

**Reviews** : No Review Yet



# EIFFEL TOWER

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author : Unknown  
Standalone Release(s) : 1984: EIFFEL TOWER, Chalksoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CHALKSOFT. No further information.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

EIFFEL TOWER is a program designed to help tourists in France or people studying the French language. The basic idea is that you are given a French word and you have to type in its English equivalent.

If you get the correct answer, a small piece of well-known Paris landmark is constructed on your screen. If you're wrong the correct answer is given and you are asked the same question again. The program ends when you have built the Eiffel Tower, which requires 21 correct responses.

Before the program starts you can choose which of twenty different topics you wish to translate. There are ten on each side of the cassette.

One of the options is to put in your own set of words. It's a pity no documentation tells you what the topics are before you load them.

This program is really a disappointment. The graphics are of a fairly mediocre standard. And, as is often the case in educational programs, the noise annoys. Fortunately, there is a silent option.

The words - 420 in all - cover a fair vocabulary in basic French and the arrangement of words in groups should aid revision. The graphic reward of the Eiffel Tower would only keep young children happy. It doesn't really tie up with the questions.

There is nothing wrong with the structure of the program. It runs smoothly without any hitches. However it is not up to Chalksoft's normal high standards. Unless you are really addicted to computer learning, a good phrase book might do just as well.

Rog Frost, ELECTRON USER 3. 2



## **ELBUG 1. 1 NOVEMBER 1983**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **ELBUG 1. 2 DECEMBER 1983**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **ELBUG 1. 3 JAN/FEB 1984**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **ELBUG 1. 4 MARCH 1984**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **ELBUG 1. 5 APRIL 1984**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **ELBUG 1. 6 MAY 1984**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **ELBUG 2. 2 DECEMBER 1984**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00



# ELBUG INTRODUCTORY CASSETTE

*Professional/Public Domain, Originally Released On Cassette, ADFS 1D00 Disc And DFS 1D00 Disc*

Game Types : 4 x Arcade, 4 x Utilities  
Standalone Release(s) : 1984: ELBUG INTRODUCTORY CASSETTE, Beebugsoft, £3.99  
Compilation Comprises : 1. SPACE CITY, Beebugsoft  
2. MAZE, Beebugsoft  
3. 3D OXO, Beebugsoft  
4. RACER, Beebugsoft  
5. PATCHWORK, Beebugsoft  
6. MEMORY DISPLAY, Beebugsoft  
7. CHARACTER DEFINER, Beebugsoft  
8. KEYSET, Beebugsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ELBUG, PO Box 50, St Albans, HERTS  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Supplied without instructions. All instructions on screen.

## Review (EUG)

The number of compilations that actually exist for the Electron is quite surprising, isn't it? PRES, Superior, Database, Headfirst, Blue Ribbon and a few others may be the tip of the iceberg with very creative coding and strong reputations. But a little further down, you brush off a few Acornsoft ones, PCW, Cascade, Argus Publishing and twenty-two ELBUG compilations, not to mention the ELBUG INTRODUCTORY one!

ELBUG mag, available by mail order, is a real rarity eighteen years on but was actually the very first standalone one for the Electron. It appeared November 1983 - a small, A5, dull-looking 36-page monochrome booklet costing £1.00 - two months before ELECTRON USER hit the shelves at the same price and (possibly) numbered its days.

Published by BEEBUGSOFT, a name no stranger to most respecting BBC owners, ELBUG was similar to ELECTRON USER in that, for an additional sum, all listed programs were available on cassette. The ELBUG INTRODUCTORY [media] is a compilation of programs from the first few issues, originally available on tape but transferred to disk without problem when the first disk drive expansions were brought out.

Enough history. For your money here, you get four games and four utilities; everything written in BASIC, fully listable and unprotected. There's a chance the title ELBUG INTRODUCTORY CASSETTE is meant to make it appeal as an alternative to the ELECTRON INTRODUCTORY one [ELBUG and ELECTRON sound pretty similar - Ed] but there's no sign this was BEEBUGSOFT's intention so it's unfair to compare the two. On !BOOTing, or CHAINing the first file, you are presented with the obligatory contents menu on a blue screen to make selecting a program easier. Of course, if you're using tape you can forward it as applicable to save time - or even not use the menu at all as all programs can be CHAINED directly.

Chronologically you will first need to 'defend SPACE CITY' and this choice of vocabulary will have probably given away that this is a shoot-'em-up involving a good few hostile aliens and you as the city's only hope. Despite being written in BASIC, so all the CHR\$ definitions move jerkily and slowly, the screen is livened up by a starry blue backdrop with a V-shaped mothership in the top-centre and a collection of sky-scrappers bottom-centre as well as 'you' and 'them'.



You are equipped with infinite exclamation marks to lob at the little darlings and 'home-in' by firing then steering left and right. Unfortunately, the aliens frequently side-step at the last moment leaving you to cruise aimlessly to the top of the screen (wasting valuable seconds) while their friends go in for the kill. It's hard enough to even get the pixel-perfect targetting required without this frustration. If an alien touches the city, it's all over and they do rain down quite mercilessly, and are much more cunning than you'd expect, so in the end playability is reasonably high. Actually surviving a level is quite an achievement and surviving two, when the aliens start even lower, is a minor miracle!

The next game is MAZE. Oh, brother. This is about as bad as a 'game' can get; typical two colour, wireframe screens with no clues, no variety and no reward at all for getting out. The best that can be said for it is that it's a very difficult game to do on an Electron. Perhaps HEWSON, with its fantastic 3D SOUTHERN BELLE/EVENING STAR train journeys, could have managed to do it well. As it is, even the Acornsoft version is (at least!) mediocre.

The games part of the compilation luckily is saved by title number three 3D OXO. This is Noughts and Crosses with a difference; there are four surfaces to puzzle over and you can choose to place your marks (or even colours) either on the same surface or across all four. It's a bit confusing at first but after the Elk whoops your ass a few times you do get the hang of it. The rules are simple and it's probably the best game in the compilation (even with its intellectual bias).

RACER is that idea of you moving one car on a narrow, scrolling road, birds'-eye view, with lots of stationary cars to overtake, and taking care not to plough into them or the roadside. Admittedly *after* this (firmly average) version, this type of game has been done time and time again with the same dire consequences. Whether road, ski-slope, motor-bike or boat race, it simply isn't interesting to play. (The one time it's well utilised is in SPY HUNTER by U.S.Gold - and for BBC only.)

Games not overly impressive, the four utilities also start off badly. PATCHWORK is a Mode 2 pattern generator that doesn't live up to its promise of amazing displays: in fact, all its displays look identical, they simply get scaled larger or smaller. One big multicoloured cube isn't really going to get looked at very often, is it?

Now the next utility is one of the brightest ideas imaginable. Simply called MEMORY DISPLAY and complete in a function key definition that programs f8, this tool will also anyone needing to view the contents of a number of memory locations to hit f8, type in the location to start and type in the location to finish. It will then display each location in turn. No more FOR NEXT loops during assembly code programming!

CHARACTER DEFINER comes next. There have been a hundred and one versions of this and this only lets you define ONE 8x8 character definition at a time. It might help brand new programmers to understand this function of the BBC series' computers though...

Have they saved the best for last? No. The last program is little more than a space filler. Called KEYSET, this simply assigns commands to the function keys. Phphphphp... One of them simply changes to Mode 6 and LISTS with the scroll inhibitor on!

Overall then, the compilation is simply very, very dated. In its time, it may not have been bad but only three of its contents have stood the test of time. There's an 'irksome'ness over the whole of it as the commands switching off the flashing cursor are Electron-specific - so loading the games on another machine means you need to add VDU23;8202;0;0;0; at particular places - and the CHARACTER DEFINER even refers you to instructions for it in the first ELBUG issue. This simply shouldn't happen in a standalone compilation!

Unless you're a complete beginner, or desperate for any Electron programs you can get your hands on, you really shouldn't bother with it.



Dave Edwards, EUG #51



# ELDORADO GOLD

*Professional, Originally Released On Cassette Only*

*BBC Game Made Compatible With Electron With Jafa Mode 7 Adaptor/Simulator (Mandatory)*

Game Type : Text Adventure With Graphics  
Author :  
Standalone Release(s) : 1983: ELDORADO GOLD, Micro Power, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC B  
Actual compatibility : Electron With Mode 7 Addon, BBC B, B+, Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions



# ELECTRO-ART

*Professional, Originally Released On Cassette Only*

Game Type : Art Package  
Authors : Dave Mendes  
Standalone Release(s) : 1984: ELECTRO-ART, Quicksilva, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : QUICKSILVA, Palmerston Park House, 13 Palmerston Road,  
Southampton, HANTS SO1 1LL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Yet another title produced by the prolific Dave Mendes for Quicksilva, this is a graphics package aimed at those wishing to implement the fine graphics capabilities of the Electron, but not being proficient enough to try it themselves in Basic. I must say straight away that it is not the best of its type, comparing rather badly on several points with the Salamander Graphics System, reviewed in the May issue of Electron User.

This tape can produce extremely detailed results as are shown on the accompanying sample pictures. Actually, I spent several frustrating minutes looking for these, before finding them at the start of the flipside. When found, these files are well worth loading in to show the superb results possible with skill, care and patience.

One major handicap is that Electro-Act only operates in Mode 2, whereas the Salamander package allows the user to select Mode 0, 1 or 2. I also found the controls less easy to remember than the mnemonic-type initials employed by Salamander. For instance, to colour-fill an area uses Key 1 on the Quicksilva tape, but F (for Fill) on the Salamander one. There are a couple of plusses for Dave Mendes though with some predefined triangles at the touch of a number key, as long as you can remember which is triangle one or two or three or four, that is.

Both have the facility to save and load pictures using the cassette system, but Quicksilva score another plus with a built-in joystick facility - obviously an advantage.

Where Quicksilva lose totally though, is the complete absence of either a grid overlay for intricate designs or indeed any system of showing current co-ordinates for future manipulation. No, in an application where user-friendliness has to be a prime consideration, I cannot really recommend this very highly. If I hadn't already seen the other system, perhaps I could, but this does not emerge well in comparison.

Phil Tayler, ELECTRON USER 2. 2



# ELECTRON AID

*Professional, Originally Released On Cassette Only*

Game Type : Utilities; Master The Art of SOUND and GRAPHICS  
Author : Unknown  
Standalone Release(s) : 1983: ELECTRON AID, Dynabyte, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DYNABYTE, 31 Topcliffe Mews, Wide Lane, Morley, LEEDS  
LS27 8UL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"The ELECTRON AID package is an extremely useful and powerful two program utility which simplifies some of the more difficult aspects of programming the Acorn Electron. The programs come complete with comprehensive documentation and a user key strip.*

*CHARACTER - Easily defines/edits large **multi** coloured characters.*

*SOUNDLAB - Make full use of your computer's sound and envelope commands."*

## CHARACTER

Enables you to define and edit **multicoloured** characters in blocks of up to 8 x 3 (max. 128 characters) using up to three chosen foreground colours and one background colour. Characters previously loaded into memory can also be recalled and edited. VDU23 statements are automatically generated and can be saved for later use. The program also shows your character as it would actually appear on the screen making it possible to achieve the desired results.

## SOUNDLAB

Clearly displays all parameters for up to 7 envelope and 15 sound commands simultaneously as desired. Envelope pitch parameters can be easily altered EVEN when envelopes are in use allowing changes to be heard as you make them. Envelopes already defined by another program can be read out of RAM and played or fine tuned to your own requirements. Soundlab fully supports all the Electron's sound commands and will help you to achieve just the sound effect you want.

The required program is run from an index by typing CHAIN"INDEX". Alternatively, any one program can be CHAINED individually.

**Instructions' Source** : ELECTRON AID (Dynabyte) Inner Inlay

## **Review (Electron User)**

This super utility program actually contains a suite of two very helpful and easy-to-use facilities for the Electron. The loading program presents the user with the option to select Character or Soundlab. The first allows the user to define up to 128 different characters (if PAGE is reset as appropriate), while the second encourages constructive use of sound ENVELOPES with various SOUND statements. Neither, of course, allows the user to do anything that cannot be done anyway with help from the User Guide, but these utilities are extremely user-friendly.

On selecting Character the user replies to various screen prompts in order to select Mode (all available), and foreground and background colours. Once this is selected the option to start from scratch, or whether to redefine an existing shape, is offered.



One way in which this may be of considerable use is animation. A figure may be defined as one ASCII character and then copied to a second. The second can then be edited to allow the slight changes necessary for smooth animation. Both versions of the shape thus remain available for recall.

Single key entry is provided, with the number keys controlling the various colours, editing and so on. Key 8 will even list on screen the VDU23 lines, which can then be copied for future use.

A similar approach has been used in Soundlab, with a very fun approach to that bewildering world of envelopes. There are pre-set ENVELOPES - up to seven can be programmed - and up to fifteen sound commands may also be accessed. They are easily tested, using single key again, or edited by use of the number keys and cursor control. The sound controls are shown on screen in the format &FC, A, P, D while the ENVELOPE is shown, although not those numbers which are merely there for BBC compatibility.

Any ENVELOPE may be paired with any SOUND statement to gain an insight into the possibilities. In addition the whole range of SOUND commands can be played one after the other, which in my case always sounded pretty ghastly. Again, no more is gained than can be learned from the User Guide, but the program does all the work for you and shows you your current pieces on screen. The listings of any good sounds produced may be obtained for future use.

I found this to be a fascinating program to work with, but I must warn you that it soon becomes almost as addictive as your favourite games.

Phil Tayler, ELECTRON USER 1.11



# ELECTRON E00 DFS

## *Professional, ROM Chip Expansion*

### Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### Review (Electron User) - "Memory Galore With Disc DFS"

Way back in the February 1986 issue of ELECTRON USER, I reviewed Advanced Computer Products' 1770 DFS. This is a ROM which provides Plus 3 owners with a DFS compatible with that used in the BBC Micro. Both the BBC B+ and Master use 1770 DFS's and these are also designed to be compatible with the old 8271 DFS in the original BBC Model B.

With ACP's 1770 DFS Electron users have the ability to access BBC B, B+ and Master discs, which greatly increases the amount of software available to them. In fact the only stumbling block is that the Plus 3 uses 3.5" discs whereas 5.25" is the standard on the BBC Micro. Still, you can always add a 5.25" second drive.

Now the same DFS is available on disc for Electron owners with ACP's Sideways RAM cartridge. Simply insert the cartridge in one of the Plus 1's sockets, boot up the disc and you've got a 1770 DFS.

If you want to know what ACP's DFS is like take a look at the February issue - the disc version is identical except it runs in sideways RAM and not ROM.

So what are the advantages of having the ROM on disc? After all, it ties up the Sideways RAM preventing it from being used for anything else.

The advantage of the disc DFS is that it disables the ADFS and resets PAGE to &E00. This is the same as on an unexpanded Electron.

Compare this to &1D00 with just ADFS, &1900 with DFS and &1F00 with both ADFS and DFS. With ADFS you lose nearly 4k of memory whereas with ACP's E00 DFS you don't lose any. It avoids memory problems with long programs and the hassle of downloading software.

Programs which need PAGE to be at &E00 can still access the disc as normal. Downloaded software cannot do this and must select the tape filing system. After \*FX200,2 and <CTRL><BREAK> the ADFS is restored, PAGE reset to what it was originally and you've got both ADFS and DFS.

ADFS can be selected with \*ADFS and DFS with \*DISC. This enables you to transfer your files to DFS discs. Simply select ADFS, load the file, select DFS and save it.

I thought the 1770 DFS was superb but the E00 DFS is even better! I can recommend it to all Plus 3 owners.

Roland Waddilove, ELECTRON USER 4. 5



# ELECTRON INVADERS

*Professional, Originally Released On Cassette Only*

Game Alias : INVADERS  
Game Type : Arcade Shoot-'em-up  
Author : David Elliot  
Standalone Release(s) : 1983: INVADERS, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 1, PRES, 1987, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Emerge from the safety of the bunkers to fire at the alien craft overhead and the occasional orbiting mothership. But watch out for the bombs which explode in mid-air and spray the area with shrapnel.

On successfully completing each phase, the next phalanx of Invaders commences lower down the screen.

A high score table records the top eight scores.

## Game Controls

Z - Left, X - Right, <SHIFT> - Fire  
S/Q - Sound On/Off, P/R - Pause/Resume, <ESCAPE> - Ends the game

Press 1 or 2 to select a one or two player game.

**Instructions' Source** : ELECTRON INVADERS (Micro Power) Inner Inlay

## Review (Electron User)

It's amazing really. Only four years ago Space Invaders machines were the latest thing, original and compulsive. I must have spent a fortune on them and still I never learnt how to get the mothership without being hit myself. Now, however, the alien invaders no longer hold sway. Newer and more colourful arcade games have taken over my affections. Or at least they had until I had a go at Micro Power's Electron Invaders and learnt that the game was as fascinating as ever.

From the moment the familiar rows of aliens started descending from the top of the screen showering destruction I was hooked again. At first they looked slow, but that was my mistake. They're as fast as ever and seem to be a lot more cunning. In an effort to avoid destruction, I spent a long time cowering under the three silos, but even that was no use as the invaders have a new weapon.

Not content with the usual rain of laser bolts, they are dropping fragmentation bombs that can penetrate beneath your silo. This may not be cricket but it certainly adds a new dimension to the game.

The graphics are excellent, the sounds and instructions adequate and the game is as compulsive and frustrating as ever. If you are an arcade game freak and you're looking for a version of invaders for your Electron then you need no look no further. But watch out for those motherships - they're deadly.

Peter Gray, ELECTRON USER 1.10

**See also** : EUG #46 for a review of PRES GAMES DISC 1



# ELECTRON POWER PACK

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1986: ELECTRON POWER PACK, Audiogenic, £9.95  
Compilation Comprises : 1. SPACE AGENT ZELDA MEETS THE BUG EYES, Audiogenic  
2. BUG EYES 2, Audiogenic  
3. SPACE RANGER, Audiogenic  
4. CAVEMAN CAPERS, Audiogenic  
5. ULTRON, Audiogenic  
6. WIZZY'S MANSION, Audiogenic  
7. WONGO, Audiogenic  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : AUDIOGENIC, PO Box 88, Reading, BERKSHIRE RG7 4AA  
Disc compatibility : 1. CDFS E00, DFS E00  
2. Unknown  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00  
5. CDFS E00, DFS E00  
6. Unknown  
7. CDFS E00, DFS E00

## SPACE AGENT ZELDA MEETS THE BUG EYES

The dreaded bug-eyed Xxabaneans are about to attack Earth in their flagship, cunningly disguised as a meteorite. Galactic intelligence needs an agent capable of penetrating the ten booby-trapped levels of the spaceship and destroying its power source. Looks like a job for the beautiful and resourceful Space Agent Zelda - in ten screens full of contagiously addictive arcade action!

## BUG EYES 2 - STARMAN TO THE RESCUE

Space Agent Zelda successfully thwarted the Xxabanean attack that threatened the future of mankind. But she was subsequently captured and held prisoner by these bug-eyed aliens in the depths of a remote and desolate asteroid. Now it is the task of her colleague, Agent Starman, to search the rusting hulk of the Xxabanean flagship to find the 25 keys needed to free Zelda from her intergalactic prison.

## SPACE RANGER

A team of astronauts taking part in lunar exploration are stranded on the moon. Your job is to pilot the lunar module to make a successful landing on the moon, pick up the astronauts and ferry them to safety. You will have to make a number of journeys, because you can only fit in one person at a time. But there are problems - the surface of the moon is riddled with craters so you can only land on certain spots; also a freak asteroid storm is making landing and taking off extremely hazardous!

## CAVEMAN CAPERS

Ogg the caveman has just found some new transport - Kickstart the turtle! But Kickstart doesn't like the idea and Ogg is having trouble controlling him. Help Off ride Kickstart, avoiding snakes, dinosaurs, pterodactyls, toadstools, potholes and other prehistoric hazards. Get him to the phone box safely so that he can phone his wife to tell her he'll be late home for tea. CAVEMAN CAPERS is continuous scrolling multi-screen action with 60 levels.

## ULTRON

The year is 2673 AD and the galaxy is once more under siege by aliens from the planet Gorfia. Your mission is to blast your way through wave upon wave of oncoming aliens, surviving long enough to take on and defeat the nerve centre of the alien attack - the Mothership! To do this you have been given command of the most advanced



space fighter in the universe - the Ultron! But you'll still need lightning reflexes to rise in the ranks from Cadet up to Space Master!

### **WIZZY'S MANSION**

Wizzy the wizard has over fifty rooms in his mansion, but an uninvited monster has taken over his attic. As a wizard, Wizzy is a bit incompetent and he needs your help to search his mansion for the books of spells that are lying around in various rooms. Once he has enough books he ought to be able to concoct a spell to destroy the monster. But it's not very easy to get around as Wizzy's blunderings have made all sorts of objects come to life and hinder his progress!

### **WONGO**

It's early evening in the mysterious Orient. The Great Wall of China is badly in need of repair and, to make matters worse, factions opposing the Emperor have just invented gunpowder and have left bombs at various points along the wall. You are Wongo, the bomb disposal expert, and your job is to travel along the wall by pogo stick, defusing the bombs. But you will be under attack from the opposition who will hurl arrows and rocks at you, and also the crumbling wall has numerous holes that you will have to negotiate. And if you don't defuse a bomb within the time limit, it will explode!

For further instructions, see individual entries.

**Instructions' Source** : ELECTRON POWER PACK (Audiogenic) Back Inlay

### **Review (Electron User) - "Quality Package"**

POWER PACK is a compilation of previously released Audiogenic hits with the occasional new game thrown in for good measure - seven games in all, recorded over both sides of two cassettes.

SPACE AGENT ZELDA is the heroine of a very classy ladders game. Penetrate the ten levels of a space ship and destroy its generator before the ship reaches Earth.

SPACE RANGER is a small screen version of that minor arcade hit LUNAR RESCUE. Teams of astronauts are stranded at five different sites on the moon - your mission is to fly down through an asteroid storm, landing at each site in turn to rescue the men.

BUG EYES 2 is one of my all-time favourites and uses the biggest, brightest sprites you've ever seen. Space agent Zelda has been captured by the bug-eyed aliens and incarcerated in the depths of a desolate asteroid: As agent Starman you search for the 25 keys needed to free her.

CAVEMAN CAPERS follows the exploits of Ogg the caveman as he strives to master a new form of transport - turtle power. Riding an uncooperative turtle you leap over pot holes, avoid low-flying birds, duck beneath snakes hanging from trees and deduce how to jump the toadstools.

ULTRON is a shoot-'em-up space game based loosely on the arcade game GORPH. As pilot of the Ultron space fighter you have to destroy three different waves of aliens before you come face to face with the mothership. Blast that and everything starts again but this time things are a little more hectic.

WIZZY'S MANSION is the tale of woe of a second rate wizard whose attic has been occupied by an unfriendly monster. The pages of his spell book are scattered throughout his mansion's fifty rooms, and without putting them together he can't cast a spell to banish his unwelcome guest. The graphics have received very little thought and the game soon becomes tedious.

WONGO is the bomb disposal expert assigned to defuse terrorist bombs that have been planted along the great wall of China. The game is a crude Hunchback clone in which you leap over cannon balls and avoid low flying arrows while trying to render the bombs harmless.



With the exception of the last two titles, all the software is of high quality and the package is excellent value for money.

Sound .....	8
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	8

Carol Barrow, ELECTRON USER 4. 4



# ELECTRON POWER PACK 2

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
Compilation Comprises : 1. PSYCASTRIA, Audiogenic  
2. FROOT RAID, Audiogenic  
3. LAST OF THE FREE, Audiogenic  
4. SARACOID, Audiogenic  
5. THUNDERSTRUCK, Audiogenic  
6. DRAIN MANIA, Icon  
7. STIX, Supersoft  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : AUDIOGENIC, PO Box 88, Reading, BERKSHIRE RG7 4AA  
Disc compatibility : 1. CDFS E00, DFS E00  
2. Unknown  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00  
5. Unknown  
6. Unknown  
7. CDFS E00, DFS E00

## PSYCASTRIA

The Psycastria are alien beings who, having psycastreated themselves into the bodies of world leaders, have been manipulating world events and plunging humanity into terrible conflict and war, with the ultimate aim of the eventual destruction of mankind. But their secret is out and you have been psycastreated into the body of ace flyer, Commander Ronald Boggleswick (or 'Boggles' for short). Only you can carry out the daring surprise raid on the Psycastrian installations on land, on the sea, on the moon and finally in deep space. Superfast scrolling shoot-em-up action in this former BBC/Electron chart topper!

## FROOT RAID

Win a fortune - or gamble it away! You don't need money - just your Electron. FROOT RAID is a highly authentic fruit-machine simulator, with all the features of the latest club and arcade machines. You get three fruit reels and a nudge reel, with Double or Nothing gambling of wins, plus Hold and 2-way Nudge features. A special Swap facility may let you turn a losing spin into a win! And there's always the chance of picking up bonuses, or even the jackpot, on the advancing lights of the authentic Feature Panel. You don't need money, so get spinning now!

## LAST OF THE FREE

Arcade adventure starring our hero Clement the Ordanoid droid! The Ordanoids have been enslaved and destroyed by the Proleoids, a later model of droid with a fundamental design fault that made them too aggressive. All the Ordanoids have gone - all, that is, except Clement - the Last of the Free! Clement's mission is to escape from the Proleoids and make it to the teleport so that he can get to Earth and warn humanity about the defective Proleoids. The road to freedom is full of dangerous Proleoids, and littered with obstacles to avoid and puzzles that must be solved. Apart from his ability to run and jump, Clement has only one advantage - he can pick up and use objects that he finds in order to help him, but he can only carry one at a time. THE LAST OF THE FREE features 55 different and complex screens, 32 different aliens with large animated sprites, music and sound, extending platforms, lifts, doors, lots of puzzles and much more.



## **SARACOID**

The Saracoids are blob-like life forms that float through Outer Space, taking energy from any planet that they come across. For self defence, they group together in long strings that snake down through the atmosphere in various strange formations. The warning is out that the Saracoids may soon be passing by Earth. They will undoubtedly want to stop and replenish their energy supplies. You have been given the job of manning the missile firing hover-launcher, with orders to prevent the Saracoids landing - for if they once touch ground they mutate, taking on a different form, and immediately home in on the nearest living thing - which in this case is you! SARACOID is 24 waves of high speed, shoot-em-up fun that will challenge your dexterity and reactions to the limit!

## **THUNDERSTRUCK**

You are SPRECO (the SPace REfuse Collector) who has been transported by a space/time thunderstorm to an eerie castle. All you want to do is to get back to Myrtle and the kids back on HomeBase 5, but here you are trapped in these strange medieval surroundings with your Assisdroids. They dislike it as much as you do and, because they think it's your fault, are decidedly hostile. There are various objects littered around the castle that you can carry and use, but because of your bulky space shut you can only carry one at a time. The castle is inhabited by eight weird characters from another age. You will meet them in your search for the way out. If you help them by giving them something they need, they may help you by giving you something in return. THUNDERSTRUCK is a brain-straining arcade adventure with 100 screens, large-scale graphics, animated backgrounds, aliens and 32 puzzles that constitute a lasting, logical challenge.

## **DRAIN MANIA**

DRAIN MANIA is a game where a love of sewers is an advantage! You are Theodore, an athletic young chap who accidentally wanders into the sewage system, unaware of the dangers that lurk within. For the sewers are inhabited by deadly mutant sewer creatures who slither around the slippery tunnels. Theodore can jump and jump to avoid them, but his only self-defence is to kill them by head-butting them up through the floor so that they fall over, then kicking them out of the way. To make things worse, water or fire balls are ejected from the pipes. However, coins can be collected, and saved up for spending when you get out. The question is *will* you ever get out?

## **STIX**

The Stix is a bundle of energy that roams the universe destroying everything in its path. However, a freak cosmic storm has trapped the Stix in a warped hypersquare, giving you the opportunity to harness its evil power for the good of mankind. But to keep the Stix under control you must restrict its movement by constructing force fields inside the hypersquare using your field synthesizers. Above all, you must not let the Stix hit an incomplete force field, otherwise neutron fusion will occur! Stix is colourful arcade action, an original theme, a game with a difference!

**Instructions' Source** : ELECTRON POWER PACK 2 (Audiogenic) Back Inlay

## **Review (Electron User) - "Superb Compilation"**

The passion for resurrecting old games continues unabated, this time with a compilation from Audiogenic. It is, however, good to see that not all of the bundled titles are re-released oldies: Two of the games are making their first appearance.

The first of these is SARACOID, a superb shoot-'em-up. The sprites are large and colourful, the controls simple and the action smooth and fast. One point that impressed me is it gets off to such an easy start. So many shoot-'em-ups start hard and just get harder - it's a pleasant change to find one that anyone can play. In all, I cannot fault SARACOID in any way - but POWER PACK II for this game alone.

The other newcomer is FROOT RAID, a fruit machine simulation. I have seen many such programs over the years, but none has really captured the atmosphere of the real thing, simply because there isn't a genuine element of risk.



While this implementation has probably the most comprehensive range of features I've yet seen, it too fails to convey the feel of a real one-armed bandit. Although it represents a technically excellent attempt at computerising an obviously uncooperative subject, without the aspect of real money it doesn't work for me.

STIX is a fast-moving stream of energy darting round the screen in a random fashion. You must fill in areas of the screen in order to trap STIX, but go carefully: One touch is fatal. You can choose either fast or slow fill. Slow gives you a much larger bonus, but is considerably more dangerous.

To make matters worse lethal blobs home in on you from all sides, making the game quite frantic. One maddening problem is the playing keys are located so closely together that it is virtually impossible to play the game with any degree of smooth control. Worse still, you cannot choose your own keys. This unnecessary flaw unfortunately detracts greatly from what is actually quite an enjoyable game.

PSYCASTRIA is an immensely - and deservedly - successful shoot-'em-up featuring the smoothest scrolling ever seen on the Electron. When you flip your ship left and right, the screen scrolls around you.

Although the Electron version is not quite as fast as the one for the BBC Micro, you do at least stand a chance of seeing what's about to hit you. PSYCASTRIA follows the great idea of "even if it doesn't move, shoot it anyway". In spite of what the inlay would have you believe, there doesn't seem to be any particular mission - it's really just kill, kill, kill.

The game features some wonderful special effects, including music, multi-player option and a demonstration mode. The only point I found annoying is that you must clear each level in one go, without losing a life.

This niggle aside, PSYCASTRIA is certainly an impressive piece of programming which has lost none of its addictiveness.

DRAIN MANIA is a fairly standard platform game set in a sewer, of all places. This is, unfortunately, far from deserted: It's populated with a variety of deadly creatures out to do you no good at all.

Luckily they can be killed by a headbutt from below, followed by a swift kick. This can be somewhat hairy, since the platforms are very slippery. As you kill one beastie you will often find yourself sliding helplessly into the jaws of another.

There is recompense, as over the years many coins have been lost down the drains - yours to keep if you can grab them. Although DRAIN MANIA is a game I have played on and off for years, I feel most modern game players would find it too elementary to hold their interest for long.

The last two games in the package come from the hand of talented programmer Peter Scott. Both are multi-screen arcade-adventures featuring brightly coloured graphics, lots of objects and mind bending puzzles.

LAST OF THE FREE is essentially a combination of a platform game such as HUNKIDORY, another Scott offering, and an adventure game. You may run and jump around a number of screens avoiding a variety of moving objects only to find your way blocked by a door. To open it you must find the correct key.

There are many objects to help you on your way, but use them wisely as they can only be used once. Solving the game requires careful manipulation and time, but tread carefully and you will eventually be free.

THUNDERSTRUCK introduces Spreco, a cute little character who has since featured in a number of Peter's more recent releases.

A freak accident has tapped you in a medieval castle with a number of other robots, none of which is proving very friendly.



THUNDERSTRUCK is more complex than LAST OF THE FREE and also far more of an adventure game, since your escape can only be engineered by bartering with the castle's other inhabitants. This frequently involves solving complex adventure-style chaining puzzles.

As with its predecessor, to complete the game you must give the right object to the right character - once again you only get one chance with each object. A better game with better graphics.

POWER PACK II represents many hours of great fun with something to appeal to everyone. Great value.

Sound .....	8
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	9

Martin Reed, ELECTRON USER 5. 2



# **ELECTRON USER VOL. 1 NOS 1-4**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00



# ELECTRONIC COLOURING BOOK

*Professional, Originally Released On Cassette Only*

Game Type : Art Package  
Author :  
Standalone Release(s) : 1985: ELECTRONIC COLOURING BOOK, Addison-Wesley, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ADDISON-WESLEY. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Many years ago, when playing with jigsaws was more fun than VDU codes, I used to love painting by numbers. There were two main problems, however. The first was that I was too impatient to wait for the colours to dry so that they ran together. The other drawback was that each picture could only be painted once, so I couldn't experiment with colours as much as I liked. I would have loved a system which allowed me to dabble, change colours as I wanted and where every new day meant a fresh lot of clean pictures.

Well, rather late for me, but still good fun comes this tape which is compatible with both the Electron and BBC Micro. Although only priced at £9.95 - a modest enough figure nowadays - it contains no fewer than 18 pictures waiting for your artistic talents. The first four each have a file which allows the correct colours to be loaded onto the picture by first loading the picture file itself followed by the colour file. The remaining fourteen pictures do not have this facility, but this gives full rein to your imagination.

By the way, how many colours would you expect your Electron to support? Wrong! There is a palette of 35 available, including greys, pinks and so on and an area is easily filled using machine code. A cursor is moved around the screen, and on moving into the palette can select the painting colour. By then moving the colour to an area, it can easily be filled with the P (paint) key. Similarly, it may be re-coloured by D (delete), selecting another palette colour and then painting once more.

The speed of the fill is quite impressive as is the speed of the cursor. The picture as drawn is not final, as a mode may be selected in which it is possible to add lines exactly as required. Thus the picture of the clown might be improved by the addition of some balloons which can be added easily.

Indeed, it is quite possible and fun to go immediately into drawing mode without loading a picture, and thus create a picture from scratch which can then be coloured using the palette. The finished result can be saved to cassette.

An amusing but not over-useful feature is the facility to randomly alter the colours on a displayed picture, or to cycle through the basic colours in order.

The cassette box claims this program will interest those from six to 96. Well, my three and five year olds would like to be added to that list as they both think it's smashing fun.

I don't think they realise there is quite a large educational content to the program, with much evidence of planning, hand-eye co-ordination and discussion



leading to the final polished result. Whether it would be of real practical use in schools on cassette is doubtful. There are so many parts of the program that it cries out to be put on disc for easier access of a particular picture, or for rapid saving of little Johnny's masterpiece. Apart from that reservation, I am most impressed.

Phil Tayler, ELECTRON USER 2. 3



# ELEMENTARY STATISTICS

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Statistics Package  
Author :  
Standalone Release(s) : 1985: ELEMENTARY STATISTICS, <Unknown>, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : Unknown  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This cassette of four programs and a single page of documentation comes from Garland's educational series, Learning Maths. The package is aimed at children aged about 9-12 years and is for school or home use on either an Electron or BBC Micro.

Garland has a good reputation for educational software for the BBC Micro but this package doesn't really live up to expectations, failing to make full use of the computer's facilities. Furthermore its title is slightly misleading in that the programs are mainly concerned with data collection and display rather than the computation of statistical parameters.

After chaining the Index program, which displays Garland's logo, the user is asked to pick one of three programs, Barchart, Piechart or Scatter by typing CHAIN "Program name". Unfortunately there is much room for operator error here and the loading sequence could be improved.

Barchart allows the user to label, input, add to and compare up to 10 groups of data in the form of a frequency table or a barchart (not a histogram, as the documentation reminds us). The data entry sequence may be upset by entry of large values, and is also drab as it doesn't utilise colour and sound. The barchart itself is in colour. Negative numbers are also allowed on data entry, but are not properly displayed on the barchart.

Piechart is similar to the previous program and allows the user to enter and compare values for up to six groups of data. The frequency table here also shows the angles (in degrees) used in the piechart. Again, the actual displayed chart is in colour. In this program however, data cannot be altered or added.

Scatter plots the values of two groups of related data on a scattergram. First the axes are labelled and the maximum limits set, then each data item is plotted on the graph as the values are entered. When all data has been entered - up to 100 values - the mean is automatically marked on the display. I like this one with its instant plotting. It would be very easy to fiddle results and enter values which sat along a nice straight line. Unfortunately this program does not allow for the correction or addition of data.

Overall the programs provide good value for money as a simple teaching aid but would be much more valuable for long term use in data collection and display if there were more facilities for error correction, saving of data and printout routines.

All the programs, however, are written entirely in Basic and can be used on either



cassette or disc based systems and could therefore be readily amended to suit individual users.

Mike Mahon, ELECTRON USER 1.11



# ELKMAN

## *Professional, ROM Chip Expansion*

### Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### Review (Electron User)

ELKMAN is a sideways ROM designed for use with an external ROM expansion board such as Slogger's own ROMBOX (Not the Plus 1), and is identical to the ROMs that BBC owners have been using for years.

ELKMAN is a ROM manager so needs to have priority over all other ROMs present to operate properly. This means that it is best placed so that it appears as ROM 15 to the operating system.

Placing it in the rightmost socket on Slogger's ROMBOX achieves this. You'll have to check the manual on other systems. ELKMAN is a service ROM, which means that all its commands are available while another ROM is in use, using a \* command. These commands can even be used within a Basic program.

While writing this review using View I can test each function without leaving the Word Processor.

\*HELP ELKMAN reveals the ROMs 16 commands and their syntax. One of the simplest is \*PROMS which lists all the ROMs present, their state and size. ROMs can be in one of three states. They are either on, off or killed. \*OFFROM and \*ONROM can be used to enable or disable a ROM.

If it has been disabled it will not respond to any commands and cannot be used. This is useful if two ROMs have the same name for different commands. The offending ROM taking the command can be switched off. Even though a ROM may be off, it can still reserve memory. \*KILLROM is equivalent to physically removing a ROM. I found it useful for disabling the Plus 3 when playing games on tape.

\*PEEK is a memory lister which can be used to display any section of memory, even sideways ROMs. The output is in hexadecimal and ASCII. \*POKE will place a series of bytes or a string anywhere in memory.

ELKMAN contains a complete 6502 disassembler, which again is capable of operating on sideways ROMs. The hex address, object code, mnemonics and ASCII codes are listed.

There are several commands which operate on sideways RAM. These can clear the RAM if fitted, load it with data from memory, tape or disc, and save it to memory tape or disc.

ELKMAN is well written and simple to use. The documentation is excellent. It comes with a very smart 21-page manual which explains fitting and use in a clear and easy-to-read manner.

Even if it's the only ROM you have, you'll still find most of the utilities useful. I can recommend ELKMAN to all serious Electron users.

Roland Waddilove, ELECTRON USER 2.10



# ELITE

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Strategy Trading Game; Modern Classic  
Author :  
Standalone Release(s) : 1984: ELITE, Acornsoft, £12.95  
1989: ELITE, Superior/Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

It would be an understatement to say that this game has aroused a lot of interest in the computer world. It has already become Acornsoft's best-selling game and is fast becoming a cult. So much so that it has left owners of certain other machines wondering when they will get their hands on it!

It comes in the most comprehensive packaging I have ever seen for a piece of software. Apart from the tape itself, there is a 64 page manual giving details of the game keys (there are 47) and a short novella "The Dark Wheel" which is meant to whet your appetite for the game. There is even a ship identification wall chart! All this makes the somewhat expensive price look quite reasonable.

You play the part of a space trader roaming the galaxy selling your wares from planet to planet with the view of making as much money (or credits) as you can. There credits can then be used to equip your Cobra MkIII space ship. Things to buy include an extra large cargo bay, an extra energy unit and docking computers (essential as manual docking is very long and difficult).

You can also gain credits by shooting down pirate ships and the many asteroids that float aimlessly about. Shooting down innocent traders or dealing in illegal items (narcotics and slaves) reaps you large profits. Unfortunately, it also brings you to the attention of the police Viper ships.

The kills contribute to your rating, which ranges from harmless through mostly harmless, poor, average, above average and competent. As your bag grows next comes dangerous, then deadly and finally, after a lot of shooting, you become one of the elite. Fortunately, there is a save game option, enabling you to rest your aching fingers.

You may think that having to use 47 keys in its playing makes the program complex and difficult. This is not so, as many keys are only used on certain occasions. Having said that, I must admit that I found flying my ship quite difficult.

The 3D graphics are stunning and the sound well above average. The game has an addictive quality which keeps you at the keyboard for hours on end in the hope of achieving elite status. No software collection is complete without it.

Ian Critchley, ELECTRON USER 2. 7

## Review (Electron User) - "ELITE Takes Off Again"



HEY! There's a great new game on the market called ELITE. You play the role of an interplanetary trader flying a Cobra Mk3 who spends a great deal of time shooting up pirates - what do you mean, you've already got a copy? As a result of the Acornsoft/Superior Software alliance, ELITE has been relaunched! It is now sold in a sturdy plastic case complete with a revamped manual. Not only that, it is cheaper than before.

ELITE is a game which is best categorised under the heading arcade/strategy. Using shrewd financial wheeling and dealing you earn money which can be used to improve the standard of your spaceship.

You start the game with a Cobra Mk3 Popular, equipped with a pulse laser, a small cargo bay and very little else. Following a few nights of hard graft you should have upgraded her to the Ghia version with beam lasers, large cargo bay, docking computer, energy bomb - the list is endless. You will then be in control of one of the fastest, meanest fighting machines in the galaxy.

Your adventure begins on a space station orbiting the planet Lave. All planets are given a rating as to how far they have developed technically. You can use this to indicate the probable price of goods - on a low-tech planet, furs will be cheap but computers expensive and vice versa for a high-tech planet.

Once you're confident enough you can try your hand at dealing in narcotics when the rewards - and the dangers - are higher.

Even by today's standards, the graphics used in ELITE are excellent. Once out in space you enter a world of three-dimensional line drawings, most of which are out to blow you to pieces. The dogfights are a delight and you'll need every ounce of cunning and skill if you are to survive.

Each kill you make adds to your skill rating. Starting off as "Harmless" you must face many a sleepless night if you are to reach the dizzy heights of the "Elite".

ELITE has been off the market for over a year, so it's likely that there are a number of new Electron users out there who don't own a copy of what is quite simply the best game for the Electron.

Sound .....	6
Graphics .....	9
Playability .....	10
Value for money .....	10
Overall .....	9

Jon Revis, ELECTRON USER 4. 5



# ELIXIR

***Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc***

Game Type : Arcade Adventure In Chemists' Shop  
Authors : Richard Williams, John Llewellyn and Chris Hyde  
Standalone Release(s) : 1985: ELIXIR, Superior/Acornsoft, £9.95 (Tape), £12.95 (5.25" Disc), £14.95 (ADFS Disc)  
1990: ELIXIR, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 5, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Instructions**

### **The Scenario**

Poor old Cyril! Alone in his chemist's shop one night, he mistakenly swallowed a powerful reducing agent - leaving him only inches tall. What is he going to do? Sitting down and carefully thinking for almost an hour, it suddenly dawned on him. It wasn't guaranteed to work, but it was his only real hope for returning to his normal size: he must reach the magic elixir - which is stored at the back of the shop on the top shelf.

### **Your Objective**

You play the role of Cyril. Inside his chemist's shop are many shelves - laden with bottles, boxes, pills and potions.

With your ultimate aim being to reach the elixir, you must first consume all 40 red vitamin pills located on the various shelves.

To move between the shelves you must walk, climb and jump. You can jump on, and between, various objects, providing they are not too high, simply by pressing a combination of the directional keys listed below. For example, by pressing the "Z" and "\*" keys simultaneously, you will jump left. To move between shelves the tubes, thread and string can prove to be very useful. To climb up or down these items press "\*" and "?" key and keep holding the key down until you reach your required level.

### **The Pills**

There are six different coloured pills that you will come across:-

RED ..... These are vitamin pills which you need to take  
CYAN ..... These will slow you down  
MAGENTA .... These will also slow you down  
BLUE ..... These will speed you up  
YELLOW ..... These are fatal - instantly  
GREEN ..... These will cause you to fall off the object upon which you are standing

### **The Status Screen**

At any time during the game you can select the Status Screen by pressing the <RETURN> key. The Status Screen shows: your score, the number of lives you have remaining and your current inventory.

### **Problem Solving**

The game involves many problems to be solved; red pills may seem inaccessible or gaps too wide to cross. However, there is a solution to every problem and a number of items are available to aid you in your quest. You do not have to decide when to



use your collected objects; if you have a useful asset, it will be applied when you reach the appropriate position. (A chine normally indicates a change in your list of assets)

### **Getting Started**

Here is a suggested route for getting through the first two screens:-

Jump onto the purple box to the left. Your first objective is to collect the piece of thread on the box above your head. Jump left across the gap. Now, you cannot jump high enough to get onto the jars immediately to your left, so you must walk to the left until you reach a box you can jump onto.

Jump onto this box and then by jumping to the right, you can climb onto increasingly taller boxes and jars. If you continue to go to the right you will reach the thread which you can pick up. You will find this extremely useful later when you come across a hook.

Now you should jump to the left onto the next shelf, and then by jumping up the containers you can reach the red vitamin pill.

Next, you should move to the left onto the adjacent screen. (Overhead you can see the keyhole to the darkroom. However, you are too large to get through this keyhole without a little lubrication). You should now aim to collect the second red pill by jumping across the tops of the bottles, but be careful to avoid the magenta pill - by jumping over it, otherwise it will cause you to slow down.

If you move to the left onto the next screen, you will see the mysterious vanishing cream. Now, you have another 38 red vitamin pills to collect before you reach the elixir - so jump to it!

### **Scoring**

Your objective is to reach the elixir. However, the remedy is only effective when you have collected all 40 red vitamin pills; you will then have amassed 2000 points. 50 points are gained every time you collect a red pill.

### **Game Controls**

Z - Left, X - Right, \* - Jump/Climb Up, ? - Climb Down  
<RETURN> - Select Status Screen, <ESCAPE> - Exit from game

1/2 - Pause On/Off, 3/4 - Sound On/Off

**Instructions' Source** : PLAY IT AGAIN SAM 5 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# EMPIRE

*Professional, Originally Released On Cassette Only*

Game Type : Graphical Wargame  
Author :  
Standalone Release(s) : 1984: EMPIRE, Lothlorien, £7.95  
Compilation Release(s) : 1988: THE WAR PACK, Lothlorien/Paxman, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Can you halt the progress of the evil empire as it conquers country after country. Your computer controls the empire's armies with variable strategy and skill. You must conquer the world...but remember, the empire has the same goal and none of human compassion and weakness!

The Elect Empire is a ruthless, aggressive power, intent on conquering the world through an uncompromising strategy of relentless attacking. You control the defending armies and, although you may not be as strong as the Empire, you may win through cunning and tactical thinking. The world is divided up into 39 territories, grouped within 5 continents (North America, South America, Europe, Asia and Australasia). At the start of the game, you and the Elect are given 39 armies each, with 39 neutral armies.

## Game Play

All necessary instructions for the game are displayed in the 'comment line' at the bottom of the screen. All scoring and indicators appear in the 'scoring lines' above.

First, select the difficulty level. You then indicate if a black and white TV set is being used. Level 1 is the Elect Empire at its weakest and level 8 at its strongest. Now follow the instructions on screen paying attention to the 'comment line'.

### Neutral armies :

39 neutral (yellow) armies are assigned, grouped into 13 territories.

### Choose Territories :

The green 'cursor' will skip between territories. The red arrows pinpoint the current position as a further aid. You must select 13 (green) territories by pressing the space bar when the cursor falls on your chosen territory. The Elect Empire will do the same. This carries on until all 39 territories are allocated. Note that the Elect (red) territories flash to cyan to aid identification.

### Allocate Armies :

The right hand column of the scoring lines indicates that there are 26 armies for you and the Elect (ELE) to "ALloCate". To do so, select your territory using the space bar when the blue 'cursor' lands on it. The red arrows will help you to follow the cursor.

### How many armies :

Now you must allocate armies to this territory (any number between 1 and 9). When you have used up all your army allocation it is the Elect's turn to allocate armies.

### Elect armies :

The Elect will now assign armies throughout its occupied territories. If you now look at the 'scoring lines', you will see that you and the Elect have 39 "ARMies"



each within 13 countries. The remaining columns are "C", which tells you how many complete continents are occupied (every complete continent grants 5 extra armies to allocate) and "VIC", which indicates victories (each victory grants an extra army to allocate).

**Elects attack :**

The Elect Empire will now start attacking. A battle is over and a victory won, if either of the status figures drops to zero. If the attack figure drops to zero, the Empire has lost the battle and it is your turn to attack. If the defend figure drops to zero, the Elect Empire moves in armies to occupy the territory and continues attacking. Press Space Bar. It is now your turn. But be warned ... if you don't press the Space Bar for 20 seconds, control passes back to the Elect.

**Allocate armies :**

You are given armies to allocate. The number depends on the number of countries and continents you occupy and the cumulative number of victories to your credit. Allocation of armies is as before.

**Your attack :**

You may attack Empire countries or neutral countries. Press the Space Bar when you have decided which territory to attack from (follow the blue cursor); the cursor will then move around all territories that you have allowed to attack (If there are none, then you must re-select the attacking territory). The top of the screen will also indicate the number of armies in each hostile territory. Press the space bar to attack and watch the 'comment line' to see how you are doing. If you are losing and wish to withdraw your forces before it is too late, press the Space Bar again.

**How many armies :**

If victory is yours you can move between 1 and 9 armies to occupy the territory (press a number key). If you moved 9 armies across, you are asked "MORE Y/N". If you have only one army left, the judge grants you an extra army.

**Attack Y/N :**

Type "Y" to continue attacking. If "N" is typed, control is passed to the Elect Empire.

The winner of Empire is whichever empire (yours or Elect's) completely destroys the other (neutral countries are not included).

**Instructions' Source** : THE WAR PACK (Lothlorien/Paxman) Inner Inlay

**Reviews** : No Review Yet



# ENGLISH CIVIL WAR

***Professional, Originally Released On Cassette Only***

Game Type : Graphical Wargame  
Authors : Joe Sherwood Taylor & Helmut Watson (Woof)  
Standalone Release(s) : 1984: ENGLISH CIVIL WAR, Red Shift, £7.95  
Compilation Release(s) : 1988: THE WAR PACK, Lothlorien/Paxman, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : RED SHIFT, 12C Manor Road, Stoke Newington, LONDON N16 5SA  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Draw Your Trusty Sword And Lead Your Gallant Cavalrymen Against The Enemy Musketeers... Or will you be hit in the flank by the enemy Pikemen or decimated by his artillery? You make the decisions! Refight the battles of the Civil War in this exciting, highly graphical and absorbing game for two players. Players : 2. Scale : Regiment to Regiment. Playing time : 1 hour +"*

## Introduction

This is a game of strategy for two players. The game is played in turns. Each turn is made up of a MOVEMENT/FIRING phase followed by a HAND-TO-HAND COMBAT phase.

Each player has 11 units and a sconce (fort). The sconce, naturally enough, remains stationary throughout the game, but the 11 units can all be moved. The composition of the 11 units varies depending on which historical period you choose. For all three historical periods, the 11 units are made up of a mixture of Musketeers on Foot, Pikemen on Foot, Cavalrymen and Artillery units.

Before the game actually starts you have to decide how many woods you want. It is best to enter a small number for your first few games. Deployment of your units means putting them in their starting positions. Each player starts off with nearly half of the television screen, either to the right or to the left. It is within this area that you can deploy your units.

Once both sets of units have been deployed, the game can begin. The side that moves first is determined randomly by the computer. Each unit has a pre-determined number of moves and turns. A move is moving the unit from the square it is in to an adjacent square. As you can see, each unit is FACING in a particular direction, as shown by the arrows in the bottom left-hand corner. If you want a unit to move in another direction then you have to turn it first. Musketeer units can fire as well as move and turn. If you move a unit then its permissible number of moves is reduced by one. If you turn a unit, its number of turns is reduced. If you fire a Musketeer or Artillery unit, its number of moves is reduced by one. When these factors are reduced to zero, you can do nothing more with that unit until your next movement phase, when it will receive a new allowance.

When the attacking player (the player whose turn it is) has finished moving, turning and firing his units the computer checks for HAND-TO-HAND COMBAT. This occurs when any attacking unit is FACING and ADJACENT TO a defending unit. If that defending unit is also facing the attacking unit then it fights back inflicting casualties in return. Sometimes the defending unit will be nearly facing the attacking unit. Where this occurs the computer will give the defending player the option of turning his units so that they can fight back against one of their attackers.

## How To Win

The object of the game is to destroy or capture the enemy sconce, or to reduce your opponents will to fight to such an extent as to force him to concede the battle.



### Volume

After you have finished loading the programme, the prompt "VOLUME?" appears. Type in a number from 0 to 15 followed by <RETURN>. 0 will give you no sound at all; 15 will make the sound effects as loud as possible.

### Army Types

When the prompt 'Army Types' appears, press the '1', '2' or '3' key. The key that you decide to press corresponds to the following army types:

'1': This choice represents armies from the early part of the 17th Century, and reflects the armies put into the field at the beginning of the English Civil War. Generals relied heavily on slow pike-armed footmen and fast, manoeuvrable cavalry. Muskets and cannons were expensive and unreliable and were not present in huge numbers. Hand-to-hand combat was the order of the day.

```
ARMY COMPOSITION = MUSKET ..... 2
                   PIKE ..... 5
                   CAVALRY ..... 3
                   ARTILLERY ..... 1
```

'2': This choice represents the majority of English Civil War armies of the mid-17th Century. Large numbers of horses were more difficult to obtain reducing the number of cavalymen. Muskets and cannons became more widely available but the 'push of pike' could still carry the day.

```
ARMY COMPOSITION = MUSKET ..... 3
                   PIKE ..... 3
                   CAVALRY ..... 3
                   ARTILLERY ..... 2
```

'3': This choice represents the armies as they were developing towards the end of the 17th Century and the Age of Marlborough. Muskets were proving their effectiveness when used in large numbers and the pike became very much a defensive weapon.

```
ARMY COMPOSITION = MUSKET ..... 4
                   PIKE ..... 2
                   CAVALRY ..... 3
                   ARTILLERY ..... 2
```

### Woods

When the prompt "How much wood" appears, you should type in a number from 0 to 9. 0 means no wood at all and 9 means you will be fighting in a forest. The computer will adjust the number you type in to make the amount of woods on the battlefield less predictable. So even if you press 0, a small amount of wood may appear. Woods are represented by tree symbols.

Woods are a hindrance to both movement and firing. You cannot move any unit into a square which has a tree symbol on it. You can fire muskets through woods but to little effect. Artillery units can fire at woods and destroy them. This is not very realistic but adds significantly to the game. Units can move into squares which have had all their wood symbols destroyed, and fire through them normally.

### The Battlefield

The battlefield is divided into squares which are staggered like the bricks in a brick wall; any unit can therefore move in any of six directions. If, at most times during the game, you press 'g', a grid will be drawn showing you precisely how the battlefield is divided up. Press any key to remove the grid. At the edge of the TV screen some of the squares are only half on the battlefield. No unit may enter these.

### Deployment

The player who deploys his units first is decided randomly by the computer. The other player should leave the room so that he/she can deploy his/her units secretly. As mentioned above, each player deploys his/her units in either the left or right half of the screen. No player may deploy a unit in a square which contains a wood



symbol or another unit. Remember to be careful in deciding where to place your sponce. At any time during deployment a player may press 'g' to create the grid showing the squares. Press any key to remove the grid.

Deployment is achieved by moving a flashing cursor across the screen using the cursor keys. The computer will not allow you to move the cursor outside your deployment area. If you wish to postpone the unit to be deployed, press the Space Bar. This will flip you on to the next unit. You can keep on flipping through if you wish, until you find the unit that you wish to deploy. When you are satisfied that you wish to deploy the unit indicated in the square indicated by the FLASHING CURSOR, press the <RETURN> key.

When the first player has finished deploying all of his units, the computer will take his/her units off the screen. The other player can now come back into the room and deploy his units. The first player need not leave the room because he has already committed his forces. The second player deploys his/her unit using the same keys as the first player, but in the opposite half of the battlefield.

When the second player has finished deploying his units, the computer will reveal both armies, and play can then commence. The computer decides who goes first. If the writing at the bottom of the screen is on RED it is Parliament's go; if on BLUE it is the turn of the Royalists.

At the bottom of the screen you can see the number of MOVES/SHOTS and the number of TURNS left for the current unit (See Figure 2). The starting values of the different units types are as follows:-

	Moves/shots	Turns
MUSKET	2	2
PIKE	2	2
CAVALRY	4	3
ARTILLERY	2	1

Every time a unit MOVES or FIRES, its MOVES/SHOTS number is reduced by one. When the number reaches 0, that unit may not MOVE or FIRE again until it is your next MOVEMENT/FIRING phase. Every time a unit TURNS left or right, its TURNS number is reduced by one. When the number reaches 0, that unit may not TURN again until it is your next MOVEMENT/FIRING phase. When a unit has zero MOVE/SHOTS left and zero TURNS left the computer will beep at you to tell you that you may do nothing more with this unit until it is your next MOVEMENT/FIRING phase. Press the Space Bar and the unit is ignored for the rest of this MOVEMENT phase, and you will be moved on to your next unit.

Pressing the <RETURN> key will force the computer to ignore the currently selected unit until your next MOVEMENT/FIRING phase. So press this key ONLY when you are sure that you do not want to do anything more with this unit. When you decide that you do not wish to move ANY more units, press the <RETURN> key for each of your units which has any MOVES/SHOTS or TURNS left. The computer will then move you on to HAND-TO-HAND COMBAT.

### **Hand-To-Hand Combat**

In this section the player whose turn it is is referred to as the attacking player and his/her units as the attacking units. The other player is the defending player and his/her units are the defending units.

HAND-TO-HAND combat occurs when any attacking unit is FACING and ADJACENT to any defending unit. More than one attacking unit can attack the same defending unit. If the defending unit is FACING the attacking unit it will automatically be able to fight back. If it is NEARLY facing the attacker (in other words, if it only requires one TURN to make it face the attacking unit), the defending player will be asked "Turn to face?". The defending player should enter Y or N depending on his decision. If the defending player enters Y then his unit will turn to face the attacking unit and will fight back at that unit. If a defending unit is attacked by more than one unit, the defending player may be asked more than once if he wishes to turn his unit



to face. However, the defending player can only enter Y once in respect of any single unit. He/she should remember that it might not always be to his/her advantage to turn to face. For example, to do so might leave another attacking unit attacking that unit in the rear. This gives an extra advantage to attacking units and should be avoided at all cost by the defending player.

The computer scans through all the attacking units to check whether HAND-TO-HAND COMBAT is taking place, and then checks the defending units. However, so that neither side has an unfair advantage, the COMBAT STRENGTHS of all units are calculated simultaneously. So, even if a defending unit is wiped out during HAND-TO-HAND combat, the computer remembers what its previous strength was and allows it to fight back with that strength.

Once the computer has found a valid attack, it point it out by drawing a square around the defending unit and a flashing square around the attacking unit. It will tell you the COMBAT FACTOR that the attack is to be made with, and asks you to press a key. Press any key. The computer then calculates the casualties, removes them, and moves on to the next area of combat. When all combat is resolved, the other player will be able to move and fire his units, and so on.

The way the computer works out the COMBAT FACTOR is quite complicated but here are some important guidelines. The computer looks to see which type of unit if facing which:

- CAVALRY is very effective against MUSKET or ARTILLERY
- PIKE is effective against everything except ARTILLERY
- MUSKET are only any good against ARTILLERY
- ARTILLERY are pathetic in HAND-TO-HAND COMBAT. They should never be thrown into an attack, but kept well defended by other units
- PIKE and CAVALRY units receive a BONUS if they have moved immediately before attacking. This represents the impetus gained from charging home on the victim. You do not get this BONUS for merely turning to face
- ANY unit attacking from behind receive a BONUS
- ANY unit attacking from DIRECTLY behind receives a LARGE BONUS!

The COMBAT FACTOR is multiplied by the number of men in the unit. The larger the COMBAT FACTOR and the larger the number of men you have left in a unit, the better chance you have of inflicting large numbers of casualties. But success is not guaranteed as a random element is also involved.

### **Attacking The Enemy Fort**

This is handled in precisely the same way as attacking any other enemy unit except that the COMBAT FACTOR is always 2 whatever the circumstances.

### **Winning**

To win, you must either force your opponent to concede; wipe out his/her army to the last man; or destroy his/her sconce (only about two-thirds of it need actually be destroyed in order to win).

The VICTOR is then informed of how well he/she did.

Points Scored	Type of Victory
0-25	Pyrrhic victory (go back to APOCALYPSE!)
26-75	A close battle (you had more than your fair share of luck!)
76-125	A tactical victory (could do better)
126-150	A decisive victory (need a new opponent?)
151+	Whitewash (your opponent didn't turn up)

### **Causes Of The War**

James I, the father of Charles I, was brought up as a Presbyterian, and when he came to the throne the people of both England and Scotland welcomed him for the changes they thought he would bring now that the two countries were under one King. They were adly disappointed; James refused to support the Protestant cause in Europe, and even made a point of being nice to Spain, England's traditional Catholic enemy.



Parliament, which was mainly protestant, disapproved but could not do a lot during James' reign.

When Charles came to the throne in 1625, Parliament tried to take some of the control of the country out of his hands. As Charles thought it was God's will that he should rule, this did not go down too well with him, and his solution to the problem was to rule without the help of a Parliament for eleven years.

It was Parliament's job to vote on the amount of taxes that should be paid to the King. During the eleven years when Parliament was not in existence, Charles had no regular source of income, and England's financial situation grew steadily worse, despite that fact that he forced people to lend him money and forcibly sold Crown Offices or Baronetcies to anyone who had enough money to buy one. If you had enough money but didn't want to buy one, you paid the same amount as a fine.

Another method of raising funds was called Ship Money - the Monarch had the right to raise funds with which to build warships, and Charles exercised this right, but did not use the money to build ships!

Eventually Charles' sources of income no longer provided enough money and he was forced to call a Parliament. Before anything else they declared Ship Money illegal, then pressed for religious and monetary reforms. Charles found it impossible to work with Parliament because he believed God meant him to rule alone.

In 1659 Charles forcefully introduced a new prayer-book and the Scots rebelled. Charles raised an army to put down the rebellion - but the men were unwilling to fight and were defeated. Parliament forced Charles to compromise with them more and more, until in 1642 when they raised an army to defeat a rebellion in Ireland, and it was clear that the army might just as well be used to fight the King's men in England.

### **Organisation**

Most of the armies at the beginning of the Civil War were commanded by professional soldiers, English or European, who had learned their trade fighting in wars on the continent. The fighting men were generally volunteers, pressed men or tenants on the land of someone whom the King or Parliament had appointed to raise a Regiment. Some landowners even raised and equipped a regiment at their own expense, to fight for the side they supported.

In theory someone who raised a regiment would be given enough money to equip it with weaponry and clothing (doublet, breeches, shirts, stockings, shoes, some sort of headgear, and frequently armour), and buy food and pay the men, but often men would fight in their own clothes; if they were lucky with a uniform coat and a weapon pillaged from a body, or a cudgel or pitchfork. Cavalrymen tended to be better equipped than foot soldiers, but this was not always the case. Frequently all the men went unpaid for long periods of time, but the pay, when it did come, was better than that of a farm worker, and life, if more hazardous, must have been more interesting.

Rank Structure: Each Regiment had ten companies and consisted of about 1,200 men. Even in the earlier stages of the Civil War it was difficult to keep numbers up to strength. Each Regiment had a Colonel, a Lieutenant Colonel, a Major and seven Captains; each company had a Standard (flag) which was carried by an Ensign, the most junior officer, two drummers, who were equivalent in rank to NCOs and Corporals and Sergeants. Standards were always fairly distinctive and the idea was that every man should be able to recognise his own as a rallying point on the field.

Cavalry Regiments were similar to Regiments of Foot, but had only approximately 800 men. Their flag was known as a Cornet, as was the man who carried it; sergeants were known as Quarter Masters.

Regiments were often amalgamated or disbanded during the Civil War due to casualties fetching numbers down to critical levels; two half-strength regiments might suddenly become one in the interests of putting a decent fighting force on the field.



## **Weaponry**

### **The Pike**

A pike was a 16 plus foot long ash pole with a 1'6" metal spear-like head fastened to the top of it. It was mainly a defensive weapon due to the fact that there was rarely time to teach the troops to use it offensively. Pikemen usually wore basic issue uniform, plus a leather 'buff-coat' if they were lucky: this was strong enough to turn sword cuts. Some would have back and breast plates (armour which covered the chest and back from neck to waist) and a few would have 'tassets' which hung down from the back and breast at the front and protected the thighs. Pikemen also sometimes had crude swords for hand-to-hand combat in case the opposition got past the metal tipped pikes.

### **The Musket**

Muskets were all muzzle loading (i.e. both powder and charge had to be put down the barrel). They were sometimes fired by a flintlock (a flint striking metal produced a spark which ignited the powder) but more often by means of 'match' which was a cord treated with a chemical which made it glow red but not burn. The musket fired when the glowing end came into contact with the powder, which was done by means of a very simple trigger.

17th Century musket drill was hideously slow and long-winded but needed to be so, as unless the sequence was well drilled into the musketeer's head he might accidentally set off his musket whilst loading it.

Musketeers wore the same clothes as pikemen, but no armour. In addition they carried all the equipment needed to clean and maintain their guns, plus powder and shot.

Muskets became steadily more reliable and less prone to exploding as the Civil War proceeded.

### **The Cavalry**

There were several types of cavalry during the English Civil War period, ranging from the lightly armoured dragoons (who more frequently fought on foot) to the cuirassiers who fought in three quarter armour.

The weapons of the cavalryman were generally two pistols, a sword and sometimes a carbine (a short musket). He wore full regimental Uniform, a heavy buff-coat, back and breast armour, helmet, and thigh length leather riding boots.

The main problem the cavalry faced was getting suitable horses.

Gentleman's sons who had learned to ride as they grew up joined both sides, but Parliament's cavalry acquired the advantage when an unknown cavalry captain by the name of Oliver Cromwell started training men who couldn't already ride into very effective disciplined troops who charged knee to knee at the canter, and by sheer force had the advantage over the more skilful but less disciplined Royalists.

### **Artillery**

Artillery in the English Civil War period ranged from a scaled-up musket mounted on a tripod to a siege gun with a range of up to a mile. A gun captain was put in charge of each piece and its effectiveness depended very much on his skill. He was usually a professional in the pay of a particular army, and had civilian status. Early on in the war, most gun captains came from abroad; later English men who had learned their trade during the Civil War took the position.

There are many different small jobs involved in the loading and firing of a gun, and one man did each one: the gun crew was usually of expendable citizens and if one got killed it was easier and quicker to train someone in one aspect of loading than in all the different ones.

The larger guns were difficult to move and required colling between shots otherwise the heat of the barrel could set off the powder prematurely, or the gun might explode when fired, killing the whole crew.



For siege work, guns would fire cannon balls but on the battlefield, guns often fired grape shots that would scatter and were more lethal, particularly if the gun captain was good at calculating range and firing, etc.

**Instructions' Source** : ENGLISH CIVIL WAR (Red Shift) Back and Inner Inlay

**Review** : No Review Yet



# ENIGMA

## ***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Code-breaking puzzles  
Author : Unknown  
Standalone Release(s) : 1983: ENIGMA, Brainbox, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BRAINBOX, 20 Orange Street, LONDON WC2H 7ED  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"Can you break the code?"*

ENIGMA is a new type of computer game. In most games you have a set of rules. In these games it is the other way round. The game will be over when you discover the rule by which it is being played. The computer will accept or reject cards - your objective is to discover the rules. There are five rules in all - but don't be discouraged - the games can be solved - if you have enough imagination and perseverance.

When you've solved all five enigmas, return the cassette with £4.00 and we'll send you another five by return.

**Instructions' Source** : ENIGMA (Brainbox) Back and Inner Inlay

**Review** : No Review Yet



# ENTHAR SEVEN

*Professional, Originally Released On DFS 1900 Disc Only*

Game Type : Mammoth Text Adventure With Mode 0 Graphics  
Author : Unknown  
Standalone Release(s) : 1988: ENTHAR SEVEN, Robico, £15.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Unknown  
Supplier : ROBICO, 3 Fairland Close, Llantrisant, MID GLAMORGAN CF7 8QH  
Disc compatibility : CDFS 1900, DFS 1900

## Instructions

Instructions currently unavailable.

## Review (Electron User)

"Ignoring the angry shouts, from the large, red faced man, charging down the corridor, you stepped through the veil of light, into the gleaming teleport cubicle and slammed your fist into the button! The rings of light, embedded in the floor and ceiling, pulsed energetically, and you braced yourself for the uncomfortable moment when your body would be torn apart, atom by atom, to be reassembled, moments later, on the Flight Deck of an Interplanetary Space Hopper orbiting a small, Earthlike planet called Enthar Seven. Let the adventure begin!"

First the good news: ENTHAR SEVEN is now available for the Electron. Now the bad: Only if you have an AP4 disc interface from Advanced Computer Products or any other DFS compatible with BBC Micro.

I had a slight problem getting started. I happen to like a leisurely beginning to an adventure game, and ENTHAR SEVEN doesn't exactly provide it.

I found myself in a planetary orbiter with a rapidly decaying orbit. The warning lights were flashing and I had some tasks to perform in order to get out intact. I tried to begin preliminary exploration, ignoring the problems, and got killed far too often for my peace of mind.

Just before total paranoia set in I thought of trying STAND, and the situation improved a bit - for a while. After I had finally calmed down I got myself out of that dratted orbiter and into the Command Centre. Then the game began in earnest...

I for one like the sheer complexity that the program presents. It's a game to load and then spend time with a map considering what item in what level will help you with a problem. After far too long I discovered that bats intent on killing me didn't need garlic, but something a lot more scientific and logical (and me with a 98 per cent pass mark in a logic exam in the dim and distant past).

There are the obligatory mazes. Though I hate them I must admit I really enjoyed getting the better of that Securibot and the rubbish heap.

One maze, in the cavern area, had me foxed - it's a twisty affair that normally would be mapped by dropping things. The trouble is that a creature shoots out and gobbles up everything you drop.

The answer to this problem is totally logical, and the clue for how to map the maze is clearly supplied in the location descriptions.

ENTHAR SEVEN really is a big game with over 450 locations. I have been fried,



frustrated, irradiated and thoroughly put into my place. The puzzles are good, the descriptions and atmosphere superb, the backup help is readily available.

If this standard is maintained, Robico is going to be well worth following and I would recommend that you buy all it publishes.

Sound .....	9
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

Mad Hatter, ELECTRON USER 3.12



# ERBERT

***Professional, Originally Released On Cassette Only***

Game Alias : CRAZY ER\*BERT  
Game Type : Arcade; Cubic Domain Style  
Author : Unknown  
Standalone Release(s) : 1983: ERBERT, Microbyte, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128. Plays very fast.  
Supplier : MICROBYTE, 18 Hilgrove Road, Newquay, CORNWALL TR7 2QZ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Fast and funny - It's 'Erbert's Cubic Doman! But its help he needs to avoid his unwanted guests. A Machine Code Game."*

**Instructions' Source** : ERBERT (Microbyte) Back Inlay

**Review** : No Review Yet



# ESCAPE FROM MOONBASE ALPHA

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Style  
Author :  
Standalone Release(s) : 1982: ESCAPE FROM MOONBASE ALPHA, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 2, PRES, £9.95  
1988: MICRO POWER MAGIC 2, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Left for dead on the nightmare planet, your only hope of escape is to find the Doctor deep down on Level 7 and pay him 10 bags of gold to transport you to safety in his time machine.

The monsters get stronger the further you descend into the heart of the Base. A good strategy, therefore, is to build up strength on the upper, easier levels by killing monsters and collecting gold before progressing downwards.

After the instructions have been displayed and the final part of the program has loaded, there will be about a 10 second wait while the game is set up.

## Game Controls

Z - Left, X - Right, \* - Up, / - Down  
T - Take a Hulk Pill, P - Pick up Gold

To pick up the Gold, move into the corner of the room and press P for each bag of Gold. You will not be able to do this if there is a monster in the room.

Taking a Hulk Pill doubles your strength for five seconds and allows you to walk through walls, but when you revert back your strength diminishes to one third of its original value.

For details of the many types of monsters you will encounter, see the instructions included in the program. Good luck!!

**Instructions' Source** : ESCAPE FROM MOONBASE ALPHA (Micro Power) Inner Inlay

**Review** : No Review Yet



# ESCAPE FROM PULSAR SEVEN

*Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #5  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: ESCAPE FROM PULSAR SEVEN, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

As last surviving crew member of this ill-fated space freighter you must somehow manage to make your escape in the frail shuttle craft without being eaten by the mutant monster now roaming free.

**Instructions' Source** : ESCAPE FROM PULSAR SEVEN (AInternational) Back Inlay

**Review** : No Review Yet



# EUROPEAN KNOWLEDGE

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Quiz  
Author :  
Standalone Release(s) : 1984: EUROPEAN KNOWLEDGE, Micro Power, £6.95  
Compilation Release(s) : 1988: MICRO POWER MAGIC, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The program first prompts you for your name and then displays the main, full colour map of Europe.

The first question in a set gives you an inset map of one of the countries, with an arrow indicating its position on the main map, and asks you to identify it from a choice of four. Subsequent questions in the set ask about the country. Questions include the population, currency, language, famous people and large towns. Each is again presented as a multiple choice question.

When four questions have been asked on a particular country, the program selects another, at random and asks about that.

At the end of a set, your score is given as a percentage. You can view your score during the test by pressing escape when the program says "Press any key for the next question".

**Instructions' Source** : MICRO POWER MAGIC (Micro Power) Inner Inlay

**Reviews** : No Review Yet



# EVENING STAR

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Wireframe; Train-driving simulation  
Authors : Mike Male and Bob Hillyer  
Standalone Release(s) : 1987: EVENING STAR, Hewson, £9.95  
Compilation Release(s) : 1988: FIVE STAR GAMES III, Beau-Jolly, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : HEWSON, 56B Milton Trading Estate, Milton, Abingdon, OXON  
Tel: (0235) 832939  
Disc compatibility : Incompatible. Fills whole program memory.

## Instructions

*"ON the 8th September 1962, the 'Evening Star', one of the most powerful steam locomotives of the British Railways fleet, pulled the 'Pines Express' from Bournemouth to Bath and back. This was the last time this train took the route over the Somerset and Dorset line to Bath, it being subsequently diverted via Reading and Basingstoke. This diversion of traffic from the Somerset and Dorset line sealed the demise of the line which was closed in 1966. This was the end of a picturesque and much loved railway with a long and glorious past. Take the role of both fireman and driver and join with us for a truly authentic journey into steam history."*

## Introduction

Welcome to the EVENING STAR, the second steam locomotive simulation from Hewson. The EVENING STAR was one of the most powerful steam locomotives of the British Railways fleet, one of the legendary BR9F Class, pulling its passenger train over the undulating countryside of the old Somerset and Dorset line between Bath and Bournemouth. You must take the roles of both Fireman and Driver. There are many levels of simulation. We suggest you read the instructions carefully then watch the computer demonstration for a few minutes. Study the control settings and then attempt the Training Run. Gradually you will be able to improve your skill and will eventually be able to take the EVENING STAR to Bournemouth in accordance with the timetable, using the coal and water available to the optimum efficiency.

To load the game follow the instructions below for your make of computer and wait until the main menu appears on the screen. Note that after about one minute the computer will automatically select a high speed run showing the whole of the line. To return to the main menu, press X.

## Getting Started

### Selecting the Demonstration

Load the program in the usual way and press key 0 when the main menu appears and then press the RETURN key when the timetable is displayed. The locomotive will pull slowly away from Bath, accelerating down the line on a local non-stop train to Evercreech Junction. Observe the various controls and study the readings on the gauges. Press CTRL and X to return to the main menu.

### High Speed Run

If RETURN is pressed when the main menu appears, the program executes a High Speed Run along the entire line. You will be able to see all the features along the way pass in quick succession. To exit, press X.

### Starting A Training Run

Press 1 when the main menu appears and 1 again for the locomotive control menu. This will give you control of the Regulator, Cut Off and Brake only. The remainder of the controls will be adjusted by the computer. Read the schedule displayed and then press RETURN.



With the locomotive standing at Bath Station open the Cut Off fully by pressing C four times. Half open the Regulator by pressing R twice. After fifteen seconds or so the locomotive will pull slowly along the platform and out of the station.

Observe your speed display and when you are travelling at four miles per hour or faster, press R twice more to open the regulator fully. The locomotive will then accelerate more rapidly as it moves past the Gasometer and up the steep incline of Devonshire Bank. If you open the regulator too soon, the locomotive driving wheels will slip on the running rails leading to a loss of speed and wasting steam (this is indicated by a sudden increase in the sound speed).

You may have noticed that when the computer has total control on the Demonstration run that it reduces the Cut Off when the train is moving. This uses steam more efficiently and you should do the same to conserve as much steam as possible to enhance your Economy rating at the end of the run.

To exit from a Training Run (or any other run except the high speed) press CTRL and X.

### **Screen Layout**

The main part of the screen is the view of the cab, the controls and the line ahead. Above this is a sign naming the next station or line feature that you will encounter. Below is the message area to relay important information to you, the driver. To the side of the view screen is various control information including your speed, the amount of coal and water remaining, the status of the next signal, the current gradient and the profile for the next one and a half miles, the actual time and the position of the locomotive relative to Bournemouth and to Bath Junction which is half a mile from Bath Station. Historically, it is from this position that all mileages are measured on the Somerset and Dorset line.

### **Game Controls**

#### **Locomotive Control Keys**

CONTROL	INCREASE SETTING	DECREASE SETTING
Regulator .....	R	SHIFT + R
Vacuum Brake .....	V	SHIFT + V
Cut Off .....	C	SHIFT + C
Blower .....	B	SHIFT + B
Injector .....	I	SHIFT + I
Firedoor .....	F	SHIFT + F
Damper .....	D	SHIFT + D
Sound Whistle .....	W	
Stoke Fire .....	RETURN	

#### **Program Control Keys**

FUNCTION	KEY
Toggle between accelerated and real-time .....	A
Toggle between smoke on and off .....	S
Return to main menu .....	CTRL + X
Hold, waiting for RETURN to restart .....	H
Display timetable .....	T
Acknowledge message .....	SPACE BAR
Increase engine noise .....	H
Decrease engine noise .....	SHIFT + N

To enable you to judge whether or not you are burning your coal efficiently the following keys may be pressed to simulate the various states of combustion:

#### **Smoke Demonstration Keys**

SMOKE LEVEL	KEY
Very light smoke - far too much air .....	1
Light smoke - too much air .....	2



Correct smoke level .....	3
Dark smoke - insufficient air .....	4

## Menus, Messages And Speed Limits

### The Main Menu

LEVEL	SUMMARY
RETURN .....	High Speed Run - automatically selected after one minute
0 .....	Computer Demonstration - Computer-controlled non-stop run to Evercreech Junction
1 .....	Training Run - Identical run and schedule to level 0 with you in control
2 .....	Local non-stop run with added complication of speed limits
3 .....	Local stopping train with speed limits and signalling
4 .....	Full line stopping train to Bournemouth with speed limits and signalling
5 .....	Try to break the record for the fastest non-stop run to Bournemouth
6 .....	Drive the prestige "Pines Express" to Bournemouth, time errors are marked severely
7 .....	Any schedule with extra problems

### Speed Limits

HAZARD	LIMIT
Permanent Way Working .....	30 mph
Passing from single to double track or vice versa .....	40 mph
Passing or near Siding, Junction or Loop .....	40 mph
Overall line limit speed .....	70 mph

Note that excessive violation of the 40mph or 70mph limits will result in derailing the Train.

## Fatal Error Messages

ERROR MESSAGE	MEANING
Fusible plugs gone .....	Water level in the boiler too low
Boiler overflow .....	Water level in the boiler too high
Overran stop signal .....	Passing a stop signal in the down position
Unsafe reversing .....	Allowing the train to run backwards
Blowback .....	Failure to open the Blower in a tunnel or when the regulator is shut
Derailed .....	Excessive violation of speed limit
Crashed at B'mouth .....	Hit buffers at too high a speed
Collision .....	Colliding with oncoming train in single line section due to lack of token
Poor stop at .....	Failing to stop close enough to the far end of the platform
Short stop at .....	Failing to stop for the full 60 seconds minimum at a station
Rough stop at .....	Using vacuum brake setting 3 or above when coming to a halt at a scheduled station
No stop at .....	Failing to stop at a scheduled stopping station
No whistle at .....	Failing to blow whistle before starting off, or before a tunnel or permanent way work
Hit buffers at .....	Failing to come to a halt before the buffers when arriving at Bournemouth
Em brakes at .....	Using vacuum brake setting 4 (maximum)
Speeding near .....	Failure to observe speed limit
No token at .....	Failure to pick up token upon entering a single line section, because of excessive speed

## Run Options In Detail

### Option 0 - Computer Demonstration Run



This run demonstrates the various techniques required to drive the locomotive with the computer running all controls on a local non-stop run to Evercreech Junction. You are advised to study the various settings used to help you learn correct driving methods. Should you wish to hold the run at any stage, you can do so by pressing "H" which will stop the run and await the press of RETURN. Also you can accelerate the run so that the time passes four or five times quicker than normal by pressing "A" (note the rapid movement of the clock display). Press "A" again to return to normal. This is useful during some of the longer stretches of the run. You have control over whether or not the smoke is displayed by pressing "S".

### **Option 1 - Training Run**

A practice session for the novice driver/fireman with the same schedule as the computer demonstration. You are expected to adhere to the timetable exactly. Any deviation from the times shown will be penalised at the end of a run in the time score. You can halt the program to consult the timetable at any time by pressing "T". The timetable with any completed times will be displayed. From this part of the program you can also check for any errors by pressing "E" or save the position of the run to date by pressing "S" (see the section on Saving and Loading a run). A short beep is sounded to assist you when the computer records a time for the timetable. Note that the times shown on the timetable are minutes only. It should be apparent from the time displayed to which hour each refers.

When arriving at Evercreech Junction you must bring the train to a halt near to the end of the platform so that all your passengers may alight safely. You must also bring the train to a halt without the use of heavy braking. Emergency braking (maximum braking) should not be used at any time due to the risk to your passengers and will result in a loss of safety score.

You will be penalised for any mismanagement of locomotive controls that you have elected to control yourself. Correct methods of use are detailed in the accompanying notes "How a Steam Locomotive Works" and all such methods are practiced by the computer when it has control.

At the end of a run your performance is assessed with regard to economy, safety and timekeeping. A result of 70 per cent overall is considered acceptable. The economy assessment is based upon the stocks of coal and water remaining. The page of errors and events can, once again, be displayed in place of the timetable by pressing "E".

If by some misfortune you have committed a fatal error and the run has been terminated before the end of the timetabled run, you may resume the run from the point of catastrophe by pressing "R". Timekeeping and economy assessments are unaffected by the premature end, but safety will be zero. Upon resumption of a run, the computer will have taken some action to prevent an immediate recurrence of whatever problem you have encountered. However, you may have to take some more permanent action to prevent further mishap.

### **Option 2 - Short non-stop with Speed Limits**

A train on a non-stop local run, where speed limits are in force at many places down the line. Each one is associated with a line feature, and can be identified visually. The position of each is shown on the gradient profile by the letter S or by the change in track type. The major speed limits are of 40mph and they are associated with positions where the track splits from single to double or vice versa, near junctions where another track can be seen joining the main line, or where there is a siding beside the track or a passing loop (characteristic of some single line stations). Failure to observe these limits will result in a loss of safety marks and in extreme cases derailment.

There is another form of speed limit also of 40mph in that you must enter each section of single track at or below that speed. This is so that a "token transfer" may take place, the "token" being an object which is held by a particular train to ensure that only one train at a time may use a single track section. Failure to achieve token transfer is dangerous as you run the risk of collision with an oncoming train. When successfully held the token is shown at the top right of the cab.



Whilst passing near permanent way work you are expected not to exceed 30mph. Passing at speeds in excess of this will result in a loss of safety marks but there is no derailment risk. Permanent way working affecting the line will be notified at the start of the run.

There is an overall limit of 70mph for the entire line.

### **Option 3 - Short Stopper and Signalling**

In addition to the speed limits of Option 2 you must also obey all signals and make the stops demanded by the timetable.

Signals divide the line into sections so that trains on the same line run at an adequate distance from each other. There are two types of signal used on this line, stop (with a square end) and distant (with a notched end). Each has two positions; up for clear and down (horizontal) for stop or caution. Stop signals may come singly or in groups.

You must not pass a stop signal in the down (stop) position. To give warning of the condition of the stop signal a distant signal is placed a suitable distance before it. It will be down (caution) if the stop signal to which it refers is down i.e. at the stop position.

In order for you to have the maximum time to react, the state of the next signal to be passed is reproduced separately in the signal section of the screen.

The stations at which you are scheduled to stop are shown in capital letters on the timetable. You must attempt to stop close to the far end of the platform once again without excessive braking. Should you pass the end of the platform before the train has come to a halt a beep will sound and you will be assessed as not stopping at a required station and will be penalised as such.

You must arrive at the station in good time to allow at least one minute for your passengers to embark and disembark. If the computer is controlling the whistle, it will sound exactly one minute after arrival. Should you be in control of the whistle you must ensure that it is blown before setting off. The timetable gives the required departure time.

### **Option 4 - Long Stopper**

A train which runs the entire length of the line from Bath to Bournemouth with intermediate stops. All the constraints of previous options apply.

### **Option 5 - Record Run**

This is a full line non-stop train with a timetable that will allow you to complete the journey to Bournemouth in record time. Any run which arrives at Bournemouth on time can be considered good. Arriving early is outstanding.

### **Option 6 - Pines Express**

This is the premier train to run the line. You are expected to maintain the prestige of the Railway company and adhere to the timetable scrupulously. Any errors in this area will be more severely punished than usual.

### **Option 7 - Problem Run**

You will be presented with any timetable, all constraints apply. However, you will also have another serious problem to contend with to make your task a little more difficult. You may be passed a message below the main screen. Once read it can be acknowledged (and therefore wiped) by pressing the space bar.

### **Saving And Loading A Run**

Because a complete run can take in excess of two hours in **real** time, we have given you the facility to save the current position to reload later. This is done from within a run by pressing "T", then "S" when prompted.



Tape users are recommended to ensure that the tape is beyond any leader section at the beginning of a tape before attempting to record a run. Failure to do this may result in the run not being successfully recorded.

### **Machine Notes**

Because of the amount of memory space taken up by EVENING STAR, it has been necessary to use some of the Acorn Electron's memory used by the Plus One interface. Consequently, the save and load feature will not work on the Electron when the Plus One is attached.

### **How a Steam Locomotive Works**

These notes describe the operation of a steam locomotive with a particular reference to the screen display and controls of Evening Star. Understanding how a steam locomotive works will help you to master the controls more quickly.

The driving force of the locomotive comes from the cylinders where a piston is pushed back and forth by the steam pressure raised in the boiler. Hot gasses from the firebox are drawn through the boiler by a system of tubes, which heat the water to boiling point, converting it into steam. The hot gasses drawn through the boiler then enter the smokebox and escape through the chimney. The performance of the locomotive depends upon the pressure in the boiler, which can be controlled by manipulating the fire.

### **Water Gauges**

These are two vertical tubes in the centre of the cab. They are very important as they give a visual indication of the level of water in the boiler. The bottom of the gauge is one inch above the firebox top, which must be kept covered at all times otherwise the fire will heat the firebox top beyond limits causing special plugs (called fusible plugs) to melt allowing steam into the firebox. This action cools the fire and alerts the train crew.

If too much water is carried in the boiler and the gauge reaches the top, water instead of steam will enter the cylinders causing permanent damage.

Ideally you should attempt to maintain a water level in the top half of the gauge. Should a failure occur, the run will be terminated with the consequential loss of marks.

### **Steam Pressure Gauge**

A round dial with a needle pointer, situated in the centre of the cab, graduated from minimum on the left to maximum (200 psi) on the right. The more steam pressure maintained the higher the potential power of the locomotive. However too much pressure will lift the safety valves and release steam thereby reducing pressure to below maximum (shown by two jets of steam issuing from the boiler top). This represents a waste of coal and water and should be avoided to achieve maximum efficiency.

### **Whistle**

The whistle is part of the safety equipment and must always be used before starting away, entering tunnels or approaching sections where permanent way gangs (railway maintenance teams) are working. To conserve steam, the whistle should not be used indiscriminately.

As a guide to correct whistle usage, when the computer is controlling the whistle it is blown at the earliest time in each of the circumstances detailed above.

### **Regulator**

A level situated on the top left of the cab which controls the flow of steam to the cylinders. It has five positions, closed on the right, progressing to fully open on the left. Opening the regulator applies power to the wheels and it must be adjusted when running to suit requirements. Always close the regulator when braking. Open the regulator when starting away as too much power will cause the wheels to slip (especially in adverse weather conditions). Wheel slip will be apparent from the increase in the speed of the steam exhaust.



### **Cut Off**

A wheel control on the bottom left (marked C) which controls the time during the cylinder cycle that steam is allowed into the cylinder. It has five positions, 0% (straight up), 20%, 35%, 55% and 75% (straight down). For example, when the cut off is set to 20%, steam is allowed to enter for just 20% of the cycle. This has the effect that the expansive properties of steam are used more efficiently, by reducing the steam usage significantly for only a small loss of power. You will need to use this control to obtain high efficiency. When starting away, it is normal practice to use 75% cut off.

### **Vacuum Brake**

A wheel control situated between the regulator and the cut off (marked V) which has five positions; off (straight up), light braking, medium braking, heavy braking and emergency braking (straight down). The brakes act upon all the carriages and are held off by maintaining a vacuum in a pipe connecting the carriages, braking being achieved by progressive release of the vacuum via the vacuum brake control.

In the event that the communication cord of the train is pulled, emergency braking is automatically applied and will be released as appropriate. Emergency braking must not be used by the driver except in extreme circumstances, as a poor safety rating will result. Avoid using harsh braking to bring the train to a halt at a station for the comfort of your passengers.

### **Blower**

A wheel control situated centre right of the cab (marked B) which is off when pointing straight up. It is essential that at all times gasflow is maintained drawing the gasses from the firebox out through the chimney ensuring that no flames or gasses are allowed to escape into the cab via the firehole doors. Normally this gasflow is supplied by the exhaust of used steam up the chimney when the regulator is open. This gasflow will be interrupted to closing the regulator or by the confines of a tunnel. In these circumstances, normal gasflow must be maintained by opening the blower which sends a jet of live steam up the chimney. Failure to use the blower when necessary is dangerous and can lead to an "explosive blowback" into the cab. Use of the blower should be limited to only when necessary due to its cost in the loss of steam.

### **Injectors**

A wheel situated top right of the cab (marked I), which controls the device by which water from the tender is forced into the boiler. It has five positions, off (straight up), progressing to full on (straight down). This is the means by which the level of water in the boiler is maintained.

### **Dampers**

A wheel situated on the bottom right of the cab (marked D) which controls the amount of air provided through the base of the fire (called primary air). It has five positions, closed (straight up) progressing to fully open (straight down). By control of the amount of primary air it is possible to vary the temperature of the fire and thereby the amount of water evaporated into steam. To achieve a hot fire a large amount of primary air is required for combustion. Conversely for a cool fire only a small amount of primary air is required. To help you judge the temperature of your fire, a thermometer style temperature gauge is presented in the cab centre. The indication of correct combustion is the colour of your smoke such that black smoke would indicate insufficient air for the temperature of the fire, grey smoke indicates correct air and lighter shades indicate too much air. If too little air is supplied coal combustion will not provide the maximum heat value. If too much air is supplied, heat will be wasted in heating the excess air. To be efficient you must aim to maintain the correct air supply as far as possible. (Whilst manipulating the fire temperature correct combustion is unlikely). The rate at which coal is consumed increases with the temperature of the fire.

### **Firehole Doors**



A pair of steel doors used to confine the fire and to control the flow of air over the fire (secondary air). To achieve optimum performance of the fire, the level of coal must be maintained in the middle third of the firebox. Coal levels outside these parameters cannot achieve maximum temperatures. You must fully open the firedoors whilst coal is being added (indicated by a shovel at the top right hand corner of the display). Failure to do so will waste coal. In all but the highest level of control the computer will do this for you. For perfect combustion a small amount of secondary air may be required.

The firedoors can also be used to assist in the manipulation of fire temperature. For example to raise the temperature. For example to raise the temperature of the fire "quickly" keep the firedoors shut, and to lower the temperature "quickly" open wide.

### **Gradients**

Railway lines are not level and steam railway locomotives are affected by the gradient of the track. The gradient is indicated in the same manner as road gradients, e.g. 1 in 100. This would indicate a slope up or down of one foot for every 100 feet travelled. A cross section of the gradients of the line together with the positions of the stations and tunnels is shown in the gradient profile included. The exact gradient of the track at any particular time may be displayed in the signalling area.

Vacuum brakes must be used to ensure that the train is never allowed to run backwards on an up gradient.

**Instructions' Source** : EVENING STAR (Hewson) Back and Foldout Inlay

**Reviews** : No Review Yet



# EXILE

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Of Unbelievable Proportions  
Author : Peter Irvin and Jeremy Smith  
Standalone Release(s) : 1989: EXILE, Superior/Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00 (*Official Acorn Plus 3 Unit Only*)

## Instructions

*"A Massive Arcade Adventure...featuring Characters with Realistic Movements and Actions."*

*"The planet Phoebus has been taken over by an exiled, evil Genetic Engineer, named Triax. In a complex warren of caves, he has built an evil world inhabited by eccentric robots and strange mutated creatures, such as blue monkeys, giant wasps and sharp-toothed eyeless maggots. On the planet surface and around the caves are scattered the debris of a previous mission, and maybe some of the members of that ill-fated venture still remain."*

*"Have you the skill and cunning to conquer the world of the exile? Are you of elite status? If you take up the challenge, you will have to carefully pick your way through the massive cave system, solving complex puzzles along the way and ruthlessly destroying the alien creatures until finally you face the evil one himself."*

*"'I liked many aspects of the game: its attention to detail; the windtunnel - like dust effects in the windy areas; the water bubbling in the flask; the sparks in the fires; and being able to aim your gun at any angle. It's definitely the best game this year.' ...Acorn User."*

*"'Exile is even more enjoyable to play than Elite or Zarch.'...David Braben (co-author of Elite, author of Zarch)."*

## Introduction

On your return from another mission, you are made to divert to the planet Phoebus by Columbus Force High Command with orders to overpower the psychopathic Triax and eliminate his evil maggot creations lest they are let loose on Earth to wreak havoc on its innocent population.

You arrive alone and weaponless. Your spacesuit is under-equipped; its jetpack weak and its weapon slots empty after the toils of the last mission.

Parking your spaceship in geostationary orbit, the wreck of the Pericles on the planet far below, you are visited.

The blurred image of an emerald spacesuit appears...and disappears. Your Destinator is stolen. Now, as for the Pericles' crew, you are marooned. Your spaceship, no longer able to take you off this planet, floats powerless in orbit.

Only if you retrieve your Destinator can you escape from the planet of the exile.

But you have a mission to do first.



## Summary of Keyboard Controls

### Motion Keys

- P - Thrust up (and jump)
- L - Thrust down
- Q - Thrust left (and walk left)
- W - Thrust right (and walk right)
- Cursor Up - Boost motion (and enhanced jumping)
- <CTRL> - Lie down
- <CAPS LK> - Turn

### Weapon Keys

- <SPACE> - Fire currently selected weapon, or trigger held item
  - f(n) keys - Select weapon n, and sound out its energy (in megajoules (MJ))
  - <SHIFT> + f(n) - transfer energy TO the currently selected weapon taking energy FROM the weapon selected by this f key
- The weapon types are:
- f1 - Pistol (Uses 3kJ of energy per firing)
  - f2 - Icer (8kJ per firing)
  - f3 - Blaster (600kJ per second)
  - f4 - Plasma gun (25kJ per firing)
- Also <ESCAPE> selects the Jetpack  
and f5 the Protection Suit.

(Note: 1000 kilojoules (kJ) = 1 megajoule (MJ)).

### Aiming Keys

- O - Raise aiming angle
- K - Lower aiming angle
- I - Centralise aiming angle

### Holding Keys

- < - Pick up object (push against it while holding key)
- > - Throw object (using aiming direction)
- M - Drop object
- S - Store held object in pocket (up to 4 storable)
- G - Get next object from pocket

### Personal Transporter

- R - Remember current location
- T - Teleport to previous remembered location

### Miscellaneous Keys

- <DELETE> - Freeze/unfreeze toggle
- CURSOR keys - Use in conjunction with <SHIFT> to displace the screen in the direction of the arrow
- U - Whistle 1
- Y - Whistle 2

## Use of the Keys

### Thrusting

Pressing the thrust keys will cause a pressurised jet of air to issue from your jetpack (or water, if you are under water).

You will see this jet as a stream of particles. The jetpack compressor requires energy to operate. The remaining energy in the jetpack is sounded out in megajoules (MJ) when you press <ESCAPE>. See "Energy Management" below for more information.

Sometimes the outlet nozzles of your jetpack get blocked. They will automatically clear themselves with time; meanwhile you are grounded.

### Lying Down



Lying down can sometimes be very useful. Use it to hide behind things, duck missiles and make crawling through cracks easier. You can thrust while pressing the lie-down key. Use this to crawl.

### Walking

When you are standing on the ground if you press the thrust left or thrust right keys you are automatically put into walk mode. Walking uses no energy because the jetpack is not functioning. While in walk mode you can jump.

### Jumping

While you are standing or walking you can jump by pressing the thrust up key. Holding down the boost key when you press the jump key will increase your jumping height.

### Teleporting

Being a special agent of the Columbus Force, you are equipped with a special spacesuit which has the facility for teleportation; the ability to transport to another location by means of dematerialisation and rematerialisation. This process is well documented in other texts so I won't go into the detail of it here, but you can be sure that the crew of the Pericles could have done with these devices.

Your teleport circuitry can only remember five locations. The last of these is always your spaceship so in effect you can only remember four locations. The system works like a "stack". Every time you press the "remember" key, your location is put on top of the stack. Every time you press the "teleport" key (or are automatically teleported due to being near to death) you will appear at the last stored location and THIS LOCATION IS THEN FORGOTTEN by your teleport circuitry.

Usually when you are forced to teleport away from danger you will want to remember your position again immediately after materialisation.

**I will guarantee that you will sometimes forget to re-remember your teleport location after teleporting.**

It is important that you use the personal teleport device properly. **Don't** store your teleport position somewhere unsafe. If you do, you will get hurt, be automatically forced to teleport, and arrive (still hurt) somewhere dangerous, and immediately get hurt again causing you to re-teleport...

What you should **not** do is to fly into a cave with something dangerous in it and press the remember key four times. You will just get very frustrated. Use your brain; there is usually an easy way to do things.

**Do** store your position somewhere safe. This gives your spacesuit protection circuits time to recharge before you are hurt again. You will rarely need to store the same position more than once.

Try to use your own memory. Remember the last four stored positions in your head.

Also know that every time you are automatically teleported due to being hurt, your score is reduced. You will need to press the remember key again if you intend to teleport back to this location.

You can use your teleport strategically too. For instance, to get past a creature that keeps pushing you away, you could remember your teleport location, be pushed back, teleport. You will now be on the other side of the creature.

Note that you cannot teleport while holding something and that when you are very hurt you will sometimes not be able to remember your teleport location.

### Aiming



The aim keys control the direction of throwing and the direction that the projectiles are fired from your guns. For your convenience there is a centralise key which sets the aim direction to horizontal.

Pressing any of these keys produces a stream of particles to show the instantaneous direction of aim.

Pressing the aim up and aim down keys together shows the present aim direction without changing it.

### **Picking up/Throwing/Dropping**

To pick up an item you must move forward onto it whilst pressing the pick up key. Not all items can be picked up: it is a matter of "suck it and see". You can stand on an object and pick it up OR have it on your head and pick it up - as long as its centre is in front of your centre.

If you do manage to hold an object you can drop or throw it. Pressing the drop key just lets the item fall from your hands. Pressing the throw key launches it in the direction defined by your aiming. Realistically, light items can be thrown further than heavy ones.

Also thrusting and walking is slower if you are holding a heavy object.

You may find that you will lose grip of a held object, and drop it if it is knocked hard against the terrain or another object.

Some items (passes, guns, the booster, etc...) are automatically attached and become part of the built-in equipment of your spacesuit when you pick them up. These items cannot be dropped again.

You cannot fire your suit-attached weapons while you are holding something.

(Note: You cannot voluntarily teleport if you are holding something but, if you are automatically teleported just before you are killed, you will drop the object first)

(Note: You can play football and basketball with your RCD if you aim slightly upward and, while holding the throw and pick-up keys together walk against the RCD)

### **Storing Away and Getting Out Objects from Pockets**

There are four equipment pouches (pockets) in your space suit. Into these you can put some of the objects that can be picked up and held. Pressing the "Store" key will put a held object in a free pocket. If this doesn't work it either means the objects is too big to be stored away or that your four pockets are already full. If it is the latter, then you can still exchange it with one of the pocketed items by using the "Get" key...

Pressing the "Get" key will retrieve an item from one of your pockets. Pressing it again will store away the first object and retrieve the next object from your pockets. (If you only have on item then this will be retrieved again). The "Get" key cycles through all four pockets.

Sometimes when you are very weak due to damage you will start to drop items from your hands and pockets.

### **Miscellaneous Keys**

Scrolling the screen with the cursor keys.

EXILE had been designed so that the screen tries to follow the spaceman wherever he goes. Normally it tries to keep the man in the centre of the screen. However a special feature has been included in the game to enable you to offset this position in both the vertical and horizontal directions so that you can view a larger area around you.



Do this using the <SHIFT> and CURSOR keys.

Sometimes the keys won't scroll the screen immediately: you will only notice the change when you move - forcing the screen to follow you.

## **Getting Hurt and your Space Suit**

Like in the real world, when you get hurt you will scream with agony, after all it's not nice, is it? Also like in the real world, when you are badly hurt you get stunned momentarily. Unlike in the real world, when you are near to death you begin to flash - the more unwell you are the more you flash and the less responsive your motion control. You will start to drop things out of your pockets.

Eventually, when you are in deep trouble, the automatic defence circuitry in your spacesuit will intervene and, detecting that you are near to death, will force your personal teleporter to operate - taking you back to your last stored teleport location.

It is best to voluntarily teleport away before you "die" because you won't drop things from your pockets and you won't get a score penalty.

If you rest and remain unhurt, your body is automatically healed by your suit's medication circuits and you will soon stop flashing and later regain full strength.

## **Energy Management**

Some of the equipment that is attached to your spacesuit (jetpack, pistol, icer, blaster, plasma gun, protection suit) requires direct energy input. Each of these six devices has a battery into and from which energy can be transferred. Initially, you only have the jetpack (not to be confused with the jetpack booster).

To select a particular piece of equipment you press the corresponding function key (fn). On the Electron these are the number keys and the jetpack is selected by pressing the <ESCAPE> key instead of f0. This will sound out the remaining energy in short blips. Each blip represents 1MJ of energy (equivalent to a power pod). Apart from the jetpack (which cannot be "fired") the fire key will use the selected weapon.

To transfer 1MJ of energy from another device into the current selected weapon, press <SHIFT> and the fn key for the device from which to take the energy. If less than 1MJ is available, no energy will be transferred.

For example, if you want to charge your icer (which is your currently selected weapon) from the pistol (which has 3MJ remaining in it) press <SHIFT> f1. This can be done up to three times since there are only that many MJ in the pistol.

Note there may also be a hidden residual amount of energy (a fraction of 1 MJ) which is not transferable.

When one of these devices is low on energy, it will function intermittently.

To gain extra energy, you need to pick up and store away energy pods, which get absorbed by the jetpack, giving 1 MJ of energy. These pods are unstable, and burst into flame after a short time, so you should store them away quickly.

## **A Description of Some of the Equipment you will find**

### **Grenades**

These have a countdown period of about four seconds. The countdown starts when the grenade is thrown, dropped or activated by pressing the Space Bar. You can



also stop the countdown by pressing the Space Bar a second time while holding the grenade.

Note: you can pick up primed grenades.

### **Doors**

An unlocked door can be opened by touching it. Some doors close automatically, others require touching again. You can lock or unlock a door using the remote control device (see below), but only if you have picked up a key of the same colour as that door. Sometimes there will be a switch to unlock a door (for example in your ship) or an invisible trigger-cell. Different coloured doors have different strengths; some can be destroyed with grenades, for instance.

### **Transporters**

Transporters are teleport booths. They are machines which can teleport any matter from the booth to the location programmed into its computer circuits. When active you will see the glowing beam scan the volume of the booth. When deactivated this beam is stationary. Some of the transporters have pass control circuits which means they can be deactivated by the RCD if the correct pass has been found.

### **Remote Control Device (RCD)**

The RCD can be used to unlock and open OR lock and close the metal doors that were set up by the crew of the Pericles. It will also activate and deactivate some transporters.

To use it hold and aim it (using the aim keys) at the centre of the door (or at the glowing beam part of the transporter) and activate it by pressing the Space Bar. You will hear a sound and see a particle showing that it is functioning. The target must be in line of sight and within 10 metres range of the RCD.

All the metal doors and the transporters set up by the landing party have pass-activation circuits. You must collect the relevant pass (colour coded to the doors) in order to affect the target.

Note: the RCD will not affect the ancient tile doors that you find scattered around the planet. These have been there for centuries and are of an alien design.

### **Cannon Remote Control Device**

This operates similarly to the other RCD except that it only controls the firing of the cannon. Aim it at the centre of the cannon.

### **Keys/Passes**

Passes are electronic keys that, when fitted to your spacesuit, allow the RCD to activate doors and transporters that are tuned to that particular key. The passes are colour coded to the doors that they open.

### **Power Pods**

The remaining power pods discarded by the ill-fated landing party are your main source on Phoebus. They are small fragile capsules containing a 1 MJ quantity of ionised gas plasma. When knocked, they pulse eight times as their casing decays - eventually burned away by the searing gas within. To absorb the energy into your jetpack power cell you must pick them up and store them away into your pocket before the plasma escapes.

### **Jetpack Booster**

This attachment amplifies the power output from the standard jetpack with which you are equipped when you arrive on the planet Phoebus. It doubles your acceleration when you thrust while holding down the booster key. As you get experienced you will find that you will be using the booster a lot of the time while you thrust.

Note: the booster uses four times as much energy if you thrust while using it.



### **Pistol**

This weapon is a projectile weapon. The bullets cause damage on impact and are quite light. It is attached to your suit on being picked up and is selected to fire the f1 key. It uses 3kJ of energy per shot (which means you get about 333 per shots per MJ (or power pod)).

### **Icer**

This weapon is also a projectile weapon and, unlike the pistol, the bullets have explosive heads and so do more damage. They are also heavier. The projectiles use 8kJ of energy per shot (which means you get about 125 shots per MJ).

### **Blaster**

This weapon causes a blast of energy away from your suit. It is very wasteful of energy, using over 125kJ per blast (which means you get less than eight blasts per MJ).

### **Plasma Gun**

This weapon launches plasma balls (very hot charged gas) at a cost of 25kJ per shot (40 shots per MJ).

### **Protection Suit**

Pick up the red spacesuit which can be found in the cavern beneath the partly dismantled wreckage of the Pericles. With this suit you will have greater protection from all that hurts you. When the protection suit is running low in energy it will flash. When it is completely drained it will revert to the colour and meagre protection of the original spacesuit.

As it absorbs damage it uses up power, so you will sometimes need to recharge it. To do this, select the suit by pressing f5, then transfer energy to it by pressing, for example <SHIFT> f0 (which will take the energy from the jetpack).

### **Radiation Immunity Pill**

Get this and you'll be able to touch the glowing coronium without getting hurt.

### **Whistles**

After obtaining these you can use the whistle keys to control the robot Chatter when he is energised.

### **Other Items**

Various other items and artifacts are to be found on the planet but we will leave the function and purpose of these for you to discover.

### **Indestructible Equipment**

In common with the materials used to build spaceships, most of the solid state equipment that the landing party were equipped with is virtually indestructible.

This equipment includes passes, RCDs, guns, whistles, the cannon, the booster, the protection suit, the Destinator...

so don't be afraid of damaging these items: feel free to shoot at them or blow them up in order to move them.

Some of the attacking creatures and robots may seem indestructible but in fact are just very strong.

## **Game Position Saving and Loading**

EXILE has the facility to let you save and load your game position onto your own cassette. This is done from the Supervisor program.

### **Using the Supervisor Program**

When you first run the Supervisor program, it will print "Default" at the bottom of the menu. This indicates that the game will start from when you first reach Phoebus.



The options in the menu are straightforward. They are:

f0 - **Run the game** (using the game-save file named below the menu)

f1 - **Display the status screen**

This screen shows:

the time you have spent playing,  
your competition entry number,  
your overall score,  
the contents of your pockets,  
the keys (or passes) you have collected,  
and the energy levels of your weapons and other spacesuit equipment.

(A full bar of energy equals 32MJ (= 32 power pods)).

f2 - **See position**

This shows the position you'll arrive at when you run the game.  
Pressing the T key will show your four stored teleport locations.

f3 - **Catalogue** your cassette so you can look for the correct game-save position.

f4 - **Load position**

Type in the filename of the game-save file.

f5 - **Save position**

Type in the filename that you want to call your game-save file position.

f6 - **Score breakdown**

This screen shows how your overall score is calculated as the sum of several components. (See the "Scoring" section below.)

f7 - **Default position**

Pressing this will restore the game data to that of the default state - the game will start from when you first reach Phoebus.

When you wish to exit the game in preparation for running the Supervisor (for example to save your current position) you should:

- (a) Press SHIFT-f9 and wait for a second  
This puts data in a safe place (and fills the screen with rubbish)
- (b) Press CTRL-BREAK (to recover control of the machine)
- (c) Re-run the game (Rewind the tape and type CHAIN")

You'll soon get the hang of this odd process (which is necessary because EXILE uses every last byte of memory there is in your micro, so the game position saving routines and score calculations had to be put in a separate program).

The stages of a typical playing session would be:

- (1) Run the Supervisor  
(Rewind the tape and type CHAIN" then RETURN)
- (2) Load in your last save game position file  
(Press f4, insert cassette with file on, press PLAY on tape)
- (3) Run the main part of the game (by pressing f0)  
(Reinsert the game tape and press PLAY on your tape machine)
- (4) Type in the password from the Novella
- (5) Play the game
- (6) Exit the game by pressing SHIFT-f9.
- (7) Reset the computer by pressing CTRL-BREAK
- (8) Rerun the Supervisor (by repeating instruction (1) above)  
After it loads you will see "Unsaved" at the bottom of the menu
- (9) Save the game position by pressing f5



(Insert a new cassette on which you want to store the file)  
You can catalogue the cassette first by using f3

Cassette users that want to save their game position quickly without having to re-run the large Supervisor program can run the very much smaller file called "QSAVE" which is the last file on the tape. To do this type CHAIN"QSAVE" then press PLAY on your tape player. (You may have to rewind a small way if your tape player hasn't got motor control)

The first time you play the game you will not need to load in a previously stored position (stage 2). The game will run using the default data - the game will start from when you first reach Phoebus.

(Note: Pressing BREAK from the program looks as if it's doing what SHIFT-f9 does but this **will not work** properly)

## Scoring

Your proficiency as one of the Columbus Force special agents is scored in the following way:

You are given an overall score (shown on the status screen of the loader program) which is calculated as the sun of the following five components:

- + Kills (Points awarded for killing most dangerous entities)
- Kills (Points deducted for killing friendly/harmless entities)
- + Bonus (Points awarded for special achievements)
- Time (Points deducted at the rate of one per second)
- Deaths (Points deducted at the rate of 100 per auto-teleport just before your death)

So you see the quicker you are and the less you get "killed" the higher your score.

(Note: the creatures of which there is an infinite supply will not score you anything - for example, wasps out of hives, although you will score for the hive itself).

## Playing Advice

### Playing Philosophy

EXILE has been designed such that there are many ways of solving and resolving each of the various problems and puzzles that you will encounter beneath the barren wind-swept surface of Phoebus.

Just like in real life you will at time be exultant and at others frustrated by the problems set before you in the planet of the exile. Remember, if at any stage you are having great difficulty then STOP and make use of your greatest weapon in your mission to defeat the mad Triax. The one thing you should always wield is ... YOUR BRAIN (It's not just for head butts you know). If you are finding the going rough then you are more than likely doing things wrong. There is always an easy way.

### Using Guns as Tools

Everything in EXILE has mass, varying from the heavy boulders to the light wasps. On all impacts conservation of momentum applies so that you may get the same impulse (and so be knocked back at the same velocity) from a light fast-moving object as from a heavy slow-moving object.

Because of this you can use your guns as tools to move heavy objects around. The second gun (the icer) has heavier properties than the first gun (the pistol) so it will knock things back more effectively. Note, however, that it uses up your energy much faster.



The impulse imparted to the target from these collisions depends on the direction of motion before impact, so for example aim and fire upwards to give the target an impulse upwards.

Notice that impacts with the ground and other objects will be dampened by friction - the stuff that stops tyres slipping on roads. So you might be able to move heavy objects across the ground quicker if you get them off the ground by shooting at them not sideways but slightly upwards.

Note also that heavier objects are less affected by winds than light objects.

### **Enemy Sight**

The creatures and robots on Phoebus tend to aim for the centre of your body and will not "see" you if the terrain crosses a line joining their centre with your centre.

### **Credits**

We, as the authors of EXILE, would like to express our gratitude to the following people for their useful involvement in the EXILE project to date.

Richard and Steve Hanson for their patience and hard work,

Mark Cullen for trying to write us a novel,  
Jon (not to spelt John) Griffiths and THE David Braben for their ridiculous and inane suggestions for improvements,

Mark Lomas (proto-PHD) for putting up with us,

Giles Morgans for having to play-test the game only a few weeks before its release,

Chris Hart and Kevin Edwards for lending their expert skills,

Jacqui Lyons for her incredulity of the elastic completion date and for being our agent,

Greene King for keeping us numb between programming sessions (and sometimes during),

...and many others (especially those that have got nice things to say about the game).

### **EXILE - The Dark Chapters**

Those who need help to read the slippery slopes of the underworld can taste the delights of the Dark Chapters by reading these clues below. They should, out of respect for the Innocent Ones, brand themselves with the words "I have read from the Dark Chapters".

The **bolderised** parts give some indication of the content of the text (so you can choose whether or not to read the whole clue).

### **Chapter One (for mild sinners of those finding the going tough)**

**What would you say if I told you that all the following text is random gibberish?**

**There's still time to turn back you know.**

Only the green/yellow metal **doors** are easily **destroyed** by grenades. (Place the grenade near the door.)

**To get the grenade in the lower space-ship**, stand on the undercarrage beneath the tubes and do a boost-jump and thrust up at full speed flying through the tubes to knock the Cannon with your head.

**Put out fires** with the flask that has been filled with water.



**Transport beams can be shot through.**

**The horizontal cracks** beneath ceilings can be crawled through by running and jumping up and lying down to get your head in the crack. Then just thrust sideways into it. Horizontal cracks on floors can not be crawled through.

**Pink grubs** should not be allowed to be killed unnecessarily: you will need to make use of some of their properties deep to the east, to solve some problems.

## **Chapter Two (for experienced sinners)**

**Grubs and worms** appear from rocky ground (not from the "tile brick" ground). They are attracted by noise and are more abundant deeper down.

**Two grenades** are better than one. (Pretty obvious eh?)

**Feed imps** with their natural food. (What?)

**Fluffy** can be pushed through the horizontal cracks. (So...?)

**Chatter can be fed** with coronium crystals. (Where from?)

**The green frogman can be pushed back** using the block and pink frogman. You will need to help the pink frog to push by...?

## **Chapter Three (for those past hope)**

**The green frogmen can be fed** what?

**Coronium rocks** can be floated on the large block.

**Use the Pink Frog to push** you through mushrooms.

**Get the Radiation Protection Pill** out of the small cavern by using a piranha fish.

**The easy way to push an object through a horizontal crack** (if it is slightly taller than that crack); while hovering vertically, hold the object next to the crack, then press the lie-down key and thrust sideways into the crack throwing the object sideways, then shoot it through the rest of the way.

You're on your own now.

**Instructions' Source** : EXILE (Superior/Acornsoft) Booklet and Helpsheet

## **Review (Electron User) - "The New Masterpiece"**

The Pericles was on her 500th tour of duty, her mission to seek out new planets and boldly go where no man has gone before. Unfortunately it wasn't the first visitor to the planet Phoebus. Fifty years before its arrival Triax, a psychotic genetic engineer, crash landed on this planet inhabited by imps and maggots...and continued his warped experiments.

You play the role of Finn, the Dirty Harry of the Columbus Force, who has been assigned to investigate the mysterious events on Phoebus. Your objectives are to overpower Triax and destroy his mutant maggot production line before they set course for Earth and wreak their revenge on mankind.

A well-written novella graphically depicts the gory demise of each member of the Pericles' crew, but provides no major clues to aid the player as he pits wits and reflexes against this, the arcade/adventure to beat them all.

Due to the size of the game, the vital save options are handled by the initial loader program which provides all of the usual facilities that you would expect from a top notch adventure.



The story begins as you enter geostationary orbit above the planet Phoebus. Behind you a green spectral figure materialises momentarily then vanishes. Minutes later you discover that your ship's Destinator has disappeared and without it your craft is useless.

Donning space suit and jet pack you prepare to jump to the surface below, if only you could unlock the ship's hatch. A brief exploration of the cabin reveals the presence of a switch which, when kicked, unlocks it.

Stepping out into the blackness you fall gently on to a cross-sectional view of the abandoned Pericles. Several useful looking items can be seen inside the ship, but every hatch is locked and there are no handy switches nearby.

Leaping from the ship to the ground you wander towards an opening. But as you approach, a hamburger-shaped device attached to the underside of the ship swivels around and bowls you over with a few well-placed blasts from its stun gun.

At this point you decide that it would probably be safer to explore the planet's surface instead. Heading in an easterly direction you catch a few tantalising glimpses of goodies beneath the ground - courtesy of the cross-sectional viewpoint.

On the surface is a small bush, home of the most irritating canary you've ever encountered. This feathered foe isn't harmful, but it follows you everywhere pushing you down holes and into the firing line of the happy hamburger.

With experience I discovered you could pass the bird undetected by flying at altitude and landing on the far side. Here, hidden in a bush, you discover your first hand grenade.

Returning to the ship you decide to take your chances against the Big Mac blaster. Running towards the pit you suffer several hits, but manage to leap into the abyss and thrust out of range, only to find your way barred by a locked door. Remembering your grenade you drop it on the door, run to one side, and lay flat on the ground - this evasive action is most important as you'll be caught by the blast if you remain standing. The beeps of the primed grenade are followed by a bang and an open gateway to the underworld.

Thanks to the in-built intelligence of your spacesuit, death is an impossible occurrence. Whenever it feels that your life-force is dangerously low it teleports you back to a previously chosen position - if you haven't remembered a position you are returned to your ship. Remembering is something that should be done every time you find a safe, alien-free, area of cave. By pressing <R> you can store up to four separate locations in your suit's memory.

The caverns of Phoebus are home to a wide variety of imps, maggots, wasps, birds and an impressive selection of robots, many of which are armed with homing missiles. In addition there are natural barriers such as strong winds, water and inertia.

EXILE's detailed graphics enhance the game's infuriating puzzles beautifully. Everything is drawn on a small scale, thereby emphasising the vastness of the underground complex. The animation is fast and incredibly realistic - I marvelled at the way Finn was bundled head over heels by a blast from the stun cannon.

Jon Revis

### **\*\*\* Second Opinion \*\*\* (Electron User)**

EXILE is a massive arcade adventure in the CITADEL tradition. You must map out dozens of locations, find objects, use them in the right places and solve mind-bending puzzles.



What spoils the game for me is the very jerky scrolling - at times your character leaps all over the screen. It's a pity as EXILE would otherwise have won ELECTRON USER's coveted "Golden Game" award.<sup>2</sup>

Janice Murray

Sound .....	8
Graphics .....	8
Playability .....	8
Value for money .....	8
Overall .....	8

ELECTRON USER 6. 7

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<sup>2</sup> Janice Murray's last comment saves some face but the EXILE review is infamous as the biggest time ELECTRON USER got it wrong; the final table of scores is an insult to what it universally accepted as being the best game ever for the Electron. Much of the reasoning is given away by Jon Revis' review - they just hadn't gone far enough into it to appreciate what had been done.



# EWGEEBEZ

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure  
Author : Matthew Newman  
Standalone Release(s) : 1984: EWGEEBEZ, Software Projects, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC  
Actual compatibility : BBC, Electron (Not Master 128)  
Supplier : SOFTWARE PROJECTS, Bearbrand Complex, Allerton Road,  
Woolton, LIVERPOOL L25 7SF. Tel: 051/428 9393  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Zelob the Melkon has been marooned on the space station Ewgeebez. To escape, he must collect twelve power crystals to activate the main teleport which he must find in the mass of corridors which lie before him. Easy enough task you think to yourself but you haven't taken into account the alien creatures which regularly teleport in from a neighbouring foreign planet and of course the space station's own defence mechanisms, the patrolling robots armed with deadly laser beams.

## Control Keys

Z - Left, X - Right, \* - Up, ? - Down, SPACE BAR - Fire

**Instructions' Source** : EWGEEBEZ (Software Projects) Inner Inlay

## Review (EUG)

Frequently questions asked of the Electron regard compatible BBC software. The answer is usually to stick a Master RAM Board, Mode 7 simulator or DFS disk system on your Elk but a small minority of BBC software will work without any of these pricy extensions. Although EWGEEBEZ's front cover states '32k BBC Micro', it requires no jiggery pokery at all so is 100% Electron compatible. You don't even need to disable the Plus 1.

Software Projects' EWGEEBEZ is billed as a space station arcade jaunt and it is similar in some respects to STAR DRIFTER by Firebird. However, in that exploration, you control a spaceman and your surroundings have the distinct look of a space station. Ewgeebez space station is a maze of caves and you control a small 'fish'-looking craft.

The action is viewed from above and the idea is to navigate your craft (using the Z, X, \* and / keys) from screen to screen in search of twelve power crystals. You will also need to make a map and avoid anything that moves in order to complete the game.

Aliens (resembling the Software Projects' logo, a pair of false teeth and a spider) teleport into many of the Mode 1 screens, appearing in random places after you have been on screen a random length of time. Contact with them means instant curtains for one of your three crafts. Fortunately the aliens don't just 'appear' on top of you and lead to an unfair death - as they teleport in, they flash for several seconds giving you time to plan your strategy for avoiding, shooting or ignoring them. If the alien flashes close to you, you can use these seconds to pass through it without harm.

Apart from these foes, there are deadly machines firing bullets and fireballs on selected screens. Once blasted, they disappear but they are sometimes placed so shooting them is more difficult than simply avoiding them. The fireballs are fast and indestructible; they bounce off the walls of the maze and sides of the screen



until they hit something! One way systems also hinder you in your search for power, forcing you to return via a different route.

From the loading screen through the instructions and the code itself, EWGEEBEZ is a colourful and visually pleasing game. The loading time is less than two minutes and the sound, while not wonderful, is very good. The mazes are of different shades as you journey either up or down so you can deduce how near or far you are from the first screen - and the quest before you is reasonably difficult to complete.

The strangest thing about this game though is that your multi-coloured craft moves with a 'flicker' - even though the aliens don't and they're animated! It also slows down *not* when the maximum three aliens are present on a screen but instead when the screen is completely *empty*. Therefore, if no aliens teleport onto the screen, your craft tediously takes five seconds to travel from one side to another!

EWGEEBEZ is neat and well-programmed, and I'm surprised no-one has noted its suitability for the Electron before, but I can't say it's brilliant. It has enough variety to keep it from being boring yet it lacks STAR DRIFTER's crucial atmosphere. The quest, compounded by the lack of action on those screens devoid of aliens, is uninteresting and retracing your tracks takes a lot of time.

Produced in 1983 though, it was probably not only ahead of the Electron but its time too.

Dave Edwards, EUG #47



# FAB FOUR VOLUME 1

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1989: FAB FOUR VOLUME 1, Audiogenic, £9.95  
Compilation Comprises : 1. THUNDERSTRUCK 2, Audiogenic  
2. OMEGA ORB, Audiogenic  
3. PSYCASTRIA 2, Audiogenic  
4. SPHERE OF DESTINY 2, Audiogenic  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : 1. Unknown  
2. CDFS E00, DFS E00  
3. Unknown  
4. Unknown

## Instructions

Four great games by two of the greatest BBC/Electron programmers of all time.

THUNDERSTRUCK 2 and OMEGA ORB are probably Peter Scott's best arcade adventures. Crammed full of puzzles, they'll give you hours of fun as you explore the enormous map.

Also in this first FAB FOUR collection are two remixed arcade classics from the maverick Gary Partis. The originals were great but PSYCASTRIA 2 and SPHERE OF DESTINY 2 are even more challenging!

*Four Full Price Games...For The Price Of One!*

Please see individual entries for full playing instructions.

## Review (Electron User) - "Arcade Action Revisited"

The packaging for this latest Audiogenic release depicts a Sixties-style record player and a title reminiscent of a certain Radio One Sunday evening programme. Is the FAB FOUR a new game based on those likely lads from Liverpool - Paul, John, George and Ringo? No, it's a compilation of two golden oldies and two spruced up Audiogenic games.

The instructions on the inlay are sufficient to tell you how to find your way around the games, though they could have been better set out.

PSYCASTRIA 2 is, unsurprisingly, the sequel to the original, which was highly rated when first released three or four years ago. For me though, this is the first time I have played it. Controlling a small spaceship aboard a massive spacecraft populated by ten circular energy pods which whizz madly along, it's your mission to destroy each pod before it shoots you.

The ship scrolls horizontally at Ayrton Senna hyperspeed as you try to shoot various bases on the ship. Though sometimes you can zoom along so fast that you crash into a tall building before you know what's hit you.

Between each level there is a bonus section where you have to destroy aliens flying across the screen. Unfortunately, I have yet to see what happens then, as I still haven't quite got the knack.



The graphics are clear, colourful and well-detailed and the scrolling flicker-free. Good sound incorporates a lively tune accompanying the high-score table, a nice special effect as you prepare to play and a jolly tune as you enter your name.

PSYCASTRIA 2 is difficult but infuriatingly addictive as you just have to have another go to achieve a place on the high-score table or see what happens on the next level.

THUNDERSTRUCK 2 is an oldie in which you control an extremely unathletic spacesuited person who lumbers his way around a space complex. All sorts of wicked objects lie in wait to put a stop to your mission which is to find four vital parts of the DeactiUnit. Of course there are many puzzles to be solved on the way, almost all of which involve locked doors and communicating with robots.

The graphics are fairly good with cute but deadly characters moving horizontally or vertically while you jump across the various ledges on the screen. The graphics bear a more than passing resemblance to SPYCAT from Superior. The sound consists of a series of bleeps and a simple end of game tune.

THUNDERSTRUCK 2 is a fairly average arcade adventure which doesn't stand out from the crowd, but it kept me glued to my micro for several hours. The puzzles start off easy and become progressively more difficult.

SPHERE OF DESTINY 2 takes over where the original game left off. Once again you control a small spherical droid called Bruce who has unwisely taken up a mission to go through 64 space highways, all of which are constructed from small tiles, set out on five different rows.

Each tile has its own colour which indicates how Bruce will react to it. A yellow or blue tile will have no effect while red will slow him down, green does the opposite and purple makes him jump, cyan reverses the controls, white gives a special bonus, but black holes bring the time limit much closer.

SPHERE OF DESTINY 2 is initially interesting, but as the levels increment, they don't seem to become any more difficult to complete and become repetitive.

OMEGA ORB is another Peter Scott oldie of 1987 vintage, this time featuring a cute creature which exhibits a beautiful squashy effect when he hits the ground. Moving your Orb around a lunar landscape, through caverns collecting Core Pieces is the basis of the adventure, while evil looking creatures with matching intentions try to hinder your progress.

Large animated sprites, used not only for moving creatures but also for many landscape features, allow you to walk through the scenery. A challenging game, though similar to THUNDERSTRUCK.

As four-game compilations go this is a better than average collection as they all provide a high enjoyment factor. I noticed that the cover bears the legend VOLUME ONE. Will we be seeing a sequel? I hope so.

Cheetah

### \*\*\* Second Opinion \*\*\* (Electron User)

The compilations roll on, and for anyone who hasn't seen these games before it represents excellent value for money as it will provide many hours of enjoyment. Its value is diminished with every title you already possess.

Roland Waddilove

Sound .....	9
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	9



# FACEMAKER

***Professional, Originally Released On Cassette Only***

Game Type : Educational  
Author :  
Standalone Release(s) : 1984: FACEMAKER, Acornsoft/ASK, £9.95  
Compilation Release(s) : 1985: BEST FOUR - LANGUAGE, ASK, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : DFS E00

## Instructions

*"Children of all ages are enthralled by Facemaker. Starting with the eyes, you can build up one of over a million possible identikit type faces on the television screen. The program asks you to select features from a series of choices: mouths, ears, noses, hairstyles, even earrings and hats! This teaches children to read the names of the features with their associated quality/adjective, and then later to follow the sentence structures in which they appear. Children have fun drawing each toher, or working together on the program and this helps improve their reading ability and powers of observation."*

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## Introduction

FACEMAKER is for children, but adults will also find it both fascinating and enjoyable. Very young children may need help to read the instructions and type in their choices.

You must choose the name and features of the person to be drawn. Step by step the face builds up, appearing on the screen at the touch of a button.

To make FACEMAKER work, you must:  
READ the questions: e.g. WHAT ARE MARY'S EYES LIKE?  
READ the response : e.g. LARGE OR SMALL  
SELECT the response: e.g. LARGE  
CORRECTLY TYPE the word chosen: e.g. L-A-R-G-E



The completed picture prompts questions about the personality behind the face. Does the person look kind, friendly or bad-tempered? Perhaps the face was supposed to look like someone in particular - does it? What is different?

The face can be changed. Try different glasses, "shave off" the beard, let the hair "grow" and the character assumes a disguise. It looks quite different from the one you started with!

The program itself tells you what to do at each stage. At the very beginning, the screen display is:

Hello. What is your name?

and the program waits for you to type in your name. When you have done so, you must press the RETURN key to tell the computer you have finished typing. When the RETURN key has been pressed, the display will change to:

Welcome to FACEMAKER, [your name]. FACEMAKER will help you to draw a person's face. Just type the answers to the questions.

The <finger over space> symbol means "Press the space bar (the longest key) to continue".

Each time the program asks a question, the same procedure is followed - type in your reply and press the <RETURN> key.

If your answer is not understood by the program, the <?> symbol will appear. Perhaps the choice you selected was not available or you made a spelling error. To carry on, just press <SPACE> and try again.

### **Educational Notes**

Nearly everyone begins by trying to make the face of their nearest and dearest (or in one case a projection of the adult face of a yet unborn baby!). This obviously has its limitations. Despite having about a million potential faces in the program, there are more than that in any large city. So the picture is even then statistically unlikely to look just like Mum or Uncle Ron. (E.T? Forget it!)

The program was designed to be as self-contained as possible. It introduces new vocabulary which is actively used to operate the game, especially if group choices are being made, either in the home or at school.

FACEMAKER was never intended to jazz up the weekly spelling test or the Friday vocabulary lesson ("Today we'll learn words about facial features"...?), still less to simply amuse children during wet playtimes. In the classroom, the program can be used as flexibly as any tape recording or video, as and when appropriate to the children's current activities. It can fit in with on-going work or stimulate discussion to inspire further exploration.

Most children draw and paint faces from a very early age. Class portrait galleries feature regularly in all age ranges. Children write about the physical characteristics of people in their stories, describe each other and often have to identify by appearance someone whose name is not known.

Two children could use the program, one questioning the other about the appearance of a third person, prompted by the questions on the screen. A fluent reader could question a slower reader and assist with the typing involved.

The program often prompts discussion about such details as glasses, and may lead to debate about how many children wear glasses and why, at what age most children begin to wear glasses etc. How many other brothers/sisters, parents or grandparents wear glasses? Is weak eyesight hereditary?

Similarly, discussion may arise from attempts to portray an older "version" of a character, e.g. with glasses, beard and less hair. Looking at sizes and shapes of eyes, noses and mouths may lead children to making their own "identikit"-type



illustrations based on cut-out photographs from magazines or class portraits. The "strip-book" technique can be used with different eyes, noses and mouths being matched to make new faces. (How many faces could be made using e.g. 3 pairs of eyes, 3 noses and 3 mouths? How many more can be made if 4 or 5 are used instead of 3?)

This sort of activity may prompt questions about the proportions of the human face - is an eye usually bigger or smaller than a mouth? Does it matter? How high is the average forehead in proportion to the whole head? How big are people's ears?

The character of the person drawn on the screen may be deduced from the features and vice versa. But are all people with "smiling" eyes good-natured, or all people with "mean" mouths bad-tempered and stingy? How could the children find out?

### **ABOUT A.S.K.**

A.S.K. produces a range of educationally sound computer programs designed for use in the home and at school. Use of these programs in the home reinforces work done at school provides a way of introducing educational concepts in an interesting and exciting way. A.S.K.'s authors include distinguished academics, Primary and Secondary school teachers and head-teachers. Many of them have contributed to the teaching materials currently used in schools.

A.S.K.'s aim is to produce a range of programs covering each subject area. The programs now available - in mathematics and literacy - form part of this, and other programs will soon be released to complement them and complete the range.

A.S.K. programs are designed, above all else, to make learning fun. This is done by ensuring that full use is made of each micro's sound and graphics capabilities, and by capitalising on the enormous motivating power of the computer.

If you would like more details about either A.S.K. or our range of programs please do not hesitate to write to: A.S.K., London House, 68 Upper Richmond Road, London SW15.

**Instructions' Source** : FACEMAKER (Acornsoft/A.S.K.) Back Inlay And Booklet

**Reviews** : No Review Yet



# FANTASIA DIAMOND

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure  
Author : Kim Topley  
Standalone Release(s) : 1984: FANTASIA DIAMOND, Hewson, 1984  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : HEWSON CONSULTANTS. No further information available.  
Disc compatibility : Unknown

## Instructions

*The magnificent Fantasia Diamond, a family heirloom, has been stolen and taken to the imposing fortress across the river. Boris the Masterspy, retrieved the Diamond but has been captured and imprisoned. Now it is up to you...*

*Meet many characters - the Guardian, the Toy Robot, the Conductor - each with his own life and personality. Some of them have a strong sense of purpose and should be handled with great care...*

*Features include*

- Over 300 word vocabulary*
- Independent characters with their own personalities*

*What the reviewers said of the top selling ZX Spectrum version:*

*'The vocabulary used in the adventure is a very strong point...Highly recommended...overall value 10/10.'*

*- Crash Micro June 84*

*'A well thought out and well executed adventure.'*

*- C & VG May 84*

*'Fantasia Diamond from Hewson Consultants is ideal.'*

*- Sinclair User June 84*

Many years ago, one of your brave ancestors undertook a daring quest in the Kingdom of Rog. On his quest, he discovered the largest diamond known to man, now known as the Fantasia diamond, and brought it to the safety of his home. News of the discovery spread rapidly, and many times, attempts have been made to steal FANTASIA, which was passed down to you as a family heirloom.

Unfortunately, the latest attempt was successful, the thieves removing the diamond to their lair in a magnificent and imposing fortress across the river. To recover the diamond, you called in one of the world's best-known righters of wrongs. Boris the masterspy, who made his way to the Fortress, only to be captured and imprisoned by the faithful Guardian who patrols the rooms and corridors for intruders.

Now your only recourse is to undertake this dangerous mission yourself - to enter the fortress, recover the fabulous diamond and rescue Boris.

Throughout your mission, you will meet other characters who will either help or hinder you depending on how they feel at the time. All of these characters have their own independent lives. Some of them have a strong sense of purpose and should be handled with great care, while others behave in a fairly random way, as their fancy takes them. Not all of the other characters are hostile, but those that are have only one aim in mind!

When you start your adventure you will be quite weak. You will find that most of the other people are stronger than you, so be careful with whom you pick a fight! You can, of course, increase your strength by eating and drinking. As time passes, you will lose strength, which will ultimately result in death, so it is important that



you eat and drink regularly. Your strength determines how many objects you can carry - the stronger you are, the more weight you can handle. If you let yourself become very weak, you will find that you cannot pick up even the lightest objects - and that can include food!

### **Loading And Playing FANTASIA DIAMOND**

To load FANTASIA DIAMOND, type CHAIN"" and start the tape from the beginning. When loading is complete, the machine will wait for you to press a key before starting the adventure.

The screen is divided into two independent areas. The upper area is used to display the actions of yourself and all the other characters, descriptions of what you see around you and what is happening. The lower area is used for your input and is also used by the computer to provide certain information to you, for example error messages.

During play, every character will undertake some action about once every fifteen seconds, whether or not you yourself do anything. If you start to type, all of the characters stop until you press the <RETURN> key. Each character is then entitled to act after your command has been actioned. If you do not touch the keyboard for fifteen seconds, you will see the message:

You do nothing

and the other characters will go about their business.

You may use the keys <A> to <Z> (which are always capitals), <SPACE>, <.>, <,> and <"> (string quotes) in commands. <DELETE> will delete to the left of cursor. <CTRL> plus <U> will delete everything on the input line, and <ESCAPE> do all commands on the last line again.

Note: The <ESCAPE> key only works if typed as the first character on a line, and its action is immediate - you do not press <RETURN>.

Up to 78 characters may be typed per input. When the input area is full, the cursor will stop. Only the <RETURN> and <DELETE> keys are then effective.

FANTASIA DIAMOND has a vocabulary of over 300 words, all of which may be typed in the input line either in full, or in an abbreviated form. When an abbreviation is used, the computer chooses the first word in its dictionary which looks like a match, so be careful.

For example, the verb EXAMINE can be abbreviated to EXAM or even EX, but not E, which is interpreted as a short form of EAST.

Finding appropriate abbreviations is largely a matter of experiment.

### **The Language**

FANTASIA DIAMOND has a fairly powerful language analyser which allows you to construct quite complex sentences. A sentence may contain several commands; each command starting with a verb. For example, you could type as two separate commands:

OPEN THE DOOR <RETURN>

GO EAST <RETURN>

or you could combine the two:

OPEN THE DOOR AND GO EAST <RETURN>

Punctuation is optional, as is AND.

Most verbs allow you to use a list of objects, for example:

GET THE FOOD AND THE WINE

In a very few cases, you will find that you can omit part of a command and the computer will still understand what you mean, but usually this is not so. As an example, when locking or unlocking things, you must also say which key you want to



use - you cannot just say UNLOCK DOOR - that would be too simple! Sometimes, leaving part of a sentence out changes the effect:

ATTACK THE ELF - means attack with bare hands

ATTACK THE ELF WITH THE ROD - uses the rod as a weapon

Parts of sentences, and even words, can be abbreviated. If you want to open a small wooden door, you could, of course, say

OPEN THE SMALL WOODEN DOOR

but it is quicker to say

OPEN DOOR

Other possibilities are

OPEN WOODEN

OPEN SMALL

and so on. Bear in mind, however, that the computer takes what you say literally and assumes that its meaning is clear. So, if you were in a place with a red door and a brown door and you said OPEN DOOR, the machine chooses one of the doors and tries to open it. This might mean that the wrong door is opened, or it might just mean you see an error message if the chosen door cannot be opened.

Abbreviating words is another way to save typing, but it can cause similar problems. Experiment to see what can be done, but if an abbreviated command does not work, type typing it more fully.

e.g. for OPEN DOOR you could type OP DOO but not OP D because 'D' is interpreted as an abbreviation for 'down'. Errors of this sort can be very misleading so take care!

Another feature which you may find useful is that the computer remembers the last verb you used from line to line. So if you wanted to pick up a key and some wine, you could say

GET KEY <RETURN>

and then just

WINE <RETURN>.

Because you haven't started this line with a verb, the computer assumes that you want it to use the previous one. This applies to any verb like GET which allows you to use repeated objects.

## Errors

Error displays always appear in the lower half of the screen. Once an error is found, the computer stops processing your instructions and comes back to you for more.

The most common error messages and their meanings are as follows:

I DON'T UNDERSTAND THE WORD (word) - When this occurs, none of the commands on the input line will have been executed.

I DON'T UNDERSTAND - This occurs when the computer cannot understand the form of your command. You may have missed some words out or typed them in the wrong order.

I CANNOT DO THAT - The computer understands what you want it to do, but for one reason or another, cannot comply because the action is not sensible or is not legal. E.g. you cannot talk to a dead person.

YOU ARE NOT CAPABLE OF THAT - The command is correct and understood, but you are asking to do something which your character is not capable of.

WHAT? - The computer is unable to make sense of your word order.



## Your Surroundings

As you move from place to place, you will be given a short description of what is around you, and a list of the directions in which you can move. You will also be told of any objects/characters in the vicinity.

If you want to see the description of the current location again, you can type LOOK (or L for short). However, you may want to inspect particular items around you. For example, suppose you type LOOK and are told this:

You are in a small dark room.  
To the west is a wooden door.  
Obvious routes lead north south.  
You can see:  
The brown chest.

It is possible to get a closer look at the chest by typing:

LOOK AT THE CHEST

If you want to see what the chest contains, you can say:

LOOK INTO THE CHEST

Of course, this does not work if the chest is closed. Similarly, if the wooden door is open you could say:

LOOK THROUGH THE WOODEN DOOR

to see what is on the other side. If you know that the place on the other side of the door is called 'the little kitchen' then you may achieve the same by saying:

LOOK INTO THE LITTLE KITCHEN

## Moving Around

In each place, you will be told where you can go. For example, consider this place again:

You are in a small dark room.  
To the west is the wooden door.  
Obvious routes lead north south.

You can easily move either north or south in many ways: GO NORTH, SOUTH, N, S, RUN NORTH, etc.

If you want to go west, you could of course just say

WEST

but if the door is closed, this naturally doesn't work. Assuming that the door leads to the little kitchen, you can try:

GO INTO LITTLE KITCHEN

or ENTER KITCHEN

Another less useful way of moving is to follow another character who is not in an adjacent place:

FOLLOW BORIS

## Getting Others To Work For You

In this adventure it is essential for success that you co-operate with the other characters. There are times when you will be unable to get further without their help, because there are things that you are not capable of doing. At these times, you can ask someone else to help.

Suppose that you are already carrying so much that you cannot pick up a key that you need. Luckily, there is a trustworthy elf nearby who could carry it for you, he may run away with it, give it to someone else, drop it again, or anything he feels like doing!

## Basic Commands

The game recognises all of these commands. There are many others, which you have to discover for yourself:



NORTH etc	GET	ATTACK
N etc	DROP	SAY
GO	PUT	INVENTORY
RUN	GIVE	STATUS
LEAVE	EAT	HELP
ENTER	OPEN	HINT
FOLLOW	CLOSE	LOAD
LOOK	LOCK	SAVE
EXAMINE	UNLOCK	SCORE
QUIT - start a new game	WAIT - do nothing this turn	
PAUSE - suspend until a key is pressed		

## Saving And Loading

You can save your current position at any time by typing SAVE. Follow the prompts on given on the screen.

To load a previously saved game, just type LOAD and start the tape.

If LOAD fails, the current game is lost and a new one is started automatically.

On the Electron version, in order to start a new game it is necessary to reload a small part of the game from the tape. This part is located immediately after the main game. At the end of a game (when you die) or when you QUIT, the computer will prompt you to start the tape to read this part.

## Hints

In some places, it is possible to get some assistance by typing either HELP or HINT. There is no penalty for this. However, some of the clues are not quite straightforward and there are no hints for the easier problems.

If you cannot get the computer to do what you want it to do, either you are on completely the wrong track or you have used language too complex for the program to understand. Firstly, try to keep your commands simple - the fewer words the better. Refer to the section on error messages if in doubt.

The following general points should be kept in mind:

1. If a character refuses to help you, it may be because he is not capable of doing what you ask, or he may not feel like it. In the latter case you could try again.
2. Doing nothing is not always the same as waiting. This is important in some circumstances.
3. Do not give up hope when all seems lost. "Four walls do not a prison make" is true in FANTASIA DIAMOND, even when the obvious means of escape are not available.

Finally, a last hint for music lovers: The leader is more long-sighted than short-sighted and could be regarded as untidy in his ways. If you don't oblige him, you will never escape. Good Luck!

**Instructions' Source** : FANTASIA DIAMOND (Hewson) Back and Inner Inlay

**Reviews** : No Review Yet



# FEASIBILITY EXPERIMENT

*Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #7  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: FEASIBILITY EXPERIMENT, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : FEASIBILITY EXPERIMENT (Adventure International) Back Inlay

**Review** : No Review Yet



# FELIX AND THE FRUIT MONSTERS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Pac Man Clone  
Author : John Chayter  
Standalone Release(s) : 1985: FELIX AND THE FRUIT MONSTERS, Micro Power, 1984  
Compilation Release(s) : 1987: PRES GAMES DISC 2, PRES, £9.95  
1988: MICRO POWER MAGIC 2, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The object of the game is to protect the fruit from the marauding fruit monsters until the timer (at the top of the screen) reaches zero. There are three ways to do this:

1. Pick up the fruit and move it out of the way of the monsters.
2. Use either pools to put the monsters to sleep temporarily (only two pools are allowed on the screen at once).
3. Trigger the magnetic pad which teleports all the monsters back to their cave (this can only be done three times per game).

Each of these methods uses up different amounts of energy and this is limited (the energy level is displayed beneath the cave). Your energy is replenished by ten units if you pass over the power cells at each corner of the maze. If a monster reaches a piece of fruit it will pause momentarily to absorb its energy and then mutate. After each mutation, the monster will become more aggressive and faster. A life is lost if the player is caught by the monster or runs out of energy. An extra life is awarded at 10,000 points and the time ticks away slower as the player progresses to higher levels.

## Game Controls

P - Left, Cursor Down - Right, A - Up, Z - Down, CAPS LOCK/FUNC - Drop pool

Use the Cursor Up key to pick up and drop the fruit and also to trigger the magnetic pad.

**Instructions' Source** : FELIX AND THE FRUIT MONSTERS (Micro Power) Inner Inlay

**Reviews** : No Review Yet

**See also** : EUG #47 for a review of PRES GAMES DISC 2



# FELIX IN THE FACTORY

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'em-up  
Author : John Chayter  
Standalone Release(s) : 1983: FELIX IN THE FACTORY, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 1, PRES, £9.95  
1988: 10 COMPUTER HITS 3, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The object of the game is to keep the Generator, situated in the bottom right of the factory, filled with oil. If the oil level, shown at the bottom of the screen, gets too low the lights will start to flicker and eventually the Generator will stop.

To oil the Generator you must guide Felix down the ladder, along the conveyor belt jumping over packages, up past the Gremlins to the oil can and then back to the Generator. To help you past the Gremlins, use the pitchfork which is hanging on the wall somewhere and run at the Gremlins knocking them off the walkway.

Another hazard in the factory is the Giant Rat. This will run across a level from time to time. A bag of rat poison is provided which you can jump up to grab. This can be dropped on any of the walkways, and if the Rat runs into it you get a 1000 point bonus. You can jump over the Rat but you cannot jump over the Gremlins.

You can only carry one object at a time, and you drop the oil can if you can run into a wall or fall over on the conveyor belt. If you trip over the packages on the conveyor, you will be given the chance to get up again, but if you reach the edge of the screen you will lose a life.

An extra life is awarded when you reach a score of 3000 points.

## Game Controls

P - Left, Cursor Down - Right, A - Up, Z - Down, Cursor Up - Jump/Drop

**Instructions' Source** : FELIX IN THE FACTORY (Micro Power) Inner Inlay

## Review (Electron User)

You know what it's like - you go into work for your shift and no one else has turned up so it's all left to you. Again. Well, that's what's facing you as you play the part of Felix, the hero of this game.

Your main job is to keep the generator oiled. Easy enough, but the previous shift has left the oil cans all over the factory and you have to collect them before you can oil it and keep everything running smoothly. This is where the work comes in. The factory is a split level affair; the different levels being joined by ladders. Before you are able to collect the oil cans, you have to negotiate a package-carrying conveyor belt.

It doesn't help that the place is infested with Gremlins and giant mice which attack you without warning or provocation. Of course you can use the pitchfork and the bags of poison that are lying around the place to ward them off but all this takes times



and the generator is running out of oil every second. And when you've succeeded your only reward is a still harder game!

It's not easy but it is fun; a fast game calling for quick reflexes and a sense of humour as you try to keep production flowing. The instructions are clear and adequate, the controls simple and easy to use. The program's sound and graphics use the Electron's capabilities to the full.

All-in-all it's a good version of an old idea, and children love it. If you want an amusing action game for your Electron then FELIX IN THE FACTORY is one to be considered.

Eileen Young, ELECTRON USER 1. 4

**See also** : EUG #46 for a review of PRES GAMES DISC 1



# FELIX MEETS THE EVIL WEEVILS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author :  
Standalone Release(s) : 1983: FELIX MEETS THE EVIL WEEVILS, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 3, PRES, £9.95  
1988: 10 COMPUTER HITS 3, Beau Jolly, £9.95  
1988: MICRO POWER MAGIC, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Killer Weevils have overrun the factory. The only way for Felix to kill them is the spray them in the face with pesticide. You will need one aerosol can of "Ubik" to kill each weevil, and you must be quick because if a weevil reaches a pulsating Mutation Chamber, it becomes a Purple Superweevil! Beware also of the ball-bearings which come rolling along the conveyors. These are harmless to the soft-bodied weevils but deadly to you.

To help you along, you will find the following items useful.

1. The belt lever, which enables you to reverse belts at will.
2. Oxygen cylinders, to replenish your ever-decreasing supply.
3. The emergency panic button (only one per life), which makes you immune to weevils and ball-bearings for a while.

You may jump down small distances but you can never jump up.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Spray  
<CTRL> - Emergency Panic, <SHIFT> - Reverse Belts  
Q/S - Sound Off/On, <COPY>/<DELETE> - Pause On/Off, <ESCAPE> - Abort Game

If you have a switch type joystick interface fitted (not the Plus 1), key in the relevant information when required. It is provided with your interface. The program will then load.

## Scoring

Bonus Letters .....	100
Normal Weevils .....	500
Superweevils .....	1000
Bonus for all letters .....	500

An extra life is awarded every 10,000 points scored.

**Instructions' Source** : FELIX MEETS THE EVIL WEEVILS (Micro Power) Inner Inlay

**Reviews** : No Review Yet

**See also** : EUG #47 for a review of PRES GAMES DISC 3



# FIGHTER PILOT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Wire-Frame Battle  
Author : Julian Charles Bury  
Standalone Release(s) : 1985: FIGHTER PILOT, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The object of the game is to shoot down other pilots who are unfortunate enough to have intruded into your air-space.

CAPS LOCK - lowers the wheels which are down on take-off and must be down to land.

CTRL - this turns on the RADAR and retracts the wheels. Don't do this until you're airborne.

SHIFT/CAPS LK - these are the air brakes, most important during your crazy landings.

SHIFT - this is the throttle to get you up and away, but it uses fuel so take it easy.

SPACE BAR - this fires your gun and it can't be fired until you're safely away from us poor ground crew.

Z X - Aileron. Roll left/right.

/ : - Elevator. Climb/Drive.

**Instructions' Source** : FIGHTER PILOT (Kansas) Opening Screen

**Reviews** : No Review Yet



# FIREBUG

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author :  
Standalone Release(s) : 1984: FIREBUG, Acornsoft, £9.95  
Compilation Release(s) : 1985: PLUS THREE GAMES DISC, Acornsoft, £12.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : Unknown

## Instructions

As fireman on duty, you have been called out to a warehouse where a firebug is reported to be attempting to burn it down. Your main concern is to rescue the drums of highly inflammable petrol and take them to the safety of a water tank. You can jump over the fires or put them out with a fire extinguisher, but be careful to avoid the clouds of dense white smoke.

Complete with sound effects, full colour graphics and a table of high scores, FIREBUG is fully compatible with either keyboard or joysticks.

Further instructions currently unavailable.

**Instructions' Source** : FIREBUG (Acornsoft) Back Inlay

**Review** : No Review Yet



# FIRETRACK

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Authors : Orlando and Chris Terran  
Standalone Release(s) : None  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 7, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Background Briefing

At the start of this (22nd) century, the 'Pirate Industrials' funded and built the Asteroid Belt colonies, only then to break away from Earth. Negotiations collapsed and the 'Pirate Wars' began - Earth's attacks on the colonies' central trading route still continue. This is the Firetrack, spanning the mining worlds, separated by Commspaces, areas of space filled with discarded communication hardware - space junk.

In principle, each world is of four types - 'Baseworld', 'Dustworld', 'Iceworld' and 'Mallworld' - although there is some variation within each of these individual types.

Worlds are individually driven by nuclear power plants, disguised as 'eyes' within the 'Devil Rock' at the end of each colony. Destroying these plants throws the settlement into darkness. In the BBC Micro version, you must then re-attack in the blackout to prevent the machine-building mechanisms reconstructing everything.

Variable defence levels have been observed throughout the worlds including instances of total abandonment - you need only to fly over these abandoned worlds once to wipe them out.

You are one of the few security-cleared ex-military personnel open for Firetrack pilot selection. You must try to destroy as many of the mining worlds as you can. Your success is indicated by your score (number of creds). In the BBC Micro version you must ultimately try to find the 'White Light' opening somewhere in the Firetrack. Flying the Firetrack has always been difficult enough - it may well be that Earth itself is now at stake.

## Instructions

You start each mission with a team of three Hatchfighters. Fly across the colonies knocking out the major power nodes (+), power junctions (x) and computer centres (?). Finally, destroy the Devil Rocks' eyes to claim your bonus. This starts at 50 creds, adding 50 more for each (+) that you hit, and doubling it for each (x). These are added up in the order they were hit.

(?)s are the computer centres. Earth Council will allocate you an extra team member if you can destroy at least ten of these. Escape from Commspace, and they will again award you an extra Hatchfighter. In the BBC Micro version, if you only have one team-member remaining, this will restore your team-size to three.

In the Electron version, only the first world can be accessed directly. The remaining worlds can only be reached by escaping from that world.

## Playing Tips

Whilst gaining experience, do not try to shoot everything in sight. Hold back to give yourself room to move and fire, and concentrate more on shooting at defences



you need to shoot at in order to escape. Later on, more complex techniques will be needed to tackle the semi-chaos and chaos worlds. Holding the fire key down fast-fires: you won't really need this until later, but you can use it anyway. On empty worlds, stay towards the top of the screen and concentrate on hitting the (+) and (x) formations.

### **Game Controls**

The Electron version of the game can only be played from the keyboard.

Z - Left    X - Right    \* - Up    / - Down    RETURN - Fast-Fire

Start Game ..... SPACE  
Pause On/Off ..... P/SPACE  
Sound On/Off ..... S/Q  
Quit Game ..... ESCAPE

If the screen flickers after the Electron version has loaded, press key 1 to stop this occurring.

**Instructions' Source** : PLAY IT AGAIN SAM 7 (Superior/Acornsoft) Inner Inlay

**Review** : No Review Yet



# FIRIENWOOD

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: FIRIENWOOD, MP Software, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MP, 165 Spital Road, Bromborough, MERSEYSIDE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*Travel to a land of magic and monsters in this absorbing adventure game. Explore caverns and forest as you search for the Golden Bird Of Paradise. Few People survive to tell the tale so you will need all your wits about you. Written completely in machine code for extra speed.*

An evil wizard has captured the magic Golden Bird Of Paradise and has imprisoned it in a weird castle in the middle of the enchanted FirienWood.

Your quest is to find the bird and set it free, in return for its freedom the bird will give you health, wealth and prosperity. You will need magic to overcome the wizard's powers and before you can enter Firien Wood safely, you will need to find a magic lamp. Beware! Many perils lie before you and every move is fraught with danger!!

## Playing The Game

The computer acts as your eyes and hands as you journey on your quest. It tells you where you are and what is happening, then you must tell it what to do by typing a command of one or two words. For example if you find an object that you want to pick up, type "TAKE" followed by the object name. If you want to move, give the direction you want to go (Directions such as NORTHWEST must be given as NW to distinguish it from NORTH). Entering a dark location without a light source is rather bad for your health!!

Some of the objects are completely useless whilst others may have more than one purpose, that is for you to find out.

## Useful Words

Many of the commands you will have to discover for yourself, but some of the more general ones are given here:

To move, try one of the points on a compass or something like "UP", "DOWN", "LEFT", "RIGHT", "ENTER".

To get or drop a bottle try "GET BOTTLE", "TAKE BOTTLE", "DROP BOTTLE".

If you want the description of a location, type "LOOK".

To list your possessions type "LIST". You may find that some objects can be worn as well as carried.

To kill a Goblin (if you have a weapon) try "KILL GOBLIN".

If you want to save a game and return to it later, insert a suitable tape and type "SAVE". Part of the database will be recorded and the game will then continue. To restart a game, FIRIENWOOD should be loaded and run as usual, the data tape inserted and the command "LOAD" given. The data will be loaded and the game will recommence.



To end the game, type "QUIT".

### **Scoring**

To find out your score at any time, type "SCORE". Ten points are given for each monster you manage to kill.

**Instructions' Source** : FIRIENWOOD (MP Software) Inner Inlay

### **Review (Electron User)**

FIRIENWOOD is a 100 per cent machine code adventure which makes up in presentation and speed what it lacks in difficulty. An evil wizard has stolen the fabled Golden Bird of Paradise. Your task is to search Firienwood in order to find and enter the wizard's castle. If you can then overcome the wizard and free the golden bird, you will receive untold riches and happiness for the rest of your life, plus an invitation to play the adventure again.

The game seems to concentrate more on difficulties than problems. For instance, you have to cross a river, but the boat you wish to use will only hold you and a certain number of objects. There are more objects than you can take with you, so what do you take?

MP tell me there are a few ways of solving the game. I only used one - but, from the number of locations and puzzles that seemed to have no bearing on my solution to the adventure, I think they must be right.

The vocabulary is fairly extensive and most of the GET, DROP and EXAMINE type of verbs are recognised as well as a few you wouldn't expect. The only drawback to this adventure is the market it seems to be aiming at.

I can't see an experienced adventurer taking more than a couple of hours to solve the game - and surely there aren't that many novice adventurers.

However, if you are a novice - better yet, if you have never tried an adventure before and are wondering where to start - then this is the adventure for you! It is free from spelling mistakes that sometimes plague even the more upmarket games.

Also the on-screen display is not off-putting, which novices sometimes find to be the case with the normal black-and-white display that we purists prefer.

Overall, definitely for the beginner, but should not be completely dismissed by the more experienced player.

Merlin, ELECTRON USER 3. 1



# FIRST MOVES

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Learn Chess Utility  
Author :  
Standalone Release(s) : 1985: FIRST MOVES, Longman, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LONGMAN, Longman House, Burnt Hill, Harlow, ESSEX CM20 2JE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"FIRST MOVES is an introduction to chess for players of 8 years and upwards. Success in chess depends on an understanding and appreciation of the way individual pieces move, and the way they can work together. First Moves initiates the beginner into those basic moves and strategies, by a simple, straightforward process.*

*"The program is split into six main sections, each of which contains three games concentrating on a particular piece or groups of pieces, from the King and Rook through to the pawns. The final section deals with handling the pieces in combination - and the aim of the game, to capture your opponent's King, is kept clearly in mind throughout.*

*"The pack contains a full-colour wall poster reinforcing the lessons and providing back-up information."*

Use this pack to learn the moves and tactics of the game of Chess. Each part of the program is designed so that you can concentrate on the real purpose of the game - CHECKMATE, and learn to use each piece in attack and defence.

Your opponent is the computer and you can harness all its power both to provide an exciting game, and also to see, understand and learn the basic skills of Chess play. You can beat the computer by following the programs carefully, and then using these ideas in later games.

Work through the programs one at a time, mastering each new piece before moving on to the next. After BATTLEFIELD, you will be ready to take on another player or a full Computer Chess program.

### 1. The King

He is the most important man in the army. If he is lost, then all is lost. When an enemy piece attacks your king, this is CHECK. If the king cannot move to a safe square, then it is CHECKMATE, and the end of the game.

### 1. Queen

She is the most valuable fighter. She can move far and fast, reaching any square on the board in a few moves. Protect her well.

### 2. Rooks

These are long-range soldiers. They can defend your men, or attack the enemy from a distance, but are just as powerful in close combat. Rooks are sometimes called CASTLES.

### 2. Knights

They can leap over your men, or over the enemy, to make surprise attacks. Their moves follow a special pattern, so plan carefully to make sure you reach the right square.



## **2. Bishops**

There are long-range fighters, like the rooks, but each bishop must always stay on the same coloured squares. Use them for defence and for lightning raids.

## **8. Pawns**

They are your foot-soldiers, slow and plodding, but giving strong support to your fighters. If a pawn can reach the opposite side safely, it can be exchanged for any fighting piece.

## **The King And His Castle**

Start by selecting your game. You can play Black or White; you can have your rook at the left of your king, or to its right; and the computer's rook can be placed on the left or right.

In all of these games, you have to checkmate the enemy king to win. A king is in CHECK when it is under attack from one of the opponent's pieces. The player must try to get out of check, either by taking the attacking piece, or moving the king, or blocking the attack by putting another piece in the way. CHECKMATE is when the king cannot get out of check.

A lone king can easily be checked by a king and a rook, as long as you use both pieces in the attack. The king cannot attack directly, because no king may stand on a square next to the other. If you did this, your own king would be in check too! However, you can use this 'no-go' area to block your opponent.

Use the rook's long lines of attack to drive the enemy king to the side of the board, where you can pin it down with the help of your own king. Be careful! Don't let your rook get too close to the computer's king. If you put it within reach, it will be taken, unless it is protected by your own king. Watch out for the pawns, too. They will take if they get the chance.

## **The Bishop Joins The Fray**

The Rook's attack covers a solid of squares across or down the board. In this way, it can seal off areas and keep the opponent's king in one corner of the board. The bishop's attack is not as effective. It covers a line of squares, but a diagonal line, and an enemy king can slip through the gaps.

When playing with a full set of pieces, you can use two bishops together to create a more solid barrier, but a single rook would do the job just as well.

The bishops are best used to give long distances backup to other pieces.

They can reach any square on the board (as long as there is nothing in their way) in two moves, and this means that they can cover, or threaten, any square in only one move. With the bishop to back him up, the rook can go in right next to the king, making a very effective attack.

## **The Knight Goes To War**

The knight is the only piece on the chessboard that can jump over other pieces. This gives it a very special advantage, although it also causes problems. The knight has to jump in a 2-1 pattern, whether it is moving, or capturing, and this means that it may well be close to enemy pieces, and yet unable to attack them.

Make the knight's jumps for you. Look out for situations where the knight can threaten two pieces at once, and if one of those is a king, so much the better. Here, black is about to lose either his rook or his bishop.

The knight cannot get checkmate without help from other pieces. In this example, the knight and rook had together pinned the black king, though it was not then in check. Checkmate came when the bishop was brought to bear.

In later games, when the board is more crowded, you will appreciate the knight's jumping ability even more.



### **Her Majesty The Queen**

The Queen is such a powerful piece that you might think the other pieces are not necessary! She has the mobility of the rook and of the bishop, and this gives her eight possible lines of attack. Black, here, had scattered his pieces all over the board, and White has seized the opportunity. The Queen doesn't just check the Black King: she also threatens his Queen, Rook, Bishop and Knight. Don't let this happen to you.

The Queen is powerful, but can be taken just like any other piece. You can get checkmate with the Queen, as long as she is backed up by another piece, and is not in reach of any enemy pieces.

When the board is fairly empty, the Queen and Rook (or two Rooks) can checkmate the opponent's king by driving him to the side of the board. Black is checked by the Queen now, and must move to the right. When White goes, he pushes that Rook to the end file, and the game is over.

### **Pawns**

Pawns are such small and slow pieces, you might be tempted to ignore them. Don't. They have a strength of their own. In the earlier games you should have been using your pawns to shield the main fighting pieces, and to protect their rear. Now use this game to see what the pawns can do by themselves.

Use them in a group. Try to make sure that the pawn at the front is always backed up by at least one other. Use your king as a mobile reserve. He can travel behind and between the pawns giving extra protection where it is needed. In the first diagram, Pawns B and C are both covered and the King is supporting Pawn A. If need be, he could step to the right and protect Pawn D.

If you are playing a game where you and the computer's pawns are on opposite sides of the board, then set your pawns in a defensive formation, and use the King to attack. The King is in an excellent position in the second diagram. Black must lose Pawn D at the next move, and that will leave Pawn C exposed.

The pawn game isn't as simple as it looks. You should be trying to do four things at once: keep your pawns safe, attack the enemy pawns, 'queen' a pawn, and get checkmate!

### **Battlefield**

Use this part of the program to set up your own practice games. These can be evenly balanced, like the other games in the pack, with the same number and types of pieces on each side, or you can set up unequal matches. This is a good way of exploring the relative power of different pieces. Set a Queen against the three other major pieces - Bishop, Knight and Rook.

Try the game both ways, so that you and the computer have played the Queen's side. Try the game with and without pawns. What difference do those foot-soldiers make?

Set up games with a King, Queen and one or two other (different) pieces on each side. Play each game several times until it is clear which of those men - Bishop, Knight and Rook - is the most useful. You must understand their values. If you could take your opponent's Bishop, at the cost of your Knight, would it be worth the swap? Is a Queen worth a Rook and a Knight?

Be bold - experiment and win!

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VIFI International.

**Instructions' Source** : FIRST MOVES (Longman) Back and Inner Inlay



Review : No Review Yet



# FIRST NUMBERS

*Professional, Originally Released On Cassette Only*

Game Type : Educational Compilation; Ages 4-6  
Author : P. K. McBride  
Standalone Release(s) : 1983: FIRST NUMBERS, Collins, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier :  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This pack consists of a workbook and a cassette to run on your home computer.

The computer displays scenes which generate information concerning numbers and counting - one whale swims across the screen, six spiders descend in front of the screen. At each stage, basic counting and numbers are illustrated and highlighted. Basic exercises then follow, with the child guided towards the correct answer.

The programs each deal with an important area of numbers:

**UPTO5** Basic numbers and counting up to five.  
**UPTO10** Numbers and counting up to ten.  
**RACE** A counting game where the player races against CHIP.  
**NUMBERS** Practice and help in writing numbers.  
**11UP** Numbers and counting up to twenty.

The workbook develops the ideas covered in the programs and allows the child to colour in the friendly characters encountered. Other exercises make sure they understand and remember all the important ideas covered.

These programs have been designed for use by children with very little adult assistance. It is important though, especially with younger children, that they should be supervised during their first contacts with the programs. The few written messages that are used are colour-coded, so that the child will be able to recognise and respond to the colour, if not the words, of a message. Almost all the responses to the programs are taken by the direct touch of a key. Where it is necessary for the child to ENTER an answer, this is clearly marked.

**UPTO5** and **UPTO10** display, and give practice in counting, these numbers. The initial displays can be jumped from, wherever you see displays an be jumped from, wherever you see a "Press E for the Exercises" line. The programs can be stopped at the end of any frame by pressing S.

**RACE** is a dice-based counting game, where the child plays against the computer's Chip.

**NUMBERS** shows how to write numbers, using an animated display. The program will normally follow the number sequence, but any number can be selected at the end of any frame, by pressing that number on the keyboard.

**11UP** takes the number sequence, and counting skills up to 20. This program uses block images, rather than pictures, and emphasises that these numbers are made up of a group of ten with additional units.

The program should be first used where indicated in the workbook.



Children can colour, draw and complete the workbook included with this pack - the programs become a constant source of encouragement and learning.

**Instructions' Source** : FIRST NUMBERS (Collins) Back and Inner Inlay

**Reviews** : No Review Yet



# FIRST STEPS WITH THE MR MEN

***Professional, Originally Released On Cassette Only***

Game Type : Educational Arcade Games (Ages 4-8)  
Author : PrImer Educational Software  
Standalone Release(s) : 1985: FIRST STEPS WITH THE MR MEN, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The popular Mr Greedy, Mr Silly and Mr Forgetful feature in these computer games written for children of four years and upwards.*

*"Entertaining and rewarding, the games are designed not only to be fun to play but also to help young children develop the skills they need when starting to read. They are also a friendly and absorbing first introduction for a child to the exciting world of computers.*

*"The programs were designed by two primary school teachers Trevor Dudley and Chris Muncke of PrImer Educational Software. The programs draw on their experience of teaching the early years and of using computers in the classroom.*

*"Included with the programs is a specially written instruction book featuring the Mr Men. Intended to be read with your children, it introduces the games and the simple operations required to play them. Also included is a colour coded key guide featuring Mr Clever."*

Four simple and absorbing games for children of four to eight years old.

In MR GREEDY'S ICE-CREAM HUNT, a giant ice-cream is ready to be found by Mr Greedy but he must be guided there by the player. This simple program helps very young children explore ideas of direction. It progresses through five carefully graded stages each a little more demanding than the last.

Children of four years old can master the four clearly marked and colour-coded keys with a minimum of adult assistance.

In MR SILLY'S HAT GAME, the young player has to help Mr Silly to try on hats arranged on shelves. This program has been written to help children practise left to right scanning, an essential skill needed in learning to read. The game also exercises colour and shape matching skills. The three rounds of the game provide an increasingly difficult task in discrimination as other objects appear on the shelves when the player takes a hat for Mr Silly. Children need to master only three colour coded keys.

MR FORGETFUL'S WARDROBE GAME is a simple memory test for young children which also develops their shape-recognition skills. The young player helps Mr Forgetful to open doors of several wardrobes in which are hidden pairs of familiar objects such as shoes, socks and mittens. Only one of a pair is hidden in each wardrobe and the wardrobes are arranged in two rows. The object of the game is to locate all the pairs.

The last game, MR FORGETFUL'S LETTER GAME, is a variant on the wardrobe game in which a random selection of letters of the alphabet are hidden in the wardrobes rather than objects. The aim of this game is to help develop letter recognition. The option of entering a chosen range of letters enables an adult to adjust the program



so that a child can practice recognising letters which might be confused, such as "b" and "d".

### **A Note To Parents**

I hope you will read these stories with your children as they play the Mr Men computer games for the first time. They are intended to introduce young children to the computer games in an amusing and light-hearted way. Instructions on loading the programs are printed at the back of this book. Do read these carefully to ensure your programs load properly and you know of each program's features.

- Roger Hargreaves

### **First Steps With The Mr Men**

There are four stories in this book. They tell you about the adventures of Mr Greedy, Mr Silly and Mr Forgetful.

These are special stories because with the help of the computer you can see them happening. In fact, by pressing keys on the computer's keyboard, you can make them happen.

That makes these stories more like games - games you can play with the Mr Men. As you play the games on the computer you could make up different stories to go with them.

Anyway, here are my stories to start off with. I hope you enjoy them - and the games.

### **Mr Greedy's Ice-Cream Hunt**

Mr Greedy is always thinking of what to eat. Sometimes he thinks of hot, steaming pies, sometimes he thinks of fresh ripe fruit. Today he is thinking very hard about delicious ice-cream. In fact Mr Greedy is thinking so hard about how good an ice-cream would taste that he falls asleep and starts to dream.

He is dreaming about ice-creams, of course!

In Mr Greedy's dream, he is in a lovely room with a yellow floor. Each wall is different. Can you see a bright blue wall and a dark blue wall? Can you see a bright red wall and a dark red wall?

Mr Greedy dreams that somewhere in this room, a giant ice-cream cornet is hidden. If only he can find it he can eat it. But Mr Greedy dreams he is going round and round and can't ever get near the ice-cream cornet. Can you see where it is hidden?

You can help Mr Greedy get to the cornet when you play this game on the computer. By pressing keys you can tell him whether to go up or down or left or right.

There are pictures above the keys you press telling Mr Greedy which way to go.

Yes, it's Mr Clever pointing the way for you.

When he's pointing up, if you press this key, Mr Greedy will go up.

If you press the key near the picture pointing down, which way do you think Mr Greedy will go?

That's right. He will go down.

One key will make Mr Greedy go to one side, the other will make him go the other way.

Thank you, Mr Clever.

The colours behind Mr Greedy are the same colour as the walls in Mr Greedy's room. So when you press the light blue key, Mr Greedy moves towards the light blue wall.



Now you can tell Mr Greedy how to get to the ice-cream by telling him which way to walk - up or down, and left or right.

Try it on the computer. Can you see what happens when Mr Greedy is walking in one direction and you press a key to tell him to go the other way? He turns round and starts walking in the direction you told him.

What happens when Mr Greedy gets to his giant ice-cream cornet?

You will find that Mr Greedy's dream does not end with just one ice-cream. There are more! Well, Mr Greedy had greedy dreams!

But the second ice-cream is more difficult to reach than the first. You will have to help Mr Greedy get round some walls which have appeared in Mr Greedy's dream room.

In fact the more ice-creams Mr Greedy eats, the more difficult it is for him to reach the next one.

You can play this game until Mr Greedy has found all the ice-creams.

Happy ice-cream hunting!

### **Mr Silly's Hat Game**

Mr Silly is being sensible today. He has gone to a hat shop to buy a hat. He says that the weather is so cold he needs a hat to keep the sun off his head!

Here he is inside the hat shop. There are lots of shelves of hats.

If you look carefully you can see there are three different hat shapes and four different hat colours.

Mr Silly is not sure which hat will suit him best. Here he is asking for a hat so he can try it on. He is saying a picture!

What a funny way to ask for a hat. You can help Mr Silly get the hat he wants when you play this game on the computer. He says which hat he wants and you can find it for him on the shelves.

But wait a moment. Mr Silly is wearing a hat already! Oh well, I expect he will take it off when he gets the hat he wants.

The way you choose the hat Mr Silly wants is by pressing keys on the computer's keyboard.

Each time you press the left key, a marker moves along a shelf pointing at each hat in turn. When the marker reaches the end of a shelf it moves down to the next shelf. Try it on the computer. Press the key and see what happens. Did you see the marker move down to the next shelf when it reached the end?

When you have got the marker pointing at the hat Mr Silly wants you can give that hat to Mr Silly by pressing the key marked with the \*.

Make sure it is the hat Mr Silly asked for. Is it the shape he wants? Is it the colour he wants? If it is not the shape Mr Silly wants and the colour Mr Silly wants he won't take the hat. Mr Silly may be silly, but he knows which hat he wants!

You can see what Mr Silly does with the hats you choose for him when you play the game on the computer. All I will tell you now is that it is very silly! In fact Mr Silly keeps on asking for hats until you have given him every hat in the shop!

Sometimes you will want to choose a hat on a shelf above the one where your marker is. You can make the marker move up one shelf at a time by pressing the up key. Try it on the computer and see if you can move the marker up to a higher shelf.



Jumping up a shelf will help you get the hat Mr Silly wants more quickly.

Well, I have been telling you a lot about finding Mr Silly's hats for him. You better get on and find them before he gets too hot from the wind, or was it too cold from the sun? I forget.

Oh, by the way, if you like finding Mr Silly's hats for him you can go on looking for them after you have emptied the shelf. The shelves fill up all by themselves. But the next time you take a hat from the shelves to give to Mr Silly, there is something left on the shelf.

And if you take all the hats from the shelves for the second time, the shelves fill up again all by themselves. This is the last time the shelves fill up in the game and you can see what is left on the shelf this time when you play it!

### **Mr Forgetful's Wardrobe Game**

Poor Mr Forgetful...he tries very hard to be a tidy person but when he puts something away he usually forgets where he put it. Sometimes he goes out for walks wearing only one sock because he forgot where he put the other one!

Mr Forgetful has thought of a special way to remember where he puts things. He has bought a lot of wardrobes and he has left one thing in each wardrobe.

He has put away a pair of socks, a pair of shoes, a pair of roller skates, a pair of boots, a pair of ice skates, a pair of mittens and a pair of slippers.

But to be extra tidy Mr Forgetful has put one sock in one wardrobe and the other sock in another wardrobe on the other side of the room. He has also done that with his shoes, roller skates, boots, slippers, ice skates and mittens!

It seemed a very good idea when he did it but now Mr Forgetful can't find a pair of anything!

He wants to go out for a walk but he can't find his shoes or his boots or his mittens or his socks or anything! He has forgotten which wardrobe he put them in and now he is trying to remember.

You can help Mr Forgetful find his socks and shoes and all the other things when you play this game on the computer.

Mr Forgetful has lined all his wardrobes up in one room, some on one side and an equal number on the other side.

He can go to a wardrobe and open the door to see what is inside. You can show him which wardrobe to go to by pressing special keys.

They are the same keys which you use for Mr Greedy's Ice-cream Hunt.

By telling Mr Forgetful which way to go you can send him to a wardrobe. When he is touching the wardrobe like this you can open the wardrobe door to look inside by pressing the key marked with a \*.

Let's see what's inside. Press the keys to send Mr Forgetful to a wardrobe and open the door. What can you see?

Is it a roller skate or the a sock? Maybe it's an ice skate or a slipper or even a boot, a shoe or a mitten!

Whichever it is, there's only one of them! Mr Forgetful needs two so you must help him find the other one.

Let's get Mr Forgetful to look inside another wardrobe, but don't forget to choose one over the other side of the room.



What did you find in the second wardrobe? Does it make a pair with what was in the first wardrobe? If it does, you can send Mr Forgetful off to open another wardrobe. The doors on the first two wardrobes will stay open.

If what is in the first two wardrobes does not make a pair the doors will shut when you move Mr Forgetful away to look in another wardrobe.

Make sure you take a good look while the doors are open.

Remember what is in each wardrobe so you can help Mr Forgetful to remember where everything is.

As you look inside more wardrobes with Mr Forgetful you will learn where everything is. But remember you can only open two doors at once. The doors only stay open if you have found two things which are the same.

Once you have got all the doors to stay open Mr Forgetful can see exactly what he is looking for.

If you want to play this game again you will see that all the things Mr Forgetful keeps in his wardrobes have got all muddled up. They are not at all in the same places! You have to help Mr Forgetful all over again.

No wonder Mr Forgetful sometimes goes out wearing only one sock.

### **Mr Forgetful's Letter Game**

My last story is also about Mr Forgetful. He so enjoyed looking for his shoes and socks in his wardrobes that he sat down at his table to think of another game he could play with all his wardrobes.

It was so nice sitting down that after a minute Mr Forgetful couldn't remember why he had sat down! Well, he does forget things so easily.

He saw his box of letters lying on the table. Do you have a box of alphabet letters? In Mr Forgetful's box, there are lots and lots of letters. He laid them out on the table trying to remember if he had got them all. When he counted up he found he had two whole sets of letters.

Suddenly Mr Forgetful remembered why he had sat down. Have you remembered why?

"My wardrobes," he said, "I shall hide my letters in my wardrobes to make a new game."

Mr Forgetful put one letter from one alphabet in one row of wardrobes and the same letter from the other alphabet in one of the wardrobes in one of the wardrobes in the other row. In this way he filled all his wardrobes with letters.

"There, looking for these letters should be a good game; just like looking for my socks," said Mr Forgetful.

Mr Forgetful is right, it is a good game and you can help Mr Forgetful play it on the computer. It is just like looking for his socks in his Wardrobe Game. When you look inside the wardrobes with Mr Forgetful you must remember each letter because he won't remember them.

Saying the sound of the letter out loud is a good way of remembering - for example, for 'a' say 'a' as it sounds in apple. Perhaps a grown-up can help you do this.

There is another way a grown-up can help you in this game. You can make a special request to the computer to hide letters you choose. Ask a grown up to show you how.

Perhaps you might choose some of the letters from your name. But remember, the number of letters Mr Forgetful can hide is only the same as the number of wardrobes in one row.



Have a happy letter game!

### **To Load First Steps with the Mr Men**

On the cassette, each of the four programs is loaded independently.

On SIDE A, the choice is:

- A. Mr Greedy's Ice-cream Hunt (MEN1)
- B. Mr Silly's Hat Game (MEN2)

On SIDE B, the choice is:

- C. Mr Forgetful's Wardrobe Game (MEN3)
- D. Mr Forgetful's Letter Game (MEN4)

To load your choice of game, type CHAIN"MENx" and press RETURN. Press PLAY on your tape recorder.

On the disk version, boot the disk with SHIFT-BREAK and wait for the menu. You can then press RETURN for Mr Greedy's Ice-cream Hunt or B, C, D for the other choices.

### **Keyboard Controls and Special Features**

Please ensure that you have positioned the illustrated key guide featuring Mr Clever, on the flat surface above the number keys. The coloured backgrounds should be in line above the number keys 1, 3, 5, 7 and 9. You can secure the key guide with a temporary fixture such as Blu-Tack to prevent it being displaced.

For all programs, BREAK returns you to the start of the game.

### **Mr Greedy's Ice-cream Hunt**

1 moves Mr Greedy to the LEFT  
3 moves Mr Greedy UP  
7 moves Mr Greedy DOWN  
9 moves Mr Greedy to the RIGHT  
S switches the sound on or off but only at the start of each round

### **Mr Silly's Hat Game**

3 moves the pointer up the shelves  
5 takes the hat and gives it to Mr Silly  
9 moves the pointer to the right  
S switches the sound on or off  
SHIFT changes the background colour

### **Mr Forgetful's Wardrobe Game**

1 moves Mr Forgetful to the LEFT  
3 moves Mr Forgetful UP  
5 opens the wardrobe door  
7 moves Mr Forgetful DOWN  
9 moves Mr Forgetful to the RIGHT  
SHIFT changes the background colour  
CTRL changes the object colour  
S switches the sound on or off but only at the start of each round  
At the end of the game, press 1, 3, 7 or 9 to get going again.

### **Mr Forgetful's Letter Game**

Movement, colour and sound controls are exactly the same as for Mr Forgetful's Wardrobe Game, with the addition that DELETE - when pressed at the start of a new round - allows you to choose different letters to be hidden. They can be entered as either capital letters or small letters (by using CAPS SHIFT).

At the end of the game, press 1, 3, 7 or 9 to get going again.

**Instructions' Source** : FIRST STEPS WITH THE MR MEN (Mirrorsoft) Inner Inlay



**Review**

: No Review Yet



# FIVE-A-SIDE SOCCA

*Professional, Originally Released On Cassette Only*

Game Alias : STAR SOCCER  
Game Type : Arcade Pinball-style Soccer  
Author :  
Standalone Release(s) : 1983: FIVE-A-SIDE SOCCER, IJK, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

At last! The two player machine code game you have all been asking for! Really exciting action game - pass, dribble, tackle and shoot.

**Instructions' Source** : FIVE-A-SIDE SOCCA (IJK) Inner Inlay

**Reviews** : No Review Yet



# FIVE STAR GAMES

***Professional, Originally Released On Cassette Only***

Game Types : Arcade  
Release Information : 1987: FIVE STAR GAMES, Beau Jolly, £9.95  
Compilation Comprises : 1. GEOFF CAPES STRONGMAN, Martech  
2. DEATHSTAR, Superior  
3. TWIN KINGDOM VALLEY, Bug Byte  
4. REPTON, Superior  
5. COMBAT LYNX, Durell  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility : 1. Unknown  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. CDFS E00, DFS E00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00  
5. Unknown

## **GEOFF CAPES STRONGMAN**

"An amazing Sports simulation involving the great Geoff Capes. Six exciting and demanding challenges to be overcome." *BJ Overall rating 90%*

## **DEATHSTAR**

"This is probably the best arcade shoot 'em up on the BBC and Electron. A thoroughly enjoyable game." *BJ Overall rating 92%*

## **TWIN KINGDOM VALLEY**

"Over 175 full screen high resolution locations. Keep your wits about you and a sharp sword handy, a classic complex adventure." *BJ Overall rating \* \* \* \* \**

## **REPTON**

"This is an astounding game reaching new heights in BBC and Electron arcade adventures." *BJ Overall rating \* \* \* \* \**

## **COMBAT LYNX**

"Probably the most comprehensive 'real time' battle simulation program ever written. It can be played as a simple shoot 'em up or a complex & skillful game of tactics." *BJ Overall rating 94%*

See individual entries for further instructions.

**Instructions' Source** : FIVE STAR GAMES (Beau Jolly) Back Inlay

**Reviews** : No Review Yet



# FIVE STAR GAMES 2

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1987: FIVE STAR GAMES 2, Beau Jolly, £9.95  
Compilation Comprises : 1. GALAFORCE, Superior  
2. THRUST, Superior  
3. PSYCASTRIA, Audiogenic  
4. STOCK CAR, Micro Power  
5. KARATE COMBAT, Superior  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility : 1. ADFS 1D00, CDFS 1D00, DFS 1D00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. CDFS E00, DFS E00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00  
5. ADFS 1D00, CDFS 1D00, DFS 1D00

## **GALAFORCE**

Only the most experienced of the U.C.F. pilots were chosen to embark upon the perilous mission of conquering and overthrowing the Hordes of Magellan - the Galaforce.

## **THRUST**

The number one bestseller. Collect the pods and make your escape but beware the many dangers on the way.

## **KARATE COMBAT**

KARATE COMBAT pairs you in a thrilling realistic battle against sixteen of the Orient's mightiest and most skillful fighters. Can you defeat them?

## **STOCK CAR**

A great car racing game for 1 or 2 players with a choice of six different circuits to race around.

## **PSYCASTRIA**

Only you can carry out the daring surprise raid on the Psycastrian installations. Superfast smooth scrolling shoot-'em-up action.

See individual entries for further instructions.

**Instructions' Source** : FIVE STAR GAMES 2 (Beau Jolly) Back Inlay

## **Review (Electron User) - "Classic Compilation"**

Beau Jolly has been producing compilations almost since the beginning of computer games and FIVE STAR GAMES 2 is without doubt one of its best. Three of the five titles come from the Superior stable, showing this company's remarkable penetration of the Electron software market.

The first is GALAFORCE, a classic shoot-'em-up in the style of ARCADIANS and ZALAGA. Though the idea is not original, it is executed faultlessly.

Unlike its older competitors, GALAFORCE gives up and down controls, as well as the conventional left, right and fire. Now you can go and get 'em, rather than wait to be shot at.



Both First Byte and Plus 1 joysticks are supported and there are facilities for pause/restart, sound on/off and quit game, as well as a nice touch of being able to redefine the playing colours.

The speed of play and the amazing variety of aliens and attack formations is a tribute to the wonders of modern programming.

Next comes another Superior classic, THRUST, a mindbogglingly difficult but frustratingly addictive game. It involves piloting a spaceship around the galaxy in search of power pods.

The game stands out because it follows exactly the laws of physics. As in real life, you move by burning fuel and the amount is limited. Luckily, you can replenish your supply from fuel tanks dotted around the planet surface.

The pods are hidden in increasingly inaccessible nooks and crannies and guarded by hostile gun emplacements. Your troubles really start when you trap a pod - the handling of your ship is now completely different.

To finish a level you must destroy the planet's reactor, before blasting off with your prize into the void. A great game.

PSYCASTRIA from Audiogenic is a sideways scrolling space game, following the pattern of "even if it doesn't move, shoot it anyway".

It features some wonderful special effects: Demo mode, scrolling message, music, multi-player option, high score table - there's even a built-in cheat facility.

Your ship stays centre-stage all the time and when you flip left or right, the screen scrolls around you. This smooth scrolling is one of the most impressive features of the game.

Although the Electron version is not quite as fast as the BBC Micro, you do at least stand a chance of seeing what's about to hit you.

The only feature I found annoying is that you must clear each level in one go. When you die, you go back to the beginning and must destroy everything all over again. This niggle aside, PSYCASTRIA certainly deserves an accolade.

Micro Power's STOCK CAR is the oldest title in the collection, originally released four years ago. Its shows its age painfully, with poor graphics and no joystick option or pause facility but when you play the game it is extremely addictive.

Races are held over distances of up to forty laps against three other computer-controlled cars. You can play by yourself, or against another player and two computer opponents.

There are six different circuits, which require a variety of tactics and driving skills. Matters are made more difficult by oil slicks and a skidding factor, which allows you to vary the responsiveness of the car. With a skidding factor of 0% you can drive around each circuit in top gear. At the opposite extreme, trying to corner in too high a gear does exactly what you'd expect - you're out of control and into the catch-fencing in no time.

STOCK CAR isn't a game to choose if you want to impress people but it will keep parties going for hours.

The last offering, and the third from Superior, is the martial arts game, KARATE COMBAT. The object is simple - hit your opponent before he hits you.

You can play against the computer, a human or a punchbag. This last option allows you to practice the moves with which the computer slaughtered you last time. This is a very useful facility, as there are seventeen manoeuvres to be mastered.



The graphics are good, if somewhat on the small side. Although KARATE COMBAT was very well received on its first showing, it lacks the technical merits of its major competitors, WAY OF THE EXPLODING FIST and YIE AR KUNG FU.

Although compilations are a good idea and a godsend to someone just starting a software compilation, they do seem to be getting a little out of hand. Two of the featured titles - KARATE COMBAT and STOCK CAR - are also available on other compilations. You wonder where it will end. This small point aside, FIVE STAR GAMES II represents excellent value for money.

Sound .....	8
Graphics .....	8
Playability .....	8
Value for money .....	8
Overall .....	8

Hac Man, ELECTRON USER 4.12



# FIVE STAR GAMES 3

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: FIVE STAR GAMES 3, Beau Jolly, £9.95  
Compilation Comprises : 1. SOUTHERN BELLE, Hewson  
2. WAY OF THE EXPLODING FIST, Melbourne House  
3. THUNDERSTRUCK, Audiogenic  
4. STRIKE FORCE HARRIER, Mirrorsoft  
5. CAVEMAN CAPERS, Icon  
6. PROJECT THESIOS: RICK HANSON 2, Robico  
7. FRAK!, Aardvark  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BEAU JOLLY, 29A Bell Street, Reigate, SURREY RH2 7AD  
Disc compatibility : 1. Unknown  
2. Incompatible  
3. Unknown  
4. Unknown  
5. CDFS E00, DFS E00  
6. Incompatible  
7. CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Classic Collection"

This is Beau Jolly's third FIVE STAR compilation and, as expected, the games are yet again classic selections from the list of Electron best-sellers. Altogether there are seven games, making up a twin cassette package.

First on tape one is SOUTHERN BELLE, a realistic simulation of an old King Arthur class steam locomotive hauling a passenger train from London to Brighton during the early 1930s. I missed this title at its first release, so I was anxious to find out what it was really like.

As it turned out, I was going to have to wait a while because my Plus 1 caused no end of problems during loading, and eventually had to be completely disabled - the software should do this automatically.

The idea behind SOUTHERN BELLE is simple enough in theory, if not in practice. You must drive the locomotive from London to Brighton, stopping at each station along the way, while observing the proper conventions such as blowing the whistle before entering a tunnel and stopping at signals.

The cassette insert supplied sufficient explanation of the controls to get me going, and I was soon chugging out of Victoria heading over the Thames and towards Battersea power station.

Several things surprised me about SOUTHERN BELLE. Firstly, each station on the route is represented by detailed line graphics, together with the station's name at the top of the screen.

Secondly, the whole train run is in real-time, which means that each station rolls into view only after the correct mileage has been covered, and it can take over an hour to reach Brighton on a normal run.



The fun begins when you select the Record Run option - this reconstructs the conditions of the famous record-breaking Brighton run in 1903, and you really have to perform well. I regularly managed to either blow the pressure plugs or boil the engine dry after only ten miles or so!

Moving on to the next program, THE WAY OF THE EXPLODING FIST needs no introduction to the vast majority of Electron owners as the original - and some say still the best - martial arts combat game.

I am a FIST fan of long standing, albeit on the BBC Micro. I was pleasantly surprised, therefore, to find the Electron version just as smooth and responsive, and extremely playable.

FIST, although over two years old now, is my favourite out of all the games on the FIVE STAR 3 tapes. Far from being conducive to causing violent acts, it is a great game with which to work off your aggression.

The keyboard arrangement looks a little bewildering at first. However, your fingers will soon find their way around the ten player keys with remarkable ease. To win a round, you must either be the first to have scored two full hits, made up from any combination of full or halfhits, or have the most hits by the time the 30 second round is over.

The computer player falls down with such a satisfying crunch when hit properly, yet displays uncanny intelligence on the harder levels. Each level appears in the form of a more highly qualified opponent, and the reward for vanquishing him is a higher Dan rating. Anyone reaching fourth Dan or higher will have a tough job keeping their status during the ensuing onslaughts.

The third program on the compilation is THUNDERSTRUCK, an arcade adventure. You play the part of Spreco, the space refuse collector, who has been transported to an eerie castle by a space-time thunderstorm.

All you want to do is get back to Myrtle and the kids, but you are trapped here amongst all manner of medieval trappings, and the only company is a bunch of hostile assistdroids.

These used to be your garbage collection droids, but they are convinced that their incarceration is all your doing and in true Frankenstein form turn on their benefactor.

The castle is inhabited by eight characters, all of whom will help you by supplying useful objects in return for something which they in turn can use. Objects are to be found scattered about the dusty corridors of the castle, and some require careful thought if you intend to pick them up.

I enjoyed this game. The large spaceman sprite moves about smoothly, as do the various characters and other objects. The gameplay was a bit frustrating at times due to the fact that I tend to find arcade adventures a strain on the old grey matter.

Nevertheless, THUNDERSTRUCK is a fun game and a worthy inclusion for this compilation tape set.

The next game, STRIKE FORCE HARRIER, marks the start of the second cassette. This is a full-scale flight and battle simulator involving that most famous of jet-aircraft, the Harrier Jump-Jet.

There is a great deal to this game, but briefly you are in control of a Harrier during a large-scale battle. Your objective is to clear the way for ground troops to assault enemy HQ which is 500 miles to the North-East.

In order to enable the troops' forward movement you must prepare landing sites along the way before signalling the troop carriers to move forward. However, the odd



obstacle is ready and waiting to thwart your plans in the shape of SAM surface-to-air missile sites, enemy tanks sporting very accurate artillery, and supersonic jets which are closely modelled on the MIG23.

But all is not lost. You have at your disposal a high-velocity cannon, two Sidewinder infra-red homing missiles and three bombs. The cannon is quite tricky to fire, but effective against tanks. The sidewinders, on the other hand, are a joy to use. Once you hear the steady growling which signals that a sidewinder has locked on a target, just launch the missile, bank off to one side and watch the fun as it disappears into the distance to be followed by a rewarding explosion.

Now for the disappointing part. STRIKE FORCE HARRIER is a brave attempt to bring a successful flight simulator to the Electron, but the view from the cockpit window can become so complex that quite a reduction in speed becomes apparent at these times.

The scrolling movement of the hills is far from smooth for the same reason. One minute you can be flying low, watching the radar and thinking how lovely and flat the horizon looks, when suddenly a 1000 foot mountain appears out of the blue. After a while you learn to give the mountains a very wide margin.

All in all, an excellent battle simulation with all the tactical ingredients necessary for hours of wit-straining fun, let down by slow screen-handling.

Now on to CAVEMAN CAPERS, game number five. You, as Ogg the caveman, have just found a new form of transport - Kickstart the turtle. Needless to say, Kickstart is far from amenable to the idea of giving anyone a ride, and is doing his best to throw you off balance. This is something at which he is rather adept.

The object of the game is to manage to stay aboard Kickstart while controlling his progress past various obstacles. Holes have to be jumped, pterodactyls dodged, and snakes ducked as they fly overhead.

CAVEMAN CAPERS is quite good fun. The characters are large and friendly-looking, especially Ogg, who looks just as if he was taken straight from an animator's table.

I did tire of the whole idea eventually, because although the smoothly scrolling background is always presenting yet more hazards to Ogg in his travels, I just couldn't complete more than the first handful of screens, and there are 60 in all. Still, CAVEMAN CAPERS is a great fun game where humour is definitely the order of the day.

The next game of the set is a text adventure, PROJECT THESIUS: RICK HANSON 2. As such adventures on the Electron go, this has got to be one of the best ever. I simply couldn't believe the amount of detailed, atmospheric description which abounded with every location.

The program was written using a unique text-compression system, and very impressive it is too. The descriptions ranged from 50 to 80 words each, and kept me hooked by the sheer escapism of the game.

PROJECT THESIUS is, as the subtitle suggests, the sequel to the first RICK HANSON adventure from Robico. This time the plot involves an un-named enemy who has secretly made a major breakthrough in particle beam technology, and is currently developing an advanced weapons system, codenamed Project Thesis.

As special agent Rick Hanson you must maintain the balance of power by finding out as much as possible about Project Thesis. You will be taken by submarine to the enemy coastline and left in Fisherman's Cove. The rest is up to you. The submarine will wait offshore until you have completed the mission, whereupon it will take you back to H.Q.

I found PROJECT THESIUS immensely enjoyable. Some of the puzzles are infuriating, but I'm sure that the solution was always within my grasp. At one point I was



greeted by a particularly officious lady guard who insisted that I'd been swimming - which I couldn't deny - whereupon she announced that swimming was strictly illegal and promptly shot me with her rocket launcher.

That brings us to the last game in this classic collection - the famous FRAK! by Aardvark. Again, this program needs no introduction as one of the most original, humorous and playable Electron games of all time.

FRAK! involves a caveman, several large hairy monsters and a yo-yo. Before you close this magazine in disgust, let me assure you that FRAK! is in the best possible taste.

You play the part of the hapless caveman who, armed only with his trusty yo-yo, must find and collect a large key which will allow him to pass on to the next screen.

Each screen is a maze of platforms, ladders and ropes populated by incredibly cute-looking eight foot high hairy monsters which look incredibly gormless. Touching a monster though, is not recommended as you will lose a life and have to start again from the beginning of the level.

What sent FRAK! rocketing to the top of the charts at its original release is probably the funniest idea ever incorporated into a game. To kill the monsters no axe, bow and arrow or club is needed. Instead, with a flick of his powerful wrist the wily caveman shoots out his yo-yo which promptly dislodges any monster careless enough to be sitting in its path.

The title of the game comes from a little cartoon bubble containing the word "Frak!" which appears above your caveman's head when he is unlucky enough to touch a monster or fall off a log.

Add to this game three amazing background tunes - and you can quickly see why it was so successful the first time round. In my opinion, it deserves to do well this time too.

There you have it. Seven games, each one a timeless classic, and all for £8.95. Bear in mind that the marks given below are general averages over all the games, as they differ one from another so widely.

Although I had my doubts about one or two of the games at times, as a package FIVE STAR 3 is pretty unbeatable value.

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

Chris Nixon, ELECTRON USER 5. 5



# FIVE STONES OF ANADON

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : David Featley and Mark Cook  
Standalone Release(s) : 1983: FIVE STONES OF ANADON, Softek, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SOFTEK, 12/13 Henrietta Street, Covent Garden, LONDON  
WC2 8LH  
Disc compatibility : CDFS E00, DFS E00

## Instructions

For some time now, the Wizard of Anadon has gradually been growing weaker. Now the time has arrived when he can no longer guarantee that his power is sufficient to protect the land. Reports grow of fire-breathing monsters terrorising hamlets all over the land and carrying off many scores of the land's people to their death.

In order to banish evil once more and restore the Wizard's power, you must gather all five parts of the great stone circle of Anadon. Only if you can transfer all five parts to the place where the magix is powerful can you hope to save the land.

But beware! Whilst the wizard is but weak he can help reveal the five stones to you, but should be weakened further they will be no longer visible! You will then still be able to gather them but your task will be a thousand fold harder.

Remember, if the Wizard should die then you will have failed in your task.

To load this adventure, simply place the cassette in your recorder and ensure that the tape is fully rewound. Now type: CHAIN"" and press <RETURN>. Let the tape run and answer NO (N will suffice) to the question as to whether you wish to load a prior game or not. The adventure will then load as the second file on the tape and start automatically.

Should you wish to save the game so far at any time, then simply type in SAVE as your response to the prompt. Note that many useful words which the game understands are set up for you so that a single press of a function key will produce the full response.

f1 - NORTH	f2 - EAST	f3 - SOUTH	f4 - WEST	f5 - UP
f6 - DOWN	f7 - INVENT	f8 - GET	f9 - DROP	f0 - HELP

Playing this 'adventure classic' is easy, but it may take you many months to solve. The computer will describe locations to you and ask you for instructions. You can move in all the main compass directions for instance, and the program will understand short forms (such as N for NORTH) as well as in fuller form. In general though, the computer will soon tell you if it doesn't understand what you ask of it.

If at any time you should feel at a loss, then typing HELP may lead to the computer supplying you with some useful information of hints and tips. Then again it may not...

Do not think that the task before you is an easy one... Many before you have tried and none have yet returned.

**Instructions' Source** : FIVE STONES OF ANADON (Softek) Back and Inner Inlay



### **Review (Electron User)**

The last Softek adventure I reviewed - EYE OF ZOLTON - was very good. So it was with some interest that I loaded in THE FIVE STONES OF ANADON. I think that if anything, this is a better adventure than the last one.

Your local wizard is dying and it is up to you to recover the ring of five stones that are scattered about the kingdom. You start your quest in the wizard's house surrounded by a plethora of objects - a dust-pan, a broom, a fountain pen, keys, a crowbar and gloves to name but a few.

You discover the wizard, though why anyone should lock him in his own bedroom is a mystery to me. You soon come across a cemetery with grave advice and a cellar with a rather cross ghost. Further explorations lead you to a dragon and a black knight. The solution to the problem posed by the dragon requires knowledge of an old adage about making cakes. The result is invisibility.

An inconsistency here however is that while you are invisible you can get past the dragon, but the knight can somehow still see you.

One other thing that came as a surprise is that as the wizard weakens, the stones become invisible. Luckily though, you can still collect them if you know where they are. You are also limited to a set number of moves after the stones have become invisible because eventually the wizard dies and then the game is over.

One slight niggle I have is that you have to QUIT in order to LOAD a saved position. It is all too easy to load in the wrong data file. It isn't difficult to implement this and I am surprised Softek has not done so.

Aside from that we have an adventure that is a joy to play. Most of the most frequently used word parts are tokenised and thus, although written in Basic, the adventure is fast.

Overall, a very good attractively packaged adventure that is highly recommended.

Merlin, ELECTRON USER 2. 6



# FLIGHT PATH 737

*Professional, Originally Released On Cassette Only*

Game Type : Simulation; Advanced Pilot Trainer  
Author : Unknown  
Standalone Release(s) : 1988: FLIGHT PATH 737, The Micro Selection, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE MICRO SELECTION, 36/38 Southampton Street, Covent  
Garden, LONDON WC2E 7HE  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

Review : No Review Yet



# FLINT STRIKES BACK: SUPER SPY FLINT III

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : C.J. Potter & A. Potter  
Standalone Release(s) : 1985: FLINT STRIKES BACK, Potter Programs, £2.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POTTER PROGRAMS, 7 Warren Close, Sandhurst, Camerley, SURREY  
GU17 8JR. Tel: 0252 877608  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (EUG)

In this no-graphic text adventure from Potter, you return for the third time as the "SUPER AGENT" of its clever title. You have been captured by minions of your old adversary, T.E.R.D. Rather than kill you outright though, they strand you on their space station, aim it at a ball of fire and lock it on course. It will burn up in thirty minutes of real time and only by gaining access to the computer and aborting the program will you be able to turn it around and avoid a fiery end.

Although Potter could probably just have about escaped with such a silly plot on the stereotypical "bad guys always engineer a spectacular death for the James Bond-type" line, the scenario rather boggles belief when Flint has been neither tied up nor incapacitated in any way. The first location of the adventure is a corridor and a cursory inspection of its environs reveals a very handy identity 'kard' and a space suit.

It appears T.E.R.D. are not only so stupid as to have left you enough time to escape 'inevitable doom' (sacrificing their own space station into the bargain!), they have also allowed you free run of the station itself and given you infinite inventory space to carry these incredibly convenient items!

The next surprise you find is that there are several guards onboard the Titanician vessel with you! But are they running around, comprehending their imminent destruction, desperately jabbing at computer consoles and screaming "Betrayed by those T.E.R.D.s who were supposed to be our friends!?" No, not a bit of it. They are standing to attention at certain locations demanding passwords - which are just as conveniently scrawled uncoded across walls in other locations!

The plot becomes rather laughable now. Of course this is true in numerous adventures but even filling in such holes with assumptions like "Perhaps the guards really ARE unaware of the situation!" is rendered ridiculous by the fact that, without the fake id card, they immediately blast you to death (Why didn't they just do this beforehand?!) but, with the same appearance and simply carrying it, you are assumed to be a legitimate fellow T.E.R.D!

Progress is frighteningly easy and the only real obstacle you're likely to encounter during your expedition is time running out. There are no cryptic clues, mazes or illogical problems and, in fact, the few objects you discover only have one purpose - to open doors to allow further access to the station. So, for example, the torch is not to see in a dark location, but to operate a light-sensitive door!

The standard directional commands NORTH, SOUTH, EAST and WEST are understood (with their abbreviations) but little else and FSB may be the most limited professional adventure to grace the BBC/Electron series. To use an object, the word USE is



required. Sounds obvious, but generally adventurers will try UNLOCK DOOR or OPEN DOOR and not USE BRONZE KEY as the game demands. INVENTORY, GET and DROP work as expected and, in appropriate locations, if the word PASS is contained in your input, you will be asked to enter the password in an unnecessary inverse video prompt (which makes the screen look messy) but ALL other input brings up the unfeeling message "I don't understand."

Were this not the case, Potter could at least have produced a "beginners'" adventure. But coupled with the crazy plot, their decision not to note the PASS and USE commands in instructions would simply infuriate the amateur. Which brings us to the LOAD and SAVE commands...

There are bugs in the procedures dealing with both in the original code with the result that the saved position file is left open when retrieved. Attempting to re-load it after being killed, or re-saving at a later position results in an error which locks up the game! The commands CLOSE #2 need to be replaced with CLOSE #0 (to close all files)!

The Mode 6 screen is laid out not unlike several other Potter adventures. The location description is laid out at the top of the screen while commands are entered in a smaller window (surrounded by \*s) at the bottom. Once again though, there are errors with text formatting. Whilst words are not cut over lines in the location descriptions, they are subject to strange and varying degrees of justification. In the input box, typing INVENTORY gives a list with no formatting whatsoever! On one occasion, text meant for the input box appeared in the location description too!

The rest of the errors - yes, there are more! - are unfortunate English grammatical fluffs: "You were not wearing a space suit and was instantly sucked out of the ship" is but one example. Many location descriptions are pathetic: "A room with red lights" is south of one "with orange lights" and east of "green lights". Those of the spaceship have an unintentional depressing atmosphere...

Slating over, finally we move onto the 'quest'. The good news is that the quite large number of locations does encourage its adventurer to make a map and locating the two keys and three crystals required to hack into the mainframe is very much assisted by doing so. By using this method I was able to progress to the very last location in only an hour or so. Unfortunately, much hair-pulling is involved in figuring out how to insert them into it! Neither USE CRYSTAL nor USE KEY will work and HELP just brings up the cold "You're on your own."

This is a thoroughly awful adventure. Devoid of atmosphere, humour, plausible script, friendly parser, unique puzzles and entertainment, it must qualify as the worst professional release on the market. ELECTRON USER's "Adventures" column once wrote that the second of the Flint trilogy (RETURN OF FLINT) was so bad that it should never have been released and presumably would've thought the same of these further meanderings! [The real 'super' agent trilogy is that of Robico's RICK HANSON where all this review's negatives become positives - Ed] The verdict on FSB has to be a resounding raspberry fit only to be relegated to the back of your games' collection in record time.

Dave Edwards, EUG #56



# FOOTBALL MANAGER

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Football Management Simulation; Text Only  
Author : Kevin Toms  
Standalone Release(s) : 1985: FOOTBALL MANAGER, Addictive Games, £9.95  
1988: FOOTBALL MANAGER, Addictive Games, £4.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ADDICTIVE, 7A Richmond Hill, BOURNEMOUTH BH2 6HE  
Disc compatibility : Unknown

## Instructions

"FOOTBALL MANAGER designed by Kevin Toms. PCW says 'this game is recommended to anyone who has any interest in football'; CRASH an 'amazing engrossing game'. Featuring a transfer market, full league tables, injury problems, a save game feature, promotion and relegation, F.A. Cup Matches, Management rating, four divisions, as many seasons as you like, pick your own team for each match and seven skill levels."

## SECTION 1. Loading The Game

TYPE \*RUN TO LOAD

When the program "MANAGER" has loaded, you will be prompted with the message "Press RETURN to LOAD program data". If this is the first time you are using the program or you are not using a Customised DATA FILE (See section 4), just press RETURN. Otherwise, place your Customised DATA FILE tape in the cassette recorder and then press <RETURN>.

## SECTION 2.1. Starting The Game

A. When FOOTBALL MANAGER has loaded. you will be prompted with the question "Do you want a new game?". Press Y unless you want to continue a previously SAVED game (see IMPORTANT NOTES - RESTORING A SAVED GAME.) If you accidentally press N, pressing RETURN will prompt you with the question again.

B. **Team Choice** - No matter which team you choose to manage, you will start in Division 4. If your favourite isn't in the 48 included, you can change the team and player names by using the Customiser Utility (see Section 4) supplied with this tape.

C. **Skill Level** - Start at the Beginner's level and progress as you become more skilful.

## SECTION 2.2. The Main Game

This consists of five phases.

### Phase 1 - Weekly Options

A. **Sell or List players** - a list of players in your squad is displayed. See IMPORTANT NOTES - PLAYER ATTRIBUTES. If you now select a player to be sold, a team will make you an offer for him. Note that if you refuse the offer, there is a risk that interested clubs will no longer want to buy him. You will see why!

B. **Obtain a Loan** - You may borrow money from the bank (which incurs an interest rate of 1% per week) up to your Credit Limit as follows:

YOUR DIVISION	CREDIT LIMIT
1	£1,000,000
2	£750,000



3	£500,000
4	£250,000

You can repay some or all of your loan at the end of every week.

- C. **Save Game** - You can use this option to save a game to be continued at a later time. Prepare your tape recorder to record on a blank tape and enter the file name (up to 10 letters) you wish to save it as. After the game data has been saved, the program will return to the menu. If you accidentally enter this option, pressing RETURN will cause an escape to the menu.
- D. **View Fixture List** - This gives you details of your fixtures for the season. You play each team in your Division on a home and away basis. This week's fixture will be indicated by "<".
- E. **Display Division** - This displays the current League Table for your Division. Using this in conjunction with the fixture list will enable you to see when you play vital matches which affect your Promotion (or Religation) chances.
- F. **Switch Sound** - This facility enables you to switch on or off the sound effects used in the game.

### **Phase 2 - Playing a Match**

#### **A. Team Attributes**

Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and a maximum of 20. They are calculated as follows:-

- Energy - is the average energy rating of all the players picked to play in your team.
- Morale - is 10 at the start of the season; it increases when you win and decreases when you lose.
- Defence - is the total skill rating of all the Defenders picked to play in your team.
- Midfield - is the total skill rating of all the Defenders picked to play in your team.
- Attack - is the total skill rating of all the Attackers picked to play in your team.

B. You may select your team - see IMPORTANT NOTES - PLAYER ATTRIBUTES.

C. The match is played with a running commentary of the score. The team with the best attributes will often win but there is always the chance of shock results or Giant-Killings, just like real football.

### **Phase 3 - Results of a Match**

Note: your home gate money increases when you win and decreases when you lose. Your away gate depends on the quality of your opponents.

### **Phase 4 - Weekly Bills**

This gives you details of your income and Expenditure. Followed by the Weekly Balance giving your profit or loss for the week.

### **Phase 5 - Transfer Market**

- A. You are given the option of bidding for a player. The more you bid in relation to his value, the greater your chance of purchasing him. If your bid fails, the value of the player will increase due to your show of interest.
- B. If the NO PLAYERS FOR SALE message appears, you will have to sell one of your players to regain access to the transfer market as you are only allowed a maximum of 16 players in your squad.

The five phases are repeated until 22 League Matches and all your F.A. Cup Matches have been played; then the game moves to Part 3.

## **SECTION 2.3. End of Season**



- A. The final league table is displayed.
- B. Your League, Cup and Financial Success points are displayed. You are also allocated a Financial Bonus which is related to your success in the League.
- C. The top two teams are promoted (except in Division 1), and the bottom two are relegated (except in Division 4) from your division.
- D. A new managerial rating is calculated for you depending on your success so far.
- E. New Skill and Energy ratings are generated for all your players, just as real footballers would improve or deteriorate every season.
- F. The new season starts at Part 2.

### SECTION 3. IMPORTANT NOTES

- A. **Restoring a Saved Game** - Follow the instructions listed under LOADING THE GAME. When prompted with the question: "Do you want a new game?", press N and then type in your Saved Game's file name, making sure the corresponding tape is ready to play in your Cassette Recorder. Press RETURN to read the tape. The game will restart at SECTION 2 Part 2.
- B. **Player Attributes**  
When players are listed, several details are shown:
  1. Defender, Midfield player or Attacker - is indicated by the letters D, M or A respectively in the far left-hand column.
  2. Player's name.
  3. Player's number.
  4. **Skill rating** - highest is 5, lowest is 1.
  5. **Energy** - in the range 1 to 20. The energy rating of each player reduces by one for each match he plays in; it will increase by 10 if he does not play in a match. Part of the skill of the game is in resting the right players to increase their energy without doing too much harm to the Skill rating of the complete team.
  6. **Value in £** - relates directly to the skill rating of the player and the division your team is in.
  7. **Status** - Picked to play, injured or available for selection - indicated by a "P", "I" or a blank space respectively in the far right-hand column. N.B. Injured players cannot be selected to play.

### SECTION 4. Customiser Utility

This Utility allows you to customise the DATA file to include your own favourite teams and players.

To load this program, type \*RUN "CUSTOM" <RETURN>.

The Utility's use is largely self explanatory. Remember to SAVE the new

DATA file on to a blank tape once you have completed your changes.

**Instructions' Source** : FOOTBALL MANAGER (Addictive Games) Back and Inner Inlay

### Review (Electron User)

FOOTBALL MANAGER, by Addictive, has to be one of the best strategy games available for home computers. As the manager of a football club you have to get from league division four to league division one in as few seasons as possible.



The first screen asks your name and allows you to select your team from the whole league. There seems to be little advantage in picking the well known clubs as they are all dependent upon the skill of their manager - you.

The team you inherit is then displayed, together with six pieces of information on each player - playing position, number, skill rating, energy rating, saleable value and status (either picked or injured). From this screen there are a number of other options affecting the game. You can get a display of your performance, beg for a loan from the bank and even pay off loans. You can change your skill level, change the team and player names, save a game or restart a saved game.

Once you have done all the housekeeping from the first menu you have an announcement of your next fixture, which might be in either League or Cup competition.

Following this there is a readout of the comparison of the teams giving ratings for energy, morale, defence, midfield and attack. This is worth careful study as it is here that you can achieve the most valuable changes by modifying your team.

Unlike the BBC version, there is no graphical display of the actual matches, but it's none the worse for that. I doubt that this game will ever be bettered. It is all it claims to be and is very addictive to boot.

Sound .....	5
Graphics .....	4
Playability .....	7
Value for money .....	7
Overall .....	6

Dave Carlos, ELECTRON USER 3. 7



# FOOTBALLER OF THE YEAR

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Manage Football Player  
Author :  
Standalone Release(s) : 1986: FOOTBALLER OF THE YEAR, Gremlin Graphics, £9.95  
1988: FOOTBALLER OF THE YEAR, Kixx, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : GREMLIN, Alpha House, 10 Carver Street. SHEFFIELD S1 4FS  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The football strategy game to answer every boyhood dream - the chance to make it to the very top of football stardom. Starting on your path to glory as a 17-year old apprentice with a Fourth Division team and only `5,000 and 10 goal scoring cards in your pockets, the footballing world is at your feet. Adopt the identity of a professional footballer and develop a career through the ups and downs of match days, transfer deals and injuries etc. Display your talents in Football League, U.E.F.A., F.A. and Littlewoods Cup games and then if you're good enough the ultimate accolade of your sport, the Footballer of the Year Award."*

In this exciting game, you adopt the role of a professional footballer. You start your career at the age of 17 with `5,000 in cash, 10 goal cards and the footballing world at your feet. The aim is to develop your career and be nominated FOOTBALLER OF THE YEAR.

Upon loading the game, you will be asked "LOAD A SAVED GAME (Y/N)?". If you have played the game before, your previous game can be loaded and continued from where you left off.

Follow the prompts on the screen and enter your name and select the starting division. It is recommended that you start in division 4 and develop your skills from this easiest level.

## Control Menu

The on-screen icons correspond to the following:

GLOBE	- This shows the state of affairs for your team
FOOTBALLER'S HEAD	- Player status details
SCROLL	- Transfer cards
CASSETTE	- Load or save a game
INJURED FOOTBALLER	- Quit game
QUESTION MARK	- Incident cards
FOOTBALL BOOT	- Play matches

## State Of Affairs

This section shows your team's league position, the morale of the team, the goals scored in cup matches and league matches.

## Player Status Details

Your rating as a footballer is displayed as bar graphs depicting status points, your current league and your weekly earnings.

## Transfer Cards

These can be purchased at varying prices depending on which division you are in. Upon buying a card you have the chance of being spotted by a 'scout'. If the 'scout' finds that you are a suitable player then you are a suitable player then you will be



transferred to another club either in the same division, or a higher division. If you are successfully transferred, you will receive a player's fee plus the chance of a higher salary.

### **Incident Cards**

An incident card can be purchased for £200. This section is a bit of a gamble, but can prove very lucrative. However, on the other hand you risk losing money.

### **Play Matches**

When this option is selected, you are given the chance to purchase goal cards. Goal cards can then be used in any of the matches which you will play. The value of a goal card will be between one and three. It is up to you to use your skill and judgement as to when the cards are used. For example, if the value of a goal card is two, then you have the chance of scoring two goals in that game.

This is where your skill as a player will be needed when you enter the arcade sequence and attempt to beat the defenders and score a goal or take a penalty.

Results for the matches will then be printed on the screen and from these you will be able to deduce if your goal cards have been played wisely. This will enable you to enable you to alter your strategy for future games if necessary.

**Remember all the time you are aiming for the ultimate accolade, to be awarded the title FOOTBALLER OF THE YEAR.**

### **Game Controls**

Q - Left, W - Right, P - Up, L - Down, SPACE - Fire  
Alternatively a joystick can be used.

**Instructions' Source** : FOOTBALLER OF THE YEAR (Gremlin) Back and Inner Inlay

### **Review (Electron User) - "Golden Boots"**

Being something of an armchair soccer fan, I was curious to see what Gremlin had to offer the Electron market with this intriguing title - FOOTBALLER OF THE YEAR. So while a nicely drawn loading screen was being displayed, I had a quick glance through the English section of the instructions.

The game begins with you adopting the role of a 17-year-old professional footballer who is on the threshold of his career. Now, with £5,000 in the bank and the entire footballing world at your feet, you endeavour to develop your status as a player. Using skill and judgement, you strive to achieve the ultimate accolade of being nominated Footballer of the Year.

With an exploratory trial under my belt, I got the impression that the gremlins had finally taken over and banished the graphics to the broom cupboard. Having recovered from the initial shock of Gremlin without Graphics, and not being one to stand on ceremony, I decided that having been firmly rooted in the fourth division on my first attempt, a more serious approach was necessary.

When you have entered your name and selected the division you wish to start in, you are prompted to choose a team to play for. It is recommended that you start in division four, and develop your skill from there, the easiest level. Division five by the way, is the super league, and apparently not the lowest level, as I first imagined.

From here you enter into the main menu where I would advise you to experiment with the various options. I would also point out that the instructions are somewhat misleading, so you can forget about icons and an arcade section.

Once under way there is a far bit going on; you can buy incident cards, apply for a transfer to another division and, of course, check your current status and league position. I found playing the matches a bit hit and miss. Perhaps I was the way I



was standing as I took my shot? When the Q - left and W - right keys do I can only hazard a guess; perhaps you may be able to find out.

I wasn't impressed with the way the league table shows only your current position. This for me, destroys any real feeling of competition. You never know the strength of the team you are playing against - it could be first or last in the division.

Judging from my own performance, the game must have a hidden strategy. However, after several unsuccessful attempts, I'm afraid I found things rather dull. Gremlin is capable of producing some excellent titles, but this falls below its usual high standards. The Electron market needs and deserves better.

FOOTBALLER OF THE YEAR offers a good challenge at a budget price, though I suspect it may be one for the connoisseur of the sport only.

Steve Bissell

**\*\*\* Second Opinion \*\*\* (Electron User)**

Football simulation games always seem to do well in the software charts, and this offering from Gremlin is competing with some well established games. Like the competition, there aren't any graphics, but this doesn't detract from the gameplay at all, as the fun is in buying and selling, allocating funds and so on. A must for all soccer fans.

Janice Murray

Sound .....	2
Graphics .....	1
Playability .....	5
Value for money .....	5
Overall .....	5

ELECTRON USER 6. 5



# FORTH

## *Professional, Originally Released On Cassette Only*

Game Type : Computer Language  
Author : Richard de Grandis-Harrison  
Standalone Release(s) : 1984: FORTH (Cassette), Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*This pack contains the Acornsoft FORTH system on cassette. Acornsoft FORTH is a complete implementation of the FORTH language, to the 1979 standard specification by the FORTH Interest Group in California, for the Acorn Electron. FORTH is a compiled language so programs run very fast (typically five times faster than BASIC). Learners and enthusiasts alike will find it an exciting addition to their software range.*

*The manual FORTH on the BBC Microcomputer (available separately) serves as a general introduction to FORTH and includes a full description of Acornsoft FORTH with a glossary defining the actions of all standard words. The chapters are illustrated by practical examples.*

## Contents

FORTH dictionary and compiler

Editor		
FORTH Assembler	}	These files can be loaded
High-Resolution Graphics Demonstration		from within FORTH

## Loading Instructions

When loading is complete, a copyright message, and the heading:

Acornsoft FORTH

OK

will be displayed on the screen.

The Editor, Assembler and Graphics demonstration are loaded from within FORTH.

In FORTH, 'files' are not recognised as such, but are loaded as 'screens'. The screens are numbered in decimal on this pack - these are the filenames, as listed below - BUT they are identified on the cassette tape by their equivalent hexadecimal number; this means that while the screen(s) are being loaded, the appropriate hex number will be displayed and the user can confirm that the correct file is being loaded.

Editor	Screens 3-10	0003-000A (hex)
Assembler	Screens 12-18	000C-0012
Graphics Demonstration	Screens 21-22	0015-0016

## Examples:

The entire editor is loaded from within FORTH with the command

3 LOAD [RETURN]

Normal cassette operating messages are displayed during loading, and the message OK on the screen confirms that loading is complete. Similarly, the Graphics Demonstration is loaded with the command

21 LOAD [RETURN]



Once loaded, the Graphics Demonstration can be RUN with the command  
PLOT-IT [RETURN]

Refer to the manual FORTH on the BBC Microcomputer (available separately) for full details of programming in Acornsoft FORTH.

**Instructions' Source** : FORTH (Acornsoft) Back and Inner Inlay

### Review (Electron User)

FORTH was invented in 1969 by Charles H. Moore who worked on an IBM 1130 - a third generation computer. He believed his language to be the next step forward and considered it to be a fourth generation computer language. However, the language he was developing for the IBM 1130 only permitted five character identifiers so instead of being called Fourth it became Forth.

It has become the second most popular language on home micros after Basic. So if you have mastered the art of programming the Electron in Basic and are looking for something new then take a look at Acornsoft's Forth.

There are two main versions of this language - Forth-79 set out by the Forth Standards Team, and fig-Forth put forward by the Forth Interest Group in America. Acornsoft's version follows the Forth-79 standard. All the words in the standard word set are present plus a few others added by Acornsoft such as >VDU to send a byte to the VDU drivers.

Forth is neither an interpreted language like Basic nor a true compiled language like Pascal. It's a sort of intermediate language, compiling the definitions to a code close to machine language which is then interpreted when the program is run. Forth is known as an interpretative threaded language - the instructions which make up the application are compiled to give a list of addresses which point to previously defined machine code routines. The result of this is that it runs quite fast as much of the interpretation has already been carried out.

The Electron takes more than 22 seconds to count from 0 to 30,000 in Basic using an ordinary variable and about 7.5 seconds using one of the resident integer variables as the loop counter. The same loop in Forth takes about four seconds, making it nearly twice as fast as Basic. Forth programs are usually, but not always, faster than their Basic equivalents. So if you are interested in fast arcade games and find Basic too slow or machine code incomprehensible, try Forth as an alternative. It might just have that extra bit of speed you are looking for.

The cassette has four programs. These include a Forth dictionary and compiler, an editor, a Forth assembler and a high resolution graphics demonstration. The dictionary and compiler take about 4.5 minutes to load and consist of several files which relocate when finished. A copyright message appears and the heading:

Acornsoft FORTH  
OK

is printed. The OK is not a sort of "Jimmy rules OK" message but is one of the features of Forth - it simply means that the task set has been completed.

Modes 4, 5 and 6 are available and there is more than 6k of memory free for your application. Graphic displays are also possible in Modes 4 and 5.

The manual, which is available separately, shows how to draw triangles, rectangles and how to animate simple characters.

Acornsoft Forth does not support floating point arithmetic but this is not the great handicap it might at first seem. Floating point numbers are not needed all that often but when they are, Forth is such a flexible language that you can define your own words to handle them.



Since Forth applications - programs - are compiled as they are entered, the original form of the definitions are lost and only the compiled form remains. Acornsoft uses the standard Forth method of storing a copy of the source code in a number of screens. There are initially two screens on loading but this number can be increased - with a corresponding decrease in the memory left for the dictionary.

Each screen is divided into 16 lines of 64 characters and is identified by a number. A Forth application can use as many screens as it needs and interpretation continues with the next. Screens can be loaded, saved and edited with the editor supplied. The editor seems a bit complicated and a bit bewildering at first but is quite powerful and becomes easier to use with practice.

There are commands for putting text on to a line, deleting a line, inserting text, spreading lines, deleting text and many more. The manual with the cassette is actually Forth On The BBC Microcomputer but there is no difference between the two versions. The manual is an absolute necessity and pushes the total price of the package to more than £20. The manual is excellent, covering topics such as arithmetic (single and double precision), defining new words and vocabularies, loops, input and output, creating arrays, assembly language, graphics and sound. At the back is a glossary which lists all the Forth words in the dictionary and gives a brief description of their function.

To sum up then, Acornsoft's Forth is an excellent implementation of the language. It is very powerful, encourages structured programming techniques and is faster than Basic for many applications. If you are interested in programming and want something different and are prepared to put a bit of effort in then Forth would be a good investment and would open up a whole new world that you never knew existed.

If, however, you are just interested in fast machine code games and zapping various nasties of assorted sizes and shapes, then I would not recommend it. But you would be missing out on something far more interesting and rewarding.

Roland Waddilove, ELECTRON USER 2. 1



# FRAK!

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : Orlando  
Standalone Release(s) : 1984: FRAK!, Aardvark, £9.95  
1989: FRAK!, Alternative, £1.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 4, Superior/Acornsoft, £9.95  
1988: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
1988: FIVE STAR GAMES 3, Beau Jolly, £9.95  
1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

The Scrubblies and their friends have put all the special keys in hard-to-get places. Help Trogg collect all the keys, but watch out for the balloons and daggers!

If you run out of time it becomes night-time. You can continue to play in the darkness, but you can't yo-yo balloons or daggers.

There are a few things that Trogg can do that aren't obvious at first sight. If you hold the yo-yo key down, Trogg yo-yos further. If that still doesn't reach where you're trying to yo-yo, move a step or two closer (if you can) and try again. You will need to do this halfway across the first sheet and again later.

Trogg can walk past one rope and catch the next one along or walk off a platform and grab hold of the rope beside it. This is useful at the start of the fourth sheet (hold the "Down" key down and walk right off the log-end). If you're having jumping across gaps, go to the top of the first bit on sheet one and practise up there. You'll have Trogg leaping around in no time at all!

If you're wondering what everything does: bulbs give you more time before it goes dark, gems boost your score, and all the keys must be collected to finish each screen. Remember that Trogg has a big nose that helps get keys - although it often gets in the way! You start with three lives.

### Game Controls

The game may be played from the keyboard or using a joystick (only First-Byte joysticks on the Electron). To start the game, press RETURN if using keyboard control or Fire if using a joystick. To use a First-Byte joystick, wait until the game has loaded, then press F until it bleeps.

Z - Left, X - Right, \* - Up/Jump, ? - Down, <RETURN> - Yo-yo  
S/Q - Sound/Quiet, N/M - Tune On/Off, <COPY>/<DELETE> - Pause On/Off  
<ESCAPE> - Quit Game

### On-Screen Information

The three figures shown at the top of the screen are:

- The time remaining until darkness.
- The number of lives remaining.
- Your score.

### Screen Designer

If you press <ESCAPE> & <RETURN> you can redesign the current screen.



The shapes are thought of in terms of queues. There's a queue for all the platforms, ladders, gems, keys and bulbs, etc. However, each queue has a maximum size, but this is quite large and you normally fill up any of the big queues. If you cycle between queues until you get the platforms' queue, you'll notice that there are different size platforms. This means that to put down lots of little platforms is a waste of time and space. Similarly with ladders.

### Design Keys

Z - Moves shapes left,    X - Moves shapes right,    \* - Moves shapes up  
? - Moves shapes down,    <RETURN> - Places/deletes a shape  
Q/W - Cycles between queues of shapes,    <SPACE>/A - Cycles within a queue of shapes  
I - 'Remember' the current screen  
<CTRL>-L - Loads a set of screens,    <CTRL>-S - Saves a set of screens  
<CTRL>-C - Clear screen,    <ESCAPE> - Returns to game

You should 'remember' the current screen you're editing by pressing I, before pressing CTRL & S.

### Hints And Tips

You won't be allowed to 'remember' a screen if there isn't at least one key and Trogg on the screen.

Trogg can only be put on or off the screen when you can see the left-hand edge of the playing screen.

Don't put too many platforms too close to the top; it becomes too difficult to play.

Don't worry about designing a screen to the full length of the playfield.

If, when you try to remember the screen, you get a 'No Room' error, either scrap the screen or trim it down to fill the space (trimming is usually a good exercise anyway).

DO NOT ATTEMPT TO SAVE ONTO THE FRAK! CASSETTE. ONLY SAVE ONTO A SEPARATE CASSETTE.

### Extra Features

On the Acorn Electron version only, there are some extra features.

On level 5 and above, pressing SPACE saves your current position provided Trogg is on a platform. If you lose a life, you start again from this position.

When on the high-score table screen, pressing CTRL with keys 1-9 selects levels 1-9; pressing CTRL with keys W, E, R, T, Y, U, I or O selects screens 1-9.

When on the high-score table screen, pressing keys 1, 2, 3 or 4 selects either heavy, medium, light or no cross-hatch; pressing keys 5, 6 or 7 selects the screen colours.

**Instructions' Source** : PLAY IT AGAIN SAM 4 (Superior/Acornsoft) Inner Inlay

### Review (Electron User)

At last FRAK! is here and Electron owners need be envious no longer of their BBC Micro-owning friends.

Basically FRAK! by Orlando is a multi-screen ladders and levels game. However the superb graphics make it stand out from the crowd. The main character, which you control, is a large caveman, complete with animal skin clothing, big belly and stubbly chin. The aim is to collect all the objects - diamonds, keys and light bulbs - scattered about the screen. This involves climbing ropes and ladders and jumping from one platform to another.

The playing area is wider than the screen and when you get near the edge the screen



scrolls rapidly sideways. This is a hardware scroll and since the Electron can only scroll a minimum of 64 bytes at a time it's more like a jump than a scroll. However you get used to it after a few games.

If this were all you had to do it would be an easy game. But as you progress there are three types of monster to be disposed of; Scrubblies, Hooters and Poglets. They don't move but nevertheless they get in your way. Fortunately, this caveman is rather adept with a yo-yo. Don't ask me what a caveman is doing with a yo-yo. I haven't a clue. It's useful for bopping nasties, though.

As well as bashing monsters you have to dodge balloons which float up the screen and daggers which fly diagonally down. With a bit of practise these can also be yo-yoed.

As a bonus there's a screen designer which enables you to edit any of the existing screens or completely design your own from scratch. You can add platforms, crystals, monsters, light bulbs and so on. It can be tested at any stage so if it's not quite right you can easily alter it. The finished screens can be saved to tape and loaded back next time.

The original BBC FRAK! is in Mode 1, the Electron version has been converted to Mode 4. Although it's lost a bit of colour the graphics actually seem better. The game is very slightly faster and less flickery.

FRAK! is one of the classics on the BBC Micro and is destined to be one of the classics on the Electron. No games collection will be complete without it, so start saving up now.

Sound .....	9
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

Roland Waddilove, ELECTRON USER 3. 7



# FRANKENSTEIN 2000

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Multi-level  
Authors : David Crofts, Ian Elliott, Jason Sobell & Kevin Blake  
Standalone Release(s) : 1985: FRANKENSTEIN 2000, Audiogenic/ICON, £6.99  
1988: FRANKENSTEIN 2000, Atlantis, £1.99  
Compilation Release(s) : None  
Stated compatibility : BBC B (Although Electron version on Side B)  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : AUDIOGENIC, PO Box 88, Reading, BERKS  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"It is the year 2000 AD. Using all the advanced micro-particle technology now available, Freddy Frankenstein has set about bringing to life the monster created by his great grandfather, the infamous Baron Frankenstein."*

The year is 2000 AD and Freddy Frankenstein has inherited his great grandfather's castle in Bavaria. On taking possession of the estate, he discovers the location of his great grandfather's creation, the monster.

He decides to follow in his ancestor's footsteps and revive the monster by using the advanced 21st century technology that is now available. After many weeks of sleepless nights the experiment is ready. Using a micro-particle reduction field, Freddy is going to shrink an explorer class submarine to the size of a pin head (whilst he is inside it) and inject it into the vast body of the monster in an effort to locate and correct the defects that have caused the experiment to fail in the past.

Trachea - Destroy as many hopping frogs as possible whilst you journey down the throat.  
Lungs - Wipe out the rampaging cigarette packets whilst avoiding the lethal carbon dioxide bubbles.  
Heart - Guide your way carefully through to the implant, avoiding the electrical impulses and pumping heart valves. Launch a torpedo at the impant to activate the heart.  
Stomach - Your motors are now starting to overheat and are in desperate need of some lubricating grease. Within the stomach walls, the deadly fried eggs must be avoided until you have managed to obtain six slices of greasy bacon.  
Brain - Finally, you reach the brain. You must now neutralise the eight mutant electrons by nudging them off the delicately tuned circuit board.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down (Used in Heart and Brain only)  
<RETURN> - Fire

**Instructions' Source** : FRANKENSTEIN 2000 (Atlantis) Back And Inner Inlay

## Review (Electron User)

In FRANKENSTEIN 2000 your aim is to revive the famous old monster which you have found on inheriting the infamous baron's castle. In the futuristic world of 2000 AD your method is to shrink yourself down to a tiny size and enter the monster's body.

Stage one finds you in the monster's throat which is full of frogs. Your task is to destroy as many of these as possible during your journey downwards. This is best described as a version of Space Invaders. As you travel you will sustain damage from



colliding with frogs or the throat walls. You will also use up oxygen. Too much of the first or too little of the second spells the end of your mission.

Before reaching the lungs, a pellet of oxygen must be shot. If you take a long time to hit it you won't have much oxygen for the next stage.

The activity in the lungs is very similar to the frogs in the throat, but here it is cigarette packets you must shoot. An added hindrance are bubbles of carbon dioxide which float up towards you. After shooting another oxygen pellet you reach the heart where you steer through the various cavities to activate the implant.

It requires careful timing to get past the electrical impulses and to slip through the valves as they open.

A rather unpleasant task faces you in the stomach. You have to shoot the slices of bacon, while avoiding the fried eggs. Finally you reach the brain where, if you've got the oxygen supplies and a minimum of damage, you can knock out the bad neurons. This requires real precision, and I have not yet managed to do it.

Audiogenic has an original idea with this game, but it doesn't quite succeed. Technically it's all fine with neat, fast graphics and it has pleasing sound effects. However the whole program lacks any kind of extra feature to make it stand out from the crowd.

Sound .....	6
Graphics .....	7
Playability .....	5
Value for money .....	5
Overall .....	5

Rog Frost, ELECTRON USER 3.11

### **Review (Electron User) - "Old Flathead Is Back"**

A few of our more archaic readers may remember FRANKENSTEIN 2000, now receiving a second airing as a budget title. Having missed it first time around, I was eager to compare, dare I say, yet another oldie with the genre of today.

In FRANKENSTEIN 2000 you play Freddy Frankenstein, great grandson of the legendary Baron Frankenstein. The year is 2000 AD. On inheriting the castle of your infamous relative, you soon discover the incarcerated body of the legendary monster.

In the true spirit of your ancestors, the urge to restore life to the hapless creature takes over. You board a nuclear powered Discovery class submarine, and with the aid of modern technology are subsequently reduced to the size of a pin head. Now able to enter the body of the monster - Inner Space-fashion - your task can begin.

You have to reach the brain of the creature and repair the malfunctions that previously turned it into a homicidal killer. You enter the body through the trachea, your progress being monitored on a map of the creature's internal organs.

Here you encounter your first obstacle when bombarded by a host of little green frogs. At an early stage of the game you soon realise the importance of avoiding collisions at all costs. Contact with virtually anything other than legal targets has your damage indicator bleeping towards a critical level.

Also it is essential to scan your oxygen supply. Surprisingly, you only have the one life, and failure to keep both instruments at an acceptable level will result in your untimely end.

You must navigate four organs on your way to the brain, and all adversaries and obstacles must be overcome. There is a mandatory stop after successful completion of each organ, where you are given the opportunity to replenish a rapidly depleting oxygen supply.



By now my first impressions that the game seemed a bit too easy had been well and truly squashed. And just wait until you reach the brain - this is simply murder. In fact, if I don't complete the mission this time, I think I'll leave the poor creature to the mercy of one of my future relatives.

I found the graphics well formed and the sprites large and easy to recognise. There wasn't much in the way of sound, just a few noises here and there. Perhaps this had something to do with the monster being tone deaf.

I was initially disappointed by the screen's sluggish scrolling and readers with a Turbo Driver will benefit here. However, in Turbo mode the submarine may be distorted on a few screens. Having said that, I found playing in normal mode hard enough.

I enjoyed playing FRANKENSTEIN 2000, in which you first imagine that things are going to be easy, only to discover quite early on that you are not going to complete this mission without a great deal of practice and a whole bucketful of patience.

For those who missed this one first time around, enjoy a game that doesn't require the reading of a manual the size of War and Peace. As a budget title, this offers sound value for money.

Steve Bissett

### \*\*\* Second Opinion \*\*\* (Electron User)

I thoroughly enjoyed this game first time round and it is a welcome sight on a budget label. The graphics are good, the gameplay reasonably varied and it is quite addictive. If you haven't seen it before don't miss it second time round - you'll have lots of fun.

Janine Murray

Sound .....	4
Graphics .....	7
Playability .....	8
Value for money .....	8
Overall .....	8

Janice Murray, ELECTRON USER 6. 3



# FREE FALL

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1984: FREE FALL, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE  
CB2 1LQ. Tel: (01223) 316039  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

The storyline goes "When the Alphoid battleship attacked Deep Space Station Coriolis and Alphoid lifeforms injected the air supplies with their own cyanide-based morphine, only one crew member managed to don his space suit in time. Unable to reach the armoury, he must face the Alphoid warriors barehanded to defend not only his own life but also the vital computer records which the Space Station contains."

The object of FREE FALL is to control that sole crewman to help him survive as long as possible and to kill as many Alphoids as he can. It sounds easy. However there are a few nasty creatures lurking around bent on getting our lone spaceman - the Craboids, Lobstoids, Batoids and Waspoids.

Craboids are pleasant little creatures that will bite through a space suit and poison the occupant with a nerve toxin. As you might guess, this causes our spaceman to lose all control and to thrash about with convulsions.

As light relief, Lobstoids breathe fire and use up the oxygen supply. They also burn whoever comes in range. The Batoids are nice fellows who fly around catching and throwing bombs. Last, but far from least, the deadliest of them all are the Waspoids. "They have a sting which is worse than the bite of a Craboid, they can breathe fire like the Lobstoid and they can fly as well as the Batoid."

To control the spaceman requires dexterity of three fingers on each hand and a thumb for the space bar. Catching a bomb requires another finger. This might sound a bit difficult, but the keys are well positioned and control is soon gained.

Several features are so good that, hopefully, they'll become standard on all games. There are two panic buttons that can be operated at any time. (I did. Often!) The ESCAPE key causes the game to be aborted and the program restarted, while the COPY key is used to hold the game. This can be for an indefinite time, the DELETE key being used to restart the action. Sound can be switched on or switched off at any stage.

One excellent aspect of this program is the screen display. Not only are the characters and their movement of a high standard but there are also displays showing heart rate, air supply, high score and present score.

I thoroughly enjoyed getting to grips with this value for money package. Recommended.

John Woollard, ELECTRON USER 2. 9



# FRENCH ON THE RUN

***Professional, Originally Released On Cassette Only***

Game Type : Educational Adventure; Multi-load  
Authors : Francis Clarke and Gabriel Jacobs  
Standalone Release(s) : 1985: FRENCH ON THE RUN, Silversoft, £9.95  
Compilation Release(s) : 1990: FRENCH ON THE RUN, Swift, £3.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : SILVERSOFT. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The last thing I saw before the prang was a squadron of Jerries swoop down from behind the sun. I ducked, dived and downed one, but there were too many. With a sudden jerk, my tail was shot to blazes; and as the old girl spun to terra firma, I bailed out. As I stumbled across the French countryside, rather shaken I may add, I came across a peasant.*

*"'Parlez-vous Anglais?' I asked.*

*"'Non,' he replied.*

*"I swallowed hard. I'd better learn the lingo quickly. Occupied France - possibly the toughest examination ever, of a British Pilot's nerve. FRENCH ON THE RUN - the most adventurous way to revise French ever invented!"*

## Introduction

WELCOME to FRENCH ON THE RUN - the first in a series of adventures in education from Silversoft.

As an RAF officer forced to bail out over Nazi-occupied France your task is to make your way back to England. To do this, you must escape detection by passing yourself off as a Frenchman, but you will need to make use of the clues and information given by the people encountered in your travels.

We are offering a FREE WEEKEND in Paris as a prize to the first person to return to England alive, having completed the puzzle set near the end of Route 4. Don't worry, the program will tell you about it in good time.

You will begin each route with a small amount of money - not a fortune - but sufficient to get you to your destination. Mistakes along the way will usually result in a penalty of some kind being imposed, either a time penalty, or one that involves unforeseen expenditure, or occasionally, detection and death.

Each of the first three escape routes must be completed by a given deadline, of which you are informed at the beginning of that route.

Once you have begun a route, the status line at the top of the screen will keep you informed of the date and time, and will also tell you how much money you have left.

As each route is geographically accurate, a map of France will be of help in telling you where you are in relation to your destination; and whether or not it is possible to reach it in the time remaining - I suggest that you keep one handy.

O.K. then, off you go. The chaps here wish you the best of luck, and by the way - DO try and remember the details shown on your false papers; interrogations can be pretty swift and to the point if you slip up!



## Loading

There are four programs on the tape/disk. They are of increasing difficulty and must be played in sequence. When you play the game for the first time therefore, you must begin on Route 1.

To enter Routes 2, 3 and 4 you will need a password. You will be given the password for Route 2 when you have successfully completed Route 1, and so on. Later on, when you have obtained the passwords for Routes 2, 3 and 4 you can go straight to them.

## Using The Program

At the beginning of each route, you will have to enter your christian name, and in all but the first route, a password.

You should finish each word with a <RETURN>. Use the <DELETE> key if you make a mistake. If your name contains an accent (as in Andre) you can use the standard French accented characters. For example, e acute is function key f0.

The program will repeatedly ask you to choose a response. The possible responses will be displayed on the screen, each with a number next to it. You select a response by pressing the corresponding number on the keyboard, followed by <RETURN>. You will notice that when a key is pressed, an arrow will appear pointing to the response which you have selected. It is not too late to change your mind at this point - pressing another number will move the number to the desired response. Only when <RETURN> is pressed does your decision become irrevocable. Be particularly careful when a flashing skull appears: a wrong move here could be fatal.

Usually, after your selection has been made, the (linguistically) incorrect responses will be deleted one by one, leaving only the correct response on the screen.

At first sight, this might seem to make the game too easy - it doesn't. It does mean however, that the best way to get through a route is, each time you make a mistake, to remember the correct response.

Before moving on to the next scene (which you do by pressing <SPACE>) you can recover all the possible options by pressing <R>, This can sometimes be of use in sorting out where you went wrong.

## Changing The Colour And Sound

The BASIC program "FOR", which loads the data files, contains some data statements which can be altered in order to vary the screen display and the volume of the introductory music. If you LOAD and LIST this program you will see that there are REMarks which explain how to do this. We have no objection to your altering this program to suit your own tastes.

**Instructions' Source** : FRENCH ON THE RUN (Silversoft) Back and Inner Inlay

**Reviews** : No Review Yet



# FRENZY

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Frantic Puzzler  
Author :  
Standalone Release(s) : 1984: FRENZY, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 2, PRES, £9.95  
1988: 10 COMPUTER HITS 2, Beau Jolly, £9.95  
1988: MICRO POWER MAGIC 2, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Deadly sub-atomic particles are running free in a scientific research centre. It is your job to trap the darting Leptons using a robot craft before your time runs out. As you move the craft across the screen, a green ion-trail is dragged along behind. When you reach the edge again, the smaller area confined by this green line, is filled in. A Lepton is captured if it is trapped in this area or if 95% of the screen has been filled. A bar running along the bottom of the screen indicates the percentage of the total area remaining to be filled. Enclosed areas are coloured red, but at any time, you can switch to the faster speed and areas so filled are coloured pink.

Higher levels introduce Chasers which move along the borders. A life is lost if you collide with one of these or if a Lepton hits your trail. The number of Leptons and Chasers increases up to a maximum of 5 of each. An extra craft is obtained on completion of the third, sixth and ninth screens.

A good strategy is to build small, narrow pink blocks up the centre of an unfilled area in fast mode and then to finish off using the slower mode to reach the top of the screen and capture the Lepton.

### Scoring

The base score for a fast-filled screen is 1237 - double for slow-filled areas. By way of example, the maximum score that can be obtained on screen 7 (if 95% area is filled and all Leptons captured on slow-fill) is calculated as follows: Score:  $1237 \times 0.95 \times 2$  (all slow-fill)  $\times 5$  (screen multiplier)  $\times (1 \text{ plus } 3)$  (3 Leptons captured) = 47006. This is excluding the time bonus.

### Game Controls

Z - Left, X - Right, : - Up, / - Down  
<SPACE> sets the robot craft in motion. Pressing this again causes the craft to move faster. S toggles the sound on and off before each game.

**Instructions' Source** : FRENZY (Micro Power) Inner Inlay

### Review (Electron User)

Here Micro Power has chosen a format which is simplicity itself, made it the simplest of games to use, and yet come up with what I think is one of the most amusing and compulsive games on the market today. Combine this with a highly colourful display, high scoring and wide age range appeal, and you have a winner.

What has happened is that a deadly Lepton has broken free inside a laboratory and is



bouncing around inside. Luckily it cannot penetrate the walls or pass through the ion trail that you are about to lay inside.

To enter is certain death, so you employ a robot vehicle to do the work of laying the trail, and you sectionalise the laboratory, thus trapping the Lepton inside a small area.

If you cut off a small part of the laboratory but fail to trap the Lepton, you carry on until 95 per cent of the area has been covered, when the Lepton is eventually caught. This, however, reduces your bonus, which decreases as time passes.

If you do trap the Lepton it is a points bonanza and a big bonus to boot. But if the Lepton hits the robot vehicle or the ion trail before contact is made with another wall or another part of the trail, then it's one life lost.

As the game progresses little refinements are added, like chasers which follow your tracks. Needless to say, they are on the Lepton's side and contact with one costs you a life.

At one stage the Lepton multiplies itself and all are equally deadly. Then again it can move at double speed and you need to be very clever to outsmart it.

Your robot vehicle has two speeds. The higher means the less time spent in the danger area but fewer points.

A cool head, a steady hand and nerves of steel should ensure you a top score in this excellent game.

Adam Young, ELECTRON USER 2. 6

**See also** : EUG #47 for a review of PRES GAMES DISC 2



# FROOT RAID

*Professional, Originally Released On Cassette Only*

Game Type : Fruit Machine Simulator  
Author : Alexander Loh  
Standalone Release(s) : 1985: FROOT RAID, Audiogenic (Assumed)  
Compilation Release(s) : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
: 1990: TRIPLE GAME PACK 2, Summit, £2.99  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

FROOT RAID is an extremely authentic fruit machine simulator, with all the complex features of real arcade machines. There's Hold, Nudge and Swap, plus Sidewinder and Feature Panel.

### Basic Play

There are four Reels. The three on the left are the proper Fruit Reels that determine your win or loss, and the one on the right is the Nudge Reel. You get 10 credits at the start, indicated in the CREDIT box. You spin the reels, and you either win or not. If you get a win (indicated in the WINS box) you get the choice of Collecting it, or Gambling it. If you choose to gamble, the DOUBLE or NOTHING boxes will flash alternately very quickly and you must try to stop the flashing on DOUBLE otherwise you get nothing.

SPACE - SPIN REELS  
G - GAMBLE a WIN for DOUBLE or NOTHING  
C - COLLECT a WIN  
SHIFT - STOP on DOUBLE or NOTHING when gambling

If you don't get a win, all may not be lost - one of the other features may enable you to turn it into a win, or make a win more likely on the next spin.

### Hold

When the HOLD boxes are flashing under the reels, one, two or all three of the reels can be held by pressing the appropriate key. Any reels held will stay in the same position on the next spin.

1, 2 and 3 - HOLD REELS 1, 2 and 3  
DELETE - CANCEL HOLD  
SPACE - SPIN REELS

### Swap

The Swap feature comes into operation when the SELECT box is lit. On the right of the SELECT box is a display of all the symbols arranged in the three columns of three symbols. You have to catch one of the symbols when lit up - this is done in two stages, first by stopping the light when it is on the column that the symbol is in, then by stopping the light on the right symbol as it goes up and down that column. The symbol that it stops on can then be Swapped onto one of the Reels when the SWAP light comes on. In this way you can turn a losing go into a win. If you didn't get the symbol you wanted, you can Cancel it and have another try.

SPACE - STOP FLASHING LIGHT ON COLUMN/SYMBOL  
1, 2 or 3 - SWAP SYMBOL onto 1, 2 or 3  
DELETE - CANCEL SYMBOL and TRY AGAIN

### Nudge

Nudge feature is operational when NUDGE NOW box is flashing. You can Nudge any of the Reels up or down one symbol at a time. However, you are only allowed a certain



number of Nudges according to the number on the Nudge Reel. Occasionally the RESPIN box will light up. This gives you a chance of getting more Nudges.

5, 6 and 7 - NUDGE REELS 1, 2 and 3 UP  
8, 9 and 0 - NUDGE REELS 1, 2 and 3 DOWN  
RETURN - RESPIN NUDGE REEL

### **Sidewinder**

When SIDEWINDER box is flashing you can, if you want, swap the positions of the reels in order to turn a loss into a win. If you don't want to, just press SPACE to spin as normal.

RETURN - SWAP REELS 3 and 2 to 2 and 3  
SHIFT - SWAP REELS 2 and 3 to 1 and 2

### **Feature Panel**

Whenever the EHD or HTS symbol appears on the first reel on the win line, the flashing square on the Feature panel advances a certain number of places according to the number on the Nudge Reel. The FTR light flashes whenever this happens. Certain positions on the Feature Panel will give you bonuses if you land on them. These are...

LUCKY 3 - Reels spin to random win three times. You can gamble or collect each win as normal.  
REVERSE - Reels reverse back to your last win.  
NUMBERS - Pay out the specified amount.  
? - Mystery payout of up to £1.  
DIAMOND - Pays out Feature Jackpot of £1.

The GBL light flashing indicates FEATURE GAMBLE. You can either Gamble your position on the panel in the hope of getting nearer the prize positions, or Collect your position - which means that if you are not on a prize position, you'll go back to the start without getting anything.

But there's always a chance that the FEATURE HELD light will come on. If this happens, it means that you will be able to retain the position on the panel.

G - Gamble Position  
C - Collect Position

### **Other Boxes**

The CREDIT box tells you how much money you have left to play with. The START box tells you when to spin the reels. The long box just above the reels indicates the number of spins you have won (next to the T).

**Instructions' Source** : ELECTRON POWER PACK 2 (Audiogenic) Inner Inlay

**Review** : No Review Yet



# FRUIT MACHINE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Fruit Machine Simulator  
Author :  
Standalone Release(s) : 1983: FRUIT MACHINE, Alligata, £7.99  
1984: FRUIT MACHINE, Alligata, Free In Dixons Ten Pack  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Keeping your money in your pocket, enjoy all the excitement of beating the one-armed bandit! 10p a go.

Choose how much you start with and see how much you win in this addictive and exciting game with full machine code tumble. Addictive and exciting gamble or collect routine plus high resolution graphics and realistic sound effects.

## Game Controls

1, 2, 3 - Nudge Down/Hold  
4, 5, 6 - Nudge Up  
<SPACE> - Start/Random Nudge Stop  
G - Gamble, C - Collect

**Instructions' Source** : FRUIT MACHINE (Alligata) Inner Inlay

**Review** : No Review Yet



# FRUIT MACHINE

*Professional, Originally Released On Cassette Only*

Game Type : Fruit Machine Simulator  
Author : Richard M. P. Hanson  
Standalone Release(s) : 1983: FRUIT MACHINE, Superior, £7.99  
Compilation Release(s) : 1990: PRES GAMES DISC 6, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, 3 Manor Drive, Scawby, Brigg, NORTH HUMBERSIDE  
DN20 9AX. Tel: 01652 658585  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Keeping your money in your pocket, enjoy all the excitement of beating the one-armed bandit. 10p a go.

Choose how much you start with. See how much you win. Addictive and exciting gamble or collect routine.

Full machine code tumble. High resolution graphics and realistic sound effects. Age: 5 Plus.

## Control Keys

Nudge Down/Hold	-	1	2	3
Nudge Up	-	4	5	6
Start and Random Nudge Stop	-	SPACE		
Gamble	-	G		
Collect	-	C		

## Winning Combinations:

Bell	Bell	Bell	pays 15
Acorn	Acorn	Acorn	pays 12
Apple	Apple	Apple	pays 10
Grapes	Grapes	Grapes	pays 8
Melon	Melon	Melon	pays 6
Cherries	Cherries	Cherries	pays 6
Logo	Logo	Logo	pays 4
BBC	BBC	BBC	pays 4
Bell	Bell	BBC	pays 2
Acorn	Acorn	BBC	pays 2
Apple	Apple	BBC	pays 2
Grapes	Grapes	BBC	pays 2
Melon	Melon	BBC	pays 2
Logo	Logo	BBC	pays 2
Cherries	Cherries	--	pays 4
Cherries	--	--	pays 2

Features include: HOLD, NUDGE, GAMBLE.

**Instructions' Source** : FRUIT MACHINE (Superior) Inner Inlay

**Reviews** : No Review Yet



# FRUIT MACHINE SIMULATOR

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Fruit Machine Simulator  
Author : Alan Pennington  
Standalone Release(s) : 1990: FRUIT MACHINE SIMULATOR, Codemasters, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : CODEMASTERS, PO Box 6, Southam, WARWICKSHIRE CV33 0SH  
Disc compatibility : Incompatible. Fills up all user memory.

## Instructions

*"JUST LIKE THE REAL THING - FANTASTIC FEATURES*

*"The first real Fruit Machine Simulator including: Cash Box, Nudge Box (with Compu-Nudge and Nudge Bank), Skill Climb, Winning Streak, Cash Gamble, Holds and Mega-Holds, Skill Chances and Party Time Meter!"*

The object of the game is to win as much money as possible. You are given 1 pound at the start of the game, the rest is up to you!

Light up the CASHBACK letters, by collecting fruits with numbers on them. A FEATURE HOLD will leave them lit for the next spin. A question mark will give you a SKILL or a CHANCE option, to fill up all the letters. Once the letters are all lit, move onto the following special features.

NUDGES - Press Up or Down arrow together with 1, 2, 3  
CASHPOT - Money in cashpot is transferred to your credit  
WINSPIN - Press "C" when your chosen win appears  
CASHSTOP - Money is dropped in the cashpot. Gamble or Collect  
LASTWIN - Reels with spin onto your previous win

N.B. Not all these features are available on the ELECTRON version.

## Reel Layouts

REEL 1	REEL 2	REEL 3
Money Bag	Apple 2	Bar
Cherry	Lemon	Cherry 2
Acorn	Strawberry	Lemon
Tomato	Grape	Tomato 3
Strawberry 3	Cherry 2	Apple
Bar	Acorn	Money Bag
Acorn 1	Lemon 2	Cherry 2
Cherry	Cherry	Lemon
Lemon ?	Strawberry	Apple 2
Apple	Tomato 3	Grape
Acorn 1	Money Bag	Cherry
Grape	Acorn	Apple
Apple 2	Strawberry 3	Lemon ?
Lemon	Bar	Tomato
Strawberry	Tomato 1	Apple 2

## Game Controls

<SPACE> - Spin Reels, 1,2,3 - Hold each reel  
C - Collect, <RETURN> - Gamble, S - Shuffle reels  
Arrow keys - with 1, 2, 3 for nudging up or down

## Win Value



	REEL 1	REEL 1 & 2	REELS 1 & 2 & 3
Money Bags		50p	4.00
Bars		50p	3.00
Grapes		20p	2.00
Lemons		20p	1.00
Cherries	10p	20p	1.00
Apples		10p	50p
Acorns		20p	50p
Strawberries		20p	

Fruit Machine Simulator was brought to you by ...

CODING AND FX	Alan Pennington
GRAPHICS	Gwen Hodson
DIRECTOR	Tim Miller
PRODUCTION	Stew Regan
ARTWORK	Yvonne Priest
ILLUSTRATION	Nigel Fletcher

**Instructions' Source** : FRUIT MACHINE SIMULATOR (Code Masters) Back and Inner Inlay

**Reviews** : No Review Yet



# FUN SCHOOL (UNDER 5 YRS)

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Types : Educational  
Standalone Release(s) : 1985: FUN SCHOOL (UNDER 5 YRS), Database Publications, £6.99  
Compilation Comprises : 1. NUMBERS, Database  
2. PELICAN CROSSING, Database  
3. COUNTING, Database  
4. HOUSE, Database  
5. MAGIC GARDEN, Database  
6. MATCH MAKER, Database  
7. SEASIDE, Database  
8. SNAPS, Database  
9. COLOURS, Database  
10. ALPHABET, Database  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# FUN SCHOOL (5-8 YRS)

***Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc***

Game Types : Educational  
Standalone Release(s) : 1985: FUN SCHOOL (5-8 YRS), Database Publications, £6.99  
Compilation Comprises : 1. DERRICK, Database  
2. CASTLE, Database  
3. FREDS WORDS, Database  
4. HILO, Database  
5. MATHS TEST, Database  
6. MOUSER, Database  
7. NUMBER SIGNS, Database  
8. SEAWALL, Database  
9. SUPER SPELL, Database  
10. BALANCE, Database  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# FUN SCHOOL (8-12 YRS)

***Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc***

Game Types : Educational  
Standalone Release(s) : 1985: FUN SCHOOL (8-12 YRS), Database Publications, £6.99  
Compilation Comprises : 1. ANAGRAMS, Database  
2. CODEBREAKER, Database  
3. HANGMAN, Database  
4. DOGDUCKCORN, Database  
5. TOWERS OF HANOI, Database  
6. MATHS HIKE, Database  
7. GUESSING, Database  
8. ODD MAN OUT, Database  
9. NIM, Database  
10. PELMANISM, Database  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Instructions**

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# FUN SCHOOL 2 (UNDER 6 YRS)

*Professional, Originally Released On Cassette Only*

Game Types : Educational  
Standalone Release(s) : 1990: FUN SCHOOL 2 (UNDER 6 YRS), Database, £9.99  
Compilation Comprises : 1. SHAPE SNAP, Database  
2. FIND THE MOLE, Database  
3. TEDDY COUNT, Database  
4. WRITE A LETTER, Database  
5. COLOUR TRAIN, Database  
6. PICK A LETTER, Database  
7. SPELL A WORD, Database  
8. TEDDY BEARS' PICNIC, Database  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

Review : No Review Yet



# FUN SCHOOL 2 (6-8 YRS)

*Professional, Originally Released On Cassette Only*

Game Types : Educational  
Standalone Release(s) : 1990: FUN SCHOOL 2 (6-8 YRS), Database, £9.99  
Compilation Comprises : 1. NUMBER TRAIN, Database  
2. SHOPPING, Database  
3. MATHS MAZE, Database  
4. TREASURE HUNT, Database  
5. BOUNCE, Database  
6. PACKING, Database  
7. CATERPILLAR, Database  
8. NUMBER JUMP, Database  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

Review : No Review Yet



# FUN SCHOOL 2 (OVER 8 YRS)

*Professional, Originally Released On Cassette Only*

Game Types : Educational  
Standalone Release(s) : 1990: FUN SCHOOL 2 (OVER 8 YRS), Database, £9.99  
Compilation Comprises : 1. BUILD A BRIDGE, Database  
2. PASSAGE OF GUARDIANS, Database  
3. UNICORN, Database  
4. LOGIC DOORS, Database  
5. SOUVENIRS, Database  
6. CODE BOXES, Database  
7. MYSTERY MACHINE, Database  
8. ESCAPE, Database  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

Review : No Review Yet



# FUN WITH NUMBERS

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Ages 4-7  
Author : Unknown  
Standalone Release(s) : 1982: FUN WITH NUMBERS, Golem, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : GOLEM, 77 Qualitas, Bracknell, BERKSHIRE RG12 4QS  
Tel: (0344) 50720  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

These programs will teach and test basic counting, addition and subtraction skills.

**COUNT** An enjoyable way to introduce children to counting. A random number of cars is displayed on the screen to be counted. The correct answer is rewarded with animated graphics. Complete with sound.

**ADD** Designed as a continuation of the previous program this teaches simple addition. Two groups of apples fall from a tree and children add them together. Each correct answer is rewarded with a beautiful butterfly flying in the garden.

**SUBTRACT** This program introduces children to subtraction. Count the green bottles and watch some of them being smashed. Then answer how many are left.

**RMATH** An arcade type game of speed and skill which encourages children to practice addition and subtraction. A laser base displaying either an addition or subtraction is used to select and shoot at one of four rockets, only one of which displays a correct answer. Featuring Hall of Fame.

## In all programs:

To go back a stage, press <ESCAPE>.

*"These are excellent programs which teachers on the project have no hesitation in recommending to other teachers."*

- Computers in the Classroom Project, Riley High School

**Instructions' Source** : FUN WITH NUMBERS (Golem) Inner Inlay

**Reviews** : No Review Yet



# FUTURE SHOCK

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Platform Style  
Author : Kevin Blake and Jason Sobell  
Standalone Release(s) : 1986: FUTURE SHOCK, Tynesoft, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

### Instructions

Having rather a lot on his hands at the time, the Supreme Being decided to sub-contract the job of human evolution to GALCORPS of the Plant Maltron II.

Well, it was the sixth day and getting towards closing time at the Drog and Palette Ale House, so the contractors decided to celebrate with a few pints of Thargsberg Special Brew.

The following morning they turned up for work in, let's say, an unwell state. Their work obviously suffers, and as a result the Scroll containing the plan for Evolution of human life on Earth is scattered to the four winds.

So, 42 billion years later (Could this be relevant?) whilst exploring the confines of an empty beer bottle, our hero GLOB found himself transported to the presence of the Supreme Being.

"GLOB," said the Mighty One. "I have chosen you to search human memory for the Scroll of Evolution."

"Why me?" said GLOB glumly!

Find the pieces and reassemble them the Scroll using a sliding block method.

### Game Controls

Z - Move GLOB Left,     Z - Move GLOB Right

### **Puzzle Movement (All relevant to position of black square):**

Z - Left,     X - Right,     \* - Up,     ? - Down

### **Pull down menus: form of choice:**

Press key 1 for (i)     put on puzzle  
                      (ii)    put puzzle off  
                      (iii) mix puzzle.

Press key 2 for (i)     sound on/off  
                      (ii)    music on/off  
                      (iii) quit game.

Press key 3 to show how many pieces you have collected.

Press key 4 to show the game author.

Move the choice 'bar' up and down with the \* and ? keys then choose with RETURN.

To exit any pulldown menu, press the relevant number key again.

**Instructions' Source** : FUTURE SHOCK (Tynesoft) Inner Inlay



## Review (Electron User) - "Boding Well For Future"

Even the Supreme Being gets weary at times when it comes to the job of creation. It was on one such occasion that he decided to sub-contract the job to a bunch of cowboys from the Galactic Corporation. Following a night on the town they awoke to discover that they had lost the scroll of evolution - the blueprint for the human race.

You play the role of Glob the blob, a large squat ball with big eyes and a mouth. He has been chosen to locate the sixteen pieces of the scroll and reassemble them.

FUTURE SHOCK uses a novel screen design. At the top are the eyes of the all-seeing Supreme Being and below is a large graphic window in which the action takes place. At the sides are a score board and a large candle. A slowly burning candle is used to depict Glob's life expectancy but the rate of burn increases dramatically if Glob comes into contact with alien beings.

Glob's life span can be increased by collecting the power pills to be found on several of the screens. It wasn't until I'd played the game for some time that I realised these pills were also the segments of scroll for which I was searching.

You can examine the pieces of scroll you collect by using a pull-down menu. Key number one displays a menu which lets you manipulate the puzzle pieces. Other menus give you access to the sound controls and the number of pieces you've found.

The games graphics are identical to those used in BUG EYES 2. All characters are huge, chunky and colourful, putting them fairly into what I would call the cute category. Controls are limited to left and right movement, but you can travel up or down by using the lifts found on most of the screens, or by falling off a ledge.

Also, an anti-gravity shaft runs through the centre of the maze and while floating up through the shaft you can drift to the left or right.

FUTURE SHOCK is an excellent program, a game which overflows with character and humour.

Sound .....	8
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

Jon Revis, ELECTRON USER 4. 3



# GALACTIC COMMANDER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Space-craft Flight Simulation  
Author : "M. C."  
Standalone Release(s) : 1984: GALACTIC COMMANDER, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 3, PRES, £9.95  
1988: MICRO POWER MAGIC, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

GALACTIC COMMANDER consists of nine phases which must be completed in sequence to pass the test and receive the accolade. You can practice on any level for as long as you need, but you must start from level one for the test.

Each level has an extra feature added to it (increased gravity pull, missiles, mothership, caverns, etc). If you successfully complete a level, you will automatically be moved on to the next.

If you go off the top of the screen, you should take your finger off the thrust key until you reappear. This may take a while if you are travelling fast.

## Game Controls

A - Left, D - Right, <RETURN> - Thrust

**Instructions' Source** : GALACTIC COMMANDER (Micro Power) Inner Inlay

**Reviews** : No Review Yet



# GALACTIC PATROL

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'Em-Up In Numerous Stages  
Author :  
Standalone Release(s) : 1987: GALACTIC PATROL, Mastertronic, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MASTERTRONIC, 8-10 Paul Street, LONDON EC2A 4JH  
Tel: 01 377 6880  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"You are the Commander of a Starfighter in the Galactic Patrol, a hero of the known universe, valiantly transporting colonists to their Starfleet ships. Have you got the courage and skill needed? Keyboard only."*

You are the Commander of a Starfighter in the Galactic patrol, a hero of the known universe, valiantly transporting colonists to their Starfleet ships. Your mission consists of five stages, all of which require great daring.

PHASE 1 : While loading the colonists into the Transporter, aliens swoop over the horizon. You must destroy them with the photonic lance to defend the colonists.

PHASE 2 : Here the aliens hurl themselves onto the Transporter in an attempt to deplete its defence shields. Defend it with your Starfighter!

PHASE 3 : The Transporter runs out of energy and you have to dock with it to transfer your colonists.

PHASE 4 : Your Starfighter has to navigate the Starfleet defences by dodging the force walls and the deadly Red Searcher.

PHASE 5 : Dock with a Starfleet ship to deliver the colonists safely.

## Game Controls

Z - Left, X - Right, : - Up, / - Down  
<SPACE> - Begin Game and start new level

**Instructions' Source** : GALACTIC PATROL (Mastertronic) Back And Inner Inlay

## Review (Electron User) - "Transported Into Tedium"

As commander of a starfighter in the galactic patrol your duty is to transport colonists to other planets. Behind this clicked theme lies a truly appalling program.

The action is divided into four sections. In stage one a horde of alien spaceships attack the colonists as they flicker across the screen to the transporter. The aliens initially appear as small red dots on the horizon, but steadily grow into flying saucers. You control a photonic lance with your cursor. While the aliens are still dots the cursor moves slowly, but once they have developed to full size it slows to a snail's pace. The photonic lance uses the DRAW command to connect two points on the screen at which point the alien vanishes - talk about special effects!

Stage two sees the transporter on its journey and the aliens have taken to ramming tactics. You must protect the transporter by shooting the spaceships before they get



too close. Once again we have the growing dot routine and the corresponding decrease in speed. Having spent a predetermined length of time potting aliens and cursing the ship's movement, stage two ends.

In stage three the transporter runs out of energy so you must dock to replenish its energy banks. I spent ages unsuccessfully attempting to delicately balance my starfighter on the nose of the swerving transporter. Finally I decided to abandon subtle strategy and simply ram the starfighter into the belly of the transporter - hey presto I had docked.

Stage four involves avoiding the starfleet force walls which move outwards from the middle of the screen, growing progressively larger. Despite being warned about the deadly red searcher - a block of corrupted graphics which slowly trails you - I flew straight through it twice and the collision detection routine never even spotted me.

GALACTIC PATROL is less than impressive. If it is given away with Cornflakes I suggest you buy another brand.

Sound .....	4
Graphics .....	2
Playability .....	1
Value for money .....	0
Overall .....	2

Jon Revis, ELECTRON USER 4. 2

**See also** : EUG #47 for a review of PRES GAMES DISC 3



# GALADRIEL IN DISTRESS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : C.J. Potter & A. Potter  
Standalone Release(s) : 1983: GALADRIEL IN DISTRESS, Potter Programs, £2.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POTTER PROGRAMS, 7 Warren Close, Sandhurst, Camerley, SURREY  
GU17 8JR. Tel: 0252 877608  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

King Theoden's daughter, the princess Galadriel has been abducted by the evil sorcerer Grima. Unfortunately, Grima was put to death as a member of the king's guard before he could reveal the fate of the princess. As captain of the king's guard, it is up to you to make amends. You have been exiled in the wilds by the king; if you return to the palace without the princess Galadriel, it will mean certain death. Can you find Galadriel and break Grima's evil spell?

**Instructions' Source** : GALADRIEL IN DISTRESS (Potter Programs) Instruction Leaflet

## Review (Electron User) - "An Excess Of Magic"

King Theoden's daughter, the Princess Galadriel, has been abducted by the sorcerer Grima. Unfortunately, Grima was put to death by a member of the king's guard before he could reveal the fate of the princess. As captain of the king's guard, it is up to you to make amends. The Potters inform me that Galadriel is the easiest of their games and as such is a beginner's adventure.

I tend to agree as it has only 33 locations and provides a good introduction to the parlance and nature of text adventures. However, though the program holds some interest, it lacks real atmosphere and has a very limited vocabulary. Room descriptions are usually of only two lines in length and input is restricted to the outdated two word command.

For me the biggest let down is the absence of any subtlety of action - GET and DROP being the most common manoeuvres you make.

On the credit side there are some excellent problems to solve and one superb chaining puzzle. In the Summer house you have to eat something tempting and catch something less tempting to feed to a toad. Then - parodying The Princess and the Frog - you must kiss the toad.

The problem doesn't end there as you must now search for an antidote to toad poisoning!

I must admit that I am not overly fond of magical adventures - I even found Level 9's RED MOON somewhat boring. The random use of so called magical words doesn't call for much use of the old grey matter nor does it constitute real puzzle solving. To that end, I found the over use of magic in such a small adventure more than frustrating.

The Potters seem to have an aptitude for devising excellent puzzles but fall short on text compression and hence atmosphere - surely use of Mode 4 is a loss of valuable memory.



It is a shame, because I feel that Galadriel had the makings of a super little adventure but remains under-developed.

At £2.95, it remains a bargain and may provide some hours of enjoyment for the true novice.

Presentation .....	3
Atmosphere .....	4
Frustration Factor .....	5
Value for money .....	8
Overall .....	6

Pendragon, ELECTRON USER 4. 3



# GALAFORCE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'em-up  
Author : Kevin Edwards  
Standalone Release(s) : 1985: GALAFORCE, Superior/Acornsoft, £9.95  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 2, Superior/Acornsoft, £9.95  
1987: FIVE STAR GAMES 2, Beau Jolly, £9.95  
1988: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
1989: GALAFORCE, Superior/Blue Ribbon, £2.99  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

"8-directional movement of the player's spaceship; fast and slow-speed bombs which home in when later zones are reached; keyboard and joystick control; self-play demo mode; high score table and superb atmospheric music."

"In the midst of the 25th century, the United Cosmological Federation declared war on the savage, belligerent aliens inhabiting the Magellanic galaxy. Only the most experienced of the U.C.F. pilots were chosen to embark upon the perilous mission of conquering and overthrowing the hordes of Magelian, the Galaforce."

The Galaforce aliens attack in precise preconceived formations with each zone comprising several such formations. You must pilot your spaceship carefully avoiding the aliens, or shooting them whenever possible. Some aliens have to be hit more than once to destroy them; the score for killing each type of alien and the number of hits required is shown in the Identity Parade of Aliens\*. You have four spaceships and an extra spaceship is awarded if your score reaches 20,000 points.

## Pilot's Briefing

In ZONE 1 (The Perimeter) you will encounter the following formations: (a) Quazars in Zig-Zag formations, (b) Maadis in a Criss-Cross formation (c) a Shower of Diones, (d) Deviants in U-Turn formations. This is a warning zone. If you keep to the edge of the zonal screen these aliens are quite harmless; but you should attack them - the Federation abhors cowardice.

ZONE 2 (The Spearhead) has Pateras and Planitias in Paired Loop formations - harmless if you keep to the centre. Also, Pateras appear with Quazars and Ejnars in a Multiplier formation. To complete this zone you must shoot these aliens.

ZONE 3 (The Offensive) you may find it useful to use vertical as well as horizontal movement. The Staircase and Big Dipper formations are used for the first time. From ZONE 4 onwards the aliens drop bombs towards you. At the end of ZONE 4, the aliens assemble into the inciting Deck of Cards formation. In ZONE 5 (The Annihilator) the aliens use the Switchback, Poisson and Corkscrew formations.

The Federation has not issued any official information about ZONE 6 or later zones. However, it is known that the dreaded snaker formation first occurs at ZONE 11, and it is reported that the aliens start to drop homing bombs in ZONE 14 (The Impossible).

## Identity Parade Of Aliens\*

Name	Points value	Hits Required
QUAZAR	20	1



DIONE	20	1
PATERA	40	1
PLANTIA	40	2
SERVITOR	60	5
NEANDER	80	2
EJNAR	20	1
MAADI	20	1
DEVIANT	40	2
MINION	40	5
NEXOD	60	1
CALLISTON	80	2
COZENAGE	80	10

\* Original inlay includes sketches of the aliens to accompany this data.

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire

<ESCAPE> - Exit from game, <SPACE> - Start game

S - Sound on/off, H - Halt on/off

K - Toggle joystick/keyboard, J - Toggle joystick type: D = Digital, P = Plus 1

Standard joystick movements apply. The type of joystick interface is shown at the bottom of the screen. The digital interface recommended is First Byte.

### Title Page Controls

C - Change colours

Press the "C" key on the title pages before restarting the game. You can then change the three foreground colours to any colour except black by pressing the "1", "2" or "3" keys.

**Instructions' Source** : PLAY IT AGAIN SAM 2 (Superior) Inner Inlay

### Review (Electron User) - "Gala Is A Force To Reckon With"

War has been declared upon the aliens of the Megellanic galaxy. As one of the federation's more experienced pilots you have been enlisted to fly with the elite Galaforce. Have you got what it takes to defeat the Magellan hordes single handed?

GALAFORCE is an arcade game which bears a strong resemblance to that classic ZALAGA - swirling clouds of aliens just begging to be zapped. ZALAGA owners should not be put off as the game has much more variety and the animation is fractionally better. Some very impressive music accompanies both the demo screen and the demise of your spacecraft. The graphics are a delight - all spacecraft are represented by huge colourful sprites with the action occurring against a twinkling starscape.

Control of your ship is via keyboard or joystick. Movement is possible horizontally, vertically and diagonally, though you are restricted to the bottom quarter of the screen. In practice only left, right and fire are necessary.

The game is divided into 48 separate zones, each consisting of six waves of aliens. Zone 1 serves to break you in gently - the aliens tend to give in without a fight. The end of zone 2 sees the arrival of the motherships. Close examination of the swarm of attacking aliens reveals that several of the little devils are releasing more fighters into the upper atmosphere! The destruction of these motherships must therefore be your main priority.

Zone 4 brings on the heavy brigade. Taking on a traditional space invaders formation a heavily armed bomber attacks you from behind a moving shield of other ships. Each of the defending ships must be hit five times before it is destroyed and the bomber must be struck ten times!

This seemingly impossible screen can be mastered with more than a little perseverance. You are then given time to recover as the next few screens are similar to those already encountered.



When being sent on such missions I like to know that my ship is capable of tackling anything the enemy can throw at me. The Galaforce spacecraft certainly lack nothing in the fire power department. Just hold down the fire button and admire the volley of electric death which soars skywards!

GALAFORCE is a game to get the adrenaline flowing, the kind of game you continue playing when you close your eyes in bed at night - it should carry a government health warning!

Sound .....	8
Graphics .....	9
Playability .....	10
Value for money .....	9
Overall .....	9

Jon Revis, ELECTRON USER 4. 2

**See also**

: ELECTRON USER 4.12 for a review of FIVE STAR GAMES 2  
ELECTRON USER 5. 6 for a review of 10 COMPUTER HITS 4  
ELECTRON USER 5. 7 for a review of PLAY IT AGAIN SAM 2



# GALAFORCE 2

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Authors : Kevin Edwards and Martin Galway  
Standalone Release(s) : None  
Compilation Release(s) : 1988: PLAY IT AGAIN SAM 6, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : Unknown

## Instructions

If you survived GALAFORCE, then you may have the necessary skill and daring to succeed in GALAFORCE 2.

The aliens attack in precise preconceived formations with each Galaxy comprising several such formations. There are a total of 16 Galaxies. You must pilot your spaceship, carefully avoiding the aliens, or shooting them whenever possible. Some aliens have to be hit more than once to destroy them.

Watch out for the alien Capsules. You collect a Capsule by colliding with it or by shooting it twice. You will then gain a special feature. Some features are helpful, e.g. extra laser power, extra life; others are harmful, e.g. no firepower, slow ship movement. The feature remains effective until another Capsule is collected or until a life is lost.

The Capsules are released in a fixed sequence throughout the game, so keeping a note of their occurrence and features can be very helpful in completing your mission.

You have three spaceships to start with, but can have a maximum of five.

## Game Controls

When on the Header Screen, you can select whether to play the 1-player or the 2-player game by pressing the CTRL key. You can also select the Galaxy you wish to start on, provided that you have already completed that Galaxy. To select a galaxy, press RETURN on the Header Screen, then move up or down the Galaxies using the CURSOR UP and CURSOR DOWN keys.

The game may be played with a joystick or from the keyboard.

```
Z ..... Move Left
X ..... Move Right
* ..... Move Up
? ..... Move Down
RETURN ..... Fire (Keyboard)
K ..... Keyboard/Joystick Selection
J .... First-Byte/Plus 1 Joystick Selection
SPACE ..... Start Game
S ..... Sound On/Off
P ..... Pause On/Off
ESCAPE ..... Quit Game
```

**Instructions' Source** : PLAY IT AGAIN SAM 6 (Superior/Acornsoft) Inner Inlay

**Review** : No Review Yet



# GALAXY WARS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author : Trevor Hall  
Standalone Release(s) : 1984: GALAXY WARS, Bug Byte, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG-BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

It seemed a simple mission at first - the alien bombers flying across the screen in formation were easy prey to a warrior of my experience and their fighters were fairly ineffective. But wait a minute - those H-wing fighters are a bit more of a problem, and who said anything about having to dock with the mothership to refuel? Couldn't they have fitted the long range tanks? Oh well, I'll have to live with it, I suppose. Hey! What are those things coming at me now?

A bonus ship is awarded for every 1500 points scored. There is on-screen scoring and the program also keeps track of the ten highest scores. When docking with the mothership, the bonus awarded is higher the nearer to the centre of the ship you are when you dock.

## Game Controls

<FUNC> - Move ship left, Q - Move ship right, <DELETE> - Fire missile  
F - Freeze the game (to feed the cat, answer the phone, etc)

**Instructions' Source** : GALAXY WARS (Bug Byte) Inner Inlay

## Review (Electron User)

Another game from the Space Invaders' camp with a few differences and a couple of surprises. You are the little destroying machine at the bottom of your screen, moving left and right with FUNC and Q keys, firing with the DELETE key. F freezes the game.

The first screen of alien bombers are in an easy to pick off formation lined across the screen. That is, easy if you get your rhythm right. However, watch out for the space pods which land on your level and can blow you to smithereens if you run into them.

But there's no time for complacency - as soon as you've fought them off, the H wing fighters appear on the screen. These are both hard to dodge and at times seemingly impossible to blow up. And, after all this, you have to dock with your mothership to refuel.

All in all, it's an exciting game for the arcade addict with reasonable graphics and good sound effects.

Keith Young, ELECTRON USER 2. 4



# GALILEE

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure In Two Parts  
Author : Peter Goodlad  
Standalone Release(s) : 1985: GALILEE, Shards, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SHARDS, 189 Eton Road, Ilford, ESSEX IG1 2UQ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This is the 15th year of the Emperor Tiberius.

To the west, a lake glistens in the sun. To the south, a herdsman is guarding his pigs. And you have just woken up with an aching head. You also appear to be in a graveyard.

You are certain you have a mission to fulfil; but what?

GALILEE is an extensive text adventure with graphics. As the story unfolds, you will become entangled in the drama that surrounded the early days of the Christian era.

**Instructions' Source** : GALILEE (Shards) Inner Inlay

**Review** : No Review Yet



# GAMEMAKER 2

*Professional, Originally Released On Cassette Only*

Game Type : Utility  
Author :  
Standalone Release(s) : 1984: GAMEMAKER 2, Holly Computers, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : HOLLY COMPUTERS. No further information.  
Disc compatibility : CDFS E00, DFS E00 (Assumed)

## Instructions

Instructions currently unavailable.

## Review (Electron User)

One mark of the success of a home micro is the improvement in both the quantity and quality of the software produced for it. This program confirms the Electron's place as a micro at the top of its class - a plaudit which can equally be extended to this marvellous program from Holly Computers.

A couple of months ago, I reviewed a fairly similar tape which produced sprites for use in one's own programs. GAMEMAKER 2 sets out to be a far more comprehensive aid to the serious games programmer and it succeeds to a most remarkable degree.

The animation which can now be achieved is almost truly professional in smoothness and speed, while the whole system of writing the game program itself is made into a (comparatively) easy affair.

Do not feel, however, that this tape is a magic carpet to success. The 40 page booklet requires a good deal of thought and much practice will be needed before the process suddenly clicks. However this approach is not only beneficial to programming development, but is also great fun!

A large number of images may be designed and drawn on screen using a technique that soon becomes straight-forward, and it is then possible to assign one or more images to a sprite. Sprites are the miracles of a computer game, allowing figures to be overlapped and to pass each other without one overwriting and therefore obscuring the other.

The point of assigning two images is that they can differ in the minor details which lead to smooth animation on screen. Obviously a whole series of these could be designed around one main character for the really smooth effects seen in commercial games. These sprites could then be saved as a file to tape and \*RUN when the actual game has been written and put onto tape.

A part of the GAMEMAKER 2 program, USER2, remains active at <BREAK>, as it is hidden below the new PAGE and this allows a wide range of new commands to be used during the game. These additional commands rely on simple mnemonics, so that \*GMD 1 would move sprite number 1 down.

The program also allows for one main character to be driven from the keyboard while others may move in paths already described in the program - although there is even scope for random movement here for the adventurous programmer.

All the integer variables needed for updating, movement, collision detection or reply are clearly detailed and many examples are given of their use.



Holly is allowing games developed using this program to be sold commercially provided that a simple acknowledgement clause is included.

Yes, for the Electron owner wishing to push the machine to near its limits, save up - or even mortgage the cat. This is a superb program which I thoroughly recommend.

Phil Tayler, ELECTRON USER 2. 1



# GATECRASHER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Authors : Dave Mendes and Mick O'Neill  
Standalone Release(s) : 1984: GATECRASHER, Quicksilva, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : QUICKSILVA, Palmerston Park House, 13 Palmerston Road,  
Southampton, HANTS SO1 1LL  
Disc compatibility : Unknown

## Instructions

*"GATECRASHER features: Full colour animated graphics; Superb sound; Seven levels of difficulty; Earthquake feature; Full instructions within program."*

Put your mind to the test. Take the ultimate test of Gatecrasher. Do you enjoy being killed by aliens? Has your keyboard melted away under the heavy artillery? Do you have nightmares about swooping birdmen? Well, if so, this is the game for you. It has none of these.

GATECRASHER is a game of skill and strategy that will test your mind to its limits.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Drop Barrell  
E - Earthquake

## Competition

On completion of level 7, you will be presented with a code to break. You are required to break the code and disclose the hidden meaning.

Your answer must be in four parts:

1. The sequence of figures that were presented on completion of level 7.
2. The significance of these figures.
3. The method that you used to break the code.
4. Your final score.

Send your answer in an envelope with proof of purchase and your name and address and send it to us marked "GATECRASHER COMPETITION" by December 3rd 1984.

**Instructions' Source** : GATECRASHER (Quicksilva) Back and Inner Inlay

**Review** : No Review Yet



# GATEWAY TO KAROS

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Hints & Answers

Here is a list of commonly asked questions about GATEWAY TO KAROS, together with a set of hints and answers.

The wolves get me whenever I venture into the forest.

Hint: Find yourself a weapon as soon as possible.

Ans.: Either buy something in Thwil, search the eastern cliff-tops or make a quick dash for the forest hut and get the axe.

I keep sinking in the swamp.

Ans.: Although it is possible to get out using a fixed sequence of moves it is best to stay out altogether. There's nothing interesting there!

I can't read the ancient book.

Hint: You need to be wearing a certain magical object.

Ans.: Wear the iron circlet.

The book isn't worth any points and I can't drop it.

Hint: So don't pick it up.

Ans.: Like the famous grimoire of Albertus Magnus, once you have it you can't get rid of it.

What happens in the forest clearing?

Hint: What does a patch of disturbed soil suggest, and what can you do about it?

Ans.: Dig, but find the spade first.

I can't open the steel cylinder.

Hint: It has a slotted end.

Ans.: Unscrew the slotted end with the screwdriver.

What do I do at the mound on the tip of Vorkness?

Hint: What would an archeologist do?

Ans.: Dig, but find the spade first.

The card players in the inn won't tell me anything.

Hint: Try to make them more friendly. You're in a tavern, remember.

Ans.: Buy them a drink.

I can't get any useful information out of the witch.

Hint: Take her the things she requests.

Ans.: Drop the green fern and the red-flowered plant in the cottage. (The herbs grow by a spring near the dolmen.)

There doesn't seem to be enough money to buy everything I need.

Hint: There are three separate hoards of coins, and the total is sufficient.

Ans.: You don't actually need every single object that is on sale, but you can buy them all if you wish. There is enough money to do so, but it won't leave enough to soften up the card players.

I die soon after leaving the witch.

Hint: Entirely your own fault! It's dangerous to double-cross a witch!

Ans.: Only honest adventurers can succeed in the quest, and you know what I mean!

Buying a drink seems to cost an awful lot of money. I hardly anything left.

Hint: So take very little in there with you.

Ans.: Make your other purchases first, then visit the inn.



The ladder breaks when I try to ascend/descend the mine.

Hint: Make yourself lighter.

Ans.: Remove your armour.

I can't get up the shaft in the ceiling of the square room.

Hint: Find something to stand on.

Ans.: Bring the anvil into the room, stand on it and climb up.

The kobolds keep stealing my lamp.

Hint: How can you scare them off?

Ans.: Pull the lever on the copper tube as soon as they appear. (The copper tube is a primitive gun. Didn't you pull the lever the first time you picked it up?)

I fall to my death in the kobold room.

Hint: What can you expect when the floor is full of pits and you have the carpet with you?

Ans.: Don't move around in the dark. (It's OK to move into the dark and out again.)

I can't find the entrance to the Hidden Valley.

Hint: The hermit was referring to a place quite close to where he lives

Ans.: Go north from the hermit's cell, then north-west.

I can't get past the undergrowth.

Hint: You'll have to cut it down.

Ans.: You need the axe from the woodcutter's hut.

A great rock falls on me when I try to go north.

Hint: How can you precipitate an avalanche while standing clear of it?

Ans.: Blow the horn loudly.

I can't get a bulky object into the Hidden Valley.

Hint: This is where a rope comes in handy.

Ans.: Tie the rope to the vertical shaft in the Valley.. When you get the object, sail into the Dogshead tunnel and tie the object to the lower end of the rope. When you next visit the Valley, pull up the object.

I can't get a bulky object out of the Hidden Valley.

Hint: The method used for getting it in can't be used for getting it out. Have you brought the carpet with you?

Ans.: You can carry the harp as you fly on the carpet.

Stalactites fall on me in the pool cave.

Hint: You're making too much noise!

Ans.: Make your music with a quiet instrument.

I can't escape from the Black Grove. My strength just drains away and I die.

Hint: Only magic helps here. What have you got that you could wave, rub or manipulate in some other way?

Ans.: Either wave the wooden rod or ring the bell.

I keep wandering around the Stone Web until I die.

Hint: There is a fixed move sequence to take you out. Magic may be used too.

Ans.: Go north from where you found the rod. South-east from here will take you out of the Web, but beware!

I can't unlock the mountain door.

Ans.: Not without the key you can't! Keep looking!

I can see a key in the well, but I can't get it.

Hint: It's an iron key. Does that suggest anything?

Hint: Has there been anything to suggest that one of the objects that you are carrying might be magnetic?



Ans.: Tie the string of the black stone (which is a piece of magnetite) then lower the stone down the well.

I get trapped on Kuklos.

Hint: Magic can only be countered by stronger magic. What have you just found?

Ans.: Wear the iron circlet, then try launching your boat.

Eating and drinking don't seem to renew my strength.

Ans.: They do, but only when your condition falls below 256.

I can't get the treasure out of the dragon's cave without being killed.

Hint: Either poison the creature or trick him with magic.

Ans.: Drop the berries for him to eat, or wear the cap of invisibility.

The dragon is dead but I still can't get the treasure.

Hint: Protect your hands.

Ans.: Wear the gloves.

I keep getting shipwrecked.

Ans.: Read the descriptions of your surroundings with great care and sail parallel to the coast.

I get lost on the open sea.

Hint: Navigate more carefully! But if you do get lost, try the usual things with magical objects (waving, rubbing, ringing, etc).

Ans.: Don't sail directly away from the coast, but if you do get lost, wave the rod or ring the bell!

The Kraken keeps destroying my boat and killing me.

Ans.: He's a large and powerful beast. You need to be very well armoured indeed to fend him off. Furnish yourself with all the weapons and armour you can find.

I come to grief in the Needle Rocks/Whirlpool.

Hint: Stay clear!

Ans.: You are given sufficient warning to stay clear of these hazards if you are alert.

I keep losing my way in the mountains and falling over precipices.

Hint: This is confusing terrain. It all looks the same! How can you make the places look different?

Ans.: Drop objects and map the mountain passes. Be prepared to save and continue a few games before you find all the moves which lead to precepices.

Is the carpet a magic one? I can't get it to fly.

Hint: Yes it is, but you can't use it whilst carrying it, and you must command it explicitly or it can be dangerous!

Ans.: Drop the carpet, stand on it, and command it to fly to a named place.

I can't cross the pit in the passage.

Hint: You need something to act as a bridge.

Ans.: Put the plank across it.

Even with the plank, I can't bridge the pit.

Hint: Put out the fire. You need water; lots of it!

Ans.: Break the big jar. This can only be done with the hammer.

I can't get past the griffen.

Hint: There is a certain missile which will kill him.

Ans.: Throw the metal sphere at him.

I can't get past the serpent.

Hint: He hates loud noises!

Ans.: Blow the horn loudly.



I can't turn the iron wheel.

Hint: How do you free a rusty wheel?

Ans.: Oil it with some of the lamp oil from the flask.

My lamp doesn't last long enough.

Hint: Don't waste it.

Ans.: Turn it off when you're not in the dark.

The lamp won't light.

Hint: If you've already had it lit, then it's probably empty. If not, remember that it isn't an electric lamp that can just be switched on.

Ans.: You need a tinder box to light it with. (You also need exactly the right words LIGHT LAMP).

I can't refill the lamp with oil.

Hint: Is it wise to pour oil onto a lighted lamp?

Ans.: Turn off the lamp, then fill it.

I've explored the lake cavern, but I think I must have missed something

Hint: Very probably. Have you investigated the waterfall?

Ans.: Go behind it. But go south-east to get out safely again!

I get in sight of something interesting then I get electrocuted.

Hint: One of Khoronz's infernal devices! However, there's nothing magical about this one. How can you render it harmless?

Ans.: Short circuit the current by connecting the plates with the wire.

What does the mirror do?

Ans.: Nothing (at least, not in this adventure). But it's a valuable treasure.

I can't get beyond Khoronz's laboratory.

Hint: Buttons numbered 1, 2, 3, 4, 5. Now where have I seen numbers written before?

Ans.: Rub the crystal. The secret combination will then be revealed.

The door of the room east of the laboratory won't open, even though I have the key.

Hint: The key is useless here. The clue you need is the ancient book.

Hint: Words alone unlock the secrets of the dark. What magic words have you seen lately?

Hint: You need a two-word phrase. It was once carved over the gateway at Skarp castle, but some of the lettering has crumbled away. There are two anagrams of the complete inscription to help you piece together what remains. Have you found these yet?

Ans.: The words required are ARCANA TENEBRAE. (EARBENETANACRA also does something)

I can't raise the stone slab in the small room.

Hint: A lever is useful.

Ans.: You need the iron bar.

The volcano erupts and kills me.

Hint: Make adequate preparations before taking the harp.

Ans.: There are several ways of escape. If you leave your boat on the beach at Pykon Bay and acquire the means to deal with the serpent and the griffen before taking the harp, then you will have enough time to be safely at sea when the climax of the eruption occurs. Experienced players will find other (magical) ways of escape which are faster and less error-prone. [I think he means the carpet!]

Sometimes my condition starts dropping very rapidly. It doesn't seem to particularly depend on where I am.

Hint: Certain objects, although precious, are highly inimical until you get them home. What are you carrying?

Ans.: Don't walk around more than you can help with Vork's crown and cup. Use the magic carpet to fly them to the Gate.



I can't find the Gate again. It seems to have vanished!

Ans.: It is a weird object. It can only be approached from the west side. To take two examples: If you go south from the marshy hollow, you will see it on a hill to the east. If you go north from the ore-wahing mill, it will come into view the same way.

I can pass through the Gate but it doesn't take me anywhere.

Ans.: That's right. It will only take you home if you are carrying the Talisman (and that is another hint!).

I don't seem to be able to carry all the valuable objects to take them back through the Gate.

Hint: Are you wearing absolutely everything that is wearable? Have you discarded everything (except the bag) that can't be worn and isn't treasure?

Ans.: There are twelve wearable objects, most of them treasures and some of the others (such as the sword and mail) quite valuable. (Yes, you can wear the sword if you are wearing the belt!) The objects which must be carried rather than worn number 14. All of these (except the essential bag) have a high points value. Objects such as the lamp which are neither valuable nor wearable should now be discarded. [I think he means, there are twelve wearable objects, most of which are treasures and valuables. The sword is a wearable object if you are wearing the belt. The bag is essential, and there are 14 (13?) other objects worth carrying home. The others should be dropped!]

**Instructions' Source** : GATEWAY TO KAROS (Acornsoft) Files Supplied With PD Version

**Review** : No Review Yet



# GAUNTLET

## *Professional, Originally Released On Cassette Only*

Game Alias : THE GAUNTLET  
Game Type : Arcade; Shoot-'em-up; DEFENDER clone  
Author :  
Standalone Release(s) : 1984: GAUNTLET, Micro Power, £6.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : CDFS E00, DFS E00

### Instructions

From the depth of space come the hostile Reegs. Fly X15 over the desolate landscape to protect the Cannisters from the attacking forces. LANDERS follow the shape of the landcape in search of Cannisters. If a Lander grabs a cannister and succeeds in carrying it to the top of the screen, it turns into a MUTANT.

Shoot the alien ship and catch the cannister as it falls. If it falls a long way, it will disintegrate on impact.

CRUISERS unleash a convoy of BUZZERS when they are hit.

Activating a SMART BOMB will cause everything on the screen to disintegrate. On higher waves, each MINE LAYER will launch three KILLERS unless destroyed beforehand.

If all the cannisters are destroyed then the land disintegrates and you have to contend with a swarm of mutants.

### Scoring

Lander .....	10
Mine Layer .....	20
Crawler .....	30
Mutant .....	40
Killer .....	40
Cruiser .....	40
Buzzer .....	50
Destroying Cannister .....	0
Cannister landing safely .....	60
Cannister caught while falling .....	80
Cannister returned to earth .....	80

A bonus is awarded for each remaining cannister at the end of every wave. An extra life and an additional Smart Bomb is awarded every 1,000 points.

### Game Controls

A - Up, Z - Down, <RETURN> - Fire, <SHIFT> - Thrust  
<SPACE> - Reverse, <CAPS> - Smart Bomb

**Instructions' Source** : 10 COMPUTER HITS (Beau Jolly) Inner Inlay

### Review (Electron User)

For anyone who likes the traditional arcade type games, this is one for you. You're given sole control of an X15 space fighter and as you're zooming along over a



decidedly hostile-looking terrain you find that your airspace isn't exactly friendly either.

Endless battalions of Reegs seem intent on knocking the living daylights out of you as well as stealing the precious canisters of...well, what it is that they're trying to steal is not quite clear, but it must be mighty important as your mission is to rescue as much of it as possible.

Happily, you're not totally defenceless, as you can fire back at the Reegs. I advise you to do this, quickly and smartly. If you see a Reeg making off with a canister shoot him and rescue the canister. Placing it on the ground can be very point-profitable. If the Reeg gets the canister to the top of the screen, it develops into a mutant and they're very hard to shake off.

As you go through waves of attack your problems become more and more frustrating. Mine layers, cruisers, buzzers and crawlers are just some of the nasties you'll meet appearing out of nowhere.

And by the way, don't let all your canisters be destroyed, or everything will disintegrate and you'll have a swarm of mutants on your hands.

Should all else fail your smart bomb blows everything to smithereens. All in all it's an enjoyable game for all the family. Graphics are well up to standard and the keys are simple to handle: A and Z for up and down, <SHIFT> for thrust, <RETURN> for fire and CAPS LK for the smart bomb.

Good stuff. A must for arcade freaks.

Keith Young, ELECTRON USER 2. 8



# GCSE BIOLOGY

***Professional, Originally Released On Cassette Only***

Game Type : Utility; Revision Aid  
Author : Roy Hawkey M. A.  
Standalone Release(s) : 1983: GCSE BIOLOGY, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"This Biology program is a comprehensive O level and C.S.E. revision course.*

*"The first part of the program is the inter-related tutorial/test section. Fully-illustrated tutorials explain the major topics of the syllabus clearly. Each tutorial is followed by a test of 10 questions on the material which has just been covered. If you have difficulties with a particular question, the computer returns to you to the relevant tutorial screen to show you where you went wrong.*

*"When you are scoring at least 75% on the test questions in all 11 tutorials, you are ready to go on to the second part of the program, the examination. This consists of 30 questions (randomly selected by the computer from its store) to be answered within half an hour. Exam conditions are simulated by the computer: a clock displays elapsed time, and when time is up, the exam is automatically ended. Within the time limit, you can review and change your answers.*

*"A special feature of the test and exam sections is the 'scratchpad'. This is a portion of the screen which you can call up for notes and jottings.*

*"Topics covered in this pack: Cells, Photosynthesis, Food cycles and feeding, Digestion, Blood and circulation, Respiration, Growth, Plant biology, The nervous system, Reproduction.*

*"Full instructions are provided."*

## Loading The Program

When the program is loaded, the computer will give a short beep and the title and credits screen will appear. Press SPACE as requested and the Main Menu is displayed:

IVAN BERG SOFTWARE  
REVISE GCE/CSE BIOLOGY

Which section do you wish to load?

1. Life
2. Plants & Parasites
3. Food Cycles
4. Food & Feeding
5. Digestion
6. Blood & Circulation
7. Growth & Movement
8. Osmosis & Transpiration
9. Senses & Nerves
10. Reproduction
11. Genetics & Evolution
12. EXAMINATION



Enter choice: \_

If you are loading from tape, replace the program cassette with the data cassette when prompted by the program. Ensure that it is rewound. Make sure that the correct side of the cassette is uppermost for the section you are loading. Sections 1-6 are on side 1 of the data cassette and sections 7-11 are on side 2.

Select your option and press <RETURN>. If you selected option 1, the screen will display LOADING BIO1, and a changing counter. If your cassette deck does not have motor control, press STOP on tape when prompted.

When the file you selected has loaded, the first screen is displayed. This is the first screen in BIO1:

```
BIOLOGY 1      LIFE

Tutorial       Press _SPACE_BAR_

What is special about living
organisms?
They do all of these:
Take in materials: FEED
RESPOND to changes
Increase in size: GROW
Remove wastes: EXCRETE
Use energy: RESPIRE
Change position: MOVE
Produce new organisms: REPRODUCE
CONTROL their internal conditions.
In simple organisms, the whole 'Body'
does all of these.
```

### **Introduction**

This Biology program is designed to help you revise for your O-level or C.S.E. examination. It is aimed at prospective O-level or C.S.E. students in Biology who are receiving normal school tuition in the subject.

The main part of the program consists of 11 Tutorial sections (outlined below) covering topics found in most Biology syllabuses. The basic information on each topic is presented on screen, together with explanatory diagrams. It is recommended that the student uses his textbook for further reference.

Each Tutorial Section is followed by a Test Section of ten short questions based on the Tutorial material. These questions will enable the student to assess his progress and understanding of each topic. The Test questions contain references to the relevant part of the Tutorial Section, which can be called up on screen at any time for information and guidance.

A portion of the screen is reserved as a 'Scratch Pad' or jotter, built into the program. This allows the student to use the computer itself to check the spelling of words, etc.

The second part of the program is the Examination Section, in which thirty questions must be attempted by the student within half an hour. The computer randomly selects the questions for each exam from its store and so every exam is different. A clock on screen displays elapsed time, and the exam is stopped when time has run out, thus simulating actual exam conditions.

### **Table Of Contents**

#### **A Tutorial/Test Section**

- 1. Biology 1
  - a) Life
  - b) Cells

- 7. Biology 7
  - a) Growth
  - b) Skeletons and support



- |                          |                                    |
|--------------------------|------------------------------------|
| c) Cell division         | c) Muscles and movement            |
| 2. Biology 2             | 8. Biology 8                       |
| a) Photosynthesis        | a) Osmosis and the root            |
| b) Saprophytes           | b) Transpiration and the leaf      |
| c) Parasites             | c) The kidney                      |
| 3. Biology 3             | 9. Biology 9                       |
| a) Food cycles           | a) Senses and nerves               |
| 4. Biology 4             | b) Hormones                        |
| a) Types of food         | c) Temperature regulation          |
| b) Food tests            | 10. Biology 10                     |
| c) Feeding methods       | a) Animal reproduction             |
| 5. Biology 5             | b) Seeds and fruits                |
| a) Enzymes               | c) Flowers                         |
| b) Digestion             | 11. Biology 11                     |
| c) The digestive system  | a) Sexual and asexual reproduction |
| 6. Biology 6             | b) Genetics                        |
| a) Blood and circulation | c) Evolution                       |
| b) Gas exchange          |                                    |
| c) Respiration           |                                    |

## **B Examination**

### **Using The Program**

Work through each Tutorial Section screen by screen. Read the screens carefully, and make sure you understand them fully. Diagrams illustrate the various sections.

Additional 'overlay' screens may be called up on certain screens by following the instructions which are given on screen. (Press A, B, C etc) When you have looked at all the overlays, press SPACE to continue.

When you come to the end of a Tutorial Section, you are presented with a Test of ten questions. If you have understood the Tutorial Section, you should be able to get the answers correct.

Each question contains a reference to the relevant part of the Tutorial Section. If you cannot answer a question, press f0 to call up the explanatory screen. To return to the question again for a second attempt press SPACE.

In the Test Section, the 'scratchpad' feature is available. This is a portion of the screen which you can call up by pressing ESCAPE. Notes can then be made on screen (see separate note below).

Success or failure in the Test questions will indicate whether you need to do further work on the material covered within the Tutorial. If you are scoring less than 70%, look at the Tutorial again. When you feel confident enough, try the Exam section, by selecting number 12 from the Main Menu.

The Exam consists of thirty questions, to be answered within thirty minutes. All the questions are based on the material covered in the Tutorial Section. The questions do not have to be answered in order; if you wish, you can 'pass' a question by pressing f0. Questions which you miss out can always be attempted later, when you review all your answers. Again, the 'scratchpad' may be called up for notes by pressing ESCAPE.

A clock in the top left-hand corner of the screen counts down from 30 minutes in minutes and seconds. At the end of half an hour, the number of correct answers and the percentage mark are displayed.

### **Using The Scratchpad**

When you have pressed ESCAPE to call up the scratchpad, the cursor will flash, on a highlighted portion of the screen. You can then type in anything you want - a word whose spelling you want to check, for example.

Press ESCAPE to return to the question when you have finished with the scratchpad.



**Instructions' Source** : GCSE BIOLOGY (Acornsoft/Ivan Berg) Back Inlay and Booklet

**Review** : No Review Yet



# GCSE ENGLISH

***Professional, Originally Released On Cassette Only***

Game Type : Utility; Revision Aid  
Author : Caroline Gascoigne BA  
Standalone Release(s) : 1983: GCSE ENGLISH, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"This English Language program is a comprehensive O level and C.S.E. revision course.*

*"The first part of the program is the inter-related tutorial/test section. Fully-illustrated tutorials explain the major topics of the syllabus clearly. Each tutorial is followed by a test of 10 questions on the material which has just been covered. If you have difficulties with a particular question, the computer returns to you to the relevant tutorial screen to show you where you went wrong.*

*"When you are scoring at least 75% on the test questions in all nine tutorials, you are ready to go on to the second part of the program, the examination. This consists of 30 questions (randomly selected by the computer from its store) to be answered within half an hour. Exam conditions are simulated by the computer: a clock displays elapsed time, and when time is up, the exam is automatically ended. Within the time limit, you can review and change your answers.*

*"A special feature of the test and exam sections is the 'scratchpad'. This is a portion of the screen which you can call up for notes and jottings.*

*"Topics covered in this pack: Spelling, Grammar, Common mistakes, Letter writing, Comprehension, Summary, The Essay.*

*"Full instructions are provided."*

## Loading The Program

When the program is loaded, the computer will give a short beep and the title and credits screen will appear. Press SPACE as requested and the Main Menu is displayed:

IVAN BERG SOFTWARE  
REVISE GCE/CSE ENGLISH

Which section do you wish to load?

1. Grammar
2. Common confusions
3. Spelling
4. Terminology
5. The essay
6. Style
7. Summary
8. Comprehension
9. Letter writing
10. EXAMINATION

Enter choice: \_



If you are loading from tape, replace the program cassette with the data cassette when prompted by the program. Ensure that it is rewound. Make sure that the correct side of the cassette is uppermost for the section you are loading. Sections 1-5 are on side 1 of the data cassette and sections 6-9 are on side 2.

Select your option and press <RETURN>. If you selected option 1, the screen will display LOADING ENGL1, and a changing counter. If your cassette deck does not have motor control, press STOP on tape when prompted.

When the file you selected has loaded, the first screen is displayed. This is the first screen in ENGL1:

```
GRAMMAR          THE VERB

Tutorial         Press _SPACE_BAR_

Every sentence which you write must
have a verb. A main verb is the only
essential part of a sentence. "I go,"
is a sentence, because it contains a
main verb, from "to go".
Verbs can describe actions - to run,
to eat, to talk - or they can describe
emotions - to love, to want, to
understand - or they can describe
states - to be, to know.
All the above verbs are given in their
INFINITIVE form.
```

### **Introduction**

This program is designed to help you revise for your English Language G.C.E. or C.S.E. examination. It takes you through the basics of spelling and grammar, points out common mistakes to avoid, and gives hints on how to approach the paper. There are sections on writing letters, essays, summary and comprehension.

English Language is the exam that some candidates say they "can't revise for". In the absence of a syllabus of facts and formulae to learn off by heart, they believe that they can muddle through without thinking very hard about the subject. Yet every year, people fail their paper by making the same mistakes: not reading the paper properly, spelling words wrongly and writing ungrammatically.

Spelling and grammar follow certain rules which O level and C.S.E. examiners expect to be observed. A good candidate may end up a grade lower than he or she expects by incorrect sentence formation or spelling. If you are a borderline candidate, any spelling and grammar mistakes could mean the difference between passing and failing.

English Language involves reading, understanding and, most important of all, writing. Remember that your written paper is the only evidence the examiner has to go on. You may read and understand a passage perfectly or know a great deal about your chosen essay, but unless you can express this in writing in your paper, the examiner will be none the wiser, and cannot give you any credit.

When you actually take the exam, remember two things. The first is that your examiner is trying to establish one simple thing - that you understand the English language and can use it competently. No one is trying to catch you out. If you read the paper properly and plan your answers carefully, it should present no problems.

The second is that you can make the exam work for you, by writing only on familiar subjects in your essay or letter, and by using only words and expressions which you know to be correct. If you can't remember how to spell something, use another word that you CAN spell instead. If you have never been to a fairground and can't imagine one, don't choose the essay entitled "The Fair". If you are unsure about how casual your "letter to a friend" should be, write the business letter which observes formal rules.



English Language is one of the most flexible of exams, in that you choose what to write. Make the most of that by showing yourself off to your best advantage, and you will do well.

### **Table Of Contents**

#### **A Tutorial/Test Section**

- |                                    |                                     |
|------------------------------------|-------------------------------------|
| 1. Grammar basics                  | 5. The Essay                        |
| a) The sentence                    | a) Choosing the essay               |
| b) Nouns, adjectives, adverbs      | b) Planning the essay               |
| c) Prepositions                    | c) A beginning, a middle and an end |
| 2. Common Confusions               | 6. Style                            |
| a) Effect/affect                   | a) Paragraphing                     |
| b) Practise/practice               | b) Writing sentences                |
| c) Complimentary/complementary     | c) Quoting                          |
| d) its and it's                    | d) Direct and indirect speech       |
| e) their, there and they're        | 7. Summary                          |
| f) through, though and thorough    | a) How to approach it               |
| 3. Spelling                        | b) Summary 1                        |
| a) I before e                      | c) Summary 2                        |
| b) Double letters                  | 8. Comprehension                    |
| c) Trap words                      | a) How to approach it               |
| d) Spelling and grammar            | b) Passage 1                        |
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| a) Metaphor and simile             | 9. Letter writing                   |
| b) Personification                 | a) The letter to a friend           |
| c) Figurative and literal language | b) The formal letter                |

#### **B Examination**

##### Using The Program

Work through each Tutorial Section screen by screen. Read the screens carefully, and make sure you understand them fully. Diagrams illustrate the various sections.

Additional 'overlay' screens may be called up on certain screens by following the instructions which are given on screen. (Press A, B, C etc) When you have looked at all the overlays, press SPACE to continue.

When you come to the end of a Tutorial Section, you are presented with a Test of ten questions. If you have understood the Tutorial Section, you should be able to get the answers correct.

Each question contains a reference to the relevant part of the Tutorial Section. If you cannot answer a question, press f0 to call up the explanatory screen. To return to the question again for a second attempt press SPACE.

In the Test Section, the 'scratchpad' feature is available. This is a portion of the screen which you can call up by pressing ESCAPE. Notes can then be made on screen (see separate note below).

Success or failure in the Test questions will indicate whether you need to do further work on the material covered within the Tutorial. If you are scoring less than 70%, look at the Tutorial again. When you feel confident enough, try the Exam section, by selecting number 12 from the Main Menu.

The Exam consists of thirty questions, to be answered within thirty minutes. All the questions are based on the material covered in the Tutorial Section. The questions do not have to be answered in order; if you wish, you can 'pass' a question by pressing f0. Questions which you miss out can always be attempted later, when you review all your answers. Again, the 'scratchpad' may be called up for notes by pressing ESCAPE.



A clock in the top left-hand corner of the screen counts down from 30 minutes in minutes and seconds. At the end of half an hour, the number of correct answers and the percentage mark are displayed.

**Using The Scratchpad**

When you have pressed ESCAPE to call up the scratchpad, the cursor will flash, on a highlighted portion of the screen. You can then type in anything you want - a word whose spelling you want to check, for example.

Press ESCAPE to return to the question when you have finished with the scratchpad.

**Instructions' Source** : GSCE ENGLISH (Acornsoft/Ivan Berg) Back Inlay and Booklet

**Review** : No Review Yet



# GEOFF CAPES STRONGMAN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Sporting Contest  
Author :  
Standalone Release(s) : 1984: GEOFF CAPES STRONGMAN, Martech, £7.95  
1987: GEOFF CAPES STRONGMAN, Ricochet, £2.99  
Compilation Release(s) : 1987: FIVE STAR GAMES, Beau Jolly, £9.95  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MARTECH, Martech House, Bay Terrace, Pevensey Bay,  
EAST SUSSEX BN24 6EE  
Disc compatibility : Unknown

## Instructions

- \* Endorsed by Geoff Capes, Olympic shot putter, World and European Strongman and World Highland Games Champion
- \* On-screen training on weights or iron bars \* Continuous individual muscle fitness display
- \* Skill Levels and Hall of Fame
- \* SIX exciting and demanding challenges to be overcome - TUG OF WAR - CAR ROLLING - BARREL LOADING - FAIRGROUND BELL - LOP CHOPPING - WRESTLING

What are you - man or mouse? This game will help you find out.

To become a real strongman like Geoff Capes is not easy. Muscles that can roll a car onto the roof or hurl barrels onto a waiting truck don't just grow overnight. If you are hoping to match these feats, you are going to have to work hard during the training sections. Even if you manage to build up the sort of body equipped to cope with each of the six very difficult events, you will need skill and quick reactions to be successful.

## Game Play

In STRONGMAN you will have to take control of Geoff's body as he tries to complete each different event. You will also have total responsibility for the general condition and fitness of Geoff's body, trying to make sure that it is able to cope with the high demands each event will make upon it, as well as having the stamina to get right through to the very end.

To help you do this, Geoff's body has been divided into several different areas represented by MUSCLE ICONS. Each muscle area contains a gauge which will help you see how fit that area of muscle is and how much energy is available for use.

Different events will use different muscles to a greater or lesser extent. For example, the arm muscles may be especially important during the log chop.

At the beginning of each game level you will have a TRAINING SESSION. During training you can build up each muscle area ready for the six events to come. As you play the game, you will discover which muscle areas are especially important and can make your training sessions more specialised, building up muscle where you know it is needed most.

If the gauge in any muscle area reaches zero, Geoff will collapse and you will have to start all over again.

The rate at which muscle energy is used up will depend not only on how quick and skillful you are, but also on how much EFFORT you decide to use. During most events, you can adjust the effort being made by Geoff's body to anywhere between 0% and 100%.



The higher the effort, the easier it will become for you to successfully complete an event and move on, *but* everything has its price and that price is paid by Geoff's muscles. The greater the effort, the faster each muscle deteriorates and the faster and more difficult the game becomes.

In each event therefore, you will be hoping to find a good compromise between your skill during game play and how much muscle you can afford to use. Since any muscle not used will be carried forward to the next event, the more efficiently you complete each event, the further Geoff will be able to go.

After each event you will have a limited rest period during which you can try to get Geoff's body ready for the next event.

If you manage to complete all six events, you will have a chance to re-train and then try each of the six events again. However, the further you go the harder each event will become to complete.

Not all the strategy involved has been given to you in these instructions.

## **Training Sessions**

At the start of each game each muscle is zero. Before you can build up these muscles, you must train.

Training is achieved by moving the joystick left and right as many times as you can in ten seconds. As you do this, you will build up muscle which will be represented by a bar gauge on the screen. The further you can move this gauge the more muscle you will have.

To start training, simply move the joystick left or right, then work as hard as you can.

If you are not a real strongman, simply press the fire button and you will automatically receive a default amount of muscle - but you will have no control over this and may be disappointed.

Having obtained some muscle you now have to allocate it to the different muscle areas. To do this, use the joystick to move the arrow to the chosen muscle icon. Muscle will be transferred into that area of the body for as long as the fire button is depressed. Initially it's a good idea to build up each muscle equally, but as you get used to the game, you will hopefully discover which muscles are more important and you can adjust your allocation accordingly. Remember, if any muscle area reaches zero, Geoff will collapse.

## **Rest Period**

In between each event is a small rest period during which you can reallocate a small amount of muscle. The amount you receive may be dependent on your performance during training or previous events. You should try to allocate extra muscle to those areas which you think will be important in the next event.

## **Effort (Important!)**

The effort being put into each event can be increased or decreased at any time simply by pressing the cursor up or cursor down keys respectively.

## **The Events**

### **1. Tug Of War**

In this event Geoff must try and pull his opponent into the pit. Once the event has started, the muscle which you need to use will start to flash. Move the arrow to that muscle as quickly as possible and press the fire button.

Try to keep up with the muscles as they flash.

### **2. Log Chop**



Geoff has to chop through a log inside a qualifying time. The log contains some bits which are harder to chop than others. Soft wood needs only one chop to be cut out, but hard wood need two chops and a knot needs three.

Press the fire button to start the axe moving and also every time you want to cut the wood.

### **3. Barrel Landing**

Geoff must try and load five barrels onto the back of a truck inside a qualifying time.

Move the joystick down to get Geoff to pick up a barrel then move the joystick left and right as quickly as you can to help him raise in onto his shoulder. Once the barrel is on his shoulder move the arrow to the muscle icon that is needed and Geoff will take a step. If you fail to keep up with the muscles being used, Geoff will drop the barrel and will have to pick it up again. When Geoff reaches the truck press the fire button to get him to throw the barrel, if you do this too soon or too late he will drop the barrel and have to pick it up once again.

### **4. Car Roll**

Geoff has to roll the car onto its roof inside a qualifying time.

The game play is similar in its style to that used in the tug of war. If you start to do things wrong the car will start to roll back towards you.

### **5. Fairground Bell**

There are two stages to this event.

Firstly, you must try and manoeuvre the club into the best position for hitting the peg on the base of the fairground bell. To do this, move the arrow to the muscle icons as they flash and hold down the fire button to adjust the position of the club.

Once the clock reaches zero, move the joystick left and right as quickly as possible to build up extra effort in the strike.

### **6. Sumo Wrestling**

Geoff must try and push his opponent out of the ring inside the qualifying time.

To do this involves timing and quick reactions.

Move the joystick left or right to make Geoff move away or towards his opponent. Press the fire button to get Geoff to push his opponent.

### **Game Controls**

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire

**Instructions' Source** : GEOFF CAPES STRONGMAN (Martech) Inner Inlay

### **Review (Electron User)**

Can you emulate Geoff Capes by becoming the strongest man in the world? That's the idea in this game from Martech in which you must endure the hardships of a strongman championship.

There are six events, some with the computer as your opponent but others are an individual challenge against the clock. The instructions are well written, but list the events in the wrong order, which proved to be a real irritation until I'd begun to master some of the problems.

Before the games start, you must earn some muscle by hammering two keys as fast as you can. As a keyboard saving alternative, a touch on <RETURN> will grant you a random amount of strength. Having earned your muscle, you then distribute it around Geoff's body by selecting various screen icons.



After this, the first event begins. A car falls on you and you must turn it over. The method is simple: The muscle symbols flash in turn and you move your arrow to that symbol and hit <RETURN>. There is a time limit but with practice the necessary co-ordination can be mastered. Next comes sumo wrestling. Move left and right and then lunge at your opponent to push him out of the ring. It's easy but what a shame it's all over in two seconds.

Event three is the fairground bell-ring. You move the hammer into position and then wallop the keys to bring it down fast on the button. Positioning the hammer is rather chancy. It depends on which muscles flash and in which order. This one proved an annoying stumbling block for me many times.

In the next event you must chop through a log within a qualifying time. As an axe moves along the log you press <RETURN> to chop into the soft parts of the wood. This event requires timing, but little else. The tug o' war proved my undoing. The instructions say that the method is the same as for the car roll. However, each time I played, I was pulled into the river, which meant I have not seen event six, barrel loading.

The instructions make this sound quite fun, with a lot of keyboard hammering and precision timing involved, but it's obviously not for uncoordinated weaklings.

As usual with Martech software, the programming is excellent, the graphics are smooth and fast and the sound is sensible. But something is missing. The World Strongman competitions on television make compelling viewing. By comparison, I found the computer simulation boring and rather frustrating.

My best performance has rated me as Mr Puniverse, but more often I end up at Wimp level. I know lots of people who like this kind of game, but I would invest my money elsewhere.

Sound .....	6
Graphics .....	7
Playability .....	4
Value for money .....	4
Overall .....	5

Rog Frost, ELECTRON USER 3.12



# GHOST TOWN

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 9  
Game Type : Text Adventure (Rated Advanced)  
Author : Scott Adams  
Standalone Release(s) : 1984: GHOST TOWN, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You must explore a once-thriving mining town in search of the thirteen hidden treasures. With everything from rattlesnakes to run-away horses, it sure ain't gonna be easy! And - they don't call them ghost towns for nothing, pardner! Includes a special bonus scoring system too!

Difficulty Level : Advanced

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : GHOST TOWN (Adventure International) Back Inlay

**Review** : No Review Yet



# GHOSTS OF GRUNLEY GRAMMAR

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Rated Advanced)  
Author :  
Standalone Release(s) : 1984: GHOSTS OF GRUNLEY GRAMMAR, Magic, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MAGIC. No further information.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Have you ever wondered what became of the grammar schools when the comprehensive came along? Well, I know what happened to one of them, Grunley Grammar. It was shut up, forgotten and left to decay; the only inhabitants the ghosts of its own teachers. These ghosts are doomed to spend all eternity teaching spectral classes the subjects refused to learn in their lifetimes. They would far prefer to teach, test and taunt a living child. And with Magic Software's cassette, THE GHOSTS OF GRUNLEY GRAMMAR, they get the chance.

You take the part of a child who has foolishly entered the ghastly grammar school and fallen into the hands of the ghosts. You go from room to room and in each room, the master asks you three questions on his subject.

Should you fail any of them, he gloatingly tells you the answer and back to the beginning you go. But only after the ghosts have taunted you about your stupidity!

It's amusing and becomes compulsive. All the usual school subjects are covered and there's a fair selection of questions. It's the kind of game that kids love - not just playing it themselves but also watching others make mistakes and get insulted. And they're learning all the time.

The program is fun and original. No doubt educationalists will say that it just teaches facts, not understanding, but that's just a quibble. The program is amusing and addictive. In fact it's magic.

Trevor Roberts, ELECTRON USER 1. 3



# GHOULS

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : David J. Hoskins  
Standalone Release(s) : 1984: GHOULS, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 3, PRES, £9.95  
1988: 10 COMPUTER HITS, Beau Jolly, £9.95  
1989: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
1989: PLAY IT AGAIN SAM 7, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Many have tried to rescue the power jewels from the creepy mansion on the top of the hill. None has lived to tell the tale. Now it is up to you to try to wrest the treasure from the mansion's deadly inhabitants.

Run through the Spectres' Lair, Horrid Hall, the Spider's Parlour and Death Tower. Leap over the poison-smeared spikes, scamper along the moving platforms and contracting floorboards, run past bouncing spiders and use the powerful springs to propel you onto overhanging platforms.

Consuming the yellow titbits earns you extra points and eating the stray power jewel causes the ghost (or ghosts on higher levels) to disappear for about fifteen seconds.

A bonus score in the top right hand corner of the screen counts from 50 down to zero. If you don't reach the top of the screen within this time limit, you lose a life. You start with 4 lives. An extra life is awarded every four screens up to a maximum of 6 lives.

## Game Controls

Z - Left, X - Right, <RETURN> - Jump  
<SPACE> - Start Game, P/O - Pause On/Off, <ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 7 (Superior/Acornsoft) Inner Inlay

## Review (Electron User)

Hidden away in the creepy mansion at the top of the hill are a number of power jewels. Many have been to search for them but no one has lived to tell the tale. Have you the courage to succeed where others have failed? This is the challenge issued by GHOULS.

You control the star of the show, a little man with the appearance of a pac-man on two legs. His ever munching mouth continuously snaps up titbits for bonus points as you attempt to reach the various levels in your search for treasure.

You start off in the first of four screens - Spectre's Lair. Here to hinder you in your quest you will find the mansion's frowning ghost who's out to get you. Let him catch you and you'll die and that frown will change to an enormous cheeky grin. This chap follows you through every screen, and at times his appearance is positively painful.



You have a time limit in which to get to the box of jewels at the top of the screen in order to access the next landing. Titbits and the occasional stray jewel munched en route count for bonus points. The jewel has the additional perk in that it makes the ghost disappear for a short while. However, there are other hazards to make life unpleasant.

In order to make progress you must balance on a moving platform and leap to and from it to higher levels. There is also a set of poison-soaked spikes in your way and contact with any one will prove fatal. Should you succeed on the first screen you will progress to the more difficult Horrid Hall. As well as all the other nasties you also have to avoid contracting floorboards.

Succeed on screen two and the Spider's Parlour awaits you. The spider is something to behold but not touch. The fortunate thing is that he stays in one spot bouncing up and down waiting patiently for a tasty morsel - usually me!

The infuriating aspect of the game, as with most multi-level ones, is that as soon as you "die" you start back at the beginning of the screen no matter how far you have progressed. I must confess it is because of this beast that I haven't seen screen four, the Death Tower.

Even so I've seen enough to consider it excellent value. It is extremely addictive as there is always that incentive to "crack it this time". The graphics are well presented and the eerie sounds make the game come to life. We've come to expect high standard games from Micro Power and GHOULS is one of their best!

Alan Sergeant, ELECTRON USER 2. 5

**See also** : ELECTRON USER 5. 6 for a review of 10 COMPUTER HITS 4  
ELECTRON USER 6. 9 for a review of PLAY IT AGAIN SAM 7  
EUG #47 for a review of PRES GAMES DISC 3



# GISBURNE'S CASTLE

**Professional, Originally Released On Cassette Only**

Game Type : Arcade Adventure  
Author : Unknown  
Standalone Release(s) : 1984: GISBURNE'S CASTLE, Software Communications, £9.95  
1987: GISBURNE'S CASTLE, Ricochet, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SOFTWARE COMMUNICATIONS, Martech House, Bay Terrace,  
Pevensey Bay, EAST SUSSEX BN24 6EE  
Disc compatibility : Unknown

## Instructions

*"Pure Machine Code. Graphic Arcade Adventure.*

*"Guy of Gisburne, treacherous henchman of the Sheriff of Nottingham, has captured Maid Marion. In his heavily defended castle, he holds her as bait! Become Robin of Foxley, the hooded man on a mission of rescue - and vengeance, in this outstanding blend of arcade cation and the challenge of adventure."*

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Shoot

Diagonal movement by using combinations of the above. These keys may also be redefined if you require.

P - Pick Up Object, <SHIFT> - Change Object, 0 - Mystery Key

## For object held in hand (i.e. highlighted):

T - Throw U - Use D - Drop.

To hold game, press H. To hold game and return to menu, press <ESCAPE>.

## Copy Protection

When the game has loaded, you will be asked by the computer to enter a protection code. The six letters to enter in response to this prompt are listed below. Type these letters. You will be given three chances to enter the correct code.

0000	AAAAAA	0042	IWIKIQ	0084	QMRVRB	0126	YYYYYJ	0168	BYBIAY
0001	ADEFEA	0043	IVMPMQ	0085	OPVQVB	0127	YYYYYJ	0169	BYFNEY
0002	AGIKIA	0044	IYQUQR	0086	QKYYBY	0128	JJBIAK	0170	YFJYIY
0003	AFMPMA	0045	IYURUR	0087	QJYYBY	0129	JKFNEK	0171	YGNMYM
0004	AMQUQB	0046	IYYYYR	0088	QYBJBC	0130	TVJYIM	0172	YLRCQY
0005	APURUB	0047	IYYYYR	0089	QYFMFC	0131	TWNYMM	0173	YIVHUY
0006	AKYYBY	0048	YIAIAS	0090	KEJYJE	0132	XYRCQM	0174	YJYMYM
0007	AJYYBY	0049	YLENES	0091	KHNYNE	0133	XYRCQM	0175	KYKJYY
0008	AYALAC	0050	CUIYIU	0092	OKRDRE	0134	TYMYN	0176	HXBWAY
0009	AYENEC	0051	CXMYMU	0093	OJVGVE	0135	TYJYN	0177	HUFTEY
0010	YEIYIE	0052	CYQCQU	0094	KIYNYF	0136	YHBWAN	0178	LYJQIY
0011	YHMYME	0053	GYUHUU	0095	KLYIYF	0137	YEFTEN	0179	LYNVMY
0012	YKQCQE	0054	CYYMPV	0096	WWBXXF	0138	TNJQIO	0180	VJQRRR
0013	YJUHUE	0055	CYYJYV	0097	WVFSFF	0139	TONVMO	0181	VKUUVV
0014	YIYMYF	0056	OGAWAV	0098	YYJRJG	0140	NYRQQQ	0182	VPYYAA
0015	YLYJYF	0057	OFETEV	0099	YFNUNG	0141	NYVVUQ	0183	VMYYAA
0016	GWAWAF	0058	CMIQIW	0100	FIQQQA	0142	NYYYYQ	0184	YVAFBB
0017	GVETEF	0059	CMPVMW	0101	FLUVUA	0143	NYYYYQ	0185	YWEAFB
0018	KYIQIG	0060	YYQQQY	0102	FOYYAA	0144	VFBEAR	0186	YTIPJB
0019	KYVMVG	0061	YYUVUY	0103	FNYYAA	0145	VGFBER	0187	YQMKNB



0020	UIQQQI	0062	YYYYYY	0104	NUAEAB	0146	VDJOIR	0188	VRQYRC
0021	ULUVUI	0063	YYYYYY	0105	NXEBCB	0147	VAMLMR	0189	VSUYVC
0022	UOYYYI	0064	EEAEAY	0106	NSIOIB	0148	YBRYQS	0190	PNYJYE
0023	UNYYYI	0065	EHEBEY	0107	NRMLMB	0149	YCVYUS	0191	POYMYE
0024	YUAEAJ	0066	ECIOIY	0108	FQQYQC	0150	HYIYIU	0192	TTATBE
0025	YXEBEJ	0067	EBMLMY	0109	FTUYUC	0151	HYNYIU	0193	TQEWFE
0026	YSIOIJ	0068	MAQYQY	0110	YMYIYE	0152	LDBSAU	0194	XRIYJF
0027	YRMLMJ	0069	MDUYUY	0111	YPYNYE	0153	LAFXEU	0195	XSMYNF
0028	UQQYQK	0070	WYYIYY	0112	DSASAE	0154	PBJYIV	0196	TYQHRF
0029	UTUYUK	0071	WYYNYI	0113	DREXEE	0155	PCNYMV	0197	TYUCVF
0030	OMYIYM	0072	YCASAY	0114	HQIYIF	0156	LPRGQV	0198	YVYBYG
0031	OPYNYM	0073	YBEXEY	0115	HTMYMF	0157	LMVDUV	0199	YMYEYG
0032	SSASAM	0074	YAIYIY	0116	DYQGQF	0158	HFYAYW	0200	KRBAAA
0033	SREXEM	0075	YDMYMY	0117	DYUDUF	0159	HGYFYW	0201	KSFFEA
0034	WQIYIN	0076	YOQGQY	0118	PUYAYG	0160	BBBAAY	0202	KXJKIA
0035	WTMYMN	0077	YNUDUY	0119	PXYFYG	0161	BCFFEY	0203	KUNPMA
0036	SYQGQN	0078	WEYAYY	0120	YQAAAI	0162	BHJKIY	0204	KYRUQB
0037	SYUDUN	0079	WHYFYY	0121	YTEFEI	0163	BENPMY	0205	KYVRUB
0038	YUYAYO	0080	QABBBA	0122	YWIKII	0164	BNRUQY	0206	KYYYYB
0039	YXYFYO	0081	QDFEFA	0123	YVMPMI	0165	BOVRUY	0207	KYYYYB
0040	IQAAAQ	0082	QGJLJA	0124	YYQUQJ	0166	BLYYYY	0208	YJBIAC
0041	ITEFEQ	0083	QFNONA	0125	YYURUJ	0167	BIYYYY	0209	YKFNEC

Good Luck!

**Instructions' Source** : GISBURNE'S CASTLE (Software Communications) Inner Inlay

**Reviews** : No Review Yet



# GO

## ***Professional, Originally Released On Cassette Only***

Game Type : Mysterious Chinese Board Game Simulation  
Authors : Charles Mathews and Bruno Pryzbyla  
Standalone Release(s) : 1984: GO, Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE  
CB2 1LQ. Tel: (01223) 316039  
Disc compatibility : Unknown

### **Instructions**

GO is a board game for two players, with a tradition in the Far East going back thousands of years, and which is gaining popularity in the western world. Generations of professional players have made studies in Go comparable in depth to those by the chess grandmasters. The game requires strategic insight and intuition as well as a strong calculating mind. The basic object of the game is to occupy areas of the board with 'stones' (either black or white). The player who controls more territory at the end of the game is the winner.

This program provides the ideal companion for anyone learning Go or an interesting opponent for the more experienced player, and the pack includes an introduction to playing Go.

The program has the following features:

- \* Play white or black against the computer, one player against another or in auto-mode the computer against itself
- \* Two levels of difficulty
- \* A handicapping system: the weaker player can be given the benefit of extra stones at the start of the game
- \* Watch the computer think out its next move!
- \* A hint option

This is a version of the program that won the 1984 Acornsoft Go Competition.

### **Keyboard Controls**

To make a move, move the cursor with the arrow keys. RETURN places the stone on the board.

The game normally starts with the player playing black (first move) and then the computer plays white.

### **Other controls**

ESCAPE restarts game: this must be verified by pressing either Y (yes) or N (no)

K keyboard on/off (usually on): the letter K is displayed above the board

J joysticks on/off (usually off): when on, the letter J replaces K above the board

T thinking on/off (usually off): when on, the letter T is displayed above the board. This function enables you to watch the computer thinking



- 1/2      level 1 or 2 (usually 1): the number chosen is then displayed next to the letters Lv above the board
- M      puts the program into manual mode so that two players may play Go on the graphically displayed board. In manual mode the letter M is displayed above the board. Press C to go back to playing the computer
- C      makes the computer play the current move, and then carry on playing that colour. Thus to play white against the computer press C after starting the game
- A      puts program into auto-mode (the letter A is displayed above the board) so that the computer will play against itself. Press M to switch back to manual mode
- B      takes you back one move if you are in manual mode or back to YOUR previous move if you are playing the computer
- ?      hint option: the computer plays your next move and then continues the game. If you don't like the 'hint' press B (see above)
- P      pass your move and let your opponent play again. After three successive passes the program will display the score: to continue playing press the Space Bar
- H      handicap play: to play a handicap game press H followed by the size of the handicap (1-9). You may now place that many black stones on the board (and White will pass). Alternatively, you can then press C to give the computer the handicap with you playing white.

### **Joystick Controls**

Use the joystick to move the cursor around the board. Press the fire button to place a stone on the board.

## **Playing Acornsoft Go**

### **The equipment**

Acornsoft Go is played on a board ruled with 13 horizontal lines and 13 vertical lines. Play takes place on the points of intersection of the lines rather than the squares. The board is initially empty. The game is for two players who play alternately by occupying a vacant intersection with a piece (called 'stone') or their colour (Black or White with Black starting).

### **The object of the game**

The main object of the game is to occupy territory; a second object is to capture enemy stones. A single stone is captured when it is directly surrounded along the lines by opposing stones. Two or more stones of the same colour which are joined together along the lines stand or fall together; the whole group is captured if it is directly surrounded along the lines. A player may pass at any time. The only restrictions are the special 'ko' rule which prevents repetition of a position and the 'suicide' rule. The program enforces these rules and, during a 'ko', the word 'ko' is displayed above the board. Detailed explanations of these words are given later in this booklet.

### **The end of the game**

The game ends when three successive passes have occurred. The program then calculates and displays the score. This program employs the Chinese scoring rules in which no points are scored for captured enemy stones (unlike the Japanese rules) but you score one point for each intersection surrounded and one point for each of your stones left on the board at the end. Make sure that you complete the capture of all 'trapped' stones ('dead groups') before finally passing; if dead groups remain the score will be inaccurate, but you can still play on. If the total of the two final scores is greater than 169, the game isn't finished because there is some territory that the program thinks is occupied by both sides.



Since Acornsoft Go will only allow you to make legal moves, there is nothing to stop you from letting the program teach you how to play.

## A Beginner's Guide To Go

### Background to Go

Go is the Japanese name for an ancient board game with a tradition in the Far East going back thousands of years. Generations of professional players have made studies in Go comparable in depth to those by the chess grandmasters. The game requires strategic insight, intuition as well as a strong calculating mind. Recently Go has been gaining in popularity in the Western World.

### Definitions

**Connections:** Two stones of the same colour are directly connected if they are joined along a line. A collection of stones of the same colour linked by direct connection is called a group.

**Liberties:** The liberties of a group are those intersections adjacent to it along the lines of the ruled grid. For example, a single stone in the centre of the board may have four liberties; stones on the edge of the board have, at most, three liberties and in the corner they have only two.

**Capture:** A group is captured when an enemy stone is played to fill its last liberty. In the Acornsoft program the word 'atari' is displayed at the top of the screen when a group is in imminent danger of being captured. Groups must be captured 'en masse'; individual stones cannot be picked off one by one. In figure 1 there are two groups. It is important to note that connections across the diagonal do not count and therefore the two groups are not connected in any way.

```

13  | - | - | - | - | - | - | - | - | - |
12  | - | - | - | - | - | - | - | - | - |
11  | - | - | - | - | - | - | - | - | - |
10  | - | - | - | - | - | - | - | - | - |
9   | - | - | - | - | - | - | - | - | - |
8   | - | - | - | - | - | - | - | - | - |
7   | - | - | - | - | - | - | - | - | - |
6   | - | - | - | - | - | - | - | - | - |
5   | - | - | - | - | - | - | - | - | - |
4   | - | - B - B - | - | - B - | - | - |
3   | - | - B - | - | - B - B - | - | - |
2   | - | - | - | - | - B - B - | - | - |
1   | - | - | - | - | - | - | - | - | - |
      A B C D E F G H I J K L M

```

figure 1

```

13  | - | - | - | - | - | - | - | - | - |
12  | - | - | - | - | - | - | - | - | - |
11  | - | - | - | - | - | - | - | - | - |
10  | - | - | - | - | - | - | - | - | - |
9   | - | - | - | - | - | - | - | - | - |
8   | - | - | - | - | - | - | - | - | - |
7   | - | - | - | - | - | - | - | - | - |
6   | - | - | - | - | - | - | - | - | - |
5   | - | - W - W - | - | - W - | - | - |
4   | - W - B - B - W - W - B - W - | - | - |
3   | - W - B - | - W - B - B - B - W - | - | - |
2   | - | - W - | - | - W - B - B - | - | - |
1   | - | - | - | - | - W - W - | - | - | - |
      A B C D E F G H I J K L M

```

figure 2

In figure 2, the two groups in figure 1 have had their liberties, bar one, occupied by enemy stones, ie subject to capture on the next move.

```

13  | - | - | - | - | - | - | - | - | - |
12  | - | - | - | - | - | - | - | - | - |
11  | - | - | - | - | - | - | - | - | - |
10  | - | - | - | - | - | - | - | - | - |
9   | - | - | - | - | - | - | - | - | - |
8   | - | - | - | - | - | - | - | - | - |
7   | - | - | - | - | - | - | - | - | - |
6   | - | - | - | - | - | - | - | - | - |
5   | - | - W - W - W - | - | - W - | - | - |
4   | - W - | - | - | - W - W - | - W - | - | - |
3   | - W - | - W - W - | - | - | - W - | - | - |
2   | - | - W - | - | - W - | - | - W - | - | - |
1   | - | - | - | - | - W - W - | - | - | - |
      A B C D E F G H I J K L M

```

```

13  | - | - | - | - | - | - | - | - | - |
12  | - | - | - | - | - | - | - | - | - |
11  | - | - | - | - | - | - | - | - | - |
10  | - | - | - | - | - | - | - | - | - |
9   | - | - | - | - | - | - | - | - | - |
8   | - | - | - | - | - | - | - | - | - |
7   | - | - | - | - | - | - | - | - | - |
6   | - | - | - | - | - | - | - | - | - |
5   | - | - | - W - W - W - | - | - | - | - |
4   | - | - | - W - B - B - B - W - | - | - | - |
3   | - | - | - W - B - | - B - W - | - | - | - |
2   | - | - | - W - B - B - W - | - | - | - | - |
1   | - | - | - | - W - W - | - | - | - | - |
      A B C D E F G H I J K L M

```



figure 3

In figure 3, the last liberties have been occupied and the groups captured and removed from the board.

### The 'suicide' rule

Playing your own army into a situation without liberties is illegal. However, it is permitted to play into such a position if the stone played completes a capture. For example, in figure 4, the black group can be captured if White plays at E3.

```

13  | - | - | - | - | - | - | - | - | - |
12  | - | - | - | - | - | - | - | - | - |
11  | - | - | - | - | - | - | - | - | - |
10  | - | - | - | - | - | - | - | - | - |
9   | - | - | - | - | - | - | - | - | - |
8   | - | - | - | - | - | - | - | - | - |
7   | - | - | - | - | - | - | - | - | - |
6   | - | - | - | - | - | - | - | - | - |
5   | - | - | - | - | B-W | - | - | - | - |
4   | - | - | - | B-W | - W | - | - | - | - |
3   | - | - | - | - | B-W | - | - | - | - |
2   W-B | - | - | - | - | - | - | B-W | - |
1   | - W-B | - | - | - | - | - | B-W | - W |
      A B C D E F G H I J K L M

```

figure 5

figure 4

```

13  | - | - | - | - | - | - | - | - | - |
12  | - | - | - | - | - | - | - | - | - |
11  | - | - | - | - | - | - | - | - | - |
10  | - | - | - | - | - | - | - | - | - |
9   | - | - | - | - | - | - | - | - | - |
8   | - | - | - | - | - | - | - | - | - |
7   | - | - | - | - | - | - | - | - | - |
6   | - | - | - | - | - | - | - | - | - |
5   | - | - | - | - | B-W | - | - | - | - |
4   | - | - | - | B- | - B-W | - | - | - | - |
3   | - | - | - | - | B-W | - | - | - | - |
2   W-B | - | - | - | - | - | - | B-W | - |
1   B- | - B- | - | - | - | - | B- | - B-W |
      A B C D E F G H I J K L M

```

figure 6

### The 'ko' rule

Some common situations in Go could lead to a repetition of position and so require a special rule. Figure 5 shows three simple positions in which a single stone may be captured (by Black), only to be subject to immediate recapture (see figure 6). The rule of 'ko' (a Japanese term) applies to any situation of this kind, where a single stone is captured and a single recapture would restore the initial position. The rule states that after the first capture in such a position, the second player must not recapture immediately. After the second player's turn, this restriction lapses.

In practice, if the recapture is important, the player makes a play in some other part of the board requiring an instant reply ('ko threat') and then recaptures - the boot is then on the other foot. Long sequences of 'ko threats' are a common and exciting part of the game, involving delicate calculations of profit and loss.

### Safe groups

As the game proceeds, the board gradually fills up. The stones sort themselves into collections of armies which are potentially, if not directly, connected - these are called 'groups'. A basic Go skill is to make groups immune from capture by ensuring they enclose enough empty territory. The principle behind every safe group is the same, and is known as 'two eyes' (an 'eye' being a vacant intersection within a group). In figure 7, for example, the Black group is safe (barring Black blunders), because White needs to play at A1 and C1 simultaneously (which is impossible).

```

13  | - | - | - | - | - | - | - | - | - |
12  | - | - | - | - | - | - | - | - | - |
11  | - | - | - | - | - | - | - | - | - |
10  | - | - | - | - | - | - | - | - | - |
9   | - | - | - | - | - | - | - | - | - |
8   | - | - | - | - | - | - | - | - | - |
7   | - | - | - | - | - | - | - | - | - |
6   | - | - | - | - | - | - | - | - | - |
5   | - | - | - | - | - | - | - | - | - |
4   | - | - | - | - | - | - | - | - | - |
3   W-W-W-W | - | - | - | - | - | - | - |
2   B-B-B-B-W | - | - | - | - | - | - |
1   | - | - B-B-W | - | - | - | - | - | - |
      A B C D E F G H I J K L M

```



figure 7

### **The handicap system**

The player with the black stones always has a slight advantage since Black always starts. A larger advantage is given by allowing Black to play up to nine stones before White plays. To discover your handicap against the computer or a human opponent, adjust the number of handicap stones after each game.

### **Hints**

- (a) Armies with one liberty may be captured; armies with two liberties are very vulnerable and may be subject, by a forcing sequence, to capture.
- (b) Saving threatened armies may lead to greater losses - small armies are often sacrificed.
- (c) The connection of armies to form a larger army with more liberties avoids losing stones piecemeal.
- (d) It is normally good practice to prevent the opponent's armies connecting, especially if one army is short of liberties.
- (e) Don't neglect territory formation - you cannot expect to win every game by capturing massive groups of stones.

**Instructions' Source** : GO (Acornsoft) Back Inlay And Mini-Manual

**Reviews** : No Review Yet



# GOAL!

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade Football Match; Viewed From The Side  
Author : Dave Croft and Ian Waugh  
Standalone Release(s) : 1985: GOAL!, Tynesoft, £6.99  
Compilation Release(s) : 1989: MICROVALUE FOUR GAMES 3, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"A realistic football simulation featuring excellent graphics, music and an intelligent opposition that actually adjusts its skill level during the game depending on current state of play."*

The computer will start the game once the Space Bar is hit. You will control the closest player to the ball which will be selected each time the RETURN key is hit. If you are in possession of the ball, the RETURN key will act as the Kick key, also it will initiate a save attempt by the Goalkeeper if it is hit at the moment the ball reaches him and not before. (To kick diagonally hit relevant Up/Down key at the same time as the RETURN key) At the end of each 45 minutes period, the whistle will blow twice to signal the end of that half.

DIVISION 1 - This utilises all the features of GOAL! The Computer Team plays at various levels of skill dependent on game position.

DIVISION 2 - This is a Beginner's Level. Various Computer Teams' skills are suppressed with the difficulty level remaining at minimum during the duration of the game.

### **Game Controls**

Z - Move Left, X - Move Right, \* - Move Up, ? - Move Down  
<RETURN> - Kick ball/Select Closest player to ball/Goalkeeper save  
<SPACE> - Start game, <COPY>/<DELETE> - Pause/Continue game

**Instructions' Source** : GOAL! (Tynesoft) Back and Inner Inlay

### **Review (Electron User) - "Football For Fanatics"**

Football relies on several individuals working together as a team, which is one of the main reasons why programmers find the game very difficult to reproduce on the computer screen. Every football simulation I have ever played involves the player controlling one footballer and trying to score against a computer that knows exactly where you are going. This program does nothing to break this tradition - it is no worse than the opposition but it isn't any better either.

GOAL! is a five-a-side game which is played over 90 minutes: Fortunately, this isn't in real time. I doubt whether there is anyone out there who could play this game for an hour and a half without suffering permanent brain damage.

The game is played on three separate screens. Kick off occurs in the centre circle and as the ball moves to either side of the screen, the display changes to show one of the two goal areas. This three screen system is one of the game's weak points. You may make a break with the ball and pass all four opposition players while still



in the central screen. As the screen is redrawn to show the goalmouth you will find that the blighters are waiting for you in their own goal area!

You control the player who is closest to the ball. Occasionally he will be tackled and the ball will bounce towards one of your other men. However, this new player will now respond to controls until you press the kick key, so don't forget!

You can tackle a player by getting yourself on the same horizontal plane as the man with the ball and then running at him. If you're lucky you will emerge from this clash with the ball at your feet. Pounding away at the kick key has very little bearing on the outcome of the encounter.

The computer-controlled players all move forwards together supporting the man with the ball. Your players stand there like dummies as you race forwards. At least they reappear when you enter your opponent's goalmouth, not that they're much help.

The cassette inlay says that the computer team will adjust its level of play during the game to match your own. It never got down to my level!

If you are desperate to play football on your computer then this game is as good as any.

Sound .....	7
Graphics .....	7
Playability .....	5
Value for money .....	5
Overall .....	6

Steve Brook, ELECTRON USER 4. 4

**See also** : ELECTRON USER 5. 9 for a review of MICROVALUE FOUR GAMES 3



# GOLDEN VOYAGE

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 12  
Game Type : Text Adventure (Rated Advanced)  
Author : Scott Adams  
Standalone Release(s) : 1984: GOLDEN VOYAGE, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! Can you find the elixir in time? This one is for experienced Adventurers only!

Difficulty Level : Advanced

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : GOLDEN VOYAGE (Adventure International) Back Inlay

**Reviews** : No Review Yet



# GOLF

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Golf Simulation  
Author : Jonathan Nixon  
Standalone Release(s) : 1986: GOLF, Yes! Software, £2.99  
Compilation Release(s) : None  
Stated compatibility : Dual BBC/Electron version  
Actual compatibility : As stated  
Supplier : YES! No further information available.  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"A game of fun and skill for all the family. GOLF Features 1 or 2 Players, 9 or 18 hole course, fairway, rough, green, bunkers, trees and water hazards. Full on screen instructions. All in **realistic full colour graphics**."*

**Instructions' Source** : GOLF (Yes) Inner Inlay

**Reviews** : No Review Yet



# GOLF

## ***Professional, Originally Released On Cassette Only***

Game Alias : BIRDIE BARRAGE  
Game Type : Arcade; Graphical Golf Simulation  
Author :  
Standalone Release(s) : 1990: GOLF, Blue Ribbon, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"Take on the Acorn park old course in this addictive test of your golfing skills and judgement. Select your club, and the strength and direction of shot allowing for wind strength and direction in a consistent and realistic program. A must for all golf fans!"*

Each hole will be graphically presented on the screen. You will first be prompted for a choice of club. The clubs available are as follows: Woods 1-4, enter 1W or 3W etc; Irons 1-9 & S (sand sedge) enter 4 or 8 etc. You will then set a direction indicator on the bottom of the screen. See the direction of the shot by using the Z (anti-clockwise) and X (clockwise) keys, adjust the strength of the shot with the up and down cursor keys, then press <RETURN>. Once you have successfully reached the green, the screen will change to show the green and you will be prompted for direction and strength.

When playing shots, you must take into account wind strength and direction which is shown as an arrow through the tee, the stronger the wind, the higher the number indicated in the tee box (in the range of 1 to 5). The wind will change between holes, but will stay constant during the playing of a hole.

THIS PROGRAM WAS PREVIOUSLY RELEASED AS BIRDIE BARRAGE BY CDS SOFTWARE.

**Instructions' Source** : GOLF (Blue Ribbon) Back and Inner Inlay

### **Review (Electron User) - "Above Par Simulation"**

Golf is another of those popular spectator sports which occupy vast amounts of television time, and it's a game which you either love or hate. This simulation, brought to you by Blue Ribbon, is one of the better attempts I have seen at converting this fascinating game of skill to the micro.

The loading screen is simple, in typical Blue Ribbon fashion. The game loads reasonably soon after and the first thing you see is the leaderboard with the top five rounds.

The current hole is graphically depicted from overhead giving you a bird's eye view of the action. The fairway, rough, green, trees, bunkers and water hazards are all shown. A flag marks the hole and the tee. Additional information provided is the distance to the green, the par for the hole and the wind direction.

First you select your club from a bag containing four woods, nine irons and a sand wedge. There's no indication of how far these will carry the ball, so the first few holes will be down to trial and error.



After selecting your club you are required to enter the direction and power of the shot. The direction is shown as a pointer which you can rotate left and right using Z and X, while the power is increased and decreased with the up and down cursor keys. <RETURN> hits the ball. You are told where it landed - on the fairway, in the rough, water and so on. You are prompted for more shots until you are on the green.

The screen then clears and you are presented with a magnified view of the green showing the hole and your ball. Additionally you are told whether the green is fast or slow so you can adjust the power of your shot accordingly. The club, a putter, is chosen automatically.

When you've finally holed the putt your score card is shown. Here you can see each hole played, how many shots you took, the par for the hole and distance. Also your overall score is displayed. Then it's on to the next hole, and so it continues for the rest of the course.

The graphics are reasonably good and the gameplay is interesting enough to prevent the game from becoming too tedious. The only feature I would have liked to see is a multi-player option, or a two player game at least.

I quite liked this simulation, though if you're not a golf fanatic it may not hold the same appeal. As a budget buy it can't be bad.

Roland Waddilove

### **\*\*\* Second Opinion \*\*\* (Electron User)**

Budding golf stars will love this simulation of that classic game. Everything has been well thought out, including water and sand hazards, trees and bushes and strong cross winds. A multi-player function is sadly missing, but even as a one player game it is quite a challenge, and it's a game that won't break the bank either.

Janice Murray

Sound .....	4
Graphics .....	7
Playability .....	7
Value for money .....	8
Overall .....	7

ELECTRON USER 6. 1



# GORPH

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1985: GORPH, Doctorsoft, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Coded so as not to work on other machines.  
Supplier : DOCTORSOFT, 258 Coneygree Road, Stanground, PETERBOROUGH  
Disc compatibility : Unknown

## **Instructions**

Supplied without instructions.

Reviews : No Review Yet



# GRAHAM GOOCH TEST CRICKET

*Professional, Originally Released On Cassette Only*

Game Alias : GRAHAM GOOCH MATCH CRICKET  
Game Type : Arcade; Cricket Match  
Author :  
Standalone Release(s) : 1985: GRAHAM GOOCH TEST CRICKET, Audiogenic, £9.95  
1988: GRAHAM GOOCH MATCH CRICKET, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

GRAHAM GOOCH'S TEST CRICKET is an accurate simulation of the game which allows you to stage test matches in your own living room - with the aid of your home computer.

There are two modes of operation. Simulation mode is like watching a game of cricket - once you've chosen the teams and the game is under way, you can just sit back and watch it if you like. However, you needn't just be a spectator - whether your team is batting or bowling, you can make tactical changes whenever you wish. In arcade mode, you must be alert at all times. A careless stroke or a loose over could cost the match.

The first section of the program allows you to select your teams - just follow the instructions in the program. When you have chosen two teams, the main program will load.

## Game Controls - Home Team

A - Left, S - Right, W - Up, Z - Down

## Game Controls - Away Team

; - Left, : - Right, Cursor Up - Up, / - Down

To help you get your timing perfect, a small coloured square appears in the top left hand corner of the screen. The square changes colour from white to yellow, and finally to black, indicating when it is too early, just right and too late to press <SPACE>. At higher skill levels the indicator is only yellow for an instant - but at lower levels, it stays yellow much longer. However, because the indicator is not there to help you during a game, you should learn to get the timing right by watching the players, not the indicator.

There is no need to alternate the keys when you are practising bowling.

## Other Important Points

- \* Fast bowlers will tire if you bowl them continuously; after ten overs their bowling will start to deteriorate, and after 20 consecutive overs they will be well below their best. Allow them at least ten overs between spells.
- \* To declare an innings before ten wickets have fallen, hold down the ESCAPE key during an over. At the end of the over, you will be asked whether you wish to declare.
- \* In limited over games, the number of overs each player can bowl is limited to 1/5th of the total (i.e. 8 overs in a 40 over game)



- \* In a test match, the follow-on can be enforced if the side which batted first has the lead of 200 runs or more.
- \* After the fall of a wicket, you can choose to see an action replay.
- \* Hold down the TAB key to speed through the scorecard displays.

The Space bar is the equivalent of the fire for both players.

First of all, you must decide whether to play a one day match (one innings per side, limited overs) or a test match (two innings each, unlimited overs). Press SPACE when your choice is highlighted.

Next select a one or two player game (in a one player game, the computer will control the visiting team), then choose between Simulation and Arcade mode. There are nine skill levels ranging from 1 (easy) to 9 (very difficult). Controlling the batsman or bowler in Arcade mode requires skill and concentration, so before the game starts you can practise if you want.

## **Playing In Simulation Mode**

### **Batting**

Before the bowler starts to run up you have the opportunity to change the batsman's tactics. Push the forward key to make him play aggressively, back for defensive batting. Press SPACE only to make the batsman play a normal game.

A bleep will sound to confirm that the computer has accepted your instructions. Remember that the batsman won't be able to hit every shot to the boundary (and he might well get himself out) if you ask him to play aggressively. Playing defensively the batsman is less likely to get out, but he won't score so many runs either.

### **Bowling**

Use LEFT/RIGHT to determine the bowler's tactics; just before he starts his run up, move the joystick left for an offside attack or right for a legside attack. As usual a bleep will sound to confirm that the computer has accepted your instructions.

## **Playing In Arcade Mode**

### **Batting**

In Arcade mode the batsman always plays aggressively and SPACE is used to determine the timing of each stroke. If you don't press the SPACE at all, then the batsman will offer no stroke. Mistime your stroke, and you may hear the wicket tumbling behind you. Time it just right, though, and you may send the ball crashing into the stand for a six, or speeding towards the boundary for a four.

### **Bowling**

Press the key for left to change for an offside attack, or right to change to a legside attack, then press SPACE to start the run-up. In the one player game, you can improve the bowler's performance by pressing left and right during the run-up. The faster you alternate the keys, the more effort he puts into bowling - an indicator at the bottom right shows how much. If you don't press any key at all the bowler may well play below his best.

You must also control when the bowler releases the ball - press the SPACE when you think the time is right. If you press too early he will bowl a full toss - too late (or not at all!), and he will probably bowl a bouncer high above the batsman's head which will count as a wide.

## **Practice Mode**

You can choose to practise either batting or bowling. After every six balls, you can either continue practising, change the skill levels or start the game. Only one player can practise at a time; even if you have selected a two player game (use the Home Team's keys).

**Instructions' Source** : GRAHAM GOOCH TEST CRICKET (Alternative) Inner Inlay



## Review (Electron User) - "Hit For Six"

Cricket is a tactical game of subtlety which makes it interesting to watch and difficult to play. For the same reason, trying to simulate cricket on a computer accurately would appear to be almost impossible. Audiogenic has attempted this and produced GRAHAM GOOCH'S TEST CRICKET.

You play one of three types of limited over games or a full two innings Test. The teams are England and Australia, but you can alter the names and the players, together with their batting and bowling averages.

You select from two squads of players and I think it would help if the lists included information as to whether they are batsmen, bowlers, wicketkeepers or all-rounders.

Once the teams have been selected you decide what type of match to play and whether you require a one or two-player game. Next, decide on your skill level, and who your team's wicketkeeper and slip fielder will be. Be careful here, the first time I played I put Botham in the slips and found later, this prevented him from bowling.

If you win the toss you can bat first or put the opposing side in. Take my advice, if you get the choice, bat second.

Bowling takes a little practice, but it is possible to make some reasonable deliveries. On the other hand, I found batting extremely difficult, even on skill level one.

For some reason the boundary fielders drop nine times out of ten when I'm bowling but never miss when I'm batting.

The colour scheme is predominantly green with white for the players' bodies and crease markings. The screen is extremely bright and it wasn't long before I swapped the colour monitor for a black and white portable television.

The view is from behind and slightly above the bowler. The graphics, while not anything to write home about, are adequate. The sound is pretty awful. As the start of the bowler's run there is an annoying beep. The other sounds are the thwack of the ball hitting the bat or pads, the slightly different thwack when it catches the edge of the bat and a sound like bacon frying to represent applause.

GRAHAM GOOCH'S TEST CRICKET is a fair attempt at a simulation, though it may have a limited appeal. Those who don't like or understand cricket may find the game boring, while the purist will probably think it "just isn't cricket!".

Sound .....	6
Graphics .....	6
Playability .....	7
Value for money .....	7
Overall .....	7

Desmond, ELECTRON USER 4.12



# GRAPHICS SYSTEM

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Art Package  
Author :  
Standalone Release(s) : 1984: GRAPHICS SYSTEM, Salamander, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SALAMANDER, 17 Norfolk Road, Brighton, EAST SUSSEX BN1 3AA  
Disc compatibility : Unknown.

## Instructions

Instructions currently unavailable.

## Review (Electron User)

The Electron is capable of supporting a wide range of graphics and text modes, better in fact than many machines costing much more. Imaginative programming can be carried out in Modes 0, 1 and 2, although many people would find the GCOL, MOVE, DRAW and PLOT statements difficult to plan for an involved drawing.

This program takes the difficulty away, substituting it with a series of simple commands with which complicated, colourful and concise artwork can be designed. Only Modes 0, 1 and 2 can be used, and the available colours are shown on a palette at the bottom of the screen. Should other colours than the default one be required it is simple to alter those available.

A flashing cross-hair cursor is used to position elements, and the co-ordinates are constantly updated on-screen. A number of built-in functions can be used, and each has an easily remembered mnemonic. B draws a box, C sets a circle, F fulfils a FILL function, L produces a line while A initiates an arc. For all these, when the cursor is in the correct position, the Spacebar is the input necessary to start the procedure.

Text can be added at will on the screen, and so many applications spring to mind. Pie charts and histograms may be labelled and coloured to relay information, systems may be designed, and complicated maps and drawings transferred from graph paper. Pictures may be built up in a series of pages and may be stored onto cassette for future use.

One glaring omission, looking to the future, is that there seems to be no facility for a screen dump. A hard copy of the screen display would be a fitting final facility to this useful piece of software. It fulfils a large variety of purposes, and also stands on its own as great fun with which to experiment.

Phil Tayler , ELECTRON USER 1. 8



# GRAPHS MATHS TUTOR

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Maths Tutor  
Author :  
Standalone Release(s) : 1984: GRAPHS MATHS TUTOR, Salamander, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SALAMANDER, 17 Norfolk Road, Brighton, EAST SUSSEX BN1 3AA  
Disc compatibility : Unknown.

## Instructions

Instructions currently unavailable.

## Review (Electron User)

When I was studying O and A level maths there was only one way to produce a graph of a function. That was to mark sufficient points to elicit the shape of the curve. It was painstaking work and often inaccurate owing to the unsteadiness of my hand.

Micros have now brought about virtual accuracy to this work, plotting and labelling axes or marking out a grid remains very time-consuming. This package, however, allows the function to be input, suitable axis limits to be applied and...there is your graph, perfectly drawn before your very eyes. A quick plot feature is also available which uses pre-set X and Y axes. This allows an approximation to be gained quite easily and quickly.

More advanced graphs make use of parametric expressions, with X and Y both being defined in terms of a third variable. This again is catered for, and the same range of options available. All through the most instructive booklet there is a rich variety of suggestions and questions which will quickly make the potential of this program easily understood.

The second part of the tape provides testing in the shapes of curves, with a multiple-choice format. This again covers an extensive range including trigonometrical functions, straight line curves and quadratic and cubic equations.

Any student from O level to post A level will find this suite of programs an ideal complement to both private study and revision.

Phil Tayler, ELECTRON USER 1.10



# GREMLINS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : Brian Howarth  
Standalone Release(s) : 1985: GREMLINS, AInternational, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

There were three warnings...

- \* "Keep them out of light, especially sunlight."
- \* "Don't ever get them wet. Keep them away from water."
- \* "But the most important thing, the thing you must never forget...  
no matter how much they cry, no matter how much they beg...  
Never, never feed them after midnight."

**Instructions' Source** : GREMLINS (Adventure International) Back Inlay

## Review (Electron User)

I suppose I'm the wrong person to review GREMLINS, for I haven't seen the film and I can't finish the adventure - despite the hint sheet that came with it! The promotional material says the game is based on the film so I suspect that anyone who has seen it will have a decided advantage.

The object of the exercise is to kill all the gremlins. To encourage you, your mission starts in your bedroom with a gremlin throwing darts at you. Unless you are quackers, you make a quick exit into the living room where you'll find a gremlin too, but he soon gets the point.

A quick visit to the kitchen will probably find you as baffled as me, so it's off down the road to explore the town. The cinema is showing GREMLINS (wouldn't you know it!) and the real McCoy are as interested in the ending as you are.

The petrol station is a useful hiding place, and the department store is well worth a look but don't let those new-fangled gizmo's loose you.

I must admit that I felt there was something different about this adventure all the time I was playing it. But somehow the atmosphere just didn't seem to be there, and I was left feeling slightly disappointed.

I haven't finished the game, and to be honest I don't think it generates enough interest to make me want to.

Overall, a capable enough adventure that is not quite up to the standard of the others from Adventure International.

Merlin, ELECTRON USER 3. 4



# GRID IRON

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; American Baseball Simulation  
Author : Unknown  
Standalone Release(s) : 1988: GRID IRON, MIL Top Ten, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIL, 12 Chiltern Enterprise Centre, Station Road, Theale,  
BERKS RG7 4AA  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

*"Nominated for 'Coach of the Year' last year, you are suddenly in big demand. The finest football teams in the USA are clamouring for your services, eager to provide you with the funds you need to take them to the top! But creating and managing the greatest team requires more than the ability to win games. You'll have to pick teams; buy and sell players; keep the gate money rolling in; take out bank loans and make crucial decisions on the road to the Superbowl - all in this great simulation of the grid-iron game - featuring 3D match graphics!"*

## **Playing The Game**

Nominated as 'Coach of the Year' last year, you are set to reap the rewards of your new-found status. The greatest teams are queuing up to provide unlimited resources so that you can guide their destiny for the new season. A cool quarter of a million dollars is your starter - but you'd better be prepared to use it wisely! So play the game, select your squad, beat the transfer market, beat the bank! Field the best team at the best time, make the money work for you, and you may just end up winning the Superbowl!

## **How Good Are You?**

If you think you're that good, just remember that the opposition thinks it's better! If that's not good enough, then your gate money becomes harder to earn in order to pay your higher wage bills.

## **Transfer Market**

Your squad of eleven playres and five reserves is displayed. You can sell one reserve per match, but if you sell a player then you must buy one to replace him.

## **Changing Players'/Teams' Names**

To change the name, simply type the player or team number and enter the replacement name.

## **Obtain/Payback Loan**

Your credit limit is \$1,000,000 but interest is charged at 1% per match. You may pay back any amount up to the outstanding balance of the loan.

## **The Match**

You can opt to move a reserve into your team, play the game, or simply review the vital statistics of your team and its opposition. Should you choose to play the game, then the match is represented in 3D graphics. The outcome of the game is governed by a composite of the morale, skill and energy levels of the two teams. So even if your team looks set to win on paper, just like in real life, you might win - but you might lose...

## **Your Rating**

Your rating as a coach depends on how well you perform and how much money your team earns. Remember, there's more to being a coach than simply winning games!



**Instructions' Source** : GRID IRON (Top Ten) Back And Inner Inlay

**Reviews** : No Review Yet



# GUARDIAN

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Shoot-'Em-Up; DEFENDER style  
Author :  
Standalone Release(s) : 1983: GUARDIAN, Alligata, £6.95  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 4, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Test your skill and reflexes to breaking point in an endless battle to halt the progress of the landers in their mission to capture humanoids from your planet surface. Stop them returning to outer space where they will eventually mutate and take up a deadly pursuit of your space fighter. And in between, look out for the flying pods, swarms, alien bombers and deadly baiters; they're just as dangerous. It's embarrassing to be beaten by an overblown jellyfish, but we're sure you'll eventually go under.

You initially have three lives and three smart bombs (indicated after your score), but gain an extra life and smart bombs after every 10,000 points.

## Scoring

150 points	.....	Lander
200 points	.....	Baiter
200 points	.....	Mutant
250 points	.....	Bomber
250 points	.....	Swarmer
1000 points	.....	Pods

You gain 250 points if you destroy a lander carrying a humanoid and it lands and survives. You gain 500 points if you pick up a falling humanoid and another 500 points if you replace it on the planet surface.

## Game Controls

A - Up, Z - Down, <SHIFT> - Thrust, <RETURN> - Fire, <SPACE> - Reverse  
<CAPS LK/FUNC> - Smart Bomb

**Instructions' Source** : PLAY IT AGAIN SAM 4 (Superior/Acornsoft) Inner Inlay

## Review (Electron User)

Be warned - to play this game you need keen eyesight, quick fingers and lots of luck because here's a program that's determined to bust your ego. Mine went with a bang.

In possession of a fast moving spaceship you've got to stop the alien landers grabbing humans from the planet surface. If they manage to get back into outer space they mutate into pods, swarms and baiters and come for you.

There's wave after wave of the nasties and you need every one of your three lives as well as the three smart bombs to survive for any length of time.

The more aliens you get the more you score - sadly they seem to be on the same bonus scheme.

It's a fast moving space game with striking graphics and excellent sound effects. Kids of all ages will love it.







# GUNFIGHTER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure Different Scenes Style  
Author :  
Standalone Release(s) : 1990: GUNFIGHTER, Atlantis, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The Wild West is at its wildest! Outlaws have driven the townsfolk out, stolen the deeds to their properties and taken over the town. Only the sheriff is left to recover the deeds. One man against a gang of ruthless outlaws, and that man is you."*

Search out and kill the ruthless gang of outlaws and return the deeds to the honest townsfolk. Earn a bounty for each outlaw killed and a bonus for each deed found. More bullets can be obtained from the sheriff's office, but you can only carry six at a time. Extra lives can be purchased from the "Doc's" at \$500 each. For a little light relief in between shootouts, you can gamble in the local casino.

Watch out for the Red Indians; they are real sneaky and try to avoid the potholes - some of them are ten feet deep.

How long will you survive as a Gunfighter?

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire

**Instructions' Source** : GUNFIGHTER (Atlantis) Back And Inner Inlay

**Review** : No Review Yet



# GUNSMOKE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Unknown  
Standalone Release(s) : 1984: GUNSMOKE, Software Invasion, £6.95  
1985: GUNSMOKE, Dixons/Software Invasion, Free In 10 Pack  
Compilation Release(s) : 1986: MICROVALUE FOUR GAMES 2, Tynesoft, £3.99  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SOFTWARE INVASION, 50 Elborough Street, Southfields, LONDON  
SW18 5DN  
Disc compatibility : CDFS E00, DFS E00

## Instructions

A realistic 3D simulation of a heated Wild West Street Gun Battle in which you will have to defend yourself against up to sixteen enemy sharp shooters.

This game is compatible with the "First Byte" switched joystick interface.

**Instructions' Source** : GUNSMOKE (Software Invasion) Back Inlay

## Review (Electron User)

Have you ever had one of those days where you feel like picking up a gun and shooting a few dozen people? Well, with GUNSMOKE you can shoot as many as you like. But you have to be fast on the draw and quick on the trigger.

The game starts by setting the scene, a well drawn view of one side of a Western town with a store, saloon and sheriff's office. You play the lawman, controlling an animated figure who walks up and down the street. Suddenly, you're under attack from up to sixteen baddies who appear in the windows of buildings and shoot at you. You have to run to avoid the bullets then fire back.

Even if you get hit you have three lives and, as a special offer, for every sixteen gunmen you kill you get an extra life.

It's a simple game that will mostly appeal to children, The animated man could be a little better but otherwise the graphics are excellent. Not too difficult, it's the kind of game that has spectators looking over your shoulder and yelling, "Saloon top window. Quick!"

Nigel Peters, ELECTRON USER 2. 6



# GYROSCOPE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Authors : John Nixon and David Wainwright  
Standalone Release(s) : 1985: GYROSCOPE, Melbourne House, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : MELBOURNE HOUSE, Castle Yard House, Castle Yard, RICHMOND  
                  TW10 6TF  
Disc compatibility : Unknown

## Instructions

*"GYROSCOPE - the game to send you spinning off your head! Attempt to guide a fast and furiously gyrating gyroscope across twelve separate screens. Make the most of your seven lives in this unique arcade strategy challenge. But we have to tell you - it's not easy! Steep slopes, slippery glass, directional magnets, aliens and narrow ledges are among the many obstacles you will find in this amazing 3D scenario. Hi-resolution graphics and superb synthesiser music combine to create the atmosphere of this compulsively addictive game."*

The player should manoeuvre the gyroscope from the top of each course to the bottom. There are three screens per course to negotiate in order to successfully complete the game. Five types of obstacles stand in the way of your progress:

- \* steep slopes
- \* slippery glass
- \* directional magnet
- \* aliens, and
- \* narrow ledges.

When you reach the end of the course, you must move onto the character square which appears as a diamond across twelve tiles.

Once the game has been successfully completed, there is a real surprise in store!

## Lives System

The player has seven "lives" or gyroscopes with which to complete the course, with an extra life for every 1,000 points. If he falls off the edge or hits an alien, the gyroscope will fall over and the player will lose a "life". At the top of the screen is a clock which ticks down. If this reaches zero, the gyroscope will stop spinning and fall over, with the loss of one "life". Play will continue with a new gyroscope which will appear on the spot at which the previous one fell over.

## Game Controls

Z - Left,    X - Right,    \* - Up,    / - Down  
The cursor keys may also be used.

**Instructions' Source** : GYROSCOPE (Melbourne House) Back and Inner Inlay

## Review (Electron User)

The scenario in this arcade style game is of a gyroscope, spinning and falling down hills. You control it using the usual four keys for left, right, up and down. Your aim is to steer it along narrow causeways and into a little hole.

This may sound easy but most of the slopes are on a diagonal course with precipitous hair-pin bends, which require skilful handling of the control keys.

Magnets are strewn about the place to make your task more complex. These turn your



gyroscope into a whirling dervish, flying hither and thither like a ball on a pin table. As if this weren't enough, there are also aliens, hell-bent on knocking the gyroscope over. They take the form of arm-waving ghosts, sidewinder snakes, rival gyroscopes and fried eggs.

If the gyroscope falls off a path or is knocked over, you lose one of your seven lives. To complete the game you must master four routes, each consisting of four screens vertically. The instructions promise a surprise when the game is completed, but I've only mastered three routes so far.

The graphics are of a very good quality, with pleasing use of colour, except for an unnecessary flashing at the start. Sadly, a couple of problems spoil what could be a very good game. Sometimes, a magnet captures the gyroscope and the game seems to freeze, whilst emitting an irritating noise. It is also possible for an alien to be at the spot where the gyroscope re-starts after falling over, which means all seven lives can be lost. Such bugs should not appear in software priced at £8.95.

Sound .....	5
Graphics .....	6
Playability .....	6
Value for money .....	4
Overall .....	6

Rog Frost, ELECTRON USER 3. 8



# HAMPSTEAD

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure  
Authors : Peter Jones and Trevor Lever  
Standalone Release(s) : 1984: HAMPSTEAD, Melbourne House, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : MELBOURNE HOUSE, Castle Yard House, Castle Yard, RICHMOND  
TW10 6TF  
Disc compatibility : Unknown

## Instructions

*"HAMPSTEAD is an adventure game for would-be social climbers. It is a quest but not for gold. Your aim is to reach the pinnacle of social status - to become a somebody. So lie, cheat, steal and defraud. You KNOW it makes sense.*

*"Reviews of HAMPSTEAD on Spectrum 48K and Commodore 64:*

*"'Wickedly funny and highly original' - Commodore Horizons.*

*"'The game itself is very funny, with a joke of some description around every corner' - Time Out."*

*"CLASSIFICATION : Adventure*

*LEVEL : Suitable for BEGINNER to EXPERIENCED Adventurer*

*AVERAGE COMPLETION TIME : Several weeks*

*Written in 100% machine language*

*Loading time : 5 minutes approx."*

## A New Type Of Adventure Game

HAMPSTEAD is an adventure game for would-be social climbers. For those who have never played one before, an adventure game depends on the use of brainpower. Speed of reaction isn't so important. What matters is the ability to solve complex problems, which get harder the further you proceed in the game.

Most computer adventures involve a quest of some sort, usually for hidden treasure. There will often be dragons to kill and nasty goblins to avoid.

HAMPSTEAD is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world, you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In HAMPSTEAD, it helps to know something about art - or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport. You must meet the right sort of people and say the right things to them.

Although the old school tie never does any harm, your most important tool is simply the ruthless and skilful use of your natural cunning. At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You KNOW it makes sense.

The crucial point to remember at all times is this: you cannot attain HAMPSTEAD just by going there. Your task is not merely to visit the place but to become a Hampstead person. Hampstead people may seem terribly casual, as if anything goes, but frankly you will not be invited into their homes unless you are quite clearly one of them.



As the adventure begins, you are sitting around at home in your dingy little house. You have nothing.

As you go and sign on to the dole, make sure you're decent and have some means of getting around. It is advisable to explore as much of your immediate area as possible since you will find things that later prove useful. Some of the things you find may seem useful, but aren't. And some of the things which at first appear useless may actually turn out to be rather vital.

### Setting Off

When the program is fully loaded, you will find yourself in a dingy flat somewhere in north-west London, watching "3-2-1" on television. This really is a depressing, degrading position to be in, so get moving immediately.

To get mobile, socially and physically, just use the simple compass directions north, south, east, west. Sometimes you can go north-east, north-west, south-east or south-west. You will also occasionally need to go up or down. All of these movements can be abbreviated thus: N, S, E, W, NE, NW, SE, SW, U, D.

This system applies whatever your mode of transport is, be it foot, bicycle, train or car. There are places where transport is essential and where you are better off on foot.

### Language

Apart from movements, most of your commands will be in the form of VERB NOUN. You will frequently wish to pick up things or put them down, e.g GET KEY, DROP KEY. If you want to investigate your surroundings more closely, SEARCH ROOM/OFFICE/SHOP or whatever the location.

Don't forget that doors, gates and the like can be opened and closed, locked and unlocked. Sometimes you may need to get into something locked by unconventional means!

Having found an interesting object, you may wish to look at it more closely, in which case EXAMINE DOGS or READ MAGAZINE. In many cases it will take a while to discover the correct command for what you want to do...but that's part of the fun!

### Other Useful Commands

I for Inventory. This will give you a list of what you have with you and what you are wearing.

R for Re-describe. You will need to do this if the screen is filled with messages and commands, and you want to remind yourself where you are and what objects are visible.

QUIT if you have had enough social climbing for one day. This is how you throw in the towel until next time.

SAVE/LOAD to enable you to save the adventure up to the point you have reached and resume later. Check your computer manual for instructions.

### Some Useful Verbs

ABSTAIN	EXAMINE	LEAVE	REMOVE
ACCEPT	FIND	LOCK	RIDE
BET	FORCE	LOOK	RING
BOARD	FLY	MARRY	SEARCH
BUY	GET	MEET	STEAL
CASH	GIVE	OFFER	TAKE
CLOSE	HELP	OPEN	TRANSLATE
DRIVE	HIDE	PICK	TURN
DROP	JOIN	PRISE	UNLOCK
EAT	JUMP	QUEUE	WATCH
ENTER	KISS	READ	WEAR



"You are sure to find Hampstead an entertaining romp up the social ladder." Sinclair User.

"Hampstead is an excellent example of a new type of game. It's a concept." Computer Trade Weekly

**Instructions' Source** : HAMPSTEAD (Melbourne House) Back and Inner Inlay

### **Review (Electron User)**

This is not so much an adventure as a way of life. Superficially, the game seems to be an ordinary text adventure that requires you to get to Hampstead Heath to complete the game. However it is less a case of solving the game and more a case of attaining the solution.

Hampstead Heath is one of the posh parts of London, and since you start the game in a slum your problem is not just finding your way there but becoming the type of person who deserves to be there.

I confess that I didn't get very far and so I'm obviously doomed to remain a total slob forever. Nonetheless I can give you a few tips to get going.

The first thing you have to do after leaving the house is to sign on the dole. You'll obviously need your UB40, but also make sure you have some transport or you're liable to get mugged. Since you start the game naked you will need clothes, unless you want to get arrested for indecent exposure. You'll find the edge of the Heath close by and it pays to sit back and admire the scenery.

A nearby maze is easy to map, though if you manage to use what you find then please let me know how you did it. I used my money to buy another means of transport and thus found my way to another section of the adventure.

Apart from satisfying my appetite - though I must have done a "runner" as I had no money to pay for my meal - I only managed to get my pockets picked in the cinema, so any help from readers would be welcome.

I found it difficult to relate to the game. It took about five minutes before I realised what a UB40 was!

There are some extremely witty thinks in the program and I didn't get most of them first time either. If you manage to solve the game you can send off to Melbourne House for a diploma in social climbing, though I hope you'll also send me the solution.

Overall, I was left feeling somewhat baffled by this game, though I hasten to add that the problem is obviously mine and not the program's. I would suggest, however, that you try before you buy.

Merlin, ELECTRON USER 3. 5



# HAPPY LETTERS

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Graphical Infant School Teaching Aid  
Author :  
Standalone Release(s) : 1983: HAPPY LETTERS, BES/Acornsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ.  
Tel: (0223) 316039  
Disc compatibility : Unknown

## Instructions

### The HAPPY Series

The HAPPY Series is a range of programs from BES aimed at children in the age range of 3-5 years. The range covers among others number, letters and writing skills. Further releases in the range will be announced in the press, or contact your local dealer for information.

### This Booklet

BES programs are designed to be largely self explanatory, and follow similar styles (e.g. through the use of the <ESCAPE> key to return at any time to the main menu) so that children rapidly familiarise themselves with new programs, and can use them if required with the minimum of valuable supervision time.

BES programs always include explanatory booklets of this type to satisfy several objectives. Firstly to identify the objectives of the program, and to give guidance as to some possible uses of the program based on experiences during the extensive in-classroom and in-house testing period. Secondly they are designed to give an understanding of the sequences encountered in the programs, since in many situations the time of access to the micro is at a premium.

Thirdly, the booklet will assist in using the substantial content of BES programs to the full, through reference to it before, during and after use of them on the micro.

In the event of any problem with the use of this program, or ideas as to improvements which could be incorporated please do not hesitate to contact BES.

### Introduction

This program has been designed to assist children in the task of recognising letters. It is aimed at a very young audience and consequently is exceptionally easy to use. In the early options the child need use only two keys - <RETURN> and the <SPACE> bar. The motivational aspects of the game are animated fishes and crocodiles, both of which have proved very popular during the extended trials which BES carries out in selected schools.

The program covers both lower case letters and the recognition of the corresponding upper case letters. In order to familiarise children with the keyboard there is also the option to find keys corresponding to letters on the screen. This has been extended to match lower case letters on the screen with the keys. This is designed to help overcome the problem of the keyboard being limited to upper case letters on the keys.

It is recommended for use with children between three and five years old, and in situations where children experience particular difficulties in this area.

### Loading



Having completed loading the program displays the title and copyright screen for a few seconds. This allows time for the recorder to be switched off. No entries are necessary and the program will automatically move on to the main menu screen.

### **The Main Program**

The program is menu-driven and offers the following options:

#### **1. START**

The opening screen lists the options available viz:

1. Matching lower case letters
2. Matching lower case letters/words
3. Matching upper/lower cases
4. Finding upper case keys
5. Finding upper case keys given lower case letters

#### **Option 1. Matching lower case letters**

This option helps develop letter shape recognition and the matching abilities of children at the simplest level, i.e. matching lower case letter to lower case letter. To start, a choice is given of which sequence of letters it to be used through choosing the initial letter of a sequence of six. Thus choice of A leads to practice of A through to F, B to B through to G, U to U through to Z etc.

Having chosen the sequence the program requests the child's name; this can often be entered by the child at an early age. After entry (followed by <RETURN> of course!) the screen appears with the six lower case letters to the right of the centre, and the lower case letter to be matched appears against the top letter for a period of time (as set under the initial menu option 4 as described later). The letter to be matched is randomly chosen from the set of six letters, and the child has to press <RETURN> when opposite the correctly matching letter. The correct entry is rewarded by a 'happy face' and by a tune. The fish then swims out to eat the letter, smiles, turns a different colour to indicate success and swims back. The correctly interpreted letter appears in a box at the left hand side of the screen.

When "SPACE" appears then it is necessary to press <SPACE> bar to start the next cycle.

An incorrectly timed entry is shown by a 'bozz' and the face grimacing. The opportunity is given to try again in the next cycle.

A further incorrect entry is again indicated by a buzz and the face grimacing. However, the correct match is indicated briefly by a box flashing round the correct letter, followed by <SPACE>. A further incorrect entry leads to the letter being moved to a right hand box, but coloured blue. The fish on the right hand side remains green.

The sequence continues until all the letters are transferred to left hand boxes.

Having completed all six letters the child is rewarded by a crocodile appearing, and failing to catch the fishes corresponding to the correctly matched letters. The fishes corresponding to the incorrectly matched letters get eaten!

It should be noted that the time allowed for entry is greater for the top letter, as recognition of a new letter appearing on the screen takes more time than following the movement of an already existing letter. The time period opposite each letter is adjustable, as described in the initial menu section 4.

On completion of the cycle, the option is given to have another go. If this is chosen, the main sequence is repeated, otherwise the user is returned to the main menu.

#### **Option 2. Matching lower case letters/words**

This option takes the child on from the first option and develops at the recognition of a lower case letter at the start of a word by looking for a match with the moving letter. This is visually more complex. The initial choice is of the sequential



letters in the same manner as option 1. In choosing a letter A through to U the screen appears with a series of short words starting with the series of six letters chosen.

On pressing <RETURN> when the given letter is lined up with the same letter at the beginning of the word the child is rewarded by the fish eating both the letter and the word. The word is then moved to a box on the left hand side of the screen. Similar responses are obtained as with Option 1, and the crocodile appears in the same way as in the previous option.

#### Option 3. Matching Upper and Lower Case Letters

This option is similar to option 1 except that the moving letter is upper case. This therefore teaches the child to relate upper and lower case letters.

#### Option 4. Finding Upper Case Keys

This part of the program takes the child on from using the <SPACE> and RETURN keys to matching the given upper case letter on the screen to the upper case letter on the keyboard. The allowable time is set under option 4 of the menu, and in order to achieve the responses of a tune, happy face and the fish eating the letter, the child has to press the matching key within the set time. Failure to do so within the time leads to a grimace and a 'buzz'. The child is given a second try in the next cycle. If an incorrect key is depressed similar responses are obtained. If the child fails the second time to make the correct entry, the letter is transferred in a different colour to the boxes on the left hand side of the screen.

Note that <RETURN> does not have to be pressed after each entry.

On completion of the sequence the crocodile emerges, eating any of the fish representing the incorrectly entered letters.

#### Option 5. Finding Upper Case Keys Given Lower Case Letters

Having developed the skills of matching upper and lower case letters on the screen, this option helps children relate lower case letters on the screen with the upper case letters on the keyboard. This skill is particularly necessary to help children move on to more complex educational programs, when entries in lower case letters are accomplished using the keyboard.

The format of this part of the program is similar to the previous option, with similar responses.

## **2. INSPECT MONITOR RECORDS**

All BES programs contain a performance recording system or MONITOR. Using this, teachers, parents or the child can see how well the child is performing a task. Progress can be quantified as a result. Only then can a child's ability and educational needs be identified.

Each time a new name is entered after starting the program from the main menu, a new monitor record is created. The facility will hold the record of the last five children (after number five, number six will be recorded over number one, seven over two, etc.)

Data available under this option includes:

- a) Individual child's name,
- b) Time taken for the stage - in minutes,
- c) The category used - the menu number and, for example, the upper case letters with upper case keys,
- d) The moving letters and the child's individual entries. Note that a % sign indicates that the child has failed to make an entry within the allowed time. Correctly matched letters appear in green, and incorrect ones in red.

Careful analysis of the information stored in these records can provide a valuable guide to specific letter recognition problems or more general difficulties or successes.



### **3. SET SOUND LEVEL**

Sound can be very distracting in certain situations and as a consequence HAPPY LETTERS has a control allowing the sound to be turned off.

### **4. SET TIME LIMIT**

To cater for different levels of skill and to add interest and stimulus the delay time for the movement of letters on the screen in options 1-3 and the time to find a key in options 4-5 can be adjusted. This is entered as a number between 3 and 20. This is interpreted as tenths of a second in 1-3 (variable between 0.3 and 2 seconds) and whole seconds in 4-5.

It should be noted that it is important to set the time according to the child's ability. Setting too short a time can make the task quite difficult and may completely discourage a young child.

**Instructions' Source** : HAPPY LETTERS (Acornsoft/BES) Booklet

### **Review (Electron User)**

One of the points made by many infant teachers about the use of micros is that the keyboard is composed of capital letters, while infant children are more familiar with lower case. This program has gone a long way towards solving this problem by showing the relationship between the two systems. It contains a suite of five options which cover matching and identifying letters, with a delightful screen presentation which appealed greatly to the children I tried it on.

Five letters are displayed on one side of the screen, each with a fish lying behind it. Another letter moves slowly down the other side of the screen, pausing next to each of the five. When the two match, and if the child correctly signifies this by pressing the <RETURN> key, the little fish swims across and collects the pair of letters. Then it smiles and swims back to its place. When the sequence of attempts is over, a beautifully drawn crocodile appears at the bottom of the screen.

Those fish whose answers were correct can swim away, but wrong answers are gobbled up to shrieks of delight. The child making a wrong answer is given another chance, so hopefully most of the fish escape.

The first three options cover matching either lower case letters, lower case words or matching upper/lower cases. The remaining two options provide necessary practice in finding the letters on the keyboard - a major stumbling block even with 10 or 11 year olds.

The time delay allowed by the program can be varied, so that the child can be tested against his previous results.

Monitoring the children's scores is done very well indeed. The adult can not only see the scores of each child, but also the incorrect responses made so that the problems can be readily identified.

The program is a fine example of a tape which uses the micro as a valuable tool rather than merely as a gimmick. Everything about the program seems to have been well thought out, from variable difficulty levels to an excellent 16 page booklet for parents.

Phil Tayler, ELECTRON USER 1.10



# HAPPY NUMBERS

## *Professional, Originally Released On Cassette Only*

Game Type : Educational; Graphical Infant School Teaching Aid  
Author :  
Standalone Release(s) : 1983: HAPPY NUMBERS, BES/Acornsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ.  
Tel: (0223) 316039  
Disc compatibility : Unknown

### Instructions

Instructions currently unavailable.

### Review (Electron User)

This is another in the "Happy" series by Bourne, and it maintains the promise of the first title in the series, HAPPY LETTERS. It is aimed at a very young audience, this time between three and six, probably with an adult to help where necessary. Again the sound can be turned off, and I tended to do that rather often.

A large number is drawn filling most of the screen. The child then enters an input by pressing the appropriate number key the correct number of times. As each key press is made, a flower is added to the right hand side. If the correct input is made, the face smiles, and a flower is added to the score.

Should the answer be incorrect however, the flowers change colour and only a stalk is added to the score. A useful extra feature is that on an incorrect input, the same large scale number is drawn so that the child might compare the two.

There is the usual monitor screen, which allows the adult to assess the progress of up to five children. Should particular problems appear, the sequence of numbers given to a child may be set in advance by the adult to strengthen weaknesses.

It is good to see that the <BREAK> key is at least partly protected, returning the user to the main menu. It is also encouraging that such good quality programs are being made available for the Electron, emphasising the fact that it is an ideal machine for education both at school and at home.

This program is good value and will prove useful for any young family.

Phil Tayler, ELECTRON USER 1.12



# HARLEQUIN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1985: HARLEQUIN, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

Review : No Review Yet



# HEATHROW AIR TRAFFIC CONTROL

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Operate Air Traffic Control System  
Author :  
Standalone Release(s) : 1984: HEATHROW AIR TRAFFIC CONTROL, Hewson, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : HEWSON, 56B Milton Trading Estate, Milton, Abingdon, OXON  
Tel: (0235) 832939  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : HEATHROW ATC (Hewson) Back and Inner Inlay

**Reviews** : No Review Yet



# HELL HOLE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author : Peter Scott  
Standalone Release(s) : None known  
Compilation Release(s) : 1986: BUMPER BUNDLE, Alligata, £6.99  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : CDFS E00, DFS E00

## Instructions

As the adventurous bounty hunter, set out in search of long lost alien treasure buried with its former masters in a deep space graveyard (Hell Hole). Watch out as you dig for the crystals - too much movement and a dead alien will fall and crush you. Stay too long in one place and the robot guard will destroy you. Multi-screen.

Points: 2,000 per crystal plus time-bonus.

## Game Controls

Z - Left, X - Right, : - Up, / - Down  
Cursor Up and Cursor Down move screen.

**Instructions' Source** : BUMPER BUNDLE (Alligata) Inner Inlay

**Reviews** : No Review Yet

**See also** : ELECTRON USER 2.12 for a review of BUMPER BUNDLE



# HELTER SKELTER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1991: HELTER SKELTER, Audiogenic, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Bounce Into Action"

In these days of ever increasing sophistication it is most refreshing to play a game as simple yet addictive as Audiogenic's HELTER SKELTER.

The storyline goes like this: The world has been overrun by herds of comical looking monsters and your mission is to bounce the little blighters into oblivion. I choose the word bounce specifically, since you are a red rubber sphere of considerable size.

Ball control is achieved by means of three keys - left, right and bounce and your mastery of the bounce button will determine the outcome of the game. Oddly enough the world that you are defending is constructed in platform game fashion - single screens, with several platforms floating in mid-air. Each is inhabited by one or more randomly moving monsters just waiting to be bounced.

Being an ace tactician, my first inclination was to ricochet around the screen as fast as possible, obliterating everything that I touched. After I had doubled the indigenous monster population in five seconds I decided to adopt a more subtle approach - so I sat down and read the instructions.

The accompanying script indicated that the programmers had anticipated my sledgehammer approach by specifying the order in which the monsters must be despatched.

On all occasions, the next one to be blatted is highlighted by a large white arrow hovering above its head. Contact with any other beast induces instant binary fission, the result being two furry fiends scurrying around the screen instead of one.

Don't be put off by the fact that you can literally sprint through the first few screens, as this is a deliberate ploy to boost your confidence. Things soon begin to increase in both complexity and difficulty - don't forget that you have a total of 74 levels to complete before you reach the end!

HELTER SKELTER's monsters are not in any way harmful to the bouncing ball and the game's controlling factor is time. A digital clock counts down the seconds as you race to obliterate the monster masses. Tension is heightened by a rapid ticking sound that starts at the 10 seconds marker.

Scoring is relatively simple. You receive 500 points for every monster you zap, a further 1,000 bonus for every second that remains on the clock, and a final skill bonus which is halved every time you press the bounce button.



This final bonus encourages a player to adopt the most economical approach to completing a screen - this is also probably the quickest.

Variety is introduced by means of various tokens that appear at random throughout the game. Time limit permitting, you may be able to collect the letters E-X-T-R-A and be rewarded with an additional ball.

Alternatively there is a range of symbol tokens that can temporarily paralyse the monsters, interrupt the passage of time, or best of all, teleport you to the next level.

Sound is used sparingly: There is no title tune and the spot effects are simple, but this doesn't really detract from the game's appeal.

Considering the now ageing Electron's capabilities, HELTER SKELTER strikes a good balance between graphic detail and colour use. On the animation front, the characters exhibit flicker-free and fluid movement, with the realistic response of the ball to the apparent gravitational effects being worthy of note.

If you become bored with playing your way through the same old levels time after time and you're not good enough to get any further, try pressing E while you're on the title screen. Once the discrete message Edit mode has disappeared you will be faced with a blank screen - a canvas upon which you can express the more devious side of your personality.

This built-in level designer allows you to create an infinite number of new screens, provided that you save them to disc or tape in groups of 40.

You are given total control over the size and location of all platforms, the number of monsters present, the starting position of your ball, the time allocation and the size of the low bounce bonus.

The only failing of this otherwise powerful editor is that you cannot edit a screen one you have committed it to memory. If you've used game editors in the past you will realise the magnitude of this omission. There is no way that you will ever create a well balanced level at the first attempt - it will always be too easy, too difficult or just downright impossible!

I would rate HELTER SKELTER as one of the better platform games to have hit the market in recent years. Simplicity is the keyword throughout: Simple controls, simple gameplay, simply fun!

Jon Revis

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	8

"Electron User Golden Game"

ELECTRON USER 7.10



# HERCULES

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Author : Gary Tomlinson  
Standalone Release(s) : 1987: HERCULES, The Power House, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : THE POWER HOUSE, 204 Worple Road, LONDON SW20 8PM  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Infuriatingly addictive game based on the Twelve Deadly Labours of a modern-day Hercules. Watch out for Killer Birds, Ugly Jitters and Fireballs. You play the role of Hercules the Super Hero - ARE YOU WORTHY?"*

## Hints And Tips

If the way doesn't seem clear...take a chance!  
You will start on a screen randomly selected by your computer.  
Don't stay in one place for too long - the results could be painful.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, SPACE - Jump

## Programmer Profile

Name: Gary Tomlinson  
Date of Birth: 1st Aug 1970  
Occupation: Programmer for Wise Owl Software  
Work In Progress: Various Wise Owl games, Rocky Horror Show (Electron)  
for CRL and his own secret arcade smash ... watch this space!

**Instructions' Source** : HERCULES (Power House) Back and Inner Inlay

**Reviews** : No Review Yet



# HERE AND THERE WITH THE MR MEN

*Professional, Originally Released On Cassette Only*

Game Type : Educational Arcade Games (Ages 4-8)  
Author : PrImEr Educational Software  
Standalone Release(s) : 1986: HERE AND THERE WITH THE MR MEN, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Directions can be confusing! Learning the different between Right and Left can be a hard task. Some adults never really grasp the idea and begin to panic when asked for directions!"*

*Featuring the ever popular Mr. Men, this set of four games has been specially written for children of four years and upwards.*

*The games are not only fun to play, they are also designed to teach children about giving directions and how to plan simple routes.*

*Designed by two primary school teachers, these programs draw on their experience of teaching the early years and using computers in the classroom.*

*Included with the programs is a specially written instruction book featuring the Mr. Men. Intended to be read with your children, it introduces the games and the simple operations required to play them."*

## A Note To Parents

Directions can be confusing. Learning the difference between Right and Left can be a hard task. Some adults never really grasp the idea, and begin to panic when asked for directions!

The aim of these programs is to lead children in an amusing and stimulating way, from:

"Go that way" (pointing), to:

"Move to your Right" (My Left)

The games are also about simple route planning, and therefore involve thinking ahead.

I hope you will read these stories with your children as they play the Mr. Men computer games for the first time. They are intended to introduce young children to the computer games in an amusing and lighthearted way.

- Roger Hargreaves

## Mr Tickle's Jigsaw Puzzle

Mr Tickle is shattered! Nobody laughed at his last prank. See if you can put him together again and revive his tickling powers - ready for the next game.

The jigsaw pieces outside the box are waiting to make a picture for you. They will move only in straight lines to the centre, either up, down or across the screen.

See the yellow wall? You can line up the doorway with the yellow piece of puzzle by using the arrow keys (cursor left and cursor right for the top and bottom walls, cursor up and cursor down for the side walls).



When the doorway is lined up with the yellow piece of puzzle, press <RETURN>. This wall will turn red and the next wall will turn yellow. Do the same for the next piece of puzzle, and the next, and the next.

Did you line up the doorways properly? If you didn't the puzzle can't be finished.

As soon as all the walls are red, the yellow pieces will try to zoom through the doorways to the centre of the box.

When you have finished the puzzle, watch Mr Tickle flex those tickling muscles! Look out Mr Grumpy, here comes Mr Tickle!

### **Mr Tickle And Mr Grumpy**

Mr Tickle has come to cheer up Mr Grumpy. But Mr Grumpy doesn't want to be cheered up. He has made his doorways so small that Mr Tickle cannot get through.

He thinks he's sage, does he? Well, you and Mr Tickle know better. Mr Tickle's hand can still fit through the doorways. He can make his arm grow longer and longer, and so he can still reach in and tickle Mr Grumpy.

In this game, Mr Tickle lets you choose where to tickle Mr Grumpy - in his ribs, on his head, under his feet, or anywhere.

Before you tickle Mr Grumpy you can move the doorways if you need to, just like you did in the last game, Mr Tickle's Jigsaw Puzzle. You can line up the doorway in the yellow wall with Mr Grumpy by using the arrow keys (left and right for the top and bottom walls, up and down for the side walls). When the doorway is ready, press <RETURN>. This wall will turn red and the next wall will turn yellow. If you are not going to use this doorway, you don't mind where it is, so just press <RETURN>. After pressing <RETURN> four times all the walls will be red and Mr Tickle is ready for you to tell him how to reach Mr Grumpy.

You have to tell Mr Tickle where to stretch his arm to reach Mr Grumpy. He can read <L> for "left", <R> for "right", <U> for "up" and <D> for "down".

If you find it easier to use the arrow keys, you may do so.

If you make a mistake you can rub it out by using the <DELETE> key.

When your list is complete, press <RETURN> and see if you and Mr Tickle have reached Mr Grumpy.

Are you stuck and don't know what to try? Then try to tickle Mr Grumpy's head with this:

- \* Line up the top doorway with Mr Grumpy. Press <RETURN>.
- \* Press <RETURN>, <RETURN>, <RETURN> for the other three doorways which you don't need.
- \* Press arrow up, arrow right, arrow down, <RETURN>.
- \* This will show as u (for up), r (for right), d (for down) at the top of the screen.
- \* Now watch Mr Tickle's arm. It goes:
  - U(!)p to the top
  - R(!)ight to the doorway
  - D(!)own to Mr Grumpy!

Good fun, wasn't it?

An even better place to tickle Mr Grumpy is his feet. Feet are so ticklish, aren't they?

- \* Press <RETURN>, <RETURN> for the first two doorways which you don't need.
- \* Line up the bottom doorway with Mr Grumpy. Press <RETURN>. Press <RETURN> for the last doorway, which you don't need.



\* Press <D>, <D>, <R>, <U>, <RETURN>.

\* Mr Tickle's arm will go:  
D(!)own to the doorway  
D(!)own to the bottom  
R(!)ight to the doorway  
U(!)p to Mr Grumpy!

Now try to tickle Mr Grumpy in other places, but remember, in this game, Mr Tickle's hand cannot go across anything already drawn on the screen.

If you find it too hard to plan a whole list of directions for Mr Tickle, you can do it a step at a time. You do this by pressing the <C> key before you start your list. A boot will appear on the screen to show that you are doing it a step at a time. Now, as you give Mr Tickle each instruction, it will happen straightaway instead of waiting for the <RETURN>.

On the other hand, if you get too good at tickling Mr Grumpy, he will try to block up the doorways with chairs, but there always seems to be a way to tickle him!

When you are good at the game try a double tickle, or even a triple tickle, in one go. You can make Mr Tickle's arm bounce off inside walls, chairs, Mr Grumpy, or even Mr Tickle's own arm. Remember that inside the house Mr Tickle's arm will not stop at the doorways. It will only change direction when his hand bumps into something.

### Mr Lazy

What a lovely afternoon for a snooze! Mr Lazy has found just the place, under a large apple tree. As he stretches out in the soft grass, he notices a juicy red apple up in the tree. As you know, Mr Lazy is far too lazy to climb the tree and pick the apple! He just lies down under the apple, waiting for it to drop.

Suddenly a friendly worm appears. He would like to help Mr Lazy, but being such a small worm, he cannot see that far. He will climb the tree and push the apple off, but you must tell him where to go.

You will need to give the worm a list of things to do. At each fork in the tree he will do the next thing on your list. He can read <M> for "move", and <R> for "turn right". If you find it easier to use the arrow keys, you can use up for "move", left for "turn left", and right for "turn right". If you make a mistake you can rub it out by using the <DELETE> key. When your list is complete, press <RETURN>, as in the last program, Mr Tickle and Mr Grumpy.

Remember, worms don't climb on their backs, so, from the moment the worm starts, he will be looking along the tree-trunk.

If, as an example, you told the worm: "m m r m m m l m"

- 1) m moves the worm forward to the first fork of the tree
- 2) m moves him to the second fork
- 3) r turns him to face the branch on his right
- 4) m makes him move in this direction to the first fork in the branch
- 5) m keeps him going that way!
- 6) m and again!
- 7) l turns him to face the branch on his left
- 8) m moves him along the branch

and, being a playful little worm, he will knock the apple down on to Mr Lazy's sleepy head!

But what is this? It's a magic apple tree. Two more branches have grown, and there is another juicy red apple!

Have another go!



## Mr Men Versus Mr Tickle

The gang of four Mr Men are trying to stop Mr Tickle from moving. He has been such a nuisance rushing around tickling people. Can you help to trap him?

Mr Tickle wants to get past the gang of four. He will usually move forward on the red squares, but if he can't he is allowed to step back.

You are in charge of the gang of four who are trying to trap Mr Tickle. They are only allowed to move forwards on the red squares.

Choose which Mr Man you want to move. Press <RETURN> until he appears in the top right hand window. Then press the left arrow key to tell him to move a step to the left, or the right arrow key to move a step to the right. If you were like Mr Clever, you could tell him to move to HIS left or HIS right by using the <L> and <R> keys. Go on, try it. Try pressing <L> for HIS LEFT, and watch him move to YOUR RIGHT.

Did you see Mr Tickle also move a step? Choose another of your Mr Men to move forward, but be careful. If you leave a gap, Mr Tickle will give a wicked grin and hop right through!

**Instructions' Source** : HERE AND THERE WITH THE MR MEN (Mirrorsoft) Inner Inlay

## Review (Electron User)

Mr Tickle has a problem. He is in little bits all over the screen. Well, that's not too bad. We can soon put him together. Mr Grumpy has problems too. The regenerated Mr Tickle keeps tickling him. Mr Lazy's problems are worst. A long red worm keeps eating through apples which then fall on his head. In the end they all get their own back on Mr Tickle. The gang of four go after him!

That is the storyline behind this set of four programs aimed at 4 to 8-year-olds. It may sound trivial but it certainly is not. The plot stimulates and involves the children in decision making and planning. The educational objectives are well defined and are met by the activities that the programs demand.

The theme of the package is left, right, up and down. In the first program, the user has to move a gate either left and right or up and down to line up with parts of Mr Tickle. The only keys used are the cursor controls and <RETURN>. Graphics are good and produce comprehensive non-verbal cues for the user.

The second program allows the user to control Mr Tickle's long tickling arms and attempt to tickle Mr Grumpy. This time the child has to plan the actions and enter a short list of instructions such as "urd" (up-right-down) to guide Mr Tickle's arms to Mr Grumpy's nether regions. Again the cursor keys can be used or the letters U, D, L, R. If your tickling ability isn't too good then Mr Grumpy tries to place chairs in your way.

Mr Lazy appears in the third program. You control a worm that has to climb a tree and eat a particular apple. If successful, the apple falls onto the head of an unsuspecting Mr Lazy. Again, a set of instructions are entered and then carried out. I feel that this game is easier than the second, but that is a minor criticism as a parent or teacher can decide which order a child follows the programs. I found this program extremely difficult on a black and white monitor but fine in colour.

The final game, similar to Fox and Hounds, is played on a chessboard. The user controls four different Mr Men and attempts to trap Mr Tickle. Mr Tickle does not play the game too well and so it should be possible for most children to succeed in trapping him.

There is a comprehensive manual for an adult to read to the child. The sound cues can be switched off. I really enjoyed going through this package and so did the children I tried it on! This is the type of educational software I would like to see entering the home market.

John Woollard, ELECTRON USER 2. 6



# HEX

## *Professional, Originally Released On Cassette Only*

Game Alias : HEX: THE LEGEND OF VIANNA  
Game Type : Text Adventure (Adventure No. 6 In THE LARSOFT COLLECTION)  
Author : Geoff Larsen  
Standalone Release(s) : 1988: HEX, Larsoft, £3.95  
Compilation Release(s) : 2002: THE LARSOFT COLLECTION, Larsoft, PD (Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LARSOFT, 4 Chantry Road, Clifton, BRISTOL BS8 2QD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Whilst on a hiking holiday in Cornwall, you find yourself in Padstow during the Hobby Horse celebrations. These take place on May Day when the hobby horse dances through the crowd grabbing at and bumping into watching spectators.

After the celebrations you become engaged in conversation with a couple of old Cornishmen in one of the taverns. When you inform them of your interest in legends and folklore, they start to mention the local legend of a witch named Vianna who lived by the coast between Padstow and Bude, farther north.

A couple of hundred years ago, the woman Vianna was accused of being a witch and was put to death. The people say, however, that at certain times she returns to stalk the night along with various demons and familiars which she conjures up to help her in whatever diabolical deeds she performs.

Now that King Edward has succeeded to the throne, people are less likely to be alarmed by ghost stories and witchcraft in these modern Edwardian days. However, in recent years there have still been a number of respectable people reporting eerie occurrences. Why, only last year a local doctor reported hearing the sound of voices and the whinnying of horses on the moors whilst there was no sign to be seen of anybody.

These days, however, Vianna is more euphemistically referred to as Vi and many scoff at the mention of witchcraft.

One of the men to whom you are talking mentions that he is driving in the morning to Bude and that he will happily offer you a seat on his carriage so that you can visit the village where Vianna lived.

So it is that the following day, the man drops you off after a journey of about an hour or so and continues on his way Northwards.

"If you should meet the old witch, give her my regards," he laughs as the carriage is driven away.

Now is it my imagination, or is it just a little bit more chilly than it was a moment ago?

### To Load Game:

Type \*RUN <RETURN>

### To Redescribe Current Location:

Type L



**Movement:**

Movement through the game is usually effected by N, S, E, W, U and D

**Inventory:**

An inventory of your current possessions can be found by typing I

**Commands:**

Commands are entered in the usual verb-noun or verb format

**To Save Game Position:**

Type SAVE. The current state of play can then be resumed by typing LOAD

**Instructions' Source** : HEX: THE LEGEND OF VIANNA (Larsoft) Inner Inlay

**Review (Electron User) - "Atmospheric Adventure"**

He's done it again. Geoff Larsen's last adventure, THE PUPPET MAN, gave rise to an excess of superlatives in my review. Now, I shakily pluck out my thesaurus in an attempt to find more words of praise for his latest QUILLed masterpiece.

While on a hiking holiday in Cornwall way back in 1902 you find yourself in Padstow during the Hobby Horse celebrations. After the celebrations you talk to a couple of local Cornishmen in one of the taverns.

When you tell them of your interest in myth and folklore they recount the legend of Vianna, a witch who lived in the area some 200 years earlier. Thus the scene is set and as you accept a lift in a carriage to Bude the next day, the story you heard the previous evening sends a shiver down your spine.

With no obvious purpose, it will take you some time to realise exactly what your quest is to be. As with previous Larsoft adventures, flags are set as you move, which put into operation important events.

For instance after about thirty moves the trinket shop will be open for business, and thirty moves later a fisherman will appear outside the inn and explain that the tide is turning. Shortly afterwards a means of reaching the island will be uncovered.

That is as much of the plot as I can give away without spoiling the enjoyment for you.

However, I will say that it is essential that you talk to the characters you meet, as they will provide the most important hints to unravelling this mystery.

Once again this Larsoft adventure is only restricted by the utility which Geoff has used to write it. I long ago groaned at having to use two word, verb-noun input. Considering such limitations, the adventure reeks atmosphere and is incredibly addictive.

I won't go so far as to say that HEX surpasses THE PUPPET MAN in quality, as it is constructed and carries a plot in a totally different vein. However, once again THE QUILL has been taken to its limits by the creativity and ingenuity of Geoff Larsen.

This adventure immediately jumps into my all-time Top Ten of personal favourites.

Presentation .....	9
Atmosphere .....	8
Frustration factor .....	9
Value for money .....	10
Overall .....	9

Pendragon, ELECTRON USER 5. 8

**Solution (Acorn Electron Haven)**



HEX is a pseudo "real-time" adventure where you must wait around at certain locations at certain times. To advance time quickly, simply hit the <RETURN> key without input as it has the same effect as typing WAIT.

From outside the Kingfisher Inn, go E then GO into the village STORE. GET the SACK of flour before LEAVEing then go E again and you will be outside a closed trinket shop. Hit <RETURN> about 25 times to hang about outside then GO SHOP when it opens. Inside the shop, EXAMINE the SHELF and EXAMINE the URN you find there. GET the CLOD of earth only. Taking the other items will result in a beating from the locals.

LEAVE the SHOP and go W, W, S and S to a gateway. GO through the GATE to the grounds of the parsonage and keep LOOKing (Key L then <RETURN>) until the parson gets tired of looking at you (after about twenty such inputs). Go W and LISTEN to soak up the atmosphere. GET the TROWEL and go E, N, N, N, E, E and D onto the pebbled beach. WASH the CLOD in the seawater to reveal a ring. Now go E.

GO onto the revealed TOMBOLO off the shore and follow the path N, U and N to the old house. RING the BELL and a man will appear. TALK to the MAN and, on seeing the ring, he will invite you inside. ENTER and CHOOSE a tarot CARD as requested. You will be told what to do next.

LEAVE and head S, D, S, D, W, U, W and W. ENTER the INN and READ the PLAQUE chronicling the legend of Vianna. Now LEAVE and keep LOOKing (L) until darkness falls and a lit lantern is placed before you. GET the LANTERN then go S, W, W and W. You can now GO into the COTTAGE you passed earlier. TALK to the MAN inside and he will introduce himself as Baines, whom you have been told to seek. SAY TREGARETH sent you and you will have access to the whole of his possessions.

GET the COMPASS before LEAVEing then follow the road W, W and W. Lots of eerie things will be happening around you as you do. Go S into a dense mist and wander W and S through it onto the crest of a hill. Go D and D again into a combe dominated by a large manor house. GO into the MANOR courtyard (which belongs to the parson you saw earlier) and LIFT the WINDOW.

GO through the WINDOW into a library and walk E and E through the house into the study. EMPTY the SACK of flour then retreat W. Hang around by hitting <RETURN> until you hear movement within the study. Go E to investigate and you will find the room empty. EXAMINE the FOOTPRINTS on the floor and EXAMINE the CORNER they lead to. The inspection reveals a loose tile. MOVE the TILE and PULL the ROPE to reveal an opening to a secret passage.

GO OPENING and then go N. EXAMINE the FLOOR and LIFT the TRAPDOOR. By going D, E, E and N, you can return to the churchyard by this new route. Now the crypt will be open so GO into the CRYPT and GO along the TUNNEL littered with keys. Go N and E past the clump of trees to the shore. DIG here with the trowel and OPEN the wooden CHEST you unearth.

GET and LIGHT the FLARE to expose the smugglers' operations and then return W. GO into the CLUMP of trees. In amongst them you can GET a white HORSE and should RIDE the HORSE. Ride S, E and S to Snake Lane where it will throw you off. Walk S and you will be faced by a short man with a gun. EXAMINE the MAN to reveal the real secret of Vianna but do not try to escape else he will shoot. Hit <RETURN> until Tregareth attacks him from behind. Both men will plunge over the cliff edge.

Hit <RETURN> three more times and the church bell will toll. Go E, S and S then ENTER the lychGATE. Go W and GO onto the church PORCH. TALK to the PARSON in the church and he will ask you to return to the Inn where the adventure started. LEAVE and go E, GO GATE, N, N and E. You will then see a Kingfisher proving both that the legend may have been true and that you have completed the adventure.



# HEZARIN

*Professional, Originally Released On DFS E00 Disc Only*

Game Type : Text Adventure; Disc-based; The Biggest Electron Adventure!  
Authors : Steve Tinney, Alex Ship & Jon Thackray  
Standalone Release(s) : None  
Compilation Release(s) : 1990: LAST DAYS and HEZARIN Double-Pack, Topologika, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

You have been transported to the strange and wondrous land of Hezarin, a world held in the grip of an evil tyrant - the sorcerer Arijith. As a sworn-in member of the Adventurers' Guild, you cannot ignore the inhabitants' plea for help, and although no doubt this will not stop you from acquiring the odd treasure along the way, your ultimate task is to overcome the tyrant and free the peasants from his oppressive reign...

Rumour has it that the Ruling Council of Hezarin, an omniscient body that works in mysterious ways, foresaw the rule of the old tyrant and crafted a magic device, in the form of an old panelled box, which could be used to overcome him; but over the passage of time the box has been lost and the secret of its use forgotten. Other sources say that Arijith himself consigned the box to a secret location deep in the bowels of the earth, and has woven dark spells and set hidden traps so that no ordinary man may chance upon it...

You start your exploration in a large field out of which rises an out-crop of glistening white limestone. To the north lies thick forest, to the west an apparently infinite plain, and to the east a thick hedge. Where next?

The skeleton of HEZARIN was put together in 1981 by Steve Tinney and Alex Ship. The flesh was added in 1990 by Jon Thackray, aided in the later 'testing' stages by Peter Killworth. HEZARIN is a big game, so we cannot guarantee that it is completely bug-free. Should you discover any, please let us know.

## On-Line Help

I get lost in the forest - Hint 1  
What is the point of the forest? - Hint 2  
I get lost in the infinite plain - Hint 3  
I can't get up the hill - Hint 4  
What is the significance of the planks in the trees? - Hint 5  
I can't get up the tree with the planks - Hint 6  
I can't find anywhere apart from the village - Hint 7  
I keep falling in a river - Hint 8  
Whenever I fall in the river I can't escape - Hint 9  
What does "SKCITSHOOP" mean? - Hint 10  
What can I do in the rubble pit? - Hint 11  
I can't find any light for the area beyond the long tunnel - Hint 12  
I can't get near any of the torches in the long tunnel - Hint 13  
I can't get hold of any of the torches in the long tunnel - Hint 14  
I can't find my way out to the marsh - Hint 15  
I always die in the marsh - Hint 16  
What is a marshwibble? - Hint 17  
What is wiffinweed? - Hint 18  
I can't reach the crown - Hint 19



I can't find anything in the cabinet - Hint 20  
What is the significance of the loud >>BANG<< as I leave the small chamber with the cabinet? - Hint 21  
I can't get things out of the cabinet - Hint 22  
How can I decide which passage to take from the Nettle? - Hint 23  
I keep getting killed by orcs - Hint 24  
I can't determine reliably which orc to tackle first - Hint 25  
I can't turn on the valve on the pipe - Hint 26  
Even when I've fixed the pipe I can't turn on the valve - Hint 27  
I can't turn off the valve on the pipe - Hint 28  
What does turning on the valve on the pipe do? - Hint 29  
I can't get into the hole into the damp cave - Hint 30  
I can't get down the hole into the damp cave - Hint 31  
I can't get out of the hole in the damp cave - Hint 32  
Even when I find out which orc to tackle, I still can't kill it or get the crystal - Hint 33  
After getting a crystal I lose my sword - Hint 34  
Can I go down any of the other passages from the Nettle after acquiring a crystal piece? - Hint 35  
What do the grey doors conceal? - Hint 36  
I can't get past the grey doors - Hint 37  
Why does the place where I find the box fill with smoke? - Hint 38  
What is the significance of the black smoke? - Hint 39  
I can't get beyond the smoke filled room near Fountain Cavern - Hint 40  
I can't find my way through the minotaur's lair - Hint 41  
I can't take my possessions away from the area near Poohsticks bridge - Hint 42  
I keep falling down pits when I try to get through the dismal smoke filled passages - Hint 43  
Even when I know where the pits are I still can't cross them - Hint 44  
Having crossed the first pit I still can't cross the second - Hint 45  
When I save the game I get told of earth tremors - Hint 46  
I die when I swing on the rope bridge - Hint 47  
I get lost in the shifting halls - Hint 48  
Why can I reach two different sets of grey doors? - Hint 49  
I get killed by the morlock - Hint 50  
I can't find my way through the wild wood - Hint 51  
Climbing trees in the wild wood doesn't seem to help me - Hint 52  
I can't go in the directions I want to go in the wild wood - Hint 53  
I can't get to the source of the smell in the wild wood - Hint 54  
I can't find anywhere to go in the valley - Hint 55  
Even from within the waterfall pool I still can't get anywhere - Hint 56  
What can I do in the chamber behind the waterfall? - Hint 57  
I always get lost on the moors - Hint 58  
Can I do anything in the quarry? - Hint 59  
I don't know what to do when the big wave comes along - Hint 60  
I die when I try to ride the wave - Hint 61  
How do I get hold of the second crystal piece? - Hint 62  
When I get two crystal pieces they stick together - Hint 63  
I die when invisible items go in the river - Hint 64  
I die when I'm wearing or carrying invisible items and I go in the river - Hint 65  
The crown doesn't seem to be worth anything - Hint 66  
I can't get the crown to the area near Fountain Caven - Hint 67  
I die when I hit the stalactites - Hint 68  
What should I do at the stone circle? - Hint 69  
I can't find anything useful in the zebra room - Hint 70  
I keep getting killed by the tiger - Hint 71  
I can't get past the door with the clay rectangle - Hint 72  
When I've got three crystal pieces I can't find any more sleeping orcs - Hint 73  
When I get my sword for the fourth time I hear another loud >>BANG<< - Hint 74  
Even though I think there's something in the cabinet I can't see it - Hint 75  
Even when I use the correct item I still get killed in the chamber full of stalactites - Hint 76  
I don't know what to do with the metal ring - Hint 77



After finding the secret passage near the tiger's lair I still can't get past the tiger - Hint 78  
The gremlins keep stealing my possessions - Hint 79  
I can't get understand the adventurer in the bar - Hint 80  
I don't know how to use the information I get from the adventurer in the bar - Hint 81  
Even when I've got to the secret cave underneath, I still can't find my way through the minotaur's lair - Hint 82  
I get lost on the moor beyond the standing stone - Hint 83  
The tiger follows me into the secret passage and kills me - Hint 84  
I can't get out of the tiger's lair and past the tiger again - Hint 85  
I can't find anything at the barrow - Hint 86  
I can't find my way out of the peaceful area - Hint 87  
I can't get past the door with the angular pattern on it - Hint 88  
I can't get into the crack in the north wall of the long east-west tunnel - Hint 89  
What can I do with the sarcophagus? - Hint 90  
I don't know what to do with the jar - Hint 91  
I keep getting killed by dragons - Hint 92  
What does "WOZX" mean? - Hint 93  
Saying "WOZX" doesn't help me - Hint 94  
I can't get into the Ivory temple - Hint 95  
I get killed by acolytes, guardians and the high priest - Hint 96  
Even when I'm disguised I still get killed by the high priest - Hint 97  
I get killed by the fourth orc - Hint 98  
I can't open the box - Hint 99  
I can't get hold of the fly - Hint 100  
How do I become human again? - Hint 101  
How do I get out of the secret cave underneath the minotaur's lair? - Hint 102  
When I open the trapdoor under the minotaur's lair something heavy kills me - Hint 103  
Even when I've found the minotaur's den I can't move it - Hint 104  
Even with assistance I still get killed by the dragons - Hint 105  
I can't get past the granite slab in the barrow - Hint 106  
I don't know what to use to get past the granite slab in the barrow - Hint 107  
Even when I know the correct implement I still can't get past the granite slab in the barrow - Hint 108  
I can't get away from the minotaur's lair area - Hint 109  
I can't get down to the ledge near the minotaur's lair - Hint 110  
I think I need a rope but I can't find one - Hint 111  
Once I've got a rope I can't get back to the secret cave - Hint 112  
Even when I've got a rope I can't get down from the secret cave - Hint 113  
I can't get along the narrow ledge - Hint 114  
I can't get all the items from the minotaur's lair out with me - Hint 115  
I keep getting killed by lions and leopards - Hint 116  
After finding my way through the dragons I get killed on the way back - Hint 117  
Even after killing one of the dragons I can't get back past the rest of them - Hint 118  
I always run away when I visit Nightmare Cavern - Hint 119  
What does "Riggins" mean? - Hint 120  
I can't get hold of the carpet - Hint 121  
After killing the lions and leopards I can't get away from the Pooh-sticks bridge area again - Hint 122  
I can't get out of the river - Hint 123  
I get killed by the witches - Hint 124  
I can't get past the bear - Hint 125  
I don't know what the password is - Hint 126  
I can't get hold of the topaz bracelet without being blocked in - Hint 127  
I can't get past the boulder - Hint 128  
When I try to get rid of the boulder I break my hand and die - Hint 129  
I die from being too vigorous - Hint 130  
Even when I'm disguised I still get killed by temple guardians - Hint 131  
I can't get a weapon to the Ivory temple - Hint 132  
I get killed by the scorpion men - Hint 133



I can't carry the seal with me on the carpet - Hint 134  
I don't know how to use the thong - Hint 135  
The scorpion men won't let me enter the Way of Darkness - Hint 136  
I can't find my way through the Way of Darkness - Hint 137  
What does "tar" mean? - Hint 138  
What does "APERIR" mean? - Hint 139  
I can't get past the spores under Mount Mashu - Hint 140  
I can't get at the rubies - Hint 141  
I can't get the metal triangle in the pond - Hint 142  
I don't know how to use the sundial - Hint 143  
What does "AVERNUS" mean? - Hint 144  
I can't get past the flashing sword - Hint 145  
I can't get off the top of the rainbow - Hint 146  
What should I do at the end of the rainbow? - Hint 147  
My feet get hot and I die in the Ivory temple - Hint 148  
I can't get into the sanctum sanctorum - Hint 149  
When I'm wearing a red robe I get killed by the high priest - Hint 150  
I don't know how to get across the snake pit - Hint 151  
When I try to cross the snake pit I get bitten - Hint 152  
I can't wash my feet with my boots on - Hint 153  
I don't know how to get out of the shrine of the panel - Hint 154  
I don't know what to do with my treasure - Hint 155  
I'm not allowed to take the wooden panel - Hint 156  
I can't mend the box even when I've got all four panels - Hint 157  
I can't find my way up to the castle - Hint 158  
I keep getting killed by avalanches - Hint 159  
I can't get away from the tree in the ravine - Hint 160  
The tree breaks and drops me in the ravine - Hint 161  
I can't get up the shaft - Hint 162  
What do the levers do? - Hint 163  
I can't get up the stone staircase without being killed - Hint 164  
When I've challenged the wizard I get killed immediately he appears - Hint 165  
When I've challenged the wizard I don't know how to get away - Hint 166  
I can't succeed in closing the stairs while the wizard is following me - Hint 167  
When I get to the top of the stairs I still die shortly after - Hint 168  
I can't get out of the great laboratory - Hint 169  
I don't know which way to go in the library - Hint 170  
I don't know what to do when I get to the library shelves - Hint 171  
What does "nis" mean? - Hint 172  
Even when I've found the fragment of ancient manuscript with "nis" on it I still get killed by Anjith - Hint 173  
What are the uses of the individual objects? - Hint 174  
I can't find all the valuable items - Hint 175

**Instructions' Source** : HEZARIN (Topologika) Help Booklet

**Reviews** : No Review Yet



# HI-Q-QUIZ

## ***Professional, Originally Released On Cassette Only***

Game Type : Quiz; Graphical Trivial-Pursuit Style Game  
Author :  
Standalone Release(s) : 1990: HI-Q-QUIZ, Blue Ribbon, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"Take The Challenge! "Test your knowledge and intellect across a broad range of subjects. Stretch your powers of recall and memory. Can you outwit your friends in each of the four levels of difficulty? Can you beat the clock to answer questions? HI-Q-QUIZ requires skill and judgement, and a little luck, to move around the board in your attempt to be first back to the Hi-Q Base. Answer questions on Sport, Entertainment, Geography, History, Art and Science. Tease your brain and enjoy this exciting and stimulating game!"*

There are four types of questions, each type represented by a symbol on the screen:

Red	Science Questions
Blue	Sport Questions
Orange	History and Geography Questions
Grey	Art and Entertainment Questions

Each player has a marker with the player number on it. The marker "blinks" at each player's turn.

The die at the top of the screen will spin and may be stopped by pressing <SPACE> or FIRE. The marker may then be moved a corresponding number of spaces along the board in any direction using the JOYSTICK or KEYBOARD as above. A question of the category occupying the final position of the marker will be displayed. The player must answer the question out loud to the other players, then press <SPACE> or FIRE to display the correct answer. The computer will then ask if the player was correct or not. Use the JOYSTICK or KEYBOARD as above to select the response and then press <SPACE> or FIRE to confirm.

If the Timer option was set, then a bar of decreasing length is displayed to indicate the time remaining. If time runs out, the question is deemed to have been answered wrongly and play passes to the next player.

To Win a player must correctly answer the required number of questions for each category and then must land back on the centre position in order to answer a final, random question. If this question is wrongly answered then the player's marker is put back onto the board and he must try again.

### **Notes**

No marker may jump over or finish a move on the same position as another marker. If this is attempted then the rest of the available moves are forfeit.

Once movement has begun, the direction of movement cannot be changed for that turn.

The Yellow Symbol on the board is a re-throw square which may only be used once in any turn.



### **Options**

Select number of players using keys 2-4.

Select level of play using keys 1-4.

The level chosen is the number of correct answers required to complete each category.

Select timer ON - Y/N

Select time limit using keys 1-9.

### **Game Controls**

Use CURSOR KEYS and <SPACE> to FIRE.

**Instructions' Source** : HI-Q-QUIZ (Blue Ribbon) Back And Inner Inlay

### **Review (Electron User) - "Trivial Touch"**

Every once in a while a software house produces something that is so out-dated and run-of-the-mill that you wonder why it even bothered. Blue Ribbon has done this with its latest release, HI-Q-QUIZ.

Basically a budget version of Trivial Pursuit, the board consists of a wheel with four spokes, around which each of the two to four players move. Each segment on the wheel and spokes bears a symbol which indicates the type of question that you have to answer when you land on it - sport, sciences, history/art and natural history.

The questions vary in difficulty from easy: What is the name given to a baby cat? To relatively hard: Where were the 1932 Olympics held?

The questions are randomly selected from data files which don't seem large enough to prevent repetition - the same questions keep turning up and the one about the venue of the 1960 Olympics has been asked in every game I've played.

There are four levels of play, the higher you select, the more questions you need to answer to win. Success goes to whoever answers the required number of questions in each category and then returns to the centre and gives the correct answer to a final randomly selected question.

You stop the roll of dice on screen by hitting the spacebar then use the cursor keys to move your marker. You can set a device to limit the time in which the questions have to be answered and there are segments which allow you to roll again if you land on them.

There are a few differences between HI-Q-QUIZ and Trivial Pursuit, but not many. For instance, you can't pass over a segment occupied by another player's marker and you can't pass through into the centre unless you roll the exact number needed. Even then you can go there only if you have answered enough questions to qualify for the final one.

The graphics are a bit squashed to make room for as many segments as possible, and as such the game looks cluttered. Sound is minimal - the rolling dice give a random toned chattering and you get one of two different noises depending on whether or not you answer a question correctly.

There is also a little jingle at the end when the game declares the winner - and that's just about it.

To sum up, the game is fairly cheap, the whole thing takes just a few minutes to load in by tape and occasionally comes out with some tough questions. It is simple to play and contains elements that would make it a fairly nice piece of educational software for the young.

However, it fails badly as a quiz for those with a reasonably high IQ and would only just make a passable magazine listing game. There isn't even a facility for entering the player's names. I can think of much better ways of spending three quid.

Desmond



**\*\*\* Second Opinion \*\*\* (Electron User)**

I was initially confused by this trivia quiz as the correct answer is always displayed on the screen following the question. The idea is that you ask your opponents the question and press Y or N depending on whether he or she answers correctly.

Once I'd got the hang of it, I quite enjoyed it. Not as much fun as the board game but still quite good family entertainment.

Janice Murray

Sound .....	6
Graphics .....	5
Playability .....	4
Value for money .....	6
Overall .....	5

ELECTRON USER 7. 1



# HIDE AND SEEK

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-12  
Author : Gloria Callaway  
Standalone Release(s) : 1984: HIDE AND SEEK, Acornsoft/ASK, £9.95  
Compilation Release(s) : 1985: BEST FOUR - LANGUAGE, ASK, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : Unknown

## Instructions

HIDE AND SEEK is a lively, colourful set of games designed to encourage and develop skills important for learning to read. Objects are put into boxes and hidden by shutters. The player then has to remember where the objects were hidden! Sounds easy? With just six very different objects young children will succeed quickly, but try it when you have to remember the whereabouts of nine different the whereabouts of nine different flowers. Even adults find the more difficult memory games challenging!

The last two games help improve reading and spelling, as well as memory. Dozens of pictures are used and the player has to remember which one is missing from the set that was shown and either "read it" or "spell the name".

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## Introduction

The games in HIDE AND SEEK are variations on Pelmanism and the age old "Kim's Game". They are designed to develop short term memory and other skills important for learning to read.

In "Hide It" and "Seek It", objects are put into boxes, which then close, and you have to remember where the different objects are hidden. There are lots of different objects, making it enjoyable for children of all ages.



In "What's missing?", the objects are again put into the boxes, but this time the boxes open and one object is found to be missing. You have to identify which one, and type in or read its name. To help you, a dictionary is provided later in the booklet.

Pairs or small groups can play, taking turns at guessing and using the keyboard. A reader can help a non-reader to use the dictionary. Parents will often find that their children are better at the games than they are!

### **How To Use It**

HIDE AND SEEK starts by displaying a menu. Decide which game you want to play, press A, B or C and then the <RETURN> key. Bear in mind while choosing that "Find It" is a little easier than "Seek It" because it only has six boxes. "What's missing?" involves reading and spelling as well.

### **Find It**

Six pictures appear one by one in the box at the bottom left hand corner of the screen and are transferred to the block of six boxes. Watch carefully: you have to remember which picture goes in which box.

When all of the boxes are full, their shutters close. Once you have pressed the space bar one of the pictures is then shown in the bottom box, and you have to decide in which of the six boxes it is hidden. Having decided, you can look in that box to see if you are right. Press the space bar to move the cursor (the little blue square) to the chosen box and then the <RETURN> key to open it.

If you're right, the box will stay open and you'll get another object to find. If not, you get another turn at locating the same picture and if you get it wrong again, the correct box is opened for you. When all the boxes are open, those whose contents you remembered correctly are flashed. Count them to see how well you did. After that, press the <SPACE BAR> for another game.

### **Seek It**

In "Seek It" you must now choose one of four different games to play. As for "Find It", you have to remember which picture went into which box, but now there are nine boxes. Type in A, B, C or D for the game you want and then press the <RETURN> key.

Games A and B: Each picture appears in the bottom box one at a time as before. This time, you can choose which box to put it in by using the <SPACE BAR> and pressing the <RETURN> key. Once all the boxes are full, the shutters descend, and the play is the same as for "Find It". When all the shutters are open, press the <SPACE BAR> and you will be shown which pictures you found. Press the <SPACE BAR> again, and you will be shown the time you took on a scorecard.

Game C: Now the pictures are put into the boxes for you. When all the boxes are full, they remain open until you press the <SPACE BAR>. Now the game continues as for A and B.

Game D: This is the hardest of the four games; the shutters close immediately after each box is filled. When all the boxes are full, press the <SPACE BAR> to continue.

The cursor jumps from box to box, eventually settling on one of them. You now have to remember what is in it. The <SPACE BAR> now causes the pictures to appear one by one in the bottom box. When you see the picture that you think is in the chosen box, press the <RETURN> key and it will open. If you were correct, your success will be remembered, the shutter will close again and the cursor will go to another box. The game ends when all the pictures have been found. You are then shown a scorecard as before.

### **What's missing?**

Decide whether you want to try reading or spelling, press A or B, and then the <RETURN> key.



**Read It:** In this game, as the objects appear in the boxes their names appear at the bottom of the screen. Read the names and remember which boxes the objects went into, then when you are ready, press the <SPACE BAR> to continue. When all of the boxes are full, each one then flashes, its name appears and the shutter closes. All the shutters then open again to show that one of the objects is missing. You are asked "What's missing?" and an objects is suggested, e.g. "The elephant?". Pressing the <SPACE BAR> will reveal the other choices. When you think you have found the right one, press the <RETURN> key. If you are right, the missing objects will appear. You get three tries and then the object will be shown to you.

**Spell the Name:** This time you are sked to put the objects into the boxes yourself. Use the <SPACE BAR> to choose a box and press <RETURN> to move the object into it (remembering where it is). When all the boxes are full, the boxes flash and the shutters close. The game continues in a similar fashion to "Read It" except that now when the shutters open, revealing one object missing, you have to type in the object's name. If you spell the name incorrectly or type in a word that is not in the dictionary, the <?> symbol appears.

## Dictionary

SHAPES	CREATURES	PEOPLE	VEHICLES	BUILDINGS	PLANTS
circle	cat	baby	bicycle	castle	fir tree
diamond	elephant	boy	bus	church	geranium
heart	fish	clown	car	house	oak tree
rectangle	owl	girl	caravan	hut	rose
square	parrot	man	lorry	school	tulip
triangle	pig	woman	pram	windmill	violet

## Educational notes

This game is a variation on many old favourites such as pelmanism, Happy Families and Snap, which help children distinguish between visual symbols, either pictorial or graphic. Hide & Seek has a place in school and in the home, alongside these other activities, and can be used at several different levels. For very young children it may be necessary for the parent or teacher to play the game a few times in order to decide which is the best level to start on.

Memory is an area of learning which is still under investigation. Children devise their own strategies for memorising the places of the objects on the screen, and may be able to explain them. Two or three children, or a parent or child, can co-operate in using the program, and this is probably the best way. Children exchange idea and maybe take turns guessing the boxes, or choosing places, possibly explaining to companions why they are choosing a particular position.

In the last game, where the children have to read and respond with the names of objects typed on the keyboard, the dictionary will be useful both to look up and to help correct spellings. (The computer will not 'accept' mis-spellings, so there is an incentive to get it right.)

Many of the objects pictured are shown on the screen in sets: buildings, plants, people, vehicles, etc. When the children are choosing boxes for pictures, "setting" helps the memory in most cases. ("All the PEOPLE were on the top line, so it must be one of these boxes...") Questioning by the parent or teacher may encourage such categorising. This can be extended by activities involving grouping sets of toy cars, animals etc., and using plastic hoops allows the introduction of the concept of Venn diagrams (though one probably wouldn't use the name at this stage).

The game has been tried with a three year old playing with a parent, with a group of very slow learning seven year olds, and with confident adults among others. In each case, providing the level chosen was appropriate, there was a lot of debate, discussion and co-operation in joint attempts to open the boxes.

**Instructions' Source** : HIDE AND SEEK (Acornsoft/ASK) Booklet and Inner Inlay



Reviews

: No Review Yet



# HISTORY QUIZ

***Professional, Originally Released On Cassette Only***

Game Type : Quiz  
Author : John Julius Norwich  
Standalone Release(s) : 1983: HISTORY QUIZ, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"How does your knowledge of History rate against a Grandmaster of the genre? This rewarding and compelling program for your BBC model B or Acorn Electron computer has been specially adapted from the Weidenfield Quiz book and will provide hours of edification and amusement for family and friends.*

*"Do you know what was extraordinary about the execution of Anne Boleyn? Or whose horse was awarded campaign medals by special command of Queen Victoria? If you can answer these questions, you are likely to do pretty well with the other 298 included in this quiz. It covers all aspects of British history, from Julius Caesar to Margaret Thatcher: kings and queens, riots and rebellions, mysteries and murders.*

*"History is one of a series of six Grandmaster Quizzes, in which you can pit your knowledge against a grandmaster of the subject. The writer's specialised skill and expert knowledge makes the quiz both challenging and exciting. Each program has thirty sections of ten questions - a massive 300 questions in all - and you can take the quiz alone, in competition with a friend, or in teams. You can choose a timed option too - and if you're getting too many of the answers right, your computer can reduce the time you have to answer!*

*"This pack contains one program cassette, one quiz data cassette and an instruction booklet.*

*"John Julius Norwich is well-known as a historian and author of several books, including a two-volume history of Venice. He regularly appears on television and radio in such old-established favourites as "Face the Music" and "Round Europe Quiz"."*

*"How," asked the authors of '1066 And All That' in one of their Test Papers, "can you be so numb and vague about Arabella Stuart?" The question was unanswerable, the premise all too true. Nor, for most of us, are such feelings confined to the unfortunate Lady Arabella.*

*Yet the history of these islands is meekly illumined, time and time again, by little pools of light - generated by people or events that have for one reason or another become unforgettable and, while remaining firmly implanted in fact, have contrived also to pass into legend. It is with these pools, above all, that the following three hundred questions are concerned - not with the day-to-day fabric of history but with its occasional explosions: of greatness and glory, disgrace or disaster, comedy or crime.*

*This is not, therefore, to be taken too seriously. It's a quiz, remember, not an examination; its purpose is not to instruct, merely to amuse. Of course, you may pick up a few stray (and most certainly useless) pieces of knowledge along the way, but they will be incidental. And I can promise you one thing: about Lady Arabella Stuart, you will remain every bit as numb and vague as you were before.*



## Beginning A Quiz

When the program is loaded, there is a short bleep and the program title appears. Press the SPACE bar as requested and you will be asked:

Do you want to do the quiz:

1. On your own
2. As two competing individuals
3. As two competing teams

Enter choice : ?

Answer the questions as prompted by typing in your response. Press <RETURN> when you have completed each entry.

The main menu will now appear and the thirty quiz titles are displayed on two screens. To move from one screen to another, type 0 and press <RETURN>. Select the quiz you require, type its number and press <RETURN> then remove the program cassette from the deck and insert the data cassette when prompted. Make sure that the correct side of the cassette is uppermost: quizzes 1-16 are recorded on side 1 and 17-30 on side 2. Press SPACE BAR as requested. When your quiz has finished loading, there is a short bleep. You are now ready to begin the quiz.

## How To Answer The Quizzes

Most of the quizzes start with a section introduction written by the author. To move on to the second paragraph, or to see the first question press <SPACE>.

If you request a time limit, a clock counts down in seconds in the top right-hand corner of your screen. If you do not enter an answer before it reaches zero, you receive no marks: if two teams are playing, the question is offered to the opposition. However, you are allowed to complete an answer which you started to enter within the allotted time.

To pass a question, press <RETURN>. A passed question will be offered to the opposition, if you are playing in teams.

Some questions may require you to refer back to the section introduction. Do this before you enter your answer by pressing the <ESCAPE> key. Pressing the <SPACE> bar will return you to the Quiz menu and your answers so far will be lost.

Some questions require several separate answers. When a) appears on screen, you enter your first answer, when b) appears, you enter your second answer, etc.

When you have given the answer and pressed <RETURN>, the author's answer is displayed. Compare the answers and decide how many points you should have. You can enter 0 if you are completely wrong, 1 if you are halfway there, and a maximum 2 points for a completely correct answer. Type in your score as requested. When you press <RETURN> the next question appears.

At the end of the quiz, the final scores and the total time taken to answer the questions is given. In the case of a draw, the contestant with the shortest time will win.

If you decide to try another quiz you will be returned to the Main Menu. You can run the same quiz again simply by re-selecting its number: it is still in the computer's memory. If you do not wish to try another quiz, the program will end.

**Instructions' Source** : HISTORY QUIZ (Ivan Berg) Back & Inner Inlay

**Reviews** : No Review Yet



# HOBGOBLIN

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game With "Cartoony" Characters  
Author :  
Standalone Release(s) : 1990: HOBGOBLIN, Atlantis, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Ghosts and Hobgoblins that can kill with a touch, skeletal reincarnations of long dead creatures armed with knives and axes, phantom bowmen with endless supplies of arrows. All these and more must be overcome if you are to recover the Golden Orb of Altoris. 60 screens of all action arcade/adventure."*

## The Story

In the far off land of Altoris, surrounded on all sides by dense woods and foul smelling swamps, there lived a peace-loving people ruled by the good and gracious King Garath. Under constant attack from the Hobgoblins and Ghosts of the Swamp Land, it was only the power of the Golden Orb that kept the people safe. Now the Golden Orb has been stolen and darkness has descended over Altoris. The King summoned his only son, Zanak.

"Go forth my son and recover the Golden Orb that has kept us safe all these years" whispered the King. "Arm yourself well, for your journey will be fraught with danger. You will need all of your skill and cunning if you are to recover the Golden Orb and keep our people safe for evermore."

## Hints

To increase the POWER of your weapon, collect a glowing dagger or five glowing treasures (jewels, coins or treasure chests). To increase the RANGE of your weapon, collect a GLOWING ARROW. An EXTRA LIFE is granted for collecting three GLOWING SKULLS.

## Game Controls

Z - Left, X - Right, <SHIFT> - Jump, <SPACE> - Fire  
P - Pause On/Off, Q - Quiet, S - Sound

**Instructions' Source** : HOBGOBLIN (Atlantis) Inner Inlay

## Review (Electron User) - "Ghosts And Goblins"

Arcade adventures are becoming increasingly popular on the Electron, and this budget priced offering from Atlantis will keep enthusiasts of the genre amused for many an hour as they try to solve its many mysteries.

HOBGOBLIN is set in the far off fantasy world of Altoris. This land that time forgot is surrounded on all sides by dense woods and foul smelling swamps. In it lived a peaceful race of people who were ruled by the good and kindly King Garath.

It was however, under constant attack by the vicious, devilish hobgoblins and ghosts from the Swamp Land kingdom, but fortunately, the power of the Golden Orb kept the people safe with its protective aura.



Catastrophe strikes - the Golden Orb is stolen, and with it, goes its protective power. Doom and gloom descend on the land of Altoris. King Garath summons his son, Zanak, a great warrior, and instructs him to go forth and recover the missing Golden Orb in order to restore peace and tranquillity to the land of Altoris.

You take on the role of Zanak and your quest is to recover the Golden Orb. You travel far and wide in this arcade adventure and you battle with many demons. Ghosts and hobgoblins can kill simply by touching you, and skeletons of long dead creatures are reincarnated to battle with you. And phantom bowmen armed with countless arrows take put shots at you.

The controls are walk left or right, jump and fire. Your firepower can be increased by collecting a glowing dagger or five treasures such as jewels, coins or treasure chests. Your weapon's range is increased by collecting a glowing arrow and an extra life is awarded for collecting three glowing skulls.

HOBGOBLIN isn't up to CITADEL standard, but it is an exciting fantasy trip into the world of the arcade adventure which will keep you glued to your TV screen for many hours.

Julie Boswell

### **\*\*\* Second Opinion \*\*\* (Electron User)**

HOBGOBLIN is firmly set in the arcade adventure tradition and if you've seen - and enjoyed - the likes of CITADEL and PALACE OF MAGIC, then you'll love this offering from Atlantis.

The dozens of screens to map and explore, objects to collect and nasties to zap make this a game that you won't complete quickly. At £2.99 it represents excellent value for money.

Roland Waddilove

Sound .....	6
Graphics .....	9
Playability .....	9
Value for money .....	10
Overall .....	9

ELECTRON USER 7. 6



# HOBGOBLIN 2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game With "Cartoony" Characters  
Author :  
Standalone Release(s) : 1990: HOBGOBLIN 2, Atlantis, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Fifty years have passed since Zanok, the only son of King Garath, recovered the Golden Orb and put to flight the Ghosts and Hobgoblins that were terrorising the people of Altoris. Now, once again, Altoris is under attack but this time you have been chosen to go forth into battle against the evil Lord of the Hobgoblins and his vicious creations. If you enjoyed HOBGOBLIN, this game is a must!"*

## The Game

The Land of Altoris is once again under attack from the vicious Hobgoblins and their creations that roam the dense woods and foul smelling swamps that surround you. Since Zanok recovered the Golden Orb fifty years ago, the people of Altoris have lived in relative peace but now that peace is shattered. The Golden Orb is no longer powerful enough to protect against the ravages of the deadly creations brought to life by the evil Lord of the Hobgoblins.

As the son of Zanok and heir to the throne of Altoris you, Toraz, must go forth and do battle with the Lord of the Hobgoblins and his deadly protectors.

Over the years many weapons have been secreted in the woods, for it was written that this day would come. Use them wisely. As the son of Zanok, your courage is not in doubt but all of your skill and cunning will be needed if you are to succeed against this most terrifying foe.

Good Luck!

## Game Controls

Z - Left, X - Right, \* - Climb Up, ? - Climb Down  
<SHIFT> - Jump, <RETURN> - Fire, <SPACE> - Select Weapon  
Q/S - Sound Off/On, P - Pause On/Off, <ESCAPE> - Quit Game

**Instructions' Source** : HOBGOBLIN 2 (Atlantis) Inner Inlay

**Review** : No Review Yet



# HOLED OUT!!!

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Graphical Golf Game  
Author : Gordon J. Key  
Standalone Release(s) : 1990: HOLED OUT!!!, 4th Dimension, £12.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : THE 4TH DIMENSION, PO Box 444, SHEFFIELD. Tel: 01742 700661  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*Whether you're young or old, male or female, beginner or professional, HOLED OUT has been designed especially for you. You can play alone or use the varying skill levels to allow up to four players of differing abilities to be more equally matched against each other. The game controls have been carefully selected for simplicity so that even the youngest or inexperienced computer user can play HOLED OUT.*

*Included with the game is a well thought-out instruction manual giving all the information you will require and individual maps of all the 36 holes.*

- 1. TWO CONTRASTING 18 HOLE COURSES** - Once you've mastered the easier first course, you should be ready for the greater challenge ahead.
- 2. FOUR SKILL LEVELS FOR BEGINNER TO PROFESSIONAL** - Learn to play without worrying about the wind, bunkers or rough.
- 3. ONE TO FOUR PLAYERS** - Play alone or with friends. Each player can choose a skill level to suit their ability and thus make the match even more even.
- 4. HIGH RESOLUTION THREE DIMENSIONAL GRAPHICS** - A full three-dimensional view is given for each shot. Watch your player hit the ball into the distance. The shadow of the ball along the ground accurately shows you its progress.
- 5. EXCELLENT SOUND EFFECTS** - Several effects have been added to give extra atmosphere to the game. Hear the ball rattle in as you Hole Out. (An Eagle 'seems' to sound a lot better than a Bogie.)
- 6. FULL INSTRUCTION MANUAL** - This features easy to follow guidelines, general rules of golf and detailed scale maps of all 36 holes.
- 7. REFERENCE CHART** - Gives summarised details of the maximum possible distances obtainable from each club. Also included are tips on how to deal with course hazards.
- 8. REALISTIC BALL FLIGHT PATHS** - A great deal of attention has been paid to making the ball behave how it should in the real world.
- 9. VARIABLE WIND ON EACH HOLE** - Wind varies significantly and can be blowing from any direction. Every round you play will be unique.
- 10. SLICE AND HOOK CAPABILITIES** - You can use slice or hook to swerve your ball around the various hazards that you will be encounter.
- 11. FULL SET OF CLUBS** - You carry 14 clubs. Woods 1, 3 and 5; Irons 1 to 9; Wedge and Putter.



12. **ACCURATELY DEFINED CLUB PERFORMANCES** - Each club's performance has been accurately simulated. You must consider your lie, the distance required, the wind conditions, the height required and the degree to which the ball will bounce and run along the ground.
13. **BUNKERS, TREES, WATER AND VARIABLE ROUGH** - These are best avoided as the consequences of an encounter have been 'lovingly' recreated.
14. **AUTHENTIC GREENS** - Hazards, such as 'protecting' bunkers, will require you to plan your approach to each green carefully. Once made, the greens can be sloped in any direction and the gradients vary greatly. Putting is an art that will need mastering in its own right.
15. **CONSTANTLY UPDATED FULL SCOREBOARD** - You can check your progress with a full record of all the players' performances on each hole.
16. **MATCHPLAY OR STROKEPLAY OPTIONS** - Play to win the most holes or try to get the lowest overall number of shots.
17. **DESIGNED BY A TEAM OF GOLF ENTHUSIASTS FOR MAXIMUM REALISM** - as if you haven't guessed.
18. **ALL VERSIONS PROGRAMMED BY THE HIGHLY ACCLAIMED PROGRAMMER GORDON KEY.**

### **Strokeplay**

The objective of strokeplay is to complete all 18 holes of a course in as few shots as possible. In Holed Out there can be 1 - 4 players and the player who has played the least number of strokes at the end of the round will be the winner. Each hole has a par (the estimated standard score) and the scoreboard will tell you if you are above, below or equal to par.

### **Matchplay**

Matchplay differs from strokeplay in that the objective of a round is to win the most holes. Matchplay in Holed Out is a game for 2 players and the player who has the least number of strokes on a particular hole is deemed to be the winner of that hole. Where both players hole out in the same number of strokes on a hole it is "halved" and the score remains unchanged.

### **Skill Levels**

There are 4 skill levels in Holed Out. Each player can use a different skill level and the effects of each are as follows:

#### **1. Beginner (B)**

- There will be no wind
- Shots played out of the rough or bunkers will be unaffected (i.e. as if they were played on the fairway)

#### **2. Enthusiast (E)**

- There will be no wind
- Balls landing in the rough or in bunkers will always be given a "GOOD LIE"

#### **3. Amateur (A)**

- Balls landing in the rough or in bunkers will always be given a "GOOD LIE"

#### **4. Professional (P)**

- All hazards will affect the professional as described in the playing guidelines.

### **Game Controls**

After a hole has loaded a view of a current shot will be displayed. The information about the hole and the player who is to play is shown on the status panel on the right. The procedure for playing a shot is as follows:

#### **1. Select Club**



Use the Z and X keys to change the currently selected club and then press RETURN when you have decided. (See the reference card for details of maximum distances attainable from each club). If you wish to change your selection you can do so by pressing ESCAPE. You will then be asked to select another club.

## **2. Direction**

A cursor will appear on the screen. This indicates the direction in which the ball will be aimed. Move the cursor with the Z and X keys. Pressing the RETURN key will start the shot so please read the section on power below before you press it.

## **3. Power**

As soon as the direction has been selected by pressing RETURN the bar indicator at the bottom of the screen will start to move from left to the right. Pressing RETURN again will select the power of the shot. The bar indicator will stop moving and the percentage of power obtained will be shown. The shot will then be played.

If the bar indicator reaches maximum without RETURN being pressed it will then start to go down again. It will go right down to 19% unless RETURN is pressed before this is reached.

## **Hook and Slice**

When the bar indicator starts moving you have the option of searching a hooked or a sliced shot (see playing guidelines). Pressing Z instead of RETURN will result in a hooked shot and pressing X instead of RETURN will result in a sliced shot (this will be reversed if you playing left handed).

## **Quitting A Round**

If you wish to end a game without completing it you can do so at the end of a hole. Press CONTROL and Q whilst the scoreboard is displayed.

## **Scoreboard**

The scoreboard will appear on completion of every hole. For strokeplay the scoreboard displays each player's name, his skill level in brackets, his total number of shots and his score related to par. Below this for each player is a breakdown of his performance on each hole. In matchplay the score related to par is replaced by the number of holes that one player is winning by.

## **Club Performances**

There are 14 clubs available in Holed Out. Each club has differing abilities to help you hit the ball the correct distance and also obtain different heights in order to deal with course obstacles. The club performances described below and the figures given on the reference card refer to shots played on the tee or on the fairway. These performances will vary significantly when playing from the rough or bunkers - see later sections in this manual for details on the effects of these hazards.

## **Woods:**

Woods can hit the ball the farthest. Because of the angle that the ball will be hit a relatively large proportion of the overall distance travelled will be along the ground (see the reference card for exact figures).

**Example 1** - A ball hit with a 1 Wood at full power will travel approx. 260 yards altogether. About 170 yards of this will be in the air and about 90 yards will be along the ground.

**Example 2** - A ball hit with a 1 Wood at 50% power will travel approx. 130 yards altogether. About 85 yards of this will be in the air and about 45 yards will be along the ground.

Woods are excellent for long shots along a clear fairway and at full power can hit a ball high enough to clear the trees.

## **Irons:**

There are 10 Irons ranging for the lowest - the 1 Iron - to the highest - the Wedge. Low Irons are more powerful than high Irons in that they can hit the ball further.



As with the Woods, low Iron shots will travel a relatively large proportion of the overall distance along the ground. With higher Irons more of the overall distance travelled will be in the air rather than along the ground.

A Wedge is the highest club and hits the ball right up in the air so that when it lands, it doesn't go very far along the ground. Virtually all the distance travelled will be in the air rather than along the ground.

**Example 1** - A ball hit with a 9 Iron at full power will travel approx. 100 yards. About 85 yards will be in the air and about 15 yards will be along the ground.

**Example 2** - A ball hit with a 2 Iron at 50% power will travel approx. 100 yards. About 75 yards will be in the air and about 25 yards will be along the ground.

#### **Putter:**

##### **On The Fairway**

The putter is really designed for use on the green. It is quite rare to use a putter on the fairway as the results are rather unpredictable due to the fact that the ball is travelling along the ground. Undulations or bumps on the ground, tufts of grass and other imperfections in the surface of the fairway can quickly slow down the shot. Usually the best use for a putter on the fairway is to hit a ball underneath a tree's branches if you are too close to hit the ball over it. If you are lucky you can get a shot of more than 100 yards and sometimes a lot further.

##### **On The Green**

Please read the section on greens later in the manual.

#### **Wind**

Wind can be blowing from any direction and the strength of the wind can vary greatly. The effects of the wind are as you would expect. A headwind will reduce the length of your shot. A tail wind will increase it. Wind from left to right will push your ball over to the right, etc, etc.

More often than not the wind will be blowing from an angle and will affect both the length and the direction of your shot. Judging the effects of the wind is a skill that requires practice and experience. The wind indicator on the control panel shows the direction of the wind and the length of the line indicates the strength of the wind (the longer the line, the stronger the wind).

E.g : No line, no wind

Long line, twelve o' clock, strong backwind

Small line, six o' clock, slight headwind

Long line, ten o' clock, strong backwind blowing right to left

#### **Hooking And Slicing The Ball**

Hook and slice are created by causing the ball to spin when you hit it. When a right-handed player slices a ball it will curve away to the right. When he hooks the ball, it will curve away to the left. The opposite effects for a left-handed player. Hook and slice are commonly used ways of avoiding hazards as they can be used to swerve shots around them - particularly trees. Practice the use of hook and slice on open fairways before trying to use them seriously as you could end up in rather a predicament if you have not mastered them.

#### **Bunkers**

Bunkers are basically large hollows in the ground filled with sand. When a ball enters a bunker, it will slow down and probably stay in the bunker but if not there are two possible outcomes:

**'PLUGGED'** - This means that the ball has sunk into the sand. Plugged balls are quite difficult to hit well and you must choose your club carefully to avoid a disastrous



next shot. Generally the best clubs to use are the highest Irons - 9 Iron or Wedge. Even with these clubs, you will be lucky to hit the ball more than 65 yards.

**'GOOD LIE'** - This means that the ball is sitting on the sand. Some clubs will still be useless but you have a fair chance of hitting the ball over 100 yards if you use the right club. A 7 Iron is about the best but clubs slightly higher or lower than this will still give a reasonable shot. Your choice depends on the amount of height and run on you require.

As you can no doubt see the best advice is to avoid bunkers.

### **Rough**

Rough is an area of uncut grass which surrounds most fairways. Obviously uncut grass will make shots harder to play as you cannot get such a clear swing at the ball. When a ball hits rough grass, it immediately gets slowed down. It may carry on for a short while before gradually coming to rest. The position it finally stops in can vary and it may end up in a very unfavourable position. There are two possible outcomes in Holed Out:

**'BAD LIE'** - This means that the ball has settled amongst long grass and is hard to hit cleanly. It will be necessary to use very high Irons to obtain a reasonable amount of distance from your shot. Generally, you will not be able to hit the ball further than about 50 or 60 yards.

**'GOOD LIE'** - If you are lucky you will get a good lie. The lie of your ball will still be worse than on the fairway but will be more accessible than a bad lie. This will give you the chance to hit the ball with a more powerful club. A 7 or 8 Iron will probably hit it the farthest. However, if you are amongst tress, a lower Iron may stop the ball flying straight up in the air and hitting the branches.

### **Trees**

Trees are major hazards due to their size. You can go over, under or around trees but it is important to know the capabilities of the club you are using in order to avoid a collision. If you are very close to a tree it is probably best to hit the ball under it. To keep the ball down, you can do a gentle shot with a low Iron (or even a Wood provided you are not in the rough) but to avoid any danger you may well be best to use your putter to reach safety (but not if you are in a bad lie or in the rough).

If you are close but think there is a chance of clearing the trees then a very high Iron will give you the best chance of gaining enough height to do so. Do remember that trees' branches extend out from the back as well so you need to be able to clear it fully to avoid problems.

If you are quite a distance from the trees and on the fairway you can use a Wood or low Iron at full power. This may give you enough height to clear them and provided you have judged it correctly will save you wasting shots going around them.

When judging how to deal with trees it is necessary to remember that the overall distance that the ball travels is not all in the air. The ball is at maximum height for only a short part of its flight and if it starts to come down and hits a branch it will lose its power and fall to the ground.

### **Water**

Water is one of the worst hazards on any golf course because if your ball goes in it, you lose it. Fortunately, balls are free in Holed Out but you are penalised should you go into the water. You lose a stroke and are returned to the position from where you hit the ball into the water. The stroke you played into the water is also counted so you lose two strokes in total.

The Golden Rule - don't go into water.

### **Paths**



Paths can often be a help to golfers as your ball will get a firm bounce and thus go further than if it landed on grass. This effect may not always be beneficial if you are trying to play a very accurate shot. However on some holes you may find them helpful and a ball played along a path can go a very long way indeed.

### **Awkward Lie**

From time to time you will see the message 'AWKWARD LIE'. This means that you have been unlucky and your ball has landed in an awkward spot between rough and fairway, path and fairway or a position similar to this. The effect of this will be that you will not be able to get a very clear swing at the ball and it will not go quite as far.

### **Greens**

Once you are on the green, you are only allowed to use a putter. The distance given (i.e. the range) is now in feet. The maximum distance that can be obtained on a flat green is shown on the reference card. A ball hit at 50% of maximum on-green putting power will travel only 50% of the maximum distance etc. Unfortunately most greens are not flat and this makes putting a skill that will need to be acquired by a lot of practice.

The slope indicator on the control panel shows the direction of the slope and the length of the line indicates the steepness of the slope (the longer the line, the steeper the slope). Please note that the effects are obviously different to the wind indicator.

### **Order Of Play**

If there is more than one player in a game, the computer will automatically determine who is to play the next shot. At the start of the game, the players play their first shots in the order in which they typed in their names. After this, the player who is the farthest from the hole always plays next. After the first hole, the players play in the order of completion of the last hole. The player who played the least number of strokes plays first, etc, etc.

### **Golfing Terms**

During the game you may encounter some of the following words. Here is a description of what they mean:

'BOGIE'	-	a score of 1 over par
'BIRDIE'	-	a score of 1 under par
'EAGLE'	-	a score of 2 under par
'ALBATROSS'	-	a score of 3 under par

### **Cone Links [The maps cannot be reproduced here]**

1.	399 Yards	PAR 4	10.	455 Yards	PAR 5
2.	269 Yards	PAR 4	11.	284 Yards	PAR 4
3.	190 Yards	PAR 3	12.	272 Yards	PAR 4
4.	500 Yards	PAR 5	13.	478 Yards	PAR 5
5.	327 Yards	PAR 4	14.	142 Yards	PAR 3
6.	394 Yards	PAR 5	15.	332 Yards	PAR 4
7.	390 Yards	PAR 4	16.	378 Yards	PAR 4
8.	118 Yards	PAR 3	17.	498 Yards	PAR 5
9.	410 Yards	PAR 4	18.	258 Yards	PAR 4

### **Pine Links**

1.	481 Yards	PAR 4	10.	128 Yards	PAR 3
2.	409 Yards	PAR 5	11.	352 Yards	PAR 4
3.	101 Yards	PAR 3	12.	501 Yards	PAR 5
4.	456 Yards	PAR 5	13.	231 Yards	PAR 4
5.	239 Yards	PAR 4	14.	349 Yards	PAR 4
6.	366 Yards	PAR 4	15.	272 Yards	PAR 4
7.	330 Yards	PAR 4	16.	468 Yards	PAR 5
8.	430 Yards	PAR 5	17.	227 Yards	PAR 3



9. 299 Yards PAR 4

18. 468 Yards PAR 5

## Quick Reference Guide

Approximate Maximum Club Performances From Fairway (in yards)

Club	Max. Total Distance	In Air	Along Ground
1 Wood	260	170	90
3 Wood	240	165	75
5 Wood	225	160	65
1 iron	215	155	60
2 Iron	205	150	55
3 Iron	195	145	50
4 Iron	185	140	45
5 Iron	170	135	35
6 Iron	160	130	30
7 Iron	145	115	30
8 Iron	130	105	25
9 Iron	100	85	15
Wedge	80	70	10
Putter (on fairway)	Unpredictable	-	-
Putter (on green)	140 feet	-	140

## HOLED OUT Tips

### BUNKERS

**Plugged** - Best clubs to use are the high Irons (9 iron or Wedge). About 65 yards can be obtained.

**Good Lie** - For maximum distance, try a 7 Iron (over 100 yards can sometimes be obtained).

### ROUGH

**Bad Lie** - Use high Irons. Probably a Wedge will obtain the best result (about 60 yards).

**Good Lie** - A 7 or 8 Iron will usually hit it the farthest (90-100 yards).

If you are amongst trees, a lower Iron will give you less height to stay under the branches.

### AWKWARD LIE

An awkward lie will generally reduce the effectiveness of your shot. Try hitting the ball harder than normal or use a more powerful club to compensate.

### PUTTING (on green)

If you hit the ball too hard, it will bounce off the side of the hole. The ball should drop provided that it is not hit more than 14% too hard. For example - if you are 3 feet from the hole on a flat green, you need about 3% power to reach the hole. You can hit the ball up to 17% of maximum power and it should still drop (as long as you are on target of course).

**Instructions' Source** : HOLED OUT! (4th Dimension) Manual, Cards and Back Inlay

## Review (Electron User) - "Fairway To Spend Your Time"

The Fourth Dimension is on to a winner here with the best golf simulation I've ever seen on the Electron. It is packed with features: Two superbly designed 3D 18-hole courses and all the hazards you would expect to find on the real thing, like trees, rough, bunkers and water.

The easier course, Cone Links, is quite a challenge and after mastering it, you might just be ready for the second, Pin Isles, which is quite a different ball game altogether.



You can indulge in either strokeplay or matchplay. The idea with the former is to finish all 18 holes in the least number of strokes, while in matchplay the winner is the player who wins most holes.

Up to four players can take part with each selecting one of four skill levels from beginner to professional. The one selected dictates whether the physical hazards or wind strength and direction influence your play.

For instance, as a beginner only the water will affect your shot, whereas as a professional you could be playing from a bad lie in deep rough into a strong headwind.

For all shots up to the green your view is from behind the golfer you control. On the right side of the screen is an information panel displaying details relevant to the hole. You select a club using the Z and X keys from a range of three woods, nine irons, a pitching wedge and a putter.

Next you set the direction to hit the ball by moving a cursor left and right across the course. Here you must also take into account the wind - represented by a circle with a line coming out of it which points in the direction the wind is blowing, while its length represents the wind strength.

When the shot direction is determined you set its power using a meter. As you press <RETURN>, a sliding bar advances from zero towards 100 per cent and hitting it again sets the percentage of power and causes your nicely animated golfer to jump into action and take a swing at the ball. Using Z or X instead of <RETURN> when the meter is advancing will put either a hook or a slice on the ball.

When the ball is hit, its shadow travels along the ground giving an impression of distance. The way it bounces and comes to a stop when it hits the ground is very realistic.

Sometimes the hole you are playing has a path running alongside it and if you are skilful enough you can play the stroke so that the ball bounces on the path, making it travel further.

A ball that lands in water is declared lost and you lose two strokes. Landing in a bunker produces two possible outcomes: It is either plugged or you have a good lie. The latter is still a difficult shot, but a plugged ball is sunk into the sand and is much harder to play.

When you reach the green the screen is redrawn and you view the action from above. The indicator in the panel now represents the slope of the green instead of the wind. The line drawn points downhill and its length shows the steepness of the slope.

Again when you have set the direction of your shot, adjust the power and watch the golfer swing into action. There is good realism here with the ball bouncing up off the edge of the cup if you hit it too hard or running round it if you're a little off centre.

After each hole, the score card is shown displaying everyone's progress. During strokeplay it shows each player's skill level, the number of shots and his score related to par. In matchplay the score is replaced by the number of holes by which a player is winning.

There is a lot more to this game than just whacking the ball down the fairway. Each hole is a puzzle in its own right. You have to plan your shots carefully and take the utmost care in selecting the right club and power.

There are precise maps in the well documented instruction booklet to help you plan your strokes. There's also a very useful quick reference guide to the distances - in the air and along the round - that the ball will travel when using the various clubs.



The graphics are cleverly done using dithered colours to produce pastel shades on a four colour screen. Sound is restricted to the swing of the club and striking the ball plus a few minor noises such as a splash when your ball takes a dive.

I thoroughly enjoyed this simulation. If you're a golfing fan wanting to keep your hand in - buy it. If you're not, still buy it - it will keep you entertained for hours and hours. This is a test of skill not to be missed.

David McLachlan

**\*\*\* Second Opinion \*\*\* (Electron User)**

There have been many golf simulations for the Electron in the past, but none match up to this brilliant game from The Fourth Dimension. The 3D perspective graphics are stunning and the gameplay is interesting and varied.

It doesn't matter whether you're a golf fan or not, you'll still enjoy this challenging and skilful computer version.

Janice Murray

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	9
Overall .....	9

ELECTRON USER 6. 9



# HOPPER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; FROGGER Clone  
Author : Neil Raine  
Standalone Release(s) : 1984: HOPPER, Acornsoft, £9.95  
Compilation Release(s) : 1986: PLAY IT AGAIN SAM 6, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE  
CB2 1LQ. Te: (0223) 316039  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The objective of the game is hop the frog across the motorway dodging the cars and lorries. To cross the river use floating logs and turtles' backs as hopping stones, leaping from one to the other before finally hopping into one of the five froggy lairs.

Some turtles occasionally submerge; these must be avoided. Later in the game you may come across a crocodile, a snake and a dragonfly.

Your attempts to cross the river and road are timed, and you have to hurry if you are to complete the course at all! The timer displayed in the corner of the screen counts down from 400. If it reaches 0, you lose your frog.

When five frogs are safely in their lairs you have 'cleared a sheet' and can start on another one. Later sheets include the crocodile and the snake.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <SPACE> - Start Game  
Q/S/T - Sound Off/On/With Tune, <ESCAPE> - Quit Game

Movement of the frog can also be controlled by joystick. (Only the Plus-1 joystick can be used on the Electron computer.)

Pressing the Fire button selects joystick control and starts the game. Then use the joystick to hop the frog; move the joystick forward to hop one step forward, backward to hop one step backward and sideways to hop one step sideways. You must move the joystick back to the centre between each hop.

**Instructions' Source** : PLAY IT AGAIN SAM 6 (Superior/Acornsoft) Inner Inlay

**Review** : No Review Yet



# HOROSCOPES

*Professional, Originally Released On Cassette Only*

Game Type : Utility  
Author :  
Standalone Release(s) : 1983: HOROSCOPES, Third Program, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THIRD PROGRAM. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

If you're anything like me, you'll realise that all horoscopes are a load of rubbish and that no one in their right mind would read them. This doesn't, however, stop me from reading them avidly, especially when they say nice things about my star sign and promise a rosy future.

From this you'll understand that I was hooked as soon as Horoscopes came into the office. I loaded it up all eager expectation, but sadly I was a little disappointed as I found it rather limited. Despite the title you don't actually get a forecast of the future, just a description of your personality traits.

When you run the program it asks you for your name, date of birth and sex, and then prints out the personality profile of your star sign. All interesting stuff and good fun. The trouble is that the profile for each star sign is the same whichever sex you are and whatever day you were born on.

This means that there are only really twelve profiles, one for each sign. This makes it fairly limited for home use. Having said that, the program looks ideal for fundraising at fetes, jumble sales and school open days. I can see it making a fortune for good causes.

Peter Bibby, ELECTRON USER 1. 4



# HORSE RACE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Author :  
Standalone Release(s) : 1983: HORSE RACE, Dynabyte, £7.95  
Compilation Release(s) : 1986: SUPERSELLERS: THE DYNABYTE COLLECTION, Dynabyte, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : DYNABYTE, Unit F3 Railway Triangle, Farlington, HANTS  
PO6 1TG  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Ever wanted to play your luck on the horses but were too scared of losing your money? Well, this is your chance to win!

HORSE RACE is a betting game suitable for 1 to 6 players. All betting is entered from the keyboard.

Each player takes turns to bet on as many horses as their money will allow. When it is your turn to bet, study the form, choose the number of the horse you want to bet on and then enter the amount - up £999 (followed by <RETURN>).

When you have completed all your betting, press <SPACE> to allow the next player to bet or for the race to commence. Up to fifty races can be run per meeting. Players losing all their money will not be allowed to bet.

**Instructions' Source** : SUPERSELLERS: THE DYNABYTE COLLECTION Inner Inlay

## Review (Electron User)

Are you a betting man? Do you hate losing money? Then there's the perfect answer in a game called HORSE RACE.

Allowing up to six players, it gives all the excitement of a day at the races without risking the cash. A totaliser showing the betting possibilities, plus a betting slip, flash on your screen. All you have to do is choose your horse and state how much money from your £1,000 you wish to place, press the space bar and you're away.

The graphics are particularly striking, with flags, a grandstand, waving crowds and even jockeys tumbling from realistic horses. It's usually your jockey! The first three horses past the post are printed on a tote board near the stand and an all-too-accurate check is also kept on your financial position. But never mind, you can afford to be rash - just this once.

Alan Turner, ELECTRON USER 1. 9



# HOSTAGES

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Peter Scott  
Standalone Release(s) : 1989: HOSTAGES, Superior/Acornsoft, £9.95  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 16, Superior/Acornsoft, £12.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated.  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"An urgent phone call from the National Security Minister...an Embassy has been overrun by terrorists. As Head of the Terrorist Combat Squad you are in control of all operations.*

*First, you must place your crack marksmen in nearby buildings, avoiding infrared lights and the terrorists' deadly aim. Secondly, you must get your team of Specialist Paratroopers onto the Embassy roof.*

*Then, after descending by rope, and protected by your marksmen, enter the Embassy through the windows and begin your search in silence. But beware each door, each room, could be a death trap!*

*You must get the hostages, and your men, out of the buildings without any loss of life, and this will depend on the cohesion and co-ordination of your team. NOW IT'S YOUR MOVE!*

*"BRILLIANT GRAPHICS AND GAMEPLAY...SUPERB SOUND EFFECTS AND TUNES. KEYBOARD OR JOYSTICK/MOUSE CONTROL."*

The game consists of three increasingly difficult missions: TRAINING MISSION, QUALIFYING MISSION and ULTIMATE MISSION. Each mission consists of three levels: LEVEL 1 - position snipers, LEVEL 2 - enter Embassy through the windows, LEVEL 3 - search Embassy for Hostages.

To complete a mission, and hence obtain the password for the next mission, you must rescue all the Hostages. To start a new mission, you must reload the game.

If you complete the ULTIMATE MISSION, without repeating any levels on that mission, you will be given a special message. If you write to Superior Software, quoting this message, you will be sent a signed congratulatory certificate.

## Level 1

On loading the game you will automatically start on the TRAINING MISSION, unless you enter the password (after pressing the P key) for the QUALIFYING MISSION or the ULTIMATE MISSION. (The password for the TRAINING MISSION is 'DEADEASY')

## Level Objective

You should try to hide all three of your snipers at the positions marked on the map within the time limit.

You must avoid the terrorists' spotlight, otherwise you will be shot at. Too many shots and your man will be eliminated. If all three men are eliminated. If all three men are eliminated, then you will have to restart the level.



You can select a new man (provided the current man is hidden) by pressing the 1, 2 or 3 keys (corresponding to DELTA, ECHO and MIKE respectively)

Provided at least one man is positioned correctly when the time runs out or when the other men have been eliminated, then you will be able to progress to level 2. However, you are advised to repeat the level until you have all three men correctly positioned, otherwise subsequent levels will be very difficult to complete.

#### **Game Controls**

Z - Walk Left, X - Walk Right, \* - Run In Direction Facing, ? - Crouch  
Z & ? - Crawl Left, X & ? - Crawl Right, ? & RETURN - Roll In Direction Facing  
RETURN - Hide/Re-appear,

Joystick control can also be used. Press the joystick FIRE button instead of SPACE in order to start.

### **Level 2**

#### **Level Objective**

Three new men (designated 4, 5 and 6) have been landed on the Embassy roof. You should now try to get all three of these roof-top combatants into the Embassy by abseiling down and breaking in through the windows. If all three men fall and are eliminated, then you will have to restart the level.

The men who have survived level 1 (designated 1, 2 and 3) now act as snipers, defending the abseiling men. They can shoot any terrorists who appear at the windows and can also shoot out the windows making it easier for the abseilers to get through. But don't shoot your own men!

Select your combatant by pressing keys 4, 5 or 6. You can only reselect when your current man is at the top of the building. If you have a sniper on that side of the building, he can be selected by pressing the appropriate key (1, 2 or 3). Pressing SPACE takes you back to the abseiler.

Provided at least one man has entered the Embassy when the time runs out or when the other men have been eliminated, then you will be able to progress to level 3. However, you are advised to repeat the level until all three men are in the Embassy, otherwise the final level will be very difficult to complete.

#### **Game Controls for Abseilers**

Press the \* key to move *up* the rope and the ? key to move *down*. The Z key initiates a *swing*. A note sounds, rising to a maximum, then starting again. This is proportional to the distance you will swing out. Hold down the X key, to *hold*, when you hit the wall, otherwise you will fall off. To break through a window and enter the Embassy, you must *swing* out the maximum from well above the window, and hold the *down* key as you release the *swing* key. This requires considerable skill and practice.

#### **Game Controls for Snipers**

Control the constantly moving cross-hair by using the Z, X, \* and ? keys for *left*, *right*, *up* and *down* and RETURN for *fire*.

Joystick control can also be used for both abseilers and snipers. Press the joystick *fire* button instead of SPACE in order to start.

### **Level 3**

#### **Level Objective**

You must search the two floors of the Embassy and rescue all the Hostages within the time limit, whilst trying to avoid being shot by the Terrorists. You can only change floors at the lift shaft position. The number of Hostages and Terrorists present varies according to the difficulty level of the mission. You can shoot at the Terrorists until your ammunition runs out.

You start with as many combatants as were successful in breaking through the Embassy windows. They are positioned according to the window they broke through. You cannot swap between men. You start with the lowest numbered combatant who has survived. If



he is eliminated, you move onto the next numbered combatant. The level ends either when you have no combatants left, or, when the time has run out, or, hopefully, when you have rescued all the Hostages.

#### **Movement Controls**

Z - Rotate Left, X - Rotate Right  
\* - Move Forward One Step, RETURN - Change Floors At Lift Shaft

#### **Gun Controls**

? & Z - Gun Aimed Left, ? & X - Gun Aimed Right  
? - Gun Aimed Forwards, RETURN - Fire Gun

Joystick control can also be used. Press the joystick FIRE button instead of SPACE in order to start.

#### **General Controls**

<SHIFT> & <ESCAPE> - Restart Level  
P - Pause On/Off, S - Sound On/Off, T - Tune On/Off

**Instructions' Source** : HOSTAGES (Superior/Acornsoft) Back and Inner Inlay

**Review** : No Review Yet



# HOUSE - IT'S QUITE GOOD REALLY

*Public Domain, Originally Released On DFS 1100 Disc*

Game Type : Text Adventure  
Author : Bazza  
Standalone Release(s) : 1991: HOUSE - IQGR, Bazzasoft, PD  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : www.8bs.com  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Supplied without instructions. All instructions on screen.

## Review (EUG)

Besides needing the appropriate kit on an ADFS Electron, this review will also be required if you already have a copy of the adventure game HOUSE - IQGR for the BBC. It is intended not just to give the standardised opinion but so too to document the game plus its conversion from the BBC. AND to show how to patch up the bug hiding in it making it unplayable past a certain location.

The company "Bazzasoft" produced a good few BBC/Electron Public Domain titles in the late Eighties and early Nineties with one of its more noted releases being the Bazzasoft Adventure Programming System (B.A.P.S.). The adventure HOUSE - IQGR was created on this system and runs in Mode 6 with over 45 locations, lots of messages and numerous puzzles.

The scene is London where you seem to have acquired a luxury detached house just a road from Downing Street (occupied by Margaret Thatcher!). However, one day your pride and joy, your BBC Micro, disappears from your bedroom. With a few elements of PD game INSOMNIA, what is to follow as you navigate the house and its environs is a humorous if not a little trippy jaunt featuring screaming wildly, leaping from high locations, visiting the funny farm and exchanging one item for another.

Oh, yes, and don't forget an excess of murder. Each death you sustain by a wrong move brims with sarcasm - yet beating your brother's guinea-pig to a pulp, blowing up a whole location of people and observing a very messy game of politics where Neil Kinnock seems to be doing his 'Hannibal Lecter' are all excesses not for the weak-stomached!

You immediately wonder about several of what could be called the politically incorrect aspects of HOUSE - IQGR. Several of its characters, quite apart from Thatcher and Kinnock, are defamed to an extent by the ensuing events. For example, footballer Terry Fennick is a drink-driver and John Kirenan (IRA member), on request, whips up a DIY bomb. That said, their notorious activities at the time of the game's writing [1992 - Ed] are certainly not celebrated and the black humour associated with their appearance still works today! Some might say that, before the internet took hold, PD was the true place for games that were a little 'risque'. What most will find really incredible though is that this game, less than two years later, was carried by the mainstream Acorn disk of THE MICRO USER Volume 12 Number 6!

There are eight characters in total and, in a more fantastical sense, Dot Cotton, Saddam Hussein and a vampire are all quickly discovered roaming weird locations; almost all of which are readily accessible right from the start. The text describing them, and the locations, is well-written, free from spelling errors, nicely formatted and of a very high standard. Take for example: "You hand the purple



harmless iridescent butterfly to the insectcollectologist, who puts it in a matchbox in an armoured suitcase in a titanium safe which he welds closed and wraps up in clingfilm before heading homewards."

Definitely a big improvement on Scott Adams' "OK"! However, it's as well to note that the parser on HOUSE - IQGR is not developed up to the same grade. I was initially very frustrated to get endless "Sorry, you can't do that..." messages when I tried to GET, TAKE, KILL, EAT, HIT a GUINEA-PIG in one of the early locations. Because the message never changes, the parser seems very limited; in actual fact, GET and GIVE are the only commands (apart from compass directions) you're likely to need so if neither works, it's not a bug; it's just that you haven't found the solution involving that particular object.

There is a bug in this game though, fortunately discovered and 'patched' during the conversion to the Electron. Without wanting to give anything else away (at least not until EUG publishes the solution!), it occurs when you must use the DIY bomb. "That was probably a bad move," says the text as it explodes and you are arrested...

However, instead of transporting you to a locked police cell, the BBC version then prints "<undefined location>" and leaves you no alternative but to QUIT. As it's now impossible to finish the game, it becomes evident that THE MICRO USER probably didn't test this adventure much, if at all! Luckily though, your EUG reviewer's fix has been included on the EUG #53 disk version. On THE MICRO USER's original effort (and possibly other PD versions), add the lines below to "HOUSEGM":

```
120DEFFPROClook:IF (1+R% MODMX)=2 AND (1+R% DIVMX)=7 THEN R%=R%-1
121IF (1+R% MODMX)=1 AND (1+R% DIVMX)=7 THEN R%=R%-7
122PROCform(2,DES$(1+R% MODMX,1+R% DIVMX)):M%=0:FOR S=1 TO OBJ:IF ?(obc-
1+S)=R% AND OBD$(S)<>"<undefined>" M%=M%+1
```

The BBC/Electron version on EUG #53, with this surgery, retains everything (on both machines!) of the original apart from the bug. It also includes a lovely converted Mode 7 to Mode 1 loading screen specifically coded to appear even with the 64K Elk's extra memory enabled. With the game itself, there are just two more little features that require documentation. The first, a relatively minor point, is that when giving an item, you must type GIVE <x> TO <y> <RETURN> as GIVE <x> alone results in "Sorry, you can't do that...". The second is that there are longish pauses between location and location while memory is accessed. They aren't so long as to ruin the adventure though.

With the bug fixed, this documentation by your side and the requisite Acorn kit, you'll soon discover HOUSE - IQGR to be the very creme de la creme of PD adventures. Despite the limited parser, the witty text and simplicity of action will guide you through quite easily. It's of moderate difficulty - its title being an accurate description - and fluidly written. An almost perfect little adventure.

Dave Edwards, EUG #53



# HOUSE OF HORRORS

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author :  
Standalone Release(s) : 1983: HOUSE OF HORRORS, Kay Less, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KAY LESS COMPUTER SYSTEMS. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

After climbing a rocky path to the old house you pass through the rusty gates and enter a creepy mansion. Your task is to recover the golden keys which are spread over the five floors.

The house is haunted by a variety of ghosts, zombies, werewolves, vampires and mummies. To make matters worse each floor is like a maze, with rooms, corridors, secret passages and rotten floorboards which collapse when you walk on them.

Each floor is drawn as a plan showing the rooms and corridors, the keys, floorboards, passages and the house's horrors. You start by the staircase and your task is to collect the two keys and return without bumping into any of the inhabitants. There is no time limit, so you can plan your route. If you succeed, you move on to the next level.

The options available at the start are sound on/off, keyboard/joystick and start level. It is also possible to freeze the game at any point.

All the characters are single colour, user defined graphics characters. The monsters all move in fixed patterns and their movement is very jerky - one character position at a time. This gives the game an amateurish look.

I think you will be disappointed with HOUSE OF HORRORS and cannot really recommend it.

Roland Waddilove, ELECTRON USER 2. 8



# HOW TO WRITE ADVENTURE GAMES

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Use In Conjunction With Book Of Same Name  
Author : Peter Killworth  
Standalone Release(s) : 1984: ADVENTURE GAMES, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B (Not B+ or Master 128)  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE  
CB2 1LQ. Te: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

Instructions currently unavailable.

**Instructions' Source** : ADVENTURE GAMES (Acornsoft) Inner Inlay

**Review** : No Review Yet



# HULK

## *Professional, Originally Released On Cassette Only*

Game Alias : THE INCREDIBLE HULK; QUESTPROBE #1  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: HULK, Adventuresoft, £9.95  
1987: THE INCREDIBLE HULK, Americana, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : CDFS E00, DFS E00

### Instructions

Listen up, True Believer! The world's premier comics company has joined with the originator of Adventure games to bring you the awesome QUESTPROBE Series : an epic group of home-computer adventures by Marvel Comics and Scott Adams in which you become one of the greatest Marvel TM Superheroes characters.

Much more than an arcade game and recommended by educators around the world, an Adventure allows you to move through a wonderous electronic world by entering English commands. In the HULK TM, you actually control the intellect of Bruce Banner and the savage might of ol' Jade-Jaws himself, the HULK TM. Your objective is two-fold: to unlock the riddle of the Chief Examiner and . . . to survive!

Each installment of the QUESTPROBE Series is a complete Adventure - you need nothing else but your imagination and a compatible computer. And you don't have to be a Marvel Comics fan to enjoy the fun. For all kids aged 8 to 800!

Difficulty level: Moderate.

### How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

### Some Helpful Words

Although the vocabulary accepted by your computer is extensive, you may find the words listed overleaf to be of great help as you set about your Adventure. Remember: These are just a few of the words available.

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Hit

### One-Letter Commands

You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you wish to use and press <RETURN>.

N, S, E, W, U, D	-	Go North, South, East, West, Up or Down
I	-	Display Inventory of items on your person
L	-	Look

### Saving Your Adventure For Later Play

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up when you left off. To save a game in progress, type SAVE GAME at any time the WHAT SHALL I DO? message



on your screen. You will be asked to specify A, B, C or D. This will allow you to assign a code letter to your game so that you might restore it at a later time.

To restore a saved game, type LOAD GAME before you wish to begin a new game. The computer will ask: DO WISH TO RESTORE A SAVED GAME? Type YES, and type the correct code letter (A, B, C or D). The Adventure will resume at the point which you saved it.

To end a game in progress, type QUIT. If you intend to continue the game later, be sure to save it before using this command.

## Description of Marvel Characters You May Meet

### HULK - Friend

Real name	: Robert Bruce Banner
Occupation	: Ex-Physicist
Identity	: Publicly known
Legal status	: American citizen with criminal record pardoned
Former aliases	: None
Place of birth	: Dayton, Ohio
Marital status	: Single
Known relatives	: Jennifer Walters (aka She-Hulk), cousin; Morris Walters, uncle
Group affiliation	: Former member of the Avengers and the Defenders
Base operations	: Mobile
First appearance	: HULK #1
Origin	: Robert Bruce Banner was a thin, bespectacled nuclear physicist who worked on a Government research facility in New Mexico. Having designed and overseen the construction of a nuclear weapon that had a high gamma radiation output, Banner was among those present in the instrumentation bunker of the test site of the bomb's first above-ground detonation. Observing that a civilian had breached security and entered the restricted test area, Banner told his partner Igor Starsky to delay the countdown while he tried to get the civilian to safety. Starsky, secretly an enemy agent, did nothing, confident that Banner would die in the explosion and that the project would come to a halt. Reaching the civilian, a teenager named Rick Jones, Banner threw him into a protective trench. Before Banner could get himself to safety, the gamma bomb detonated and, irradiating its inventor with highly charged, radioactive particles. The radiation had a mutigenetic effect on Banner's entire cellular structure, causing him frequently to turn into the vastly powerful, green-skinned superhuman named by the military present at the test site, "The Hulk".
Height	: 7'
Weight	: 1,040 lbs
Hair	: Green
Eyes	: Green
Skin	: Green
Powers	: The Hulk possesses extraordinary superhuman strength, making him perhaps the strongest mortal being ever to walk the Earth. The mutation to his body caused by certain frequencies of gamma radiation fortified his cellular structure and added, in some as yet unknown way, over 800 pounds of bone marrow and tissue to his body. The transformation of Banner into the Hulk is determined by Banner's emotional state, particularly the emotions of rage, fear or stress. Perhaps the most important truism concerning the Hulk: The madder he gets, the stronger he gets.

The Hulk's powerful leg muscles enable him to leap to a height of 3,200 feet and a distance of 1.6 miles. He is



capable of lifting 90 tons. Although the Hulk has never been provoked into demonstrating the maximum output of strength, there may well be no upper limit. He has been known to lift over 100 tons, and leap almost three miles.

In addition to great strength, the Hulk's body possesses a high degree of imperviousness to injury, pain and disease. The Hulk's skin is capable of withstanding great heat without blistering (up to 3,000 degrees Fahrenheit) and great cold without freezing (down to minus 190 degrees Fahrenheit) and great impacts without a puncture wound or laceration. It is possible to injure him; he could not, for example, survive a near-hit with a nuclear warhead. The Hulk's highly efficient physiology renders him immune to all terrestrial disease.

The Hulk's only power apparently not related to his physical attributes is his ability to see astral forms. The nature of this ability is not yet known.

#### **ANT-MAN - Friend**

Real name	: Dr Henry "Hank" Pym
Occupation	: Former adventurer, biochemist
Legal status	: United States' citizen with a conviction for treason that was later overturned
Place of birth	: Elmsford, New York
Known relatives	: Marie (first wife, deceased), Janet Van Dyne (ex-wife)
Group affiliation	: Former member of the Avengers and the Defenders
First appearance	: TALES TO ASTONISH #27
History	: Dr Henry Pym, a biochemist with extensive knowledge in other scientific fields, discovered a rare group of subatomic particles, which have become known as the "Pym particles". Pym was able, through the application of magnetic fields, to entrap the particles within two separate serums. One serum would reduce the size of persons and objects, and the other would restore them to their normal size. Eventually, Pym discovered a way to store the serum in gaseous form, which, when used, allows him to shrink or enlarge at will.
Height	: 6'
Weight	: 185 lbs
Eyes	: Blue
Hair	: Blond
Powers	: As Ant-Man, Pym is able to reduce himself to the size of an ant approximately one-half inch in height. However, his mass remains constant, meaning that a punch delivered by a half-inch-high Ant-Man feels like the blow of a normal sized man.

Among Pym's more dubious accomplishments was the creation of the mad robot Ultron (see below).

Equipment	: Ant-Man wears a cybernetic helmet he designed which permits him rudimentary communication with ants. He can broadcast up to one mile depending upon the materials surrounding him.
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#### **DOCTOR STRANGE - Friend**

Real name	: Stephen Strange
Occupation	: Surgeon (retired), occult expert
Legal status	: American citizen with no criminal record
Identity	: Publicly known
Other current titles	: Sorcerer Supreme
Formal aliases	: Stephen Sanders
Place of birth	: Philadelphia, Pennsylvania
Marital status	: Single
Known relatives	: None



Group affiliation : Occasionally associates with the Defenders  
 Base operations : 177A Bleecker Street, New York City  
 First appearance : STRANGE TALES  
 Origin : Stephen Strange was a brilliant, ambitious and somewhat arrogant neurosurgeon whose meteoric career was tragically cut short in an automobile accident. Strange sustained minor nerve damage which prevented him from holding a scalpel steady enough to perform delicate surgery. He invested a fortune in attempted curers and fraudulent doctors and saw it dwindle to nothing. He swiftly degenerated from recluse to drifter to drunken derelict. Then Strange heard of a learned man in Tibet known only as The Ancient One who could supposedly work miracles. Determined to find this miracle man, he made his way across the ocean and then the frozen wastes of the Himalayan Mountains.

Strange finally located The Ancient One. The aged sorcerer told him he would only consider helping Strange if the erstwhile surgeon proved himself worthy. Eventually, Strange proved himself worthy and became The Ancient One's disciple. He learned the arcane secrets of sorcery and, in time, returned to America to set up shop in Greenwich Village in New York City.

Height : 6' 2.5"  
 Weight : 180 lbs  
 Eyes : Grey  
 Hair : Black with white streaks  
 Powers : As Sorcerer Supreme of Earth, Doctor Strange possesses a greater knowledge and mastery of the arts of magic than anyone else on Earth. Strange's magic, like most magicians, is derived from three major sources : personal powers of the soul/mind/body (mesmerism, astral projection, thought casting, etc.), powers gained by tapping this universe's ambient magical energy and employing it for special effects (transportation, illusion, casting, energy projection), and finally, powers gained through the tapping of extra-dimensional energy by invoking entities or objects of power dwelling in mystical dimensions, tangential to our own. Strange also employs a number of occult power-objects which he wields by mental control.

Weapons : Besides his array of magical powers, Strange wields three major occult power-objects. The first of these is his Cloak of Levitation which enables his physical form to fly at moderate speeds (approximately 25 miles per hour) for indeterminate lengths of time. While Strange can levitate without the Cloak, the Cloak enables to fly with no personal expenditure of magical energy. The second power is the Eye of Agomotto, an amulet which grants him certain mystical perceptions such as the ability to divine the truth by gazing into another man's soul. Residing in his Greenwich Village mansion is the Orb of Agomotto, a crystal ball attuned to the mystical forces of the Earth. Through the Orb, Doctor Strange keeps constant vigil against the dark forces of the universe.

#### **ULTRON - Foe**

Ultron is a robot possessing the capacity for creative intelligence and self-repair who has become a menace to humankind. Originally designed by Dr Henry Pym (at that time known as Goliath), the prototype Ultron-1 was non-humanoid, consisting of one large torso/head on tank treads with two slender limbs. Shortly after its completion, the robot developed an irrational hatred of its creator and tried to destroy him. Humbling Pym, Ultron-1 hypnotized him to forget his robotic creation and evicted Pym from his own private laboratory so it could undertake its own re-modification process.



Ultron proceeded to design subsequent bodies. The end result was Ultron-5, a humanoid robot with a body constructed of adamantium, an alloy which, once hardened, can withstand a nuclear blast.

Over the years of its existence, Ultron has augmented his adamantium body with additional offensive weaponry, including an "encephalo beam", high power concussion blasters, tractor and pressor beams, an induction device that was able to absorb energy from Iron Man's armor, and a molecular rearranger able to shape adamantium.

Ultron is physically and mentally far superior to man. Its hatred of humankind and capacity for survival makes it an ever-present threat to human life.

#### **NIGHTMARE - Foe**

Nightmare is a malevolent humanoid entity, whose origins are unknown, who rides a demonic steed and "feeds" upon the dreams of humans for sustenance and power.

Nightmare's ultimate goal is to expand his dimension into the waking world by occult means, perhaps overcoming the spirit of Eternity itself. Nightmare has but one natural enemy in all the dimensions; the creature Gulgol, who never sleeps.

#### **THE CHIEF EXAMINER - ?**

The mysterious overseer of the QUESTPROBE Series, not a lot is known about the Chief Examiner at this time.

#### **Some Playing Tips**

Be sure to examine the items you find during your Adventure. Also, keep in mind that most problems and solutions require no more than common sense to solve; special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light in order to avoid disaster.

If you get stuck, type HELP and press <RETURN>. You may or may not receive assistance, depending on what you are carrying, where you are at and a number of other factors. Too, be careful about making assumptions - they can be fatal!

Finally, if you are seriously stuck, special Hint books are available from Adventure International (U.K.). Call (021) 643 5102 for ordering information.

Here is a sample to show you how to get started in the game HULK and how the Hint Book can save you hours of frustration while you are having fun solving the adventure.

1. Can not get loose from chair?  
REMEMBER YOUR ALTER EGO AND GET MAD
2. More help for above problem  
GIVE YOUR SELF SOME PAIN
3. Solution to above problem  
BITE LIP

**Instructions' Source** : HULK (AInternational) Back And Inner Inlay

**Review** : No Review Yet



# HUNCHBACK v1.0

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Authors : D. C. Ward and John Dyson  
Standalone Release(s) : 1984: HUNCHBACK, Ocean, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : OCEAN, Ocean House, 6 Central Street, MANCHESTER 2  
Disc compatibility : CDFS E00, DFS E00

## **Instructions (Original Release)**

*"Rescue Esmerelda from her castle stronghold. Featuring: The Ramparts, Knights, Arrows, Fireballs, the Pit and of course the Bells! 100% machine code, just like the Arcade."*

QUASIMODO must rescue the imprisoned Esmerelda from the castle stronghold. Jump along the Ramparts, swing over the Fiery Pit, dodge the arrows and fireballs. Fifteen screens of fun and excitement and each one more difficult than the last.

## **Status And Scoring**

On screen scoring shows number of lives, current score and bonus score; points are awarded for each complete screen and the bonus builds up if no lives are lost. Hall of Fame feature for best score.

## **Game Controls**

Z - Left, X - Right, <DELETE> - Jump

**Instructions' Source** : HUNCHBACK (Ocean) Back and Inner Inlay

**Reviews** : No Review Yet



# HUNCHBACK v2.0

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : D. C. Ward  
Standalone Release(s) : None  
Compilation Release(s) : 1986: PLAY IT AGAIN SAM 6, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : OCEAN, Ocean House, 6 Central Street, MANCHESTER 2  
Disc compatibility : CDFS E00, DFS E00

## Instructions (PIAS 6 Release)

You are Quasimodo and your task is to rescue Esmeralda. You have to leap over ramparts, dodge rocks and arrows, swing on ropes, avoid the guards' spears and ring the bells. Finally you reach and rescue Esmeralda.

There are three difficulty levels (1 to 3) and twelve different screens of action (A to L). You can start at any difficulty level and on any screen between A and H. Screens I, J, K and L can only be reached when you have completed the previous screen.

## Game Controls

<CAPS LOCK> - Left, <CTRL> - Right, <RETURN> - Jump  
<SPACE> - Start Game, S/Q - Sound On/Off, <ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 6 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# HUNKIDORY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Game  
Author : Peter Scott  
Standalone Release(s) : 1986: HUNKIDORY, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"20 screens \* lifts \* 21 aliens \* spikes \* music \* demo mode and lots more. Great graphics leap about that is just so neat...By 'Hunky' Peter Scott."*

It's easy really, just collect all the valves on each screen and make your way to the door at the bottom of the screen. You can fall any distance without dying and you can kill the aliens by pressing the 'shield' control. Careful though, this uses up your energy.

To play the game, follow the screen prompts. Select sound on/off and then press space bar. We are told CTRL/C does strange things but we'll leave that up to you.

**Instructions' Source** : HUNKIDORY (Bug Byte) Back and Inner Inlay

## Review (Electron User) - "Challenging Dungeon"

Dave the Dunggroid is trapped in the dungeons of the planet Hunkidory. All you have to do is help him battle his way through 20 different levels to get back to the planet's surface.

This is an early program by the prolific ladders and levels game writer Peter Scott. Unlike LAST OF THE FREE, each level consists of a single screen - you do not wander backwards and forwards from screen to screen collecting objects.

Before you can proceed to the next level you have to collect all ten valves that are scattered about the screen. As is usual with this type of game, your success depends on your spotting the correct route through the screen, as well as split-second timing.

Each screen is constructed from a mixture of walkways, moving platforms and sharp spikes. Whizzing between these structural hazards are numerous alien life forms. Needless to say, contact with such creatures is always fatal.

The graphics are faded, the sprites very simple, and the backgrounds crude and boring. The screens may be a challenge to complete, but they don't have the necessary gloss to make you want to keep trying till you succeed.

One of the most infuriating features of the game is the way that everything is reset when you lose a life. No matter how close you are to completing the screen, back you go to the starting point and all the valves are replaced.

Controls are simple - left, right and jump. Stepping from the edge of the platform causes you to drop vertically, although the left and right keys can provide a controlled sideways drift.



The instructions contain a mysterious message about pressing <CTRL> and C to produce strange effects. On one occasion I tried this combination and exterminated the next alien I encountered. When attempting to reproduce this effect I hung the machine. C'est la vie.

The top two lines of the screen are reserved for a status display. They show the level number, lives left, time remaining before your present droid expires and your score. The program has option that let you play with or without music, or run a demo routine which gives you a second glimpse at every screen you will encounter.

HUNKIDORY is a very average ladders game - you have been warned.

Sound .....	7
Graphics .....	6
Playability .....	7
Value for money .....	7
Overall .....	7

Steve Brook, ELECTRON USER 4. 9



# HYPERBALL

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Bat and Ball; ARKANOID Clone  
Author :  
Standalone Release(s) : None  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 13, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions



# HYPERBALL SCREEN DESIGNER

*Professional, Originally Released On Cassette Only*

Disc compatibility : CDFS E00, DFS E00

The HYPERBALL SCREEN DESIGNER allows you to design screens for the Superior Software game, Hyperball. You may design your own screens from scratch or edit the original game files. Any screens you design yourself you are free to sell, but we would be grateful if HeadFirst had first refusal on doing this. Screens produced from editing the original game screens are copyright Superior Software.

## Loading

To load the screen designer, hold down SHIFT and tap BREAK. Select Load Designer from the menu and follow these instructions.

When the program has loaded, a message "Please Wait.." will be displayed and a few seconds later the screen will clear to reveal the editing area with a white block in the top left corner. This is the cursor. The following keys are used to design screens:

## **Editor Controls**

Z - Left, X - Right, \* - Up, ? - Down (Alternatively, use the arrow keys)  
0 - 6 - Select Block Type, E - Select Screen To Edit  
<RETURN> - Place Block, <DELETE>/<SPACE> - Delete Block  
R - Rename Set Being Edited, L - Load Set, S - Save Set  
<CTRL>-C - Clear Current Screen, <CTRL>-X - Clear Entire Set  
<CTRL>-Q/<ESCAPE> - Quit Program

The current block type, screen, and set are all displayed underneath the editing area, together with a picture of each block type.

If you have a tape copy of Hyperball, you will need to copy any sets of screens you design to tape before you can load them into Hyperball. A program to do this is supplied on the disc. To run it, select Disc to Tape Copier from the main menu.

## Disclaimer

In no circumstances shall the author or HeadFirst PD be liable for any damage, loss of profits, time or data or any indirect or consequential loss arising out of the use of this software or inability to use this software, even if they have been advised of the possibility of such damages. This software is supplied "as is"; no warranty, express or implied, of the merchantability of this software or its fitness for any particular purpose is given.

**Instructions' Source** : HYPERBALL SCREEN DESIGNER (Headfirst PD) Original Text File

**Reviews** : No Review Yet



# HYPERDRIVE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'em-up  
Author :  
Standalone Release(s) : 1983: HYPERDRIVE, IJK, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : CDFS E00, DFS E00

## Instructions

A new, very addictive machine code arcade style game. Guide your laser tanks around the network of passages destroying the drone aliens - but beware, evil Otto lies in wait!

**Instructions' Source** : HYPERDRIVE (IJK) Inner Inlay

**Reviews** : No Review Yet



# "...I DO"

## ***Professional, Originally Released On Cassette Only***

Game Type : Quiz  
Author : Hans J. Eysenck  
Standalone Release(s) : 1983: I DO, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"This program is based upon a series of fascinating questionnaires used by Hans Eysenck in his book '...I Do' Your Guide to a Happy Marriage published by Century Books in 1983.*

*The program can provide couples (married or unmarried) with a great deal of useful information about themselves and their relationship.*

*Used honestly "'...I Do' The Program" can help you understand just what psychologists mean by the terms introversion versus extraversion, emotional stability versus instability, high libido versus low libido; and give you a fairly clear idea of how you compare with your partner in these areas of personality and indicate what this could mean for your relationship.*

*"'...I Do' The Program" will provide information on the following:*

*PERSONALITY  
MARITAL SATISFACTION  
SOCIAL ATTITUDES  
FEMINISM AND ANTI-FEMINISM  
MASCULINITY/FEMININITY  
SEXUAL ATTITUDES*

*WARNING : The Author and Publishers accept no responsibility whatsoever for the success or failure of any existing or future relationship examined by this program.*

*This pack contains one program cassette, one question data cassette and an instruction booklet."*

### **Introduction**

Marriage, despite rumours of its imminent demise, remains one of our most popular institutions. Moreover, marriage is good for us. According to all the most recent studies, married people are happier, healthier and have more self-esteem than their single counterparts. They tend to live longer and, in general, have a more positive outlook on life.

If marriage is so good for us, how does it happen that so many marriages are filled with unhappiness? Why do one in three couples get divorced? And how can we reconcile this high rate of divorce with the idea of marriage as a popular institution?

The answers to these questions are far from simple, but I feel that much of the problem springs from inappropriate selection of marriage partners. My research shows that, of all the factors that make for success or failure in marriage, it is the question of personality that is crucial. And the assessment of personality is an area of which most people are, understandably, comparatively ignorant. Many



marriages, then, are doomed - or at least destined for severe growing pains from the start.

What, then, will you gain from answering the questions in this program about happiness in marriage? Certainly there are no quick and easy solutions to the subtle stresses that exist between married couples. But by completing each section honestly, you should be able to get a rough idea of where you stand on the issues of personality, attitudes and happiness. It is in this spirit of 'know thyself' that this program is intended. It can help you understand just what psychologists mean by the terms introversion versus extraversion, emotional stability versus instability, and high libido versus low libido; give you a fairly clear idea of how you compare with your partner when it comes to these qualities; and provide some indication of what this means for your marriage.

Of course, neither the social nor the physical scientists have the answers to all of our questions. The psychologist studying marriage is trying to understand how two very complex entities, a man and a woman, interact, and how much of this interaction is determined by their personality, intelligence, environment, age and experience. Although certain things can be done to make one's life happier, there are no magic formulae, and it would be irresponsible to suggest that there were. The science of human relationships is imperfect at best, but we can gain from it some general guidelines, together with certain assumptions which do tend to hold up over time.

This program has been written from the point of view of empirical science. By 'empirical' I simply mean based on the facts as observed. I do not intend to pass any moral, religious or ethical judgments on the findings of the program. Certainly you are free to view the results from your own religious or ethical perspective; I am presenting my findings as a psychologist and social scientist, not as a philosopher.

Use your results as you will, and, although I make no promises, I sincerely hope that the gain in self knowledge will improve your chances for marital happiness and fulfillment. However, the study of human behaviour, especially as we watch its interaction in marriage, is certainly an imperfect science. Science itself does not know all the answers. So take what you can from what I have to offer, and prosper.

H. J. Eysenck  
Institute of Psychiatry  
University of London 1982

## How To Use The Program

This is the program's Main Menu:

1. RUN QUESTIONNAIRE
2. SAVE RESULTS
3. GET SAVED RESULTS
4. END

Each option is explained in detail below. To choose an option from any menu, type the required number and press RETURN.

### 1. Run Questionnaire

If you wish to answer the questionnaire, type 1 and press <RETURN>. The computer will display this:

IT IS BEST TO DO THE QUESTIONNAIRE IN THE ORDER GIVEN ON THE  
QUESTIONNAIRE MENU. DO NOT REWIND THE TAPE AFTER COMPLETING EACH  
SECTION.

LOAD DATA CASSETTE

MAKE SURE DATA CASSETTE IS REWOUND

DOES YOUR CASSETTE DECK HAVE MOTOR CONTROL? (Y/N)



Remove the program cassette from the cassette deck and replace it with the data cassette. Type Y if you have motor control, N if you do not, and press <RETURN>.

The following will be displayed:

'I DO' QUESTIONNAIRE

YOUR ANSWERS DO NOT APPEAR ON SCREEN MAKING THEM PRIVATE AND  
CONFIDENTIAL.

ONE OR TWO PARTICIPANTS? 1/2?

Answer the questions as they appear on the screen. Remember to press <RETURN> after each entry.

ONE OR TWO PARTICIPANTS? 1/2? 2

NAME OF FEMALE PARTNER? LINDA

NAME OF MALE PARTNER? NICK

DO YOU WISH TO DO THE QUESTIONNAIRES TOGETHER TAKING EACH QUESTION  
ALTERNATELY? Y/N? Y

Press SPACE as requested. This is the Questionnaire menu:

1. EXTRAVERSION/INTROVERSION SCALE
2. EMOTIONAL STABILITY/INSTABILITY SCALE
3. PSYCHOTICISM/SUPEREGO SCALE
4. MARITAL SATISFACTION INVENTORY
5. SOCIAL ATTITUDES QUESTIONNAIRE
6. FEMINIST/ANTI-FEMINIST BELIEFS
7. MASCULINITY/FEMININITY SCALE
8. SEXUAL ATTITUDES INVENTORY
9. EXIT

If you decide to answer questionnaire 1, the following will be displayed:

EXTRAVERSION/INTROVERSION SCALE

LOADING QUESTIONS 50

READY

PRESS SPACE TO CONTINUE

Make sure that the data tape is fully rewound. When the computer has found the questions, it will display LOADING QUESTIONS and count as it loads. When the computer displays READY, press SPACE as requested.

This is the first question on the Extraversion/Introversion scale.

LINDA:

Do you like going out a lot?

- 1 Yes
- 2 No
- 3 Can't decide

The name of the person who is to answer the question appears on screen. Read each question carefully and evaluate it. When you have decided which answer best accords with your personal opinion or behaviour, type in the number next to that answer. Answers are completely confidential and do not appear on screen. The next question will be displayed automatically.



When a questionnaire has been completed, this screen will be presented:

'I DO': YOUR SCORES

LINDA'S SCORE IS INDICATED BY A  
NICK'S SCORE IS INDICATED BY B  
IF YOUR SCORES ARE IDENTICAL THEY ARE INDICATED BY C  
THE DOTTED LINE INDICATES THE MEAN.  
ANY DEVIATION FROM THE MEAN INDICATES THE EXTENT TO WHICH YOU  
SHOW THE GIVEN CHARACTERISTICS

Press SPACE and you will see the scores, indicated on a bar chart.

	B   A	
EXTRAVERSION		INTROVERSION
EMOTIONAL STABILITY		INSTABILITY
PSYCHOTICISM		SUPEREGO
MARITAL SATISFACTION		DISSATISFACTION
RADICALISM		CONSERVATISM
TENDERMINDEDNESS		TOUGHMINDEDNESS
FEMINISM		ANTI-FEMINISM
MASCULININTY (SOCIAL)		FEMININITY
HIGH LIBIDO		LOW LIBIDO
SEXUAL SATISFACTION		DISSATISFACTION
MASCULINITY (SEXUAL)		FEMININITY

On pressing <SPACE> you will be returned to the Questionnaire Menu from which you may select the option of running another questionnaire or of returning to the Main Menu. If you EXIT from this menu by typing 9, please remember to save your results so far.

(Note: If you have a BBC Micro, you have the option to print out your results when you select 9 (EXIT) from the Questionnaire Menu. Follow the instructions given on screen.)

## 2. Save Results

This option allows you to save the results of one or more questionnaires either for future reference or (if you have not yet answered all the questionnaires) for you to add to at a later date. You must save each set of results - that is, for either one or two people - on a different tape, or the new information will erase the old.

If you do not save the information before ENDING the program, you will lose all results so far.

## 3. Get Saved Results

If you select option 2 the following is shown:

DOES YOUR CASSETTE DECK HAVE MOTOR CONTROL? (Y/N) Y

PLACE YOUR PERSONAL RESULTS TAPE IN THE CASSETTE DECK NOW

PRESS PLAY ON TAPE



Follow the instructions on screen and your previously-saved results will be loaded and displayed for you to add to.

WARNING - Using this option will erase all scores already held in the computer.

## **Questionnaire Results**

### **Personality Profile**

There is no ideal score representing the ideal combination of personality traits. No direction your personality takes indicates either superiority or inferiority. An extraverted personality might make you more popular at parties, but being an introvert is likely to get you better exam results. The same holds true for emotional stability versus instability. An excess of instability may be a bad thing, leading to neurosis and unhappiness, but a lesser degree of the same may be related to artistic ability and expressiveness. Likewise, a very stable person may have such a lack of emotion that he or she is unable to appreciate music and other artistic sources of satisfaction. It is all a matter of degree. Women tend to score higher than men on instability.

A typical behaviour pattern for a person achieving high scores in psychoticism would make him or her emotionally cold, egotistical, aggressive, antisocial, lacking in feeling for interpersonal relations and generally hostile. At the opposite end of the psychoticism scale is the 'superego' - the altruistic, emotionally responsive, friendly, helpful and warm personality.

This matter of psychoticism, a dimension independent of extraversion/introversion and stability/instability, has a high degree of difference between men and women, males typically having a higher score than females. Those who score highly on psychoticism tend to be unhappy in marriage no matter who they marry. Studies have shown, however, that there is a higher chance for happiness if it is the man who has the higher score for psychoticism than the woman. Note particularly that even quite high scores on emotional instability may indicate an artistic temperament, a high score on psychoticism originally and creativity. If your answers lead you to the melancholy conclusion that you are not perfect, be reassured: none of us is!

### **Marital Satisfaction Inventory**

Compare your assessment of your happiness with that of the reasonably average marriage. If you score on the mean line, then your marriage is about average. Any score towards the satisfaction end of the scale means you are happier than most married couples, any score towards the dissatisfaction end; less happily married.

### **Social Attitudes**

Studies show that political beliefs and social attitudes do affect the chances of success in marriage. Two aspects are measured in this questionnaire: a political dimension, radicalism versus conservatism, and an attitude dimension, which measures what we call toughmindedness versus tender mindedness.

People do seem to marry others with similar attitudes on these issues, and perhaps this is another variation on the general observation that like prefers like on issues of socioeconomics, education, residence, living habits, and so on.

The degree of similarity on the radicalism/conservatism scale does not seem to matter as far as marital satisfaction goes. But couples in which the man was more toughminded seemed to have happier marriages; tendermindedness in the woman seemed to matter to.

### **Feminism/Anti-Feminism**

If some radicalism in general indicates a tendency towards marital dissatisfaction, it would only stand to reason that feminism, a branch of radicalism, would add to the troubles within marriage. The very nature of feminism, with its tendency towards confrontation as opposed to accommodation, starts the spark, and this means marital difficulties. Let it also be said at this point that the emotional manipulation found in traditional domestic women leads towards marital dissatisfaction as well. Again, extremes seem to cause the problem.



### **Masculinity/Femininity**

This scale is different from the others. It is, in fact, two scales: masculinity on the left and femininity on the right. Again, the centre line represents the average points on the two scales. But SCORES BELOW THE AVERAGE ARE NOT SHOWN. The lowest point that can be seen on each scale, therefore, is the point of average masculinity and average femininity. If you have an average or above average level of masculinity and of femininity, you will receive two scores, one on each scale. If you only receive a score on the masculinity scale, that means that your femininity score is below average, and not shown (and vice versa). If you receive no scores, both your masculinity and femininity scores are below average and therefore undifferentiated.

Remember that these scales are based on our IDEA of what characteristics are 'masculine' and what are 'feminine'. It should be made clear that everyone - both men and women - possesses characteristics from both the male and female scale.

The happiest couples seem to those where both parties have high masculinity scores **and** high femininity scores. The next happiest group contains those couples where the man is very masculine (or high on both scales) and the woman high on the feminine scale. The least happy couples were those where neither partner had a score on either scale.

### **Sexual Attitude Inventory**

This questionnaire measures three different scales: libido, sexual satisfaction and masculinity.

The first measure we deal with is that of libido, which is the psychological term for sex-drive. There are, of course, very strong sex differences, with males in general scoring higher on libido than females but there is also a certain amount of overlap. Some women have a stronger libido than the average male, and some males have a weaker libido than the average female.

The next measure is of sexual satisfaction. I should say at once that sexual satisfaction is completely independent of libido. It is very possible for a person with a low libido to be as satisfied with his or her sex life as a person with a high libido. Study after study has shown this conclusion to be essentially correct.

The third scale is the masculinity scale. This scale weighs those traits which most clearly differentiate between men and women. It is fairly similar to the libido scale, and, just as men score higher on libido, so they will score higher on masculinity than will women. I include this scale simply as a point of interest to the reader who may be curious to see how his or her scores on it compare with others. High or low scores are simply characteristic of a given person. There is absolutely no reason why a man or woman should score near the mean. Any score can be compatible with contentment and marital happiness.

Hans Eysenck 1983

**Instructions' Source** : I DO (Acornsoft/Ivan Berg) Back Inlay & Booklet

**Reviews** : No Review Yet



# IAN BOTHAM'S TEST MATCH

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Cricket  
Author : David Crofts  
Standalone Release(s) : 1985: IAN BOTHAM'S TEST MATCH, Tynesoft, £7.95  
Compilation Release(s) : 1988: MICROVALUE GOLD, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Experience a thrilling and challenging game of cricket from the comfort of your armchair.*

- \* *Three different Matches available:*
  - \* *Limited Overs*
  - \* *One Day Match*
  - \* *Test Match*
- \* *Full Pitch visible at all times*
- \* *Placement of Fielders and type of ball bowled controlled by the player*

*C.C.I. says, 'A good game; fun even for myself who normally detests cricket.'"*

## Start-Up Options

Note : If no input is entered within approximately 30 seconds, the computer will enter a demonstration mode. To exit this, hold <SPACE> down until screen clears.

### 1. Choose teams : C or Q

Pressing C lets you use the present computer team  
Pressing Q lets you enter your own 22 players

### 2. Number of players : 1 or 2

By pressing the <SPACE> bar, the number of players will alternate between 1 and 2.

A one player game will let you play against the computer.

A two player game means two players using the keyboard at the same time.

Having selected the number of players with the <SPACE> bar, press Q.

### 3. Game Type

There are three types of game available;

LIMITED OVERS - 10 six ball overs

ONE DAY MATCH - 20 six ball overs

FULL TEST MATCH - with two full innings

To select one, press the <SPACE> bar until required game is displayed then press the Q key.

### 3A. Placing The Fielders

When one of the fielders appears at the bottom of the screen, use the directional keys to move the fielder to the desired position.

1. A fielder can only be placed in an orthodox cricket position. Having selected the fielding position of a player, press Q to place him there.

2. A - Up    Z - Down    X - Left    C - Right

Having placed the last player on the field, the match can commence.

### 3B. Batting

To bat, there are four directional keys plus the actual strike key.

These keys are:-

> - Forward left    ? - Forward right

+ - Behind left    \* - Behind right



To strike the ball, hit the <RETURN> key within one-tenth of a second of the ball stopping (This will take time but in time, an 80% success rate should be achieved). Do not attempt to anticipate the ball when it is moving, always wait for the ball to stop before playing your stroke. If a directional key is held down whilst the <RETURN> key is hit, the ball will move in that direction.

### **Bowling**

Choosing bowler type:-

Press <SPACE> to step through the options. These are:-

FAST, MEDIUM, BOUNCER, SPIN

When the desired option is reached, hit the Q key to select that option. This will be used during that over.

To commence bowler's run, hit Q.

### **Fielding**

If the ball is hit, and it runs to a fielder, he will automatically return it when controlled by the computer. However, the <SPACE> bar should be hit when controlling a fielder at the precise moment the ball reaches him. By moving the cursor using the four directional keys over a fielder and hitting <SPACE>, you will take control of the fielder. Moving it to the ball and hitting Q at the moment of contact will cause the fielder to return the ball or catch it. If you miss it, the ball will continue and award the batting team four runs.

### **In General**

Scan scoreboards = <SPACE>

Once committed to running, a player will continue to run until (1) he is run out or (2) the <RETURN> key is released (even if only for a split second) or (3) he achieves four runs. A bowler can be changed at the end of each over by pressing <SPACE> at bowler type and hitting Q as desired option.

**Instructions' Source** : MICROVALUE GOLD (Tynesoft) Inner Inlay

### **Review (Electron User)**

Rain may stop play on a regular basis at the Oval but it should cause few problems if you're playing IAN BOTHAM'S TEST MATCH. The armchair enthusiast can bow put willow to leather all year round. The game allows one or two players to compete over 16 overs, 32 overs, or a full innings test match.

When playing against the computer you are always put in to bat first. A choice of four strokes is available. They are selected by holding down the appropriate key and pressing the <RETURN> key to execute the stroke as the ball approaches.

The timing here is very difficult to judge. Unfortunately no matter what stroke the batsman plays he always performs the same movements. Once your side has bitten the dust - and that won't take long - you position your fielders before bowling. Players are moved using a combination of four keys and set in position by pressing a fifth. On several occasions I found that this positioning key had to be pressed numerous times before a player was released.

You are provided with a choice of four bowlers each having a different pace or style. Having selected fast, medium, spin, or bouncer, just press the Q key and the bowler will make his run up.

When fielding a ball you first move a cursor to the player you wish to move before you can begin to chase the ball. Normally by the time you have made your selection the ball has reached the boundary.

An element of humour is provided by a little duck, complete with bat and cap, which leaves the field with a tear in its eye as your exit for no runs.

The graphics used in the game are quite reasonable, it is just a pity that the game is so awkward to play.



Sound .....	4
Graphics .....	6
Playability .....	5
Value for money .....	6
Overall .....	6

John Revis, ELECTRON USER 3.10



# ICARUS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overheard Maze Game  
Author : Julian Avis  
Standalone Release(s) : 1988: ICARUS, Mandarin, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : THE POWER HOUSE, 204 Worple Road, LONDON SW20 8PM  
Disc compatibility : Unknown

## Instructions

Instructions currently in the following format:

### Hints

- \* Avoid firing continuously as this depletes your charge line
- \* The holder of a door-opening card can get a non-card holder through the door by standing in the doorway to let him pass
- \* Where possible, use the droids to destroy their own lifts
- \* On each deck, check the time it takes before a forcefield comes back on before risking passing through it

### About the creator of Icarus

It has taken Julian Avis at Powerhouse Software three months of coding followed by three months of intensive game testing and fine-tuning to create ICARUS. His first claim to fame was the top-selling DUNJUNZ. He used some of the techniques to develop ICARUS, reducing the number of players from four to two, adding a wide range of exciting new features and concentrating on refining the gameplay. Julian is currently developing a fast-action space shoot-'em-up for the BBC Micro.

**Instructions' Source** : ICARUS (The Power House) Back Inlay

### **Review (Electron User) - "Zap 'N Blast Spectacular"**

While transporting a shipment of battle droids to the Andromeda system, the starship Icarus' master computer suffered a major malfunction. Having lost navigational control, the Icarus is on a collision course with the sun and if its matter drive explodes there will be an almighty bang.

ICARUS is a one or two player game written by Julian Avis, the author of DUNJUNZ. By reducing the number of players from four to two, Julian has been able to double the playing area available to each player - and also reduce the congestion around the keyboard.

To reach the ship's computer you have to fight your way through 20 decks of droid-infested starship. Laser in hand, you blast away at the automation army. More astute players will soon notice that no matter how many metal menaces you destroy, their numbers remain constant. This is because reinforcements are free to enter the deck via the service lifts - your main objective must be the deactivation of these.

Great care should be exercised when blasting a lift as the highly polished doors will reflect your laser bolts. Not until you have de-activated every service lift on a deck will you be allowed access to the emergency lift - and the next level.

The duration of your solitary life is determined by a combination of factors, which are displayed as a series of bar graphs. Each player's damage and armour reflect the degree of injury that can be inflicted and sustained.



Charge affects the rate at which your laser recharges when not in use. The final graph is the one showing the state of your health. Allow this to reach zero and you'll no longer have to worry about the spaceship's appointment with the sun.

Your chances of completing the mission can be greatly increased by collecting tokens. Depending upon the type, they can be used to boost firepower, armour, or recharge rate. Credit tokens can be inserted into vending machines in exchange for health points.

The two-player option prevents ICARUS from becoming a monotonous zap and blast game. Your way will often be barred by security coded force-fields and if two people are playing one can concentrate on cracking the code while his partner fends off the battle droids.

The only let down is the speed. Although it is normally quite fast, the game really slows when there are a lot of aliens on screen. A SLOGGER Turbo makes the world of difference.

As a one-player game ICARUS is superb. Play it with a friend and you'll experience the excitement of true two-player arcade action.

Sound .....	8
Graphics .....	8
Playability .....	10
Value for money .....	9
Overall .....	9

Jon Revis, ELECTRON USER 5. 8



# ICE HOCKEY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Ice Hockey Match  
Author : Margaret Stanger  
Standalone Release(s) : 1986: ICE HOCKEY, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Ever thought you would be any good with a hockey stick? Can you be the King of Ice Hockey? On the other hand, who gives a flying puck if you don't win? It's only a game - by Michael Stanger. Fast, Furious and Very Slippery! Two Player option."*

## The Game

Each team of six players has a goal minder, two defencemen and three forwards.

Play is commenced and after a goal has been scored, by a face-off. The puck is dropped in the centre of the rink between the sticks of the opposing centremen. At other times, the puck bounces off the sides to come back to play. The two blue lines divide the playing area into three zones, defence, neutral (centre) and attacking zones. Only three players may be in their own defence zones when the puck is outside it.

A player may only enter the attacking zone in line with or behind the puck or puck possessor. He may not take a pass from a team mate who is at the moment of passing, in another zone. To stay on-side, a player can only pass to a colleague in the same zone (also to anyone in his own half if he is in his defence zone).

## The Action

For a one player game, the user controls the red team, and for the two player game the left hand player controls the left red team and the right hand player controls the blue team.

In the red teams' neutral and attacking zones, the centre player can be controlled by the keys on the joystick and will be highlighted in magenta. In the defence zone, the goalkeeper will be user-controlled in the same way. For a two player game, the user-controlled blue team player will be highlighted in green. The other players will be computer-controlled.

When he presses <SPACE> or a fire button, he can hit the puck forwards.

The score-board and time will be shown at all times; when the time reaches 200, the game will be over. A new game will start after a short pause.

## Game Controls

### One Player:

Z - Left, X - Right, \* - Up, ? - Down

### Two Players:

Reds: Z - Left, X - Right, Q - Up, A - Down

Blues: < - Left, > - Right, P - Up, L - Down

M/H - Music On/Off, F/C - Freeze/Continue

<SPACE> - Hit the puck, <SHIFT> - Shoot the puck



**Instructions' Source** : ICE HOCKEY (Bug Byte) Back and Inner Inlay

### **Review (Electron User) - "Sloppy Simulation"**

Fancy skimming over the ice and flicking the puck into the opponents' net? That's what's on offer in this team game simulation for one or two players from Bug-Byte.

The rules are all well explained on the cassette inlay and the keys you need to use are displayed on the screen at the start of the game. In fact, it's a well-packaged budget-priced game.

You start with a face-off in the centre and you can see the central third of the rink. If the puck moves to either end the appropriate third of the pitch is drawn. This redrawing is rather sluggish on the Electron and makes the game seem disjointed. There is a permanent on-screen display of the score and the amount of time played.

Ice hockey lends itself to being a computer game. It is only six-a-side and has strict rules about player positions, so the number of characters moving on the screen is limited and should make for a fast game. Also, a small puck is used rather than a large wall which should help with the speed of drawing.

The playing rules are simple too. There are no throw-ons to cope with as the ball bounces off side walls, and in this well behaved version there are no fouls or sin bins.

With so many advantages over football, it's a pity that this game does not really work. The players do not glide gracefully over the ice, but jerk about in a manner that would cause real players to fall over on the ice.

There seems to be no way of giving the puck a satisfying thwack up to the other end of the rink. Instead, you can only push it a small distance in front of you.

One of your worst problems is making sure that your computer-controlled team-mates do not get the puck. If they do, they run up to the goal and spend the rest of the game not scoring and not passing.

As you try your hardest to wrest the puck away from them, the noises (hardly sound effects) will drive you to distraction. You'll wonder where the music promised on the cassette inlay has got to: the suggested keys for music on and off have no effect.

If the opposition get the puck they will run it up the pitch and spend ages failing to score or pass. Once again the noises are intolerable and the best route out is to quit the game by pressing the <ESCAPE> key.

It will be small consolation to Electron owners to know that if they load the same code into a BBC Micro, all the problems vanish and the game becomes fast, smooth, musical and much more fun.

I really wonder if Bug-Byte checked ICE HOCKEY on the Electron. I feel sure the company can't have intended to let such a poor game tarnish its reputation.

Sound .....	0
Graphics .....	5
Playability .....	1
Value for money .....	2
Overall .....	3



# IKON

***Professional, Originally Released On Cassette Only***

Game Type : Art Package  
Author : Margaret Stanger  
Standalone Release(s) : 1985: IKON, A&B Computing, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128.  
Supplier : A&B COMPUTING. No further information.  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

Instructions currently unavailable.



# IMAGE

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Tape Copier; Eessential Utility  
Author : Peter Donn  
Standalone Release(s) : 1984: IMAGE, Peter Donn, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : Peter Donn, 18 Tyrone Road, Thorpe Bay, ESSEX SS1 3HF  
Disc compatibility : Not Applicable

### Instructions

Congratulations on buying the 'Image' V.2 tape copier. Once you have used it a few times, I'm sure you will agree it is the best available on the market. I wish you well to use it. Please use it for strictly legal purposes.

The 'Image' tape back-up system is composed of two programs. The first is the program you use for 99% of software. It can make back-ups when the programs contain CTRL codes in the filename, are locked, contain false addresses, are files, are very long, or are 300 or 1200 BAUD, or any combination of the above. In addition, it can be used to lock or unlock programs. The second is very specialised. It loads in programs not as programs, but simply as binary data. This should be used when the first program does not work. This program seals with programs that are recorded with changing filenames, extremely irregular CTRL blocks, or are composed simply as a continuous stream of binary data. Using this program, you can even back-up a program one block at a time.

Electron Users: If you have a Plus 1 attached to your machine, type:  
?&2AC=0 <RETURN>, before running 'Image'.

### How To Use The First Program

This program is extremely simple to use. To load it enter \*RUN <RETURN>. Select key '1' to load in the program to be copied, and key '2' to record a copy on cassette. The UP and DOWN cursor keys control the 300 or 1200 BAUD rate. The program will record programs up to &73 blocks long (BBC version).

### Locks

On the bottom left hand corner of the screen you will see the message 'Last prog'. To the left of it is a single letter. If this is an 'L' the last program you have just loaded in was locked. If it was a 'U' then it was not locked. Underneath this message is another one - 'Re-lock' and to the left of this is another letter. If it is a 'Y' then the program to be recorded on cassette will be locked, and if an 'N' then it won't.

You can change this status by using the keys 'Y' and 'N'. If the program is locked, ths letter will automatically change to a 'Y' as soon as it has loaded, assuming you wish it to remain locked when you record it on cassette. If you want to unlock it, then press 'N' just before you record it.

Likewise, if a program is initially unlocked, then this letter will change to an 'N' presuming you want it saved unlocked. Press 'N' just before you record it if you wish it to be locked on cassette.

It should be noted that locked programs can only be \*RUN'd, as using CHAIN or LOAD will give a 'Locked' message.

### Locking a BASIC program



As you can only CHAIN a BASIC program, before it can be locked it has to be converted so it can be \*RUN. To do this, follow the procedure below.

Load in or type in the BASIC program that you want converted. LIST the program to check it is there. Now type:

```
P.~PAGE
P.~TOP
```

Each time you do this you will get a number coming on the screen. Let us call the first number X, and the second Y. Type the following:

```
PAGE=&A00
```

and load or type in CAREFULLY the program listed below. RUN the program. The computer will ask you for two values, one after the other. The first time, you enter your value X, the second time your value Y, that you obtained before. After entering both values, the computer will tell you how to SAVE the program onto cassette. To load and RUN this program you may type \*RUN or CHAIN, unless you have locked it (using 'Image') in which case you have to \*RUN the program.

The program follows:

```
10REM *RUN BASIC (C) PETER DONN '84
20MODE7
30BTB$="OLDCRUNC"
40INPUT""ENTER PAGE :&"A$
50INPUT"      TOP :&"B$
60PA%=EVAL("&"A$)
70AD%=EVAL("&"B$)
80P%=AD%:[OPT2
90LDA#PA% DIV 256:STA&18
100OLDX#0:LDA#138:]
110FORSCAN%=1TOLENBTB$
120CH$=MID$(BTB$,SCAN%,1)
130IFCH$<>"C" [OPT2:LDY#ASCCH$:JSR&FFF4:] ELSE [OPT2:LDY#13:JSR&FFF4:]
140NEXT
145P%=P%-3:[OPT2:JMP&FFF4:]
150PRINT""ENTER:"""*SAVE""PROG""";~PA%;" ";~(AD%+&30);" ";~AD%;" ""TO
SAVE."
```

### **How To Use The Second Program**

The second program will not run on the Electron, but is included in the package in case you have access to a BBC Micro, which the program WILL run on.

Only use this program when the first program does not work. To load this program from cassette, type \*RUN <RETURN> and load in the second program (The third file on the Electron tape). Once it has loaded and is running, to load the program or data to be copied in, press the 'A' key. A 'K' will appear in the data window, meaning 'Press a key'. At this point, put your cassette in your cassette recorder (if it isn't already there) and press PLAY. As soon as you hear the high pitch tone at the start of the program, press a key. Once you have done this an 'L' will appear in the data window meaning the computer will accept the program data as soon as it is encountered. As the data is read in, characters will flash by in the data window, showing that the data is being read in successfully. As soon as the last part of the program has been read in (listed to the program playing on the cassette constantly so you know when it has reached the end) you must press the <ESCAPE> key.

To record the program onto a blank cassette, press 'B' or 'C' depending on whether the program was recorded as Blocks (lots of short sections with gaps in between - how normal program are recorded) or as a Continuous stream of data. After choosing an option, a 'K' will appear in the data window meaning 'Press a key'.

Now you must put your blank cassette in your cassette recorder and press PLAY and RECORD. After doing this, press a key, and an 'R' will appear in the data window showing that the program is now being recorded on the cassette. The data window is out of action throughout the duration of recording. The <ESCAPE> key is also out of



action during recording, although you can use it to get back to the menu at the very start of choosing the record option, or, if you've chosen the Block record option, between recording any two blocks.

Another point should be made. Should you accidentally press the 'A' key instead of 'B' or 'C' when you want to record, it will reset some internal pointers and regrettably you will have to load the program again.

This program can only deal with programs up to &60 blocks continuously. If a program is longer than this do half the program at a time (press <ESCAPE) after loading the first &40 blocks for example and save it on cassette. Then load in the rest of the blocks and save them on cassette).

No error checking is done in the program, so before you load in the program please make sure that the cassette controls are in the optimum position. Should the program fail to make a correct copy of your program, try again, as it is probably due to it loading incorrectly.

When loading any of the 'Image' programs in, it is important you use the word \*RUN. Abbreviations are not guaranteed to work.

Should your 'Image' cassette at any time become damaged, please return it together with 1.50, and it will be replaced.

**WARNING:** This tape back-up copier is NOT to be used for illegal purposes. Its use must be confined to making back-up copies of your own personal software, and these copies must be used by you only.

**Instructions' Source** : IMAGE (Peter Donn) Inner Inlay

**Reviews** : No Review Yet



# IMOGEN

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Of Intriguing Premise; Monochrome  
Author : Michael St Aubyn  
Standalone Release(s) : None  
Compilation Release(s) : 1988: PLAY IT AGAIN SAM 5, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

### **Introduction**

IMOGEN is an animated adventure game in sixteen sections; each loaded into memory as required.

Each section contains a number of puzzles based on a particular theme. It is not possible to be killed off although the number of times you can change character has been limited. The number of permitted changes is given at the top-right of the screen.

### **Background Story**

When the townspeople of Egmain were besieged by a monstrous firebreathing dragon they called for the assistance of Imogen, a local wizard with powers of metamorphosis. Responding to their pleas, he transformed himself into a dragon even more powerful than the real one. The monster was quickly destroyed but the strain of the transformation was so great that when Imogen returned to his normal state, his mind snapped. He forgot his friendship to the townspeople and used his power to destroy their crops, burn their houses and fill the sky with black clouds so that the town was in permanent night. After a few weeks of this, a spokesman set forth to seek the advice of the greatest and wisest wizard in the land.

When the Great Wizard had heard the story he said, "This insanity will pass, but until that time he must be imprisoned. I shall design a cave to hold him and your craftsmen will construct it in the mountain that overlooks the town." "How will we know when to release him?" asked the spokesman. "He will free himself when the time is right. I shall provide the spell for his release and split it in twain four times. The sixteen pieces will then be placed within the cavern and the route to each guarded by a test of stamina and intelligence. Only when he is fully recovered will he be able to retrieve the entire spell and set himself free".

And so the cavern was constructed, and with the Great Wizard's help, Imogen was secured within the first section, ready to begin his quest for freedom.

### **Objective**

The objective is to assemble all sixteen spell fragments by solving the puzzles in each section of the game. The completed spell can then be activated to escape the cavern. As a wizard, you can hold and use objects discovered in the caves, and also transform yourself into different creatures - a monkey to climb ropes and trees, and a cat to leap rocks and wide chasms. It is possible to swap between these characters at any stage in the game.

To enter a new section of the adventure, use the spell fragment in the previous section, which will transport you directly to your destination.

## **Wizard**



Walk left and right using the motion keys. Press the action key at the same time to jump. (The action key on its own will have no effect unless you are holding an object.)

### **Monkey**

Same as the wizard except you can jump on the spot by just pressing the action key. Also the monkey can use the ropes - press the action key alone to climb up, release to slide down. To hold your position press the action key and either or both of the motion keys, and to jump off press only the motion key for the direction you are facing. (You cannot turn around on a rope nor can you jump off backwards.)

### **Cat**

Same as the wizard except the height and range of the leap are greater. The distance covered by the cat while jumping is increased by holding down the motion key during flight. For a short leap release the motion key soon after take-off.

You can walk almost halfway over the edge of a platform before starting to slip. This is useful to know when attempting to cross wide gaps as you can delay the leap until the last moment.

When jumping onto a ledge keep the motion key depressed so that you start walking as soon as you touch ground - this minimises your chances of slipping backwards. If you fail to reach a platform when jumping from a rope, try again from a higher point.

All aspects of the game other than the motion of the main character are controlled via icons at the top of the screen. To use a particular icon move the pointer over the top and press the SPACE.

Musical Note	Exclamation Mark				
Sound On/Off	Game Information	Cat	Monkey	Wizard	Held Object

### **Control Icons**

Sound On/Off - Toggles the sound effects. A dot is present in the top left corner of the icon if the sound is on.

Information - Gives information about your current situation, including the section password (on the BBC Micro version). A second press of the SPACE bar will reveal a list of all sixteen sections indicating those that have already been completed.

### **Character Icons**

The next three icons are used to control the wizard's power of metamorphosis. To change into a cat for example, move the pointer to the cat icon and press SPACE.

### **Object Icons**

During the game you will come across various objects that can be held and used. To pick one up simply touch it - it will vanish and its icon will appear at the top of the screen. It can then be held by changing into the wizard, moving the pointer over the object icon and pressing SPACE. The object will appear in the wizard's hand and can be used by pressing the action key, provided that the wizard is not moving at the time. What happens next depends on the nature of the object. It may fly into the air, make a noise, burst into flames or do something quite different or nothing at all. You can walk and jump as normal while holding an object, but if you need to remove it from the wizard's hand, you can do so by selecting the wizard icon. The spell fragments are objects like any other, except that when you use one you will be transported to the next section of the game.

If you have collected all sixteen fragments, you can activate the entire spell by using any one of them.

## **Game Controls**

### **Controlling The Characters**

Z - Left, X - Right, <SHIFT> - Action



**Using The Icons**

> - Move Pointer Left,    ? - Move Pointer Right,    <SPACE> - Select

**Instructions' Source**    : PLAY IT AGAIM SAM 5 (Superior/Acornsoft) Inner Inlay

**Reviews**                : No Review Yet



# IMPACT

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Bat 'N Ball Style  
Author : Gary Partis  
Standalone Release(s) : None  
Compilation Release(s) : 1988: IMPACT, Acornsoft, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Trapped - in a 1970s arcade game! Every escape route is blocked by a wall of brightly coloured bricks. Powerfully addictive, IMPACT has 80 built in screens, but if you prefer you can design your own - as hard, as simple, as much fun as you like. Hidden on each screen are special tokens - catch them if you can. Use them to buy one of nine powerful weapons, or keep them until the end of the screen to score a bonus. If you thought the fun had gone out of computer games, then IMPACT is the game that'll change your mind!"*

*"Colourful, fast, noisy and addictive...superb...No question that it deserves its Game of the Month status."*

- A & B COMPUTING

## Getting Started

The object is to demolish the wall on each screen - there are 80 in all. When you complete a screen, a password for that screen is displayed - this allows you to start the game on that screen, or to edit it using the designer.

Press RETURN to start the game, then again to launch the ball (after two seconds, the ball will launch automatically). Use the Z and X keys to move the bat left and right to hit the ball against the wall. If you miss the ball, you lose it - you start the game with five. Whenever the ball is caught on the bat, you can adjust its position by pressing the \* key.

Most bricks are destroyed with a single hit from the ball, but some need to be hit more than once, whilst others are not only indestructible but also invisible.

## Aliens

Various alien life forms move about the screen as you play. Although they are not harmful, they can interfere by deflecting the ball. On some screens, the aliens drop small yellow stun bombs - if one of these hits the bat, it is paralysed for about a second. Aliens are destroyed on contact with either the bat or the ball. Each alien destroyed scores 1,000 points.

## Tokens and Weapons

Some bricks contain yellow tokens which can be used to purchase weapons so catch them if you can. Any tokens unspent at the end of a screen score 1,000 points each (maximum 9,000 points). The nine possible weapons are represented by icons, and the weapon currently available for purchase is indicated by an underline. Press \* to buy it.

### Slowdown - 1 token

Halves the speed of the ball. May be selected more than once if you collect more tokens.

### Magnet - 2 tokens

Allows you to catch the ball and hold it (for about two seconds).



**Divide - 3 tokens**

Splits the ball into three.

**Wide - 4 tokens**

Enlarges the bat.

**Torch - 5 tokens**

Lights up invisible bricks.

**Laser - 6 tokens**

When selected, you can fire laser bolts by pressing RETURN.

**Smart bomb - 7 tokens**

All aliens are removed from the screen and do not reappear.

**Missile - 8 tokens**

Up to three missiles can be launched, one at a time, by pressing RETURN. Missiles can destroy multi-hit bricks with a single hit.

**Force field - 9 tokens**

An invisible force-field encircles the ball and allows it to smash through bricks and aliens without being deflected. With the aid of the force-field, the ball can pass through, but not destroy indestructible bricks.

All weapons other than torch are lost when you lose a ball, or at the end of a screen. Some cannot be used together, e.g. laser and missile or magnet and divide - choosing one will cancel the other.

**Bonuses**

An extra ball is awarded after 50,000 points have been scored, and for every 50,000 points thereafter. On some screens you can gain an extra ball by destroying, in order, bricks marked with the letters B-O-N-U-S.

**Stopping the Game**

You can abort the game by pressing ESCAPE. Press P to pause the game, O to restart. The sound can be turned off by pressing Q; press S to re-enable the sound.

**Designing Your Own Screens**

You can redesign any of the 80 screens PROVIDED you know the password for the screen. Press E when the high score table is displayed. When you have designed a screen, press S to save it in memory.

Use the Z, X, \* and ? keys to move around the screen and press RETURN to draw a brick. There are fifteen types of brick - types 01-07 and 09 are standard bricks in various different colours, 08 gives a multi-hit brick and 15 an invisible, indestructible brick. Brick types 10-14 display the bonus letters B-O-N-U-S. To erase bricks already drawn select type 00 and press RETURN. Use < and > to select the required brick type.

The points scored by destroying a brick depend on the colour, and vary between 100 and 400 points.

**Instructions' Source** : IMPACT (Audiogenic) Back and Inner Inlay

**Review (Electron User) - "Feeling Bricked In?"**

IMPACT is a masterpiece of gameplay involving a wall of bricks, a bouncing ball and a bat with which you must keep the ball in play until all of the bricks have been demolished.

IMPACT is a conversion from the Atari ST, but you'd never know it. Unlike most game conversions, which owe their heritage to some super-micro or other, IMPACT exhibits



none of the tell-tale signs. All too often the programmer commissioned to produce a game conversion bites off more than can be chewed.

Gary Partis has come up with a game which looks and feels as if it was designed specifically for the Electron, and yet has stayed very close to the original.

If the game's theme sounds familiar, you're right. IMPACT has its origins way back in the old game of BREAKOUT. However, it is as different from BREAKOUT as a CRAY III mainframe is from a ZX81. For a start, the stars in the smoothly scrolling starfield move at different speeds. Nothing to do with the gameplay, but indicative of things to come.

The multi-coloured bricks - achieved in Mode 5 by the clever use of stippling - are arranged in quite a devious fashion. On the lower levels you simply demolish them, but as you progress past each screen different types of brick start to appear.

First of all come bricks which need to be hit more than once before they vanish, and later on there are some bricks which are not only indestructible, but invisible as well.

Adding to the fun are various aliens floating around the screen. Although harmless, if the ball touches them it can be badly deflected.

On later levels some aliens drop stun bombs, and if one of these hits your bat it will be paralysed for a second or so - lethal if the action is coming thick and fast at the time.

At the bottom right of the screen is a display panel showing nine different weapons which may be brought into play - the difficulty lies in obtaining them.

Some bricks, when destroyed, release yellow U-shaped tokens which float to the bottom of the screen, flipping end over end as they go. Catching one advances an indicator on the weapons panel, showing you which one you are currently entitled to buy - the more tokens collected, the better the weapon.

Pressing the : key selects the currently indicated weapon, which will remain active until either you are killed or you have completed the screen. Some of the weapons are:

Magnet: Allows you to hold the ball against the bat, letting you move to a better position before releasing it.

Torch: Once selected, this will light up invisible bricks for the remainder of the game.

Laser: Allows rapid fire to quickly destroy bricks.

Missile: Three can be launched, one at a time, after selecting this weapon. They can destroy multi-hit bricks in a single go.

Force field: Selecting this causes the ball to be encircled by an invisible force field which enables it to smash through bricks and aliens without being deflected.

Altogether eighty screens are crammed into the impressive game, and this brings us to the most interesting part of the program - the screen designer. Each time you successfully complete a level, a short password is flashed on the screen which, when entered into the screen designer later on, allows you to edit that particular level to your own liking.

The screen designer is selected from the high-score display. You will be asked to enter the password for that level, after which you are presented with the selected screen, which is now yours to do with as you will.



The Z, X, / and : keys move the editing cursor around the screen, and pressing <RETURN> places a brick at the current position. Altogether there are fifteen types of brick to select from, and the < and > keys move up or down through the brick types, displayed each one together with its number at the bottom right of the screen.

Here lies my only complaint. No key delay is built into the screen designer - as soon as one is pressed it begins repeating, and it is sometimes quite hard to stop the cursor exactly where you want without overshooting. The same applies to selecting a brick type; more often than not I found myself having to back-pedal.

These are minor points, however, and certainly don't detract from the delight of finally playing some of your own customised screens. You can save all eighty to tape, which means that you can swap your favourite screens with other IMPACT enthusiasts' creations.

IMPACT is now one of my all-time favourite Electron games, and it will take a rare program indeed to dislodge it from that position.

Sound .....	8
Graphics .....	9
Playability .....	9
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

Chris Nixon, ELECTRON USER 5. 6



# IMPOSSIBLE MISSION

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Platform Game  
Author : Peter Scott  
Standalone Release(s) : None  
Compilation Release(s) : 1988: IMPOSSIBLE MISSION, US Gold, £9.95  
Stated compatibility : Electron Side B, Electron Side A  
Actual compatibility : As stated  
Supplier : U.S. GOLD, Units 2/3 Holford Way, Holford, BIRMINGHAM B6  
7AX. Tel: 024 356 3388  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Mission Worth Waiting For"

Professor Elvin Atombender, well known computer genius and psychopath, has hacked into the military computers of the major nations. Within six hours he will have deciphered the launch codes and started World War Three. This is how long you are allocated to penetrate his underground stronghold and find the control centre.

The professor's hideaway is a 32 room complex criss-crossed by a network of lifts and it is in one such lift that your mission begins. Exits to the left and right can be explored or you can press the down key and the lift will descend to the next level.

Your footsteps echo as you leave the lift and run along the screen corridors - running off the screen causes the adjoining room to be displayed. This is made up of a series of catwalks, some of which can be accessed using mini lifts. All the rooms are patrolled by the professor's robots which are sensitive to movement and armed with high voltage electrodes.

Using the lifts in the correct sequence will help you to avoid most confrontations with the metal menaces. When an encounter is unavoidable, you must rely upon your athletic prowess and split second timing to somersault over the approaching robot.

To enter the professor's control room you need a nine digit code, doled out a digit at a time as you complete a series of sub-puzzles. Puzzle sections are hidden in the furniture to be found in each of the rooms, as are passwords which can be entered into any of the professor's security terminals.

You search the furniture by standing in front of it and pressing the down key. A searching indicator is displayed, and you keep your finger on the key until the bar reaches zero. At this point you will be told what you've found but quite often you won't find anything.

All rooms contain at least one security terminal. Accessing this will enable you to immobilise the robots for a while or reset the lifts to their original position. The robots only suffer a temporary paralysis so be prepared to take evasive action at the first sign of their re-awakening.

To help you solve the sub-puzzles you have been provided with a pocket computer which can be used to manipulate the puzzle pieces that you have collected.

It has taken a few years to get here but the wait has been worthwhile. IMPOSSIBLE MISSION is a very good conversion from the Commodore original.



Sound .....	6
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

Steve Brook, ELECTRON USER 4. 4



# INVADERS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Space Invaders  
Author :  
Standalone Release(s) : 1983: INVADERS, IJK, £2.99  
Compilation Release(s) : 1989: PRES GAMES DISC 6, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : CDFS E00, DFS E00

## Instructions

A superb full feature adaptation of the arcade 'Space Invaders' game in machine code and hi-resolution colour graphics. Play normal game or choose from the many options including missile, bomb and invader speeds, invisible/visible invaders and shields/no shields. Quite simply the best!

**Instructions' Source** : INVADERS (IJK) Inner Inlay

**Reviews** : No Review Yet



# INVADERS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Space Invaders  
Author :  
Standalone Release(s) : 1983: INVADERS, Superior, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

48 marching invaders drop bombs that erode your defences, and two types of spaceship (normal and double speed) fly over releasing large bombs that penetrate through your defences. Increasing difficulty, hi-score, rankings, superb graphics and sound.

## **Game Controls**

Z - Left, X - Right, <DELETE> - Fire

**Instructions' Source** : INVADERS (Superior) Inner Inlay

**Reviews** : No Review Yet



# IN SEARCH OF ATAHUALPA

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure; Written With THE QUILL  
Author : Anthony Lee  
Standalone Release(s) : 1988: IN SEARCH OF ATAHUALPA, Lee Software, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ANTHONY LEE, 35 Osprey Gardens, Worle, Weston-Super-Mare,  
AVON BS22 8UN  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Atahualpa was the last Inca ruler of Peru. In 1532, shortly after he took the throne, Francisco Pizarro and his men landed in Peru and dethroned Atahualpa.

Many valuable artifacts were lost during this period, including an Inca statue made of gold, in the image of Atahualpa.

The location of the statue has been discovered by a Brazilian archaeologist. You have been hired by the National Geographic society to recover Atahualpa, but you are not the only person looking for the statue...

**Instructions' Source** : IN SEARCH OF ATAHUALPA (Lee Software) Inner Inlay

## Review (Electron User) - "Peruvian Adventure"

The rush of new software blood into the Electron continues with this first release from Lee Software. Although IN SEARCH OF ATAHUALPA is written using Gilsoft's Quill utility, I am quite impressed by the breadth of imagination and complexity of puzzles displayed by the author, Anthony Lee.

Atahualpa was the last Inca ruler of Peru. In 1532, shortly after he took the throne, Francisco Pizarro - a Spanish conquistador - and his men landed in Peru, ravaged the countryside and dethroned Atahualpa. Many valuable artefacts were lost during this period, including a gold statue of the Inca king.

The adventure is set in more recent times after the location of the statue has been discovered by a Brazilian archaeologist. Subsequently, you have been hired by the National Geographic Society to recover the statue, but you are not the only person in pursuit of this priceless treasure.

Load the tape and within a minute you are presented with five pages of informative loading screens which set out the scenario and help create atmosphere for the undertaking which follows. After a couple more minutes you begin your quest in earnest as you find yourself standing in a small Inca market town.

A thorough investigation of the area is recommended by using the routine E, W, N and S movement commands. I would also suggest that you try entering some buildings, reading the signs and waiting at significant points. One of the early problems you will face is how to retrieve a book from the library. Try waiting at the librarian's desk until she returns, and keep your eyes open.

Perhaps the most perplexing problem is how to get rid of the swarthy stranger who dogs your footsteps. The answer is linked to the discovery of the book and is by no means simple. Perhaps Jules Verne was right and a spot of ballooning could help.



Later in the game you will have a crevice to enter and a crevasse and river to cross. Each requires logical thought and specific action if you are to succeed and survive. There is also an excellent forest maze which needs mapping in an off-beat manner, and a spider and some vicious ants to avoid.

The creation of atmosphere and a good parser are limited by the usual restrictions of the Quill. However, Anthony has succeeded in presenting us with a real teaser of an adventure - some of the puzzles defy instant solutions - at a real bargain price. Order ATAHUALPA today.

Pendragon

**\*\*\* Second Opinion \*\*\* (Electron User)**

IN SEARCH OF ATAHUALPA is an interesting adventure, and is slightly different from the more usual trolls and goblins scenario. The puzzles are clever and the text is quite atmospheric. For a first attempt, Lee Software has come up with a commendable game.

Janice Murray

Presentation .....	6
Atmosphere .....	5
Frustration factor .....	9
Value for money .....	10
Overall .....	8

ELECTRON USER 6. 2



# INDOOR SOCCER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Football Game  
Author :  
Standalone Release(s) : 1988: INDOOR SOCCER, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : CDFS E00, DFS E00

## Instructions

INDOOR SOCCER is a two player indoor football simulation.

The names of the teams may be altered, as may the controls and the duration of a game.

You control either the black or white player who is filled in yellow. This player is automatically chosen for you by the computer.

Control of the goalkeeper is acquired by pressing the 'Kick' key whilst the ball is in the goal mouth.

The ball will also rebound off the edges of the pitch.

## Game Controls

<u>Player 1</u>	<u>Player 2</u>
Q .....	Up ..... :
A .....	Down ..... /
Z .....	Left ..... ,
X .....	Right ..... .
CAPS LOCK .....	Kick ..... RETURN

COPY - Pause    ESCAPE - Abort

**Instructions' Source** : INDOOR SOCCER (Alternative) Back and Inner Inlay

**Reviews** : No Review Yet



# INDOOR SPORTS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Sports Compilation; Multi-load  
Author :  
Standalone Release(s) : 1989: INDOOR SPORTS, Tynesoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

*"INDOOR SPORTS contains FOUR excellent simlations: Air Ball, Table Tennis, Darts and 10-Pin Bowling. Each is depicted in stunning graphical details and reflecting all the addictive qualities and required skills of the real thing. Play either against the computer or a partner. For Indoor Sports fans, this is definitely one NOT to be missed."*

When a game has loaded from disc, you are presented with a Menu. This allows you to change the number of players, number of games, etc. To change use the number keys on the Electron. Press Q to return to game menus on all games.

On tape version, press <ESCAPE> to load next game.

## Bowling

Move position indicator with keys : and / to choose your vertical bowling position, press SPACE and hold; this also gives the amount of spin, as shown on the Spin Meter.

Releasing the Space bar will give you the angle at which you throw (shown by the arrow). When the Space bar is pressed for a second time, the 'bowling action' position is recorded. Too late and the player will fall, too early and he'll drop the ball!!

Each player has a maximum of two bowls per frame, unless a strike is scored; this is denoted as an X on the scorecard. If all pins are knocked down on the second bowl then this is deemed as a spare and is denoted as a triangle. You play ten frames to complete the score card.

Scoring: When a 'strike' is scored, the next two bowls are added to the 'strike bowled', effectively counting double for the next throw.

When a 'spare' is scored, the next single bowl only, is added.

## Darts

Position the dart using keys Z and X for left and right. When it is in position, press RETURN and hold. The angle at which you throw will increase/decrease until you release RETURN. On releasing, the power of your shot will increase until a maximum, from which it will reset. To choose your power, press <RETURN> again.

An arrow points at the player's score boxes. This shows who is in play; Player 1 or Player 2. The game progresses until one player has a total of zero, finishing on a double, if the option is chosen.

## Table Tennis

Each game is won by one player reaching 21 points.



### Controls for Player 1

Z - Left, X - Right, C - Reverse Bat, F - Serve/Hit Ball

### Controls for Player 2

< - Left, > - Right, / - Reverse Bat, : - Serve/Hit Ball

Each player serves five times in a row, alternatively. The ball must bounce once on either side of the net when serving, once only on the opponent's side when returning the ball.

When hitting the ball without pressing the 'Hit' key, the ball will be returned either the way it came or 'reflected' depending on the direction of the bat. Actually hitting the 'Hit' key to return the ball will change the 'ball angle' depending on when it is pressed.

Points are scored by forcing the opponent to either hit the net, miss returning the ball or knocking the ball off the table without it first bouncing on the opponent's side.

### **Air Ball**

Ten points are required to win a game; these are scored by moving your 'hitter' to hit the 'puck' into the opponent's goal.

### Controls for Player 1

Z - Left, X - Right, F - Up, C - Down

### Controls for Player 2

< - Left, > - Right, : - Up, / - Down

**Instructions' Source** : INDOOR SOCCER (Tynesoft) Back and Inner Inlay

### **Review (Electron User) - "Leisure Interests"**

When Tynesoft brings out a sports simulation of any type, it's certainly something to sit up and take a look at. So INDOOR SPORTS got the treatment. There are four events on the tape - two less than its recent WINTER OLYMPIAD 88 - so I was anxious to find out whether it justified its top of the range price tag. I was to be pleasantly surprised.

First on the tape is 10-Pin Bowling. This realistic simulation is controlled by three keys, of which two are used to position your figure within the lane. All subsequent action is controlled with the spacebar - which led to some initial confusion.

After setting your position, the computer cycles through all the available levels of spin, as shown by the spin meter at the top of the screen. Pressing the spacebar sets the spin, and the computer will begin cycling through the shot angles - displayed on the lane by an arrow.

As soon as this is fixed - by releasing the spacebar - your figure begins his run-up to the line. At the right moment the spacebar must again be pressed to bowl - or so I thought - but at this point my figure kept either falling flat on his face, or dropping the bowl on his foot.

This continued until I finally understood the cassette inlay: "Press Space and the bowling action is recorded". What this rather unhelpful instruction means is that you must press it during, not after, the run-up, when your figure happens to be in the best posture for bowling. The bowl will then follow automatically when the figure reaches the line, using the previously recorded posture.

Once this sank in, I settled down to enjoy a really great game. As the ball coasts down the lane the view shifts to cover the run, and when the ball approaches the skittles the viewing angle changes to show the action from behind and slightly above the ball.



The hit itself is simulated very realistically, with some skittles teetering for a while before either toppling over or remaining upright. The frustration caused by the ball rolling straight into the gully was balanced by the nerve-wracking anticipation when it actually remained on course.

Darts is next on the tape, and as a mediocre to bad player I thought this would be one to skip over quickly. Not a bit of it. The skills needed are, of course, totally different when playing the real thing, so Tynesoft has added its own skill requirements, making this an addictive game in its own right.

You start off face to face with an accurately drawn dart board. Below is the aiming window, which is the same width as the board. To either side of this window are two meters, one for power and the other for the angle of shot elevation.

Inside the aiming window is a dart, which can be slid left and right. Slid is the operative word, because if it passes over the mid-point, a weird sort of gravity sucks the dart to the other side of the window. Hence aiming requires some concentration.

Pressing <RETURN> when the dart is where you want it sets the angle meter into action, which is in the form of a continuously growing and shrinking circle sector. Releasing <RETURN> fixes the angle and starts the power meter climbing, which is represented by three volume meter type bars. Finally, releasing <RETURN> throws the dart with the selected settings.

The scene then changes to a comfortable-looking pub, where a log fire crackles gently in the corner. In the centre of the screen, poised in front of the dart board - now hanging from the far wall - stands your figure. From behind, which is your only view of him, he could easily pass himself off as Eric Bristow.

Immediately he throws his dart. Well, it's more a flick of the wrist than a throw, but attention is focused on the dart, now flying through the air. This part is quite well done, although there is no inertia on the dart, not is its flight trajectory particularly curved.

I was both surprised and pleased to see that it was possible to hit the metal frame. I was therefore well able to match my real life performance to the Electron, thankfully unwitnessed by any grinning bystanders.

After each throw the enlarged board re-appears, showing the exact spot where the dart hit. Your score is then chalked up, by real chalk - a nice touch - and after three throws it's the Electron's turn.

In actual fact, although very competent and a consistent high-scorer, the Electron tended to hit the frame more often than I did - usually when attempting to show off by going for double-top.

Now on to Table Tennis, my favourite of the four. When the game has loaded, you are presented with a proper perspective view of a ping-pong table, with a bat floating in mid-air at either end. Four keys control your bat, one each moving it left, right, flipping it over for a back-hand stroke and hitting the ball.

Hitting it is not strictly necessary, because as long as the ball hits your bat it'll bounce back up the table. However, you won't win the game by being lazy like this. The real skill in Table Tennis is to press the hit key at the right moment as the ball approaches your bat.

This causes the bat to swing into the screen, and the direction of the rebound depends on which way your bat is facing. The actual angle is determined by the closeness of the ball to the bat when the key is pressed. The further the ball is from your bat when you hit it, the sharper the ball's angle will be as it goes back across the table.



Here lies the way to beat the computer, which seems incapable of producing clever shots for itself. Because the bats can only move at a smooth, slowish pace, you can fool the computer with a sharply-angled shot which just clips the other end of the table and the Electron won't be able to shift its bat across in time to return the shot. But if you swipe too early the ball will shoot straight past your bat's tip to lose you a point.

Pressing the hit key with the ball at varying degrees of closeness results in realistically varying shot angles, and this results in a really satisfying, skilful game.

Table Tennis conforms to the proper rules of the sport, where 21 points wins a game, and service swaps to the other player after every five serves.

Also, this event - like the other three - has several variable playing options, to keep up the interest. You can determine the computer's skill level, and the number of games required to win the match. Most importantly, you can select a two-player option, as Table Tennis really comes into its own when played against someone else.

Finally, and most interesting of all, is Air Ball, a strange hybrid of ice hockey and the old video game, Pong. You and your opponent each control a bat which looks like part of a pin-ball machine, and the object of the exercise is to hit the Smartie-shaped puck into your opponent's goal.

It's quite easy to beat the computer, even on the highest level, but it's no mean feat when there's another person at the controls. The game is fast and furious - by Electron standards - and very addictive, as long as you can find a volunteer to play against you.

Sometimes the game ends in a deadlock, with the puck vibrating furiously between the two bats - but if this is successfully broken it can gain you the advantage of sudden surprise as the puck shoots away up the field.

Air Ball is an unusual game, and it really needs the stimulus of a second player to bring it into its own. The poor old computer opponent seems to get stuck bouncing the puck off a wall more often than not, and isn't really up to much even when playing properly.

INDOOR SPORTS contains a good mixture of entertainment, addictiveness and competitive spirit. If you have WINTER OLYMPIAD, you'll be pleasantly surprised at the different approach of these programs, and I enjoyed all four immensely.

Sound .....	2
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	8

"Electron User Golden Game"

Chris Nixon, ELECTRON USER 5. 8



# INERTIA

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1988: INERTIA, 4th Dimension, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : THE 4TH DIMENSION, PO Box 444, SHEFFIELD. Tel: 01742 700661  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Inertia In A Spin"

A new idea in Electron software? Well, not quite, there have been games like it in the past. INERTIA, however, is vastly superior to earlier attempts on a similar theme. The aim is simple. You steer your craft, a kind of spinning top, through a series of three dimensional landscapes, the surfaces of which are covered in tiles and you must collect the shaded ones.

The problem is that this world has edges and it is all too easy to lose control of your vehicle and land up in the nether regions. This involves the loss of a life.

At first the task seems fairly easy: The paths are wide and simple to negotiate. But after a few screens problems crop up. Shaded tiles need to be collected from very narrow passages with no walls to prevent a disaster occurring.

At other points ramps send your vehicle spinning into space with only a hope that it will make a soft landing. It is fortunate that you are equipped with first rate brakes as well as controls to move you up, down, left and right. These have to be used in tandem when diagonal movement is required. When you do have the misfortune to fall off the edge of the world you restart from the point where you last found a shaded tile.

When you feel you have mastered these basic problems other troubles will start to afflict you. Jump tiles throw the spinning top into the air. With luck, you won't land on a direction square which reverses the operation of your control keys.

Ice is another hazard. This causes the craft to skid and it is essential to be heading in the correct direction before attempting to cross this slippery surface.

Other tiles make the brakes fail or the steering defective. Again, great care is needed before these are crossed. One other interesting idea is the transformation tile. This alters your craft from a light, fast mover into a slow, lumbering but more controllable device. This is certainly an aide to crossing awkward surfaces.

INERTIA is an arcade adventure with a difference. Players without superb memories will probably need to produce a map if they hope to find every shaded tile.

You start the quest with three lives, but an extra one is gained for each tile collected. This can easily build up to the maximum of 12, but they are lost all too easily while trying to set a straight course along an ice floe. Each tile also gains you five points while losing a life reduces your score by three.

The graphics are very good. Mode 4 has been chosen which limits the screen to two colours, but rapid scrolling means that the colours change frequently.



The craft can move swiftly - you won't need a turbo board - and it does so smoothly and without flicker. The playing area is a window in the middle of the screen which is surrounded by neat status icons.

Along the top of the display you get an indication of sound status, which of the craft types is in use, whether the keys are normal or reversed and whether the pause option has been selected.

At the bottom is the useful game information - lives left, score and tiles still to be found. The sides of the screen have the time indicators. A tile must be found before the time runs out or a life is lost. Each time you do collect a shaded tile, the timer is reset.

The sound is fairly basic - a few beeps when the craft hits a wall. It can be turned off, although it's not particularly intrusive.

We have come to expect quality software from The Fourth Dimension and the company has not let us down with INERTIA. This is a first rate game with just the right mix of ingredients. It requires close control and thought and has enough of a frustration factor to call for yet another go. Recommended.

Rog Frost

### \*\*\* Second Opinion \*\*\* (Electron User)

From the loading screen onwards you have the impression of quality. And once the game's loaded you won't be disappointed. The 3D effect is excellent with quite realistic movement of the top around the maze and up and down the slopes. The controls are responsive and you're never left in the position of feeling that you pressed a key and it was ignored. The idea is simple but it is well implemented and capable of keeping you hooked for hours. I like it.

Louise Colinson

Sound .....	4
Graphics .....	8
Playability .....	10
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 7. 8



# INFANT PACK

***Professional, Originally Released On Cassette Only***

Game Type : Educational Games (Ages 3-6)  
Author : None given  
Standalone Release(s) : 1984: INFANT PACK, Shards, £4.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SHARDS, 189 Eton Road, Ilford, ESSEX IG1 2UG  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

Three educational games for 3-6 year olds. Minimum of supervision required.

Programs On This Tape:

DIRECTIONS: Practice in the four directions

HOPPING HARRY: Shape manipulation

TOWER: Building blocks

**Instructions' Source** : INFANT PACK (Shards) Inner Inlay

**Reviews** : No Review Yet



# INTERGALACTIC TRADER

*Professional, Originally Released On Cassette Only*

Game Alias : THE INTERGALACTIC TRADING GAME  
Game Type : Strategy; Text Only  
Author : D. M. Kiss  
Standalone Release(s) : 1983: INTERGALACTIC TRADER, Micro Power, £8.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : CDFS E00, DFS E00

## Object Of The Game

The object of the game is to mine asteroids which contain a rare ore. This ore is extremely valuable to a planet called Trionica. Each player starts with one asteroid and 20,000 Yiyons (pronounced ZI-YONS). Each asteroid leased by a player is connected via an enclosed conveyor belt to a central collection point called a Collector. It is at this Collector that the three main types of transporter (Shuttle, Freighter and Transfleet) can dock to pick up units. Units mined at the asteroids are automatically transferred to the Collector. Using one of the three main types of transporter, units are then shipped from the Collector to the Spaceport. The units are then shipped from the Spaceport to Trionica where they are sold for Trigons (the Intergalactic monetary unit). Only Star Ships can be used to carry units from the Spaceport to Trionica.

## Winning The Game

The Trigon Target is the amount of Trigons a player has to earn to become the winner. This Target is normally set to 2,500,000 Trigons but can be changed at the beginning of the game. The only way to earn Trigons is by selling units at Trionica.

## Running The Game

When the program has loaded, you will be asked how many people wish to play. When this has been entered, you will be asked to enter the name of each player. Please not: It does not matter in which order players names are entered as the computer will decide in which order the players will take their turn.

When all the players' names have been entered, you will be asked if all the names are correct. If you answer "Yes" the computer will then ask if you wish to limit the number of transporters available. If you answer "no", the program will display the present Trigon Target (the Trigon Target is described in WINNING THE GAME) and ask if you wish to change it. If you answer "No" the game will begin.

## Disaster Reports

Occasionally, a message will appear at the bottom of the screen like this: "SHUTTLE IS DESTROYED BY KLINGONS". This is one of the Disaster Reports. The Disaster Reports can be thought of as a pack of cards. On each of the cards is a message and the computer will occasionally take one of these cards and display it at the bottom of the screen. The action described on the card will then be taken. Just like a pack of cards, there are 52 of these Reports made up as follows:

- 2 x LEASE RUNS OUT ON HALF PLAYER'S ASTEROIDS  
(If a player has an odd number of asteroids, he keeps the odd one)
- 2 x ALL UNITS BELONGING TO THE PRESENT PLAYER AT THE COLLECTOR ARE LOST  
(Self explanatory)
- 3 x ALL UNITS BELONGING TO ALL PLAYERS AT SPACEPORT ARE:  
(There are three possible responses to this card.  
1. All the units at the Spaceport are DESTROYED,



- 2. All the units at the Spaceport are SOLD for the present Spaceport rate.
- 3. The number of units at the Spaceport are INCREASED by up to 40%
- 3 x SAME AS ABOVE BUT FOR INDIVIDUAL PLAYERS
- 4 x SHUTTLE IS DESTROYED BY KLINGONS  
(Units contained in the Shuttle are also lost)
- 4 x FREIGHTER IS DESTROYED BY KLINGONS  
(Units contained in the Freighter are also lost)
- 4 x TRANSFLEET IS DESTROYED BY KLINGONS  
(Units contained in the Transfleet are also lost)
- 4 x STAR SHIP IS DESTROYED BY KLINGONS  
(Units contained in the Star Ship are also lost)
- 4 x SHUTTLE JUMPS INTO HYPERSPACE: See below
- 5 x FREIGHTER JUMPS INTO HYPERSPACE: See below
- 5 x TRANSFLEET JUMPS INTO HYPERSPACE: See below
- 5 x STAR SHIP JUMPS INTO HYPERSPACE: See below

When space-lanes are clear, transporters may jump into Hyperspace. This, in effect, allows them to reach their destination in one day. The player will also receive a rebate in the form of tax relief:

- 5 x PLAYER'S ACCOUNT RECEIVES INTEREST OF  $\leq 40\%$   
Player's Xiyon account receives interest of between 1% and 40%
- 2 x TAX PAYMENT DUE ON ALL PLAYER'S HOLDINGS  
For the amount of tax payable, the number of asteroids owned is multiplied by the taxation per asteroid for the tax bracket the player is in (See separate guide). Tax should then be added for any transporters in transit. This is all calculated automatically by the computer, but it is useful to know how much tax you will be liable for when the tax card turns up. Note: If a player is in debt, he is exempt from tax.

At the beginning of the game, these reports are shuffled. When the computer gets to the bottom of the pack, it starts again from the top. It is because the cards are never shuffled again that it is possible after a while to anticipate what the next few reports will bring.

PLEASE NOTE: Sometimes you will get reports that DO NOT APPLY to you. For instance "SHUTTLE IS DESTROYED BY KLINGONS" when you do not have a shuttle in flight. This has been done because if only Reports that applied were shown, it would not be possible to see what order the Reports are in!

### Going Into Debt

It is quite possible that some players will go into debt after paying tax. The maximum debt, any player is 10 million Xiyons. If a player is in debt, the computer will sell any units remaining at the Spaceport and Collector and will then give the player tax relief, also during the game any units produced by the asteroids will be sold automatically until the player clears his debt.

### Transportation Of Units

There are four types of transporter:

#### Shuttle

Light haulage vehicle used for carrying cargo from the Collector to the Spaceport. This transporter can carry up to two units. Due to the shuttle's small size and high manoeuvrability this craft can easily steer itself through the asteroid belt. This ability means that a shuttle only has to travel ten sectors to reach the Spaceport. Hire charge for this vehicle is X10,000.

#### Freighter

Medium haulage vehicle used for transporting units from the Collector to the Spaceport; it can carry up to twenty units. Apart from the normal lease of X150,000, this ship also has an additional daily hire charge of X150,000. Increased size has reduced the manoeuvrability of this ship and therefore Freighters must take a slightly longer route of fifteen sectors to reach the Spaceport.



## **Transfleet**

This juggernaut of space works between the Collector and the Spaceport and can carry up to 250 units. Like Freighters, Transfleets have a lease charge plus a daily hire charge both of which are X1250,000. Much to the designer's dismay, the Transfleet has been nicknamed by Space crews "The Slugs", which many believe is a reference to the shape of the craft but which is in fact a reference to its steerability! It is because of this high unmanoeuvrability or "Sluggishness" that Transfleets must avoid the asteroid belt altogether and travel around it. Total travelling distance for this craft is 20 sectors.

## **Star Ship**

This is not so much a ship, more a sort of planet! Nobody knows for certain how much cargo a Star Ship can carry simply because no one has ever mined enough ore to fill one! It can therefore be thought of as having an infinite hold space. The government of Xiyonica has banned this ship from coming within 60,000 of your Earthling kilometres of its surface, not because they fear that it might crash into the planet but because they're frightened that the ship's gravitational pull might dislodge them from their present orbit! It is because of this that Star Ships are only used for interplanetary travel and ship units from the Spaceport to the planet Trionica. Due to advanced engineering this ship is capable of travelling faster than the speed of light (this of course is in direct contradiction to a certain Earthling's theory that nothing can travel faster than the speed of light. However, as any Xiyonican schoolboy will tell you, this theory was proved to be wrong by an Xiyonican scientist) and because of this, Star Ships can travel up to six light years a day.

The distance between Xiyonica and Trionica is 25 light years. Star Ship hire charges vary with the amount of cargo being carried. The cost of leasing a Star Ship is worked out by finding the cost per unit for the amount of units the Star Ship is to carry and then multiplying this figure by the amount of units one is carrying. See separate guide.

## **Leasing Asteroids**

At the start of the game, enough asteroids are made available so that each player can lease one hundred.

The lease price of X125,000 also includes connection to a Collector and the re-housing of miners and their dependants on to the asteroid. Asteroids leased cannot be sold.

## **Sale Of Units**

There are three places at which units can be sold.

### **Selling Units At The Collector**

Units can be sold at the Collector where they will be snapped up immediately by miners wishing to start their own businesses. The miners always offer a fixed rate of X15,000. PLEASE NOTE: The maximum number of units that can be stored at the Collector is 500.

### **Selling Units At The Spaceport**

Passing aliens have always has an interest in the ore mined from the asteroids. However, they have no interest in the asteroids nor in Xiyonica, preferring instead at the Spaceport. Because the market is so buoyant the price offered for units of ore is always changing. It is because of this, sometimes violent, price fluctuation that the Xiyonican Trading Council has fixed the minimum selling price at X110,000 and X1100,000 respectively.

### **Selling Units At Trionica**

Star Ships arriving at the Trionican Space Exchange are forced by the law of Trionica to sell all units immediately on arrival. The units are sold for the current Trionican Exchange Rate which, like the Spaceport Rate, is always changing, so you must judge what the price will be before you send a Star Ship on its journey. All units sold at Trionica are paid for in Trigons. NOTE: Trigons cannot be exchanged for Xiyons nor can Trigons be used for purchasing ships or asteroids.



## **Tax Relief**

If a player is not transporting units because he has no units or he is unable to afford any form of transport then he will receive tax relief according to his tax bracket.

## **Mechanics Of The Game**

On a player's turn, the following will happen.

The player's present holdings will be displayed.

The computer will then wait for a key between 1 and 9 to be pressed.

The keys have the following functions:-

1. SHU. Hire a Shuttle. See hiring transporters.
2. FRE. Hire a Freighter. See hiring transporters.
3. TRA. Hire a Transfleet. See hiring transporters.
4. STR. Hire a Star Ship. See hiring Star Ships.
5. AST. Buy Asteroids. Self explanatory.
6. SPC. Sell all units at Spaceport. Self explanatory.
7. COL. Sell all units at Collector. Self explanatory.
8. FEW. Sell a few units. See selling a few units.
9. CON. Continue to the next player. Self explanatory.

NOTE: If a player makes a mistake such as selling too many units or buying the wrong type of transporter, the player can correct it by pressing the ESCAPE key which restores the display.

## **Hiring Transporters**

Upon hiring a transporter, the vessel chosen will be sent to the Collector where it will be loaded with the maximum number of units it can carry. If there are not enough units to fill the vessel, it will take all the available units. The hire charge of the vessel plus, if applicable, a one day lease charge, will be deducted from the player's account and the transporter will be put into an orbit one sector above the Collector.

The actual purchasing of a transporter will conclude the player's trading for the day and the transporter will now be sent on its journey. The number of sectors the vessel travels on the day it is hired will now be displayed at the bottom of the screen.

## **Hiring Star Ships**

When a Star Ship is hired, it will be sent to the Spaceport. The player will then be asked how many units he wants loaded into it. When the number of units has been entered, the Star Ship will start its journey.

## **Sell A Few Units**

This function allows one to sell a few units at either the Spaceport or the Collector.

After pressing 8, you will be asked where you wish to sell the units. You will then be asked how many units you wish to leave. When this has been entered, the remaining units will be sold and your Xiyon earnings will be increased by the appropriate amount.

NOTE: If a player has units in transit or has no units at the Collector or is in debt the display will wait for a short period before going on to the next player.

## **Costs:**

Asteroids .....	Xi 250,000
Shuttles .....	Xi 10,000
Freighters .....	Xi 50,000 plus Xi 50,000 per day
Transfleets .....	Xi 250,000 plus Xi 250,000 per day
Star Ships .....	Dependant on units carried. See below



## Units carried      Cost per unit per day

1-100	20,000
101-200	18,000
201-400	16,000
401-800	14,000
801-1600	11,000
1601-3200	7,000
3201->	4,000

## Travelling Distances For Transporters

Shuttle from Collector to Spaceport .....	10 sectors
Freighter from Collector to Spaceport .....	15 sectors
Transfleet from Collector to Spaceport .....	20 sectors
Star Ship from Spaceport to Trionica .....	25 light years

## Super Taxation

Xiyon Earnings	Asteroid	Shuttle	Freighter	Transfleet	Starship	Tax Relief
1-5E5	2E4	1E4	-	-	-	4E3
5E5-5E6	1E5	1E5	5E5	-	-	1E4
5E6-5E7	3E5	1E6	4E6	5E6	-	1.25E5
5E7-5E8	5E5	1E7	3E7	4E7	4E7	2.50E5
5E8-5E9	2E6	1E8	2E8	3E8	3E8	5E5
5E9->	1E7	1E9	1E9	2E9	2E9	1E6

**Instructions' Source** : INTERGALACTIC TRADER (Micro Power) Back Inlay and Booklet

**Reviews** : No Review Yet



# INVISIBLE MAN

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author : Unknown  
Standalone Release(s) : 1984: INVISIBLE MAN, Chalksoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CHALKSOFT. No further information.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This is a sort of educational Battleships for eight to 13-year-olds. When you run the game a 10 by 15 grid is displayed and then disappears. Somewhere in the 150 squares on the screen an invisible man is hiding and the aim is to expose him to view by guessing which squares he is hiding under.

The kids enter this into the Electron using a simple co-ordinate system. If they miss with their shot the micro responds with a hint, using the points of the compass. This makes it much of a game of chance than Battleships and allows the children to use and expand their knowledge of simple co-ordinates and compass directions.

The idea is to find the man in fewer tries than your rivals. The whole thing is well explained, simple to use and extremely idiot-proof. It's also a pleasant game in its own right. The only quibble is that it might have been better if the lines of the grid were left on the screen rather than disappearing when the man hides. This, I am sure, would enhance an already useful program.

Peter Gray, ELECTRON USER 1.12



# INVSTAT

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Business Invoices And Data Handling  
Author :  
Standalone Release(s) : 1983: INVSTAT, Gemini, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : GEMINI, 18A Littleham Road, Exmouth, DEVON EX8 2QG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

### A Summary Of This Program

Your Gemini INVSTAT software will take the drudgery out of compiling invoices and statements and provide you with professionally formatted documents from your own printer. Update your firm's image now!

With this program, you may produce invoices and statements with the minimum of fuss. Also included is a complete customer database system which means that you only have to enter your customer's names and details once as they are then stored and may be recalled for future use or reference.

VAT routines are also included and naturally all calculating and totals are performed automatically. You may also enter your own company details for storage, and these details are automatically used for your invoice header. Remember, you DON'T need pre-printed computer stationery as all formatting is done from within the program.

You may also specify your own 'footers' for your invoice or statement for example "Please pay in 30 days" or "Please remit by return - OVERDUE" etc. These footers may be changed at will or may be stored on the database within. Update your image now!!

### 1. Introduction

The Gemini Invoices and Statements package for the Electron microcomputer is designed for easy entry of invoice or statement information at the keyboard, with a subsequent printout of as many copies as you require. The printout includes a 'header', and is therefore for plain paper only (single sheets or continuous stationery). Any discounts, VAT amounts and running totals are calculated and printed as necessary.

A data file may be used with the program for the storage of the user's company information, and also for storing customer address details - from the program you may update/delete this information as required. Data files may be stored on disk, or on tape.

### 2. Copyright

Gemini Marketing Limited sell this program on the express condition that it will not be resold, copied, for use by any third party or transferred by any means to another machine.

### 3. Printer Types And Paper Length

The system as written is for an Epson MX80FT 111 printer, but the few small differences between printer types may easily be catered for by changing line 10 of the program. The variables on this line are as follows:

- (i) PL=66 - This is the page length to be used. Standard paper lengths are generally either 66 or 72 lines for continuous feed stationary. Once this variable is correct, each invoice or statement will be automatically formatted to the correct size. However, please note that if you enter more



lines on an invoice than may be held in the page length specified, the printing will continue as normal, except that the invoice will 'overflow' onto a second page. You will then have to realign the printer head to the top of the next sheet of paper before printing the next invoice.

- (ii) DB\$=CHR\$(142) - The control character(s) to be used to engage double width print must be assigned to DB\$. If you are unsure what this should be, or your printer does not provide this facility, use DB\$="", which will use ordinary sized print.
- (iii) P%=35 - The character code for a £ sign, as specified in your printer manual.
- (iv) U\$="=" - The underline character. You may prefer to change this to say an asterisk.

Note that your printer must be set for automatic carriage return at the end of a line, which may necessitate setting the appropriate DTP switches in the printer. Alternatively, typing \*FX 6,0 and pressing the RETURN key before running the program will give the correct line feeds on certain printers, e.g. Epson, CP80 etc.

#### **4. Operating Procedure**

Ensure that all leads are properly connected and switch on the printer then the microcomputer. Type LOAD "INVSTAT" and press RETURN. The program should load in a couple of minutes. If you need to change the printer control characters, type LIST 10 to see the line to be altered. It is easier to type in the complete new line (without forgetting to enter a value for any of the variables) e.g.:

```
10 PL=72:DB$=CHR$(10)+CHR$(142):P%=35:U$="-"
```

Now type RUN, and our copyright notice will be displayed. Press any key to continue. Enter the date as e.g. 01.11.82 for the first of November 1982. Next you are asked if you have a data file to load - press Y or N for yes or no.

- (i) Select Y to load either your own file or the demonstration file supplied immediately after the main program. Press T for transfer from tape, or D for load from disk. Now enter the filename and press RETURN, or just press RETURN for the default name of IVDATA. The file will be loaded up and then the program will carry on to the main menu. The demo file supplied is called IVDATA.
- (ii) Select N to start a new data file. You are then asked for the following 'setting up' information:
  - (a) Your company's name, address (seven lines) and VAT registration number (if any) - now press Y or N to the prompt "IS THIS CORRECT?" (pressing N will allow re-entry of any incorrect lines - for each line press either just RETURN to keep the information, or type in the new line followed by RETURN to change the information).
  - (b) Enter three invoice and three statement footer messages - these are printed centrally at the end of every invoice/statement. They may be changed from the main program at any time later if requested.

#### **5. The ESCAPE Key**

Using the ESCAPE key on the Electron microcomputer will normally break into the running of a program. However, as the key is rather unfortunately sited for accidental operation, pressing this key while INVSTAT is running will cause the program to jump straight back to the main menu. You may in an emergency use this key to interrupt the printing of an invoice etc but it is not generally recommended that this key be used as a 'short cut' back to the main menu as data may be corrupted if the program is performing database calculations while interrupted.

#### **6. The Database**

A database is included for the storage of customers' names and addresses and there is a set of routines which may be accessed through Option 7 of the main menu for viewing and/or amending this file. Each set of customer details is allocated a record number for the database - when prompted to enter a customer address etc. for the printing of an invoice or statement, you may type \* followed by a record number to instruct the database routines to search for, retrieve and display the appropriate customer details.



## **7. The Main Menu**

Whether you loaded a data file, or entered a new set of details for your company, you will next be presented with a table of eight options to choose from as follows:-

### **7.1 Option 1 - Print Invoice**

After pressing 1 from the main menu, you may now enter all the information for the printing of an invoice.

- (i) Enter the details of the company to whom the invoice is to be sent (Five lines of up to 22 characters each). Alternatively, you may enter \* followed by a number which refers to a record in the integral database (see Section 6 of this manual), in which case the record details found are listed. Now press Y or N or yes or no to the prompt "IS THIS CORRECT?" - press N to re-enter the details.
- (ii) If a new address has been entered, you are now given the option of storing this record on the database - either the record number to be associated with the new customer will be shown, or if there is insufficient memory space, an error message will be screened.
- (iii) Enter the delivery address - either just press RETURN if the address is the same as in (i), or enter five lines of new information, or use \* and a database record number.
- (iv) Enter the carrier name (if any).
- (v) If a carrier name was entered, type in the carrier charge and VAT rate in percent.
- (vi) Enter the advice note number (if any).
- (vii) Enter the invoice number (if any).
- (viii) Enter the order number (if any).
- (ix) Enter the discount in percent to be subtracted from the total goods (if any).
- (x) Enter the number of items to be included on the invoice, and the VAT rate (in percent) that must be added. Note that if a VAT rate was entered for the carrier charge, then this VAT rate must be either zero, or the same as the carrier VAT.
- (xi) For each item, enter the quantity (1-99999), the description (up to five lines - to be able to enter an extra line, type a HASH sign at the end of the line and then press RETURN, and just press RETURN to end the description), and then enter the unit price (up to £99999.99). Note that with the quantities and amounts permissible, it is possible to give a total (price times quantity) that will not 'fit' into the field allocated on the invoice - this will not display a number greater than £99999.99 accurately. In this case, the figures after the decimal place may be lost, giving an inaccurate total. The writer of this program apologises but at the time it was considered that a total of 1 penny less than 1 million pounds would be sufficient!

After entering all the information, you may print the invoice immediately if you wish (press Y to the prompt ("PRINT INVOICE?") - otherwise press N. The program will return you to the main menu (after printing a copy of the invoice if you selected Y)). If you now require a copy of the same invoice, use only Option 2 from the main menu. Selection of any other option (including option 1) may lose the invoice information just entered.

Note that when calculating VAT amounts, totals, etc, half pence are rounded up.



### **7.2 Option 2 - Reprint An Invoice**

This option may only be selected if you have entered invoice details using Option 1.

### **7.3 Option 3 - Print A Statement**

Enter the following information for the printing of a statement:

- (i) Enter Company address (as for invoice).
- (ii) For each transaction to be included on the statement, enter the transaction date (e.g. 23.11.82), the reference (up to 41 characters), the amount (up to £99999.99), and then press C or D for credit or debit.
- (iii) When you have typed in all the transactions that you require when the program moves on to the next transaction for entry, just press RETURN for transaction date.

You may now print the statement immediately - reprints are carried out as for invoices, but using Option 4 from the main menu.

### **7.4 Option 4 - Reprint Statement**

This option may only be selected if you have just entered statement details using Option 3.

### **7.5 Option 5 - Write File**

This routine saves all company details (your own, and the customer addresses stored on the database) on to disk or tape. The data file may be called any valid filename up to seven characters - just press RETURN for a default filename of IVDATA.

### **7.6 Option 6 - Change Footer Messages**

For each of the three footer messages for invoices and the three messages for statements, you may either change a line by typing the new line followed by RETURN, or press just RETURN to keep a line as it is.

### **7.7 Option 7 - Inspect Customer File**

Selection of this menu will display a sub-menu of five options for changing/viewing of customer records on the integral database, and for changing your company details. The choices are:

1. Add a Record - Enter the five lines of a new customer record. There is a maximum of about 50 records - if you try and enter more, the message "NO ROOM" will appear.
2. List Records - Enter the numbers of the first and last records that you wish to view - each record will be screened one by one, press any key to move on to the next. If you enter invalid numbers (e.g. for records not yet assigned), the program will return straight to the sub-menu.
3. Delete a Record - Type in the number of the record to be deleted, and the record will be displayed. Now press either Y or N to the prompt "IS THIS CORRECT?" - pressing N will return the program to the sub-menu with no action taken. Note that if a record is deleted all records with a number greater than the one removed will be 'shuffled' down one place, and their record numbers will therefore change.
4. Change Set-Up Details - If you change your company address, name, etc then you may use this routine to alter those details without affecting the customer database in any way. For each line displayed, to change the information, type in the new line followed by RETURN, or just press RETURN to keep the line as it is.
5. Exit to Main Menu - Returns the program to the main menu of options.

### **7.8 Option 8 - Exit Program**

Press 8 from the main menu to terminate execution of the program - after selecting this option, press either Y or N to the prompt "ARE YOU SURE?"



## **Important Note**

### **1. Printer Routines**

The Electron does not have an integral printer or disk interface, which means that the command that is necessary to switch the printer on or off has not yet been standardised. Gemini are thus unable to guarantee immediate operation of the software with disk and printer systems, but these routines have been included exactly as they are implemented on the BBC computer. We detail below how the printer routines may be amended as necessary to allow use with the various proprietary interfaces which will no doubt be introduced to the market.

- (i) Enter LOAD "programe" where PROGRAME is the appropriate program.
- (ii) Type 5010 to enter a new program line, and the command necessary to switch the printer on (currently the line reads VDU2), then press RETURN.
- (iii) Type 6010 to enter a second line, and the command required to switch the printer off (currently the line reads VDU3), then press RETURN.
- (iv) Set up your cassette unit for recording with a blank tape, and enter SAVE "programe" - this will save a new copy of the program, with the appropriate alterations included.

### **2. Disk Systems**

The program already includes the option for loading or saving data files on disk. Gemini cannot guarantee the program's immediate operation with disk, but when an Acorn system is released for the Electron, we will supply a printed update free of charge.

**Instructions' Source** : INVSTAT (Gemini) Back Inlay and User Guide

**Reviews** : No Review Yet



# ISLAND OF SECRETS

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1986: ISLAND OF SECRETS, Usborne, £1.99  
Compilation Release(s) : None  
Stated compatibility : All 8-bit machines  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : USBORNE, 20 Garrick Street, LONDON WC2E 9BJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The first two books in this series mark the beginning of a completely new kind of adventure game. They each contain an exciting adventure program for you to type into your computer. As you play the game on the computer, the imaginary world of the game is vividly recreated in the colourful pictures in the book and you can find clues hidden in the pictures to help you."*

*"An adventure game takes you into a different world where you have to pit your wits against magical forces, evil creatures and powerful tyrants. The books give thorough instructions on how to play and hints on what to do if you get stuck."*

*"The programs are written in a standard BASIC and there are conversions listed to make them suitable for Commodore 64, expanded VIC 20, TRS-80 Colour Computer (32K), Apple II, BBC (32K), Electron and 48K Spectrum"*

## About this game

The book contains an exciting adventure game program to type into your computer and play. ISLAND OF SECRETS is a text adventure. It doesn't show any pictures on the screen. Unlike most adventure games, the computer will not tell you all you need to know about the world you are travelling through. There are no directions for instance. You will need to create a map and work out for yourself whether you can go North, South, East or West.

The game is also different from a traditional adventure because you play a role. You are Alphan and you must try to decide what he would do in a particular situation (based on the clues in the book) rather than what you would personally do. Other roles are played by the computer and characters sometimes move around or do surprising things which you cannot control. You are given a certain amount of strength and wisdom at the beginning of the game and these vary according to what happens to you in your role of Alphan.

## Alphan's Quest

To find out who Alphan is and what he has to do with the ISLAND OF SECRETS, you must read the story below. His task is to find the objects of power, though he doesn't know what they are, and take them to the ISLAND OF SECRETS. He must then work out what to do with them to restore light, warmth and life to the world.

If you do something wrong you may find you have lost the game. The computer will tell you you have failed and give you a score based on what you have done up to that point. You will then have to start again and try something different. Perhaps you said the wrong thing or didn't pick up something you needed.

## About Adventure programs

You have probably heard about Adventure Games even if you've never played one. They were invented in the U.S.A. in 1976 and first played on huge mainframes with huge memories.



The player wanders round an imaginary world by typing in commands such as GO SOUTH or TAKE SWORD and the computer describes the surroundings and events as the game unfolds. Some more recent Adventure Games draw pictures of the characters and locations on the screen too.

The object of an Adventure Game is usually to collect treasure and escape from a series of dangerous situations. They are difficult to play and can take weeks, or even months, to solve.

### **The Story**

In the dim and distant past, the sky was blue and the grass was green. The Ancients had built The Pyramid and established communication with the Sky People. It was even agreed that one or two specially selected Earthlings should visit Sky Land.

The first (and last, as it turned out) Earthling Sky visitor was Omegan, youngest son of the most influential of the Ancients. He was fascinated by what he saw - the Sky People knew a lot of things Earthlings didn't.

Shortly after Omegan arrived, conflicts began between the Sky People and the Outer Ones. Sky messengers came down to The Pyramid and gave each of the Ancients an object, telling them to hide it carefully.

The Ancients wondered why the Sky People should bother to give them such ordinary looking objects. But, who were they to ask questions? They set off to find hiding places, little knowing they would never meet again.

It became obvious to the Sky People that a great war was inevitable, they sent Omegan back to Earth with a mission. The war would darken the Earth, they said, but when it was over Omegan must collect the secret objects and release the power that had been locked into them, thus restoring the Earth to normal.

Then they gave him the Cloak of Entropy which they said was essential for releasing the power of the objects and, because the task was too long for one person's lifetime, they also gave him the secret for prolonging his life.

The war was more catastrophic than even the Sky People had anticipated. A huge dark cloud enveloped the Earth blocking out light and heat, the ground ripped apart forming the Crimson Canyon, and the lakes were poisoned.

Omegan set out on his task, but it soon became apparent that it was of immense and incredible difficulty. He didn't know what he was looking for or where to look or even how many things he had to find.

He began to realise that the Cloak had enormous power. With its help, he built a castle for himself and assembled the secret equipment for extending his life. So what if the Earth stayed dark? he thought. No-one would find all the objects and, as for the Cloak, that was his now...

That was all a long time ago, but the land is still in darkness and Omegan still lives on his Island of Secrets. No-one found the objects or discovered the secret of Omegan's long life, though there are rumours of some who have tried.

Tales are told, for instance, of a wanderer named Median who entered the Castle of Secrets. He even drew a plan, they say, which he put in a bottle and threw into the Lake.

It could be true - who knows?

No-one thought Alphan would take on the task. Intelligent and wise he certainly is, but surely too slight and gentle to wrestle the will of Omegan. True he has that map left to him by his explorer grandfather.

What if he really could bring the Earth back to normal?!



## **Characters You Will Meet**

### **Canyon Beasts**

You may come across canyon beasts anywhere in the forest, though you won't be able to catch one without help.

### **Dactyl**

She guards something precious. She'll need proof that you are serious about your mission.

### **Median**

A famous scholar of Ancient times, he disappeared under mysterious circumstances.

### **Omegan**

He moves around the castle, so you can't be sure where you will come across him.

### **Sage Of The Lilies**

The Sage has meditated for so long that she has forgotten how to move anything other than her head. She has been vaguely worried for the last 500 years by a slight, but persistent, irritation in her back. The lilies she guards are said to revive old memories.

### **Speaking Stone**

Despite its name, this strange glassy boulder sits in dull silence.

### **Swampman**

He lives in the stumps of the great bluewood trees, which his ancestors planted. He is a sworn enemy of the Logmen but cannot leave the swamp to get revenge or to get the liquor which he believes would restore the trees to their former glory.

### **The Boatman**

Even the intrepid canyon beast won't go near him, so beware. It would be wise to approach him at some stage in your quest though.

### **The Logmen**

These unfriendly characters are always on the look-out for something to entertain them. They are addicted to a lethally strong liquor which they brew themselves. Their logging activities include the destroying the last of the great bluewood trees in the east.

### **The Scavenger**

He appears to have lost his memory. Alphan will need to help him recover it somehow.

## **Places you will visit**

- |                   |  |
|-------------------|--|
| Grandpa's Shack   | - Alphan's grandfather built this shack as a hideaway for himself.   |
| Grandpa's Chest   | - Grandpa kept useful things in here.  |
| The Pyramid       | - The view from here is quite impressive. Watch your step - there's a kind of hard grey stone here.  |
| Well of Weakness  | - Don't approach if you're not feeling strong. Omegan may not be far away.   |
| Clashing Stones   | - If you peer closely at these you can just make out the following inscription: "Stony silence is not the thing Say stony words that you must bring" |
| Petrified Village | - Lava engulfed this village so quickly that everything was preserved in stone. It gives you some idea of what life was life long ago.               |
| Logmen's Cabin    | - Don't hand around too long in here. Stolen goods often end up on the table.  |
| Clone Factory     | - Can this be the secret of Omegan's long life?  |
| Adobe Hut         | - Someone appears to have lived here in recent times, but there's no sign of anyone now.   |
| Snelm's Lair      | - It is said that one of the Ancients left a clue with Snelm. Look for a piece of old "paper".   |



Omegan's Sanctum - The end of your journey, whatever its outcome. You can't escape. Watch your step here too.  
Marble Column - This is all that remains of the University of the Ancients.

## How To Play

When the main screen appears the computer will wait for you to type in what you want to do. It only recognises certain words and so won't understand everything you say. In most cases it needs two-word commands, such as GET WATER.

Sometimes you will be asked a second question, e.g. GIVE THE AXE TO WHOM? You should then answer with one word. There are also special one word commands for save, load and quit as you will see below.

You will notice as you begin to move around that the "time remaining" shown top-right of the screen, constantly decreases. The game is over when the time is up, no matter what else has happened.

You will also see that your strength and wisdom scores vary as the game progresses. You can increase your strength by eating and drinking, providing you have stocks of food and drink. You can only increase your strength by eating or drinking, providing you have stocks of food and drink. You can only increase your wisdom by doing the right things in the game.

Now type INFO and your screen will change to show what you are carrying. You start the game with two units each of food and drink and can add to this by picking up any food and drink you spot on the way.

You can stop at any point in the game and save your progress so far. Do this by typing XSAVE. Make sure you have your cassette recorder linked up and a tape ready first though. You will need to know how to make your computer save on tape too.

When you want to continue the game, load in the game program as usual, then type XLOAD. You can then continue the game from where you left off.

If you feel you are stuck in the middle of the game and want to give up, you can type QUIT at any time and the computer will give you your score. (Though you won't get any time bonus.)

## Hints & Clues

Here is a list of instructions the computer understands. If you type a different instruction, the computer will not understand even if it makes sense to you.

GET	TAKE	GO
GIVE	DROP	LEAVE
EAT	DRINK	RIDE
OPEN	PICK	CHOP
CHIP	TAP	BREAK
FIGHT	STRIKE	ATTACK
HIT	KILL	SWIM
SHELTER	HELP	SCRATCH
CATCH	RUB	POLISH
READ	EXAMINE	FILL
SAY	WAIT	REST
WAVE	INFO	QUIT
APPLE	EGG	FLOWERS
JUG	RAG	PARCHMENT
TORCH	PEBBLE	AXE
ROPE	STAFF	COAL
FLINT	HAMMER	CANYONBEAST
LOAF	MELON	BISCUITS
MUSHROOMS	WATER	WINE
SAP	BOAT	CHEST
COLUMN	STONE	TRAPDOOR
VILLAGER	LIQUOR	SWAMPMAN
SAGE	BOOKS	ROOTS



WRAITHS	CLOAK	OMEGAN
SNAKE	LOGMEN	SCAVENGER
MEDIAN	NORTH	SOUTH
EAST	WEST	UP
DOWN	IN	OUT

Here are clues to specific problems you will encounter.

#### **Snelm's inner chamber**

Notice the scrap of parchment here. You need to have opened grandfather's chest to read it. It must be a clue!

#### **Dactyl's nest**

Dactyl needs proof that you are serious.  
Visit the petrified village first.

#### **The "unclimbable" oath**

The beast can climb up here. Perhaps it will take you. You will need something to catch it with though.

#### **The logmen's settlement**

If the logmen catch you, they will take things from you. You can get them back though. Look on the split log table.

#### **The lilies**

Perhaps you could do something about the Sage's itch. The flowers have memory-restoring powers so take some if you can.

#### **Omegan's sanctum**

Take a good look at the floor. It may help you work out what to do. You need to have found all five objects of power to be successful.

#### **The Scavenger**

There's a very close connection between him and Median. You could try to bring back his memory. Give him two things and say something too.

#### **The Speaking Stone**

A rag will be useful here. Keep trying if nothing much happens first time.

#### **Marble column**

This might job Median's memory. Chip a bit off and see.

#### **The Pyramid**

There's a piece of flint up here.

#### **The blue wood stumps**

There's something here, but you'll need a gift for the swampman to get it.

**Instructions' Source** : ISLAND OF SECRETS (Usborne) Booklet

**Reviews** : No Review Yet



# IT'S MAGIC

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure In 3 Parts  
Author : Simon Maren  
Standalone Release(s) : 1990: IT'S MAGIC, <unknown>, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC B, B+ and Master 128  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : Unknown  
Disc compatibility : CDFS E00, DFS E00 (Assumed)

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Abracadabra!"

IT'S MAGIC, designed for the BBC Micro but working on an Electron with a SLOGGER 64K RAM board, is a two-part adventure set 200 years in the future.

A career as a showbiz personality or pop singer no longer appeals to school-leavers - they see a more attractive future as magicians. But ones more akin to the legendary Merlin than Paul Daniels.

To accomplish this they must join the International Union of Magicians. However, the Union doesn't want a sudden influx of semi-skilled members, so it decided that all prospective candidates would have to earn their nomination by learning the 14 basic spells.

This puts them on the short-list. The handful of successful candidates would be announced at the annual banquet, and only those present would be admitted to the elite band of magicians.

The first part starts at the school gates where you are assaulted by the leader of the Mob. You are told that you must return later to participate in the ritual book-burning ceremony or the Mob will ensure that you never get to the Magicians' Ball.

Your first task is to find your schoolbooks and return for the bonfire so that the Mob won't bother you again, leaving you free to search for spell plaques hidden around a town that boasts a shopping centre, library, police station, wax museum, bad housing and a park.

Provided you remembered to examine the books you will be on the first rung of the ladder. Your next task is to enlist the help of your girlfriend Diane, who wears a Just Seventeen T-shirt, which is a lie 'cos she's only sixteen.

Now you're ready to do your bit for nature conservation, with just rewards, as Woody will save you several times if necessary. But make too many mistakes and he won't bother.

The spells are in capital letters on plaques and to learn them you must read the plaque. The names of each spell is self-explanatory - for example, BOUNCE allows you to jump higher and ALIEN changes you or something into something else.

The emphasis in part one is on learning the spells, the easier ones being used to discover the more elusive ones. At first you may have to use trial and error tactics.



I thoughtlessly cast GRAV without a roof over my head and soon discovered that aliens can't read plaques - at least in the beginning.

Part two begins with you dreaming about Universal Magic. Poor Woody got the chop, but Diane is still with you. As you are no longer a novice your spells are more effective, allowing you to cast while an alien. Unlike the first section, problems must now be solved in a precise order.

The map can be split into three sections: Up to the wood, the brick building complex and, the countryside and banquet hall. It's easy to find a quick way back to the brick building, but a slightly less obvious method of returning to the asylum.

The loading screen for part one could damage your eyesight, but part two has an animated picture of a wizard. Pressing the Spacebar a few times sends him into manic mode. The programming is very user-friendly and inputs such as ASK DIANE FOR HELP are understood as are multiple commands separated by a full stop or comma.

Perhaps the most useful command to begin each part are words which give a list of verbs used. Don't despair if this isn't enough as a very comprehensive help sheet is available if you send an sae to Central Computing. In part one STATUS reminds you which spells you know and can cast safely, as well as any that are active.

Part two replaces this with an indication of whether the location is inside or outside. Most adventurers are familiar with the save and load to tape facility, but not so recognisable are the store and recall commands.

They're rare on the Electron and BBC Micro, but commonplace on other micros, and allow you to save your current position giving instant recall. It's amazing how audacious this makes your adventuring.

IT'S MAGIC has taken more than three years to write on a BBC Micro using the machine's built-in assembler - which is identical to the Electron's.

Simon Maren has written an absorbing adventure about enterprising youth. Stubbornly refusing to be conformist, his storyline and quirky puzzles are refreshingly original, often with a sideways swipe at more conventional adventures.

Barbara Gibb

### **\*\*\* Second Opinion \*\*\* (Electron User)**

This one is well worth a try. The two parts give you a chance to practise on an easier level, and well thought out puzzles will tax the old grey matter and give you hours of fun.

Mark Reed

Sound .....	6
Graphics .....	9
Playability .....	n/a
Value for money .....	8
Overall .....	9

ELECTRON USER 7. 7



# JACK ATTACK

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : John Niblett  
Standalone Release(s) : 1986: JACK ATTACK, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Climb the beanstalk, find the keys and rescue your hearthrob Jill and you will have two minutes to reach freedom. A great arcade adventure, 45 screens of action by John Niblett."*

The story so far...your job is to rescue Jill by finding the key to her cell. You will have to explore the beanstalk, the castle and the gardens. Of course, the paths are closed by doors and only the right colour keys will open the way through. You'll have to collect all the fruits and bits and pieces on the way and finally when you've found THE key you will wake up that old meany, the Giant. He's down on you like a ton of bricks and you will only have two minutes to race back through the castle and out to freedom. Some of the bits and pieces are helpful and others are best avoided...the best of luck and don't get in front of the lorry...The author of this brill game is John Niblett so don't blame us, it's his fault!!

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Jump

**Instructions' Source** : JACK ATTACK (Bug Byte) Back and Inner Inlay

## Review (Electron User)

Once upon a time there was a young man named Jack who had a beautiful girlfriend called Jill - until the local giant incarcerated her in his castle. Being a brave sort of chap, Jack decided to enter the castle to attempt a rescue.

The castle takes the form a 45-screen maze which you must negotiate in order to find the key which will unlock Jill's dungeon. Different areas are sealed off by coloured doors. These are unlocked by coloured keys which are to be found around the castle.

I don't know if the giant is a greengrocer in his spare time but the castle is littered with fruit. Every one must be collected before you are allowed to free Jill.

As soon as you have released your beloved, the giant will awaken. You must therefore escape from the castle within the next two minutes. The 45 screens do not need to be completed in sequence, and you are free to wander from place to place as you seek the next key.

Each screen is big, colourful and normally patrolled by a nicely detailed bad guy. There are also secret passages which can take you from one section to another without the need for a key.

I found JACK ATTACK a well written, fun to play and sensibly priced program.



Sound .....	7
Graphics .....	7
Playability .....	8
Value for money .....	8
Overall .....	8

James Riddell, ELECTRON USER 3.10



# JET BOOT JACK

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : David Woodhouse  
Standalone Release(s) : 1983: JET BOOT JACK, English, £7.95  
Compilation Release(s) : 1988: 10 COMPUTER HITS 2, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ENGLISH, PO Box 45, MANCHESTER M60 3AD. Tel: 061 835 1558  
Disc compatibility : CDFS E00, DFS E00

## Instructions

JET BOOT JACK, space-age jogger, zips his way through the Record Processing Plant, collecting musical notes as he goes. Unfortunately, bugs and gremlins are trying to prevent him from achieving his aim - that is, amassing the greatest music collection in the world!

He must eliminate the nasty creatures by travelling above their heads and bouncing on top of them until they fall to their deaths. In his search for musical satisfaction, Jack needs fuel to power his Jet-Boots, which he can collect by colliding with the overhanging vinyl pods - the energy is quickly transformed into fast action Jet-Boot Jack propellant!

So, the scene is set, now commence play and see just what JET BOOT JACK must contend with in the first Ten Screen Adventure undertaken by our intrepid hero of the future!

Note that Jet Boot Jack may only climb on and off the lifts and sliders when they are stationary.

## Skill Levels

SKILL LEVEL P - Practice mode. No bugs. Five refills per vinyl pod and a BONUS of 100 for each vinyl pod collected.  
SKILL LEVEL 1 - Two bugs per screen. Five refills per vinyl pod and 100 BONUS multiplier.  
SKILL LEVEL 2 - Four bugs per screen. Four refills per vinyl pod and 200 BONUS multiplier.  
SKILL LEVEL 3 - Six bugs per screen. Four refills per vinyl pod and 300 BONUS multiplier.  
SKILL LEVEL 4 - Eight bugs per screen. Four refills per vinyl pod and 400 BONUS multiplier.  
SKILL LEVEL 5 - Ten bugs per screen. Four refills per vinyl pod and 500 BONUS multiplier.

## Game Controls

Z - Left, X - Right, / - Jump Up and Down on the spot  
: - Activate (If Jack is on a lift or slider, this key controls its movement)  
<RETURN> - Duck under low ceilings and bugs. He rises again after a while

<SHIFT> - Selects the skill level and determines the number of bugs and gremlins, the number of refills available from each vinyl pod, the initial amount of fuel, and the BONUS multiplier.

<SPACE> - Controls the maximum jump factor. i.e. it lets you bypass the early screens you have already completed, so that you may recommence on the same screen when you play your next game. N.B. When you have completed Screen Ten, the next screen will always be Screen One, irrespective of the jump value.



The <RETURN> key will start the game using the values set on the current options page.

During play, pressing <SPACE> will pause the game, until pressed again.

Pressing <ESCAPE> will return to the title screen if pressed while playing a game.

### Scoring

Each musical note collected = 75 points.

Bugs and gremlins are killed by jumping up and down on them, giving a RANDOM BONUS: 100-300 points.

SCREEN COMPLETION BONUS: x 100 - x 500.

Number of pods left x the BONUS MULTIPLIER.

Each screen is completed by collecting all the notes.

Extra lives are awarded when score reaches 10,000, 30,000, 50,000 and 80,000.

### Fuel

Each pod contains a fixed number of refills - if your reserves are high, duck under the pods to score more points!

WARNING - A siren sounds if Jack has been standing still for too long.

### Bugs And Gremlins

Stators - They remain in one position but descend and rise at regular intervals. They can only be killed in the raised position.

Patrollers - They travel from side to side.

Flappers - They move under the slider supports and cannot be killed - very dangerous!

**Instructions' Source** : 10 COMPUTER HITS 2 (Beau Jolly) Inner Inlay

### Review (Electron User)

A couple of months ago I played this game's BBC version on the big brother machine and found it fascinating. It is one of those annoyingly addictive games that Micro Power have the knack of producing. I was delighted on receiving the Electron version to find that it is identical - no scaled down sound or fewer features, but the full implementation with no perceptible change, not even in speed.

Perhaps I should add that I find the game a little too fast, as I prefer to achieve some degree of success straight away, and my young son also enjoys trying the games out. But we both found the initial action too speedy. I have tried the BBC version on the Electron and found I was able to accumulate a decent score and develop a strategy.

There are five screens, which may be accessed separately from the menu. If screen one is chosen, and you are a better player than I, the other screens are encountered in order. On each the basic format is the same, with a spaceship on the left needing to be refuelled with fuel which is on the right. Shades of JET PAC, perhaps, which I enjoyed greatly in my misspent youth on the Sp\*ctr\*m.

The man is moved across the screen by careful use of the left/right controls, and the hover motor. There are safe platforms to rest on briefly, but nearly everything else is quite lethal to Jack. Each screen has different problems, with elements of other games appearing, such as the vertically moving monsters which have the same effects as the lifts in CORPORATE CLIMBER.

The graphics are good, the smoothness of the movement superb. Sound is fair, and can be turned off if required. The key response is quick, precise and accurate. I just wish my reactions were!

Phil Tayler, ELECTRON USER 2. 4



# JET POWER JACK

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : Simon Phipps  
Standalone Release(s) : 1983: JET POWER JACK, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 1, PRES, £9.95  
1988: 10 COMPUTER HITS 2, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Jack the intergalactic Hitch Hiker has been kidnapped by the evil warlord Norgrob the Terrible and imprisoned in a large space garage in the Botch system. He must collect the red fuel pods from the opposite side of the garage and bring them back to refill the waiting starships.

However. Jack's oxygen supply is limited to one minute per trip and some nasty Space Googjies are out to stop him.

He is equipped with a Turbopak which is strapped to his back. By activating the boosters he can negotiate the obstacle-filled garage. The edges of the platforms and also the fittings in the ceiling are 'live' and touching any of these will cause Jack to plummet to his death.

There are five levels in all, with five fuel pods to collect on each vele. The final level features Wilfred the hideous Yugg monster.

HINT: By walking off a ledge and holding down that direction key, Jack will float to the next platform down without any need to use the powerful Turbopak.

## Game Controls

<CTRL> - Left, A - Left, <RETURN> - Thrust

Alternatively, you may use a joystick.

To restart a game, press <ESCAPE>.

The S and Q turn the sound on and off before the game commences.

**Instructions' Source** : JET POWER JACK (Micro Power) Back And Inner Inlay

**Reviews** : No Review Yet



# JET SET WILLY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Classic Mansion Jaunt  
Author : Chris Robson  
Standalone Release(s) : 1985: JET SET WILLY, Tynesoft, £7.95  
Compilation Release(s) : 1988: MICROVALUE GOLD, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00

## Instructions

*"This is one of the all-time classics. Miner Willy, having thrown a huge party in his mansion has to clear up the bottles, glasses etc. which are left all over his sixty room house. This is the ultimate platform game with ultra smooth, highly animated graphics. A&B's comments say it all - 'Buy this game NOW!!'"*

Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook and hundreds of new found friends who *really* know how to enjoy themselves at a party.

His housekeeper, Maria, however, takes a very dim view of all his revelry, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until *all* the discarded glasses and bottles have been cleared away. Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (It IS a large place and he *has* been very busy!) and there are some very strange things going on in the further recesses of the house. (I wonder what the last owner WAS doing in his laboratory the night he disappeared.)

You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you.

Good luck and don't worry, all you can lose in this game is sleep.

## Game Controls

Z - Left, X - Right, \* - Jump  
Press <ESCAPE> to end game

**Instructions' Source** : MICROVALUE GOLD (Tynesoft) Inner Inlay

## Review (Electron User)

MANIC MINER was a ladders and levels game which graced just about every home computer on the market. As with most successful games, it was quickly followed by a sequel, in this case JET SET WILLY. Having escaped from the mine, Miner Willy wasted no time at all in spending his new found wealth. After buying a mansion and yacht he decided to throw a party.

The party is a wild success but the housekeeper is rather upset about the aftermath. Willy is given an ultimatum: No sleep until all of the debris has been cleared. When you live in a 100-room mansion, that is some headache.

With Manic Miner, each individual screen had to be completed before starting the



next. With JET SET WILLY, there are no such constraints - you, as Willy, can wander from screen to screen at will. However, you will only be awarded points for collecting the objects from the party.

When you load up the game for the first time you will see that you are provided with eight Willies. This might seem to be very generous but there is a problem. Should you manoeuvre Willy into a position that will mean certain death, he will die. He will then be reincarnated in the very same position. Unless you have lightning reflexes then he will die again, and again, and you will soon be minus several Willies. Once I lost all eight Willies in under three seconds.

On several occasions, I entered the bedroom only to be shown the way out by the irate housekeeper. What I can't understand is if Willy can afford a 100-bedroom mansion, why can't he get decent staff?

Sound .....	7
Graphics .....	7
Playability .....	8
Value for money .....	8
Overall .....	8

Carol Barrow , ELECTRON USER 3.10



# JET SET WILLY II - THE FINAL FRONTIER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Classic Mansion Jaunt  
Author : Chris Robson  
Standalone Release(s) : 1986: JET SET WILLY II, Tynesoft, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00

## Instructions

Whilst recovering in hospital from a severe fall down some stairs, Willy called in the builders. He thought it odd that they had green skin, but needing the work done in a hurry he asked them to remove the offending edges from his stairs. Trouble was, they did far more work than asked, adding several rooms to his mansion and then refusing to charge him!!

Maria is demanding that Willy clears up all the mess and he hasn't even found all the rooms yet. Who were these strange people?

Much patience and stamina is required to explore the extended house and NASA's "Guide to Simple Space Travel" is recommended reading for those foolhardy enough to help Willy clear up all the mess. Be careful in the sewers. Good Luck!

This game is for all the people who wished that JET SET WILLY was bigger and better; some of the rooms may be familiar and those who played the original JET SET WILLY will have a head start with this very extended over 80-room game.

## Game Controls

Z - Left, X - Right, \* - Jump  
Press <ESCAPE> to end game

**Instructions' Source** : JET SET WILLY II (Tynesoft) Inner Inlay

## Review (Electron User) - "Willy Jets On!"

Willy first appeared on our screens in MANIC MINER, after which he evidently spent his profits on the mansion which featured in JET SET WILLY. It appears that Willy has been having a lot of building alterations, since the mansion now has over 100 new rooms. This doesn't seem to please Maria the housekeeper who is most insistent that Willy should tidy up after the builders.

She is preventing our hero from reaching the master bedroom until her bidding is done, and has also set a time limit of midnight so it's a race against the clock.

Under your control the poor chap will do his best, but you'll encounter the most amazing assortment of nasties, ranging from mutant camels to something that looks like a refugee from a Happy Eater restaurant. The fun starts off in the bathroom where all you have to contend with is a killer bath sponge and some joker who keeps firing arrows across the screen.

The rooms themselves all have names, ranging from the conventional Butler's Pantry to the bizarre Fallout Shelter. And whoever heard of a room called Ethel the Aardvark? So far I've conquered about 25 of these rooms but as in real life, the Wine Cellar is my ruin every time.



Willy is free to wander from room to room but will only score points when objects are collected, usually at great risk. One plus point is that to make Willy jump you use the asterisk key - it's nice to see <RETURN> getting a rest.

A minus point is that although Willy receives a generous number of lives he is reincarnated at exactly the same place he died. So if the noxious nasty is still there, another life is lost immediately, and again, if you're not quick.

Unfortunately, first impressions of this game are not favourable. The title screen is unimaginative, the sound is non-existent and the graphics poor in comparison to recent best-sellers. So why do I find myself still playing it at midnight? The reason is the author, Chris Robson, has made each screen a separate series of puzzles for which a solution is often obscure. The result is a game which is extremely addictive.

I must go now as I think I've just worked out how to get across Willy's Bird Bath.

Sound .....	6
Graphics .....	7
Playability .....	9
Value for money .....	8
Overall .....	8

Beejay, ELECTRON USER 4. 6



# JIGSAW

***Public Domain, Originally Released On DFS E00 Disc***

Game Type : Puzzle; Jumbles Up Mode 1 Picture  
Authors : Mike Lea and Dave Edwards  
Standalone Release(s) : 1986: JET SET WILLY II, Tynesoft, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : www.8bs.com  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

JIGSAW is a visual puzzle for one player in which he/she must rearrange a scrambled picture into its original format.

### **Loading**

IMPORTANT NOTE: JIGSAW requires PAGE to be set at &E00 before loading is commenced. If your disk system cannot support this, you will be unable to play JIGSAW.

To load JIGSAW, boot the disk in the normal way and wait for the blue options screen to appear. Underneath the EUROPRESS and JIGSAW logo, you should see the message 'Press F to load file'. The file required depends upon the picture you intend to divide and reassemble.

You *must* load a file before you can proceed to the game itself. Several pictures are included on this disk, and after pressing F, you will be asked 'Filename?' To load the first picture, type the filename FIRST and press <RETURN>. To load alternative pictures, simply press <RETURN> to catalogue the disk.

The options screen also summarises the keys for use within play and keys which can be used on the options screen to increase/decrease the difficulty level of the JIGSAW puzzle.

These option keys are:-

### **O - See picture before scramble ON/OFF**

When commencing the game, you may view the picture in its unscrambled form for a few seconds if this option is left ON. You also witness the rotating and displacing of pieces when this option is ON. If OFF, the picture appears directly in a scrambled form.

### **Y/N - Jigsaw Pieces Outlined YES/NO**

The JIGSAW pieces can have jigsaw-piece outlined superimposed onto them if you wish. However, it makes the picture more confusing to assemble.

### **\*/? - Change Number Of Pieces : 25**

The default number of pieces which JIGSAW randomly scatters out is set at 25 but it is possible to reduce this number all the way to 1 and increase it to a maximum of 70. The puzzle either decreases or increases in difficulty accordingly.

### **Beginning A Game**

To begin the game, make sure the options screen is not asking for a file and press <SPACE>. If the 'See picture before scramble' option is selected, you will be given the name of the image and its author of the picture before continuing.

The chosen picture will be displayed upon screen and scrambled. N.B. If the O option is set to OFF, there will be a 'black screen' delay. If you are also playing with a high number of pieces displaced, you may need to wait around half a minute before the scrambled picture appears on screen.



### **Playing A Game**

Move the cursor over the individual pieces of the picture, picking up and dropping them in their correct positions or most convenient for the time being. Press E to return to the main menu at any time.

### **Game Controls**

Z - Left, X - Right, \* - Up, ? - Down

<SPACE> - Pick Up/Drop Piece, <RETURN> - Rotate Piece

**Instructions' Source** : JIGSAW (Mike Lea/EUG) Original Text File

**Reviews** : No Review Yet



# JOE BLADE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Monochrome Search And Solve Puzzles  
Authors : Wayne Dobson & Richard Paul Jones  
Standalone Release(s) : 1988: JOE BLADE, Players, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PLAYERS, Mercury House, Calleva Park, Aldermastn,  
BERKS RG7 4QW  
Disc compatibility : CDFS E00

## Instructions

*"Terrorists have kidnapped six world leaders. You, Joe Blade, their only hope, must enter Bloodfinger's base, liberate the hostages, prime the explosives and make your escape. Produced by Richard Paul Jones of Players 1988."*

In an ambitious raid, a gang of vicious terrorists led by the infamous Crax Bloodfinger have kidnapped six world leaders, demanding thirty billion dollars ransom for their safe release.

Of course, the governments concerned have refused to pay and as the deadline draws nigh they decide to take the only course of action left open to them: SEND IN JOE BLADE.

Joe Blade - teenage pin and pop idol, trained in a Tibetan monastery. Mean, tough and fearless, his very name strikes fear into the cold hearts of every gangster, assassin and drug baron.

You are Joe Blade...

Armed with only a light semi-automatic machine gun, you must infiltrate Bloodfinger's massive fortified HQ, situated in an un-named Central American country.

Bloodfinger's base is heavily guarded by his private uniformed army and underworld henchmen, contact with thich will drain your strength.

The stronghold is also protected by six booby-trapped explosive devices, all of which must be activated giving you twenty minutes to find the hostages and reach the exit before they detonate, destroying the fortress.

To activate these explosives, you have to rearrange the access code into alphabetical order using left, right and fire to swap the letters.

Scattered around are various pieces of equipment and supplies that may be used to your advantage.

## Game Controls

Z - Left, X - Right, : - Through door/jump, / - Through door.  
<RETURN> - Fire

**Instructions' Source** : JOE BLADE (Players) Back and Inner Inlay

**Review (Electron User) - "Joe To The Rescue"**



In this arcade adventure from Players you take the part of the man of steel of the game's title - JOE BLADE. Brought up in a Tibetan monastery, and a pop idol and teenage pin-up to boot, you are a tough, fearless character whose very name strikes terror in the heart of all gangsters, assassins and terrorists.

With references like these you are the ideal person to take on a rescue mission for the government which is being blackmailed for 30 billion dollars by Crax Bloodfinger. This dastardly character has kidnapped six world leaders and is currently holding them for ransom in his massive fortified HQ somewhere in Central America.

You head for his hideout armed with just a semi-automatic machine gun, and the game starts as you are about to enter. Making your way through the nearest conveniently open door you enter Bloodfinger's HQ to be confronted by an armed guard.

Not surprisingly, it turns out that the place is crawling with them, but they are no match for Joe Blade, and a quick blast with your machine gun soon disposes of anyone who gets in your way.

Quickly dashing from room to room you discover that most of the doors are locked, but fortunately several keys have been left lying around by absent minded guards, and these can be put to good use. You'll find other useful items of equipment too, like food and drink, and a guard's uniform that can be used as a disguise.

Eventually you will discover one of six booby trapped bombs which must be activated before you escape with the hostages in order to destroy Bloodfinger's base. On encountering a bomb the game switches to a puzzle screen which consists of the letters A to E printed in random order. Two letters at a time can be exchanged and the object is to sort them into alphabetical order.

The graphics are superbly detailed and are drawn in glorious Mode 4 monochrome. The lack of colour doesn't spoil the game, and the backgrounds and sprites are very impressive. Joe Blade and the enemy characters walk quite convincingly in front of the background and other objects on the screen giving the display a good feeling of depth.

Only about one third of the screen is used as the playing area and the action is shown side on. You walk left or right, and can enter doors into or out of the screen. You can also jump, but I haven't found a need for this yet as you can't leap on top of any of the objects lying around.

The sound is fairly primitive, merely consisting of a beep when Joe walks or fires his gun. Apart from this I found it a very enjoyable game, and one that I will play for quite some time to come.

Roland Waddilove

### \*\*\* Second Opinion \*\*\* (Electron User)

The graphics are excellent, but I wish Players would improve that appalling sound. Surely it wouldn't be too difficult to add a short tune or a few more sound effects? In spite of this, I still found it an enjoyable escapade and it deserves to do well.

Janice Murray

Sound .....	6
Graphics .....	9
Playability .....	8
Value for money .....	9
Overall .....	8

"Electron User Golden Game"



# JOE BLADE 2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Monochrome Search And Solve Puzzles  
Authors : Wayne Dobson & Richard Paul Jones  
Standalone Release(s) : 1988: JOE BLADE 2, Players, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PLAYERS, Mercury House, Calleva Park, Aldermastn,  
BERKS RG7 4QW  
Disc compatibility : CDFS E00

## Instructions

*"JOE BLADE IS BACK - MORE MUSCLE, MORE ACTION! The streets are crawling with punks, thugs and muggers! Only one man can clean up this city. That man is JOE BLADE. Produced by Richard Paul Jones of Players 1988."*

The year is 1995, the setting London. The streets are crawling with punks, thugs and muggers! The ordinary urbanite masses remain prisoners in their crumbling homes, too terrified to venture outside, into the crime-ridden inner-city horrorscape beyond their front doors.

Only one man can clean up this city...that man is Joe Blade.

Joe Blade - teenage pin and pop idol, media celebrity, hero of the people, defender of the flag, helper to those less fortunate than himself. Mean, tough and fearless, his very name strikes fear into the cold hearts of each punk, thug and mugger.

You are Joe Blade... Using only your skills of hand to hand combat, you must clean up the city.

The punks wear armour to protect themselves from each other, so in order to kill a punk, you must kick him in the head. This is achieved by jumping over him. You do not have to kill all the punks. Once you have killed about 60, the remaining punks will get the message and repent of their evil deeds to become decent law-abiding citizens.

Not only must you kill your daily quota of punks, you must also rescue sixteen citizens who have foolishly ventured onto the streets. To rescue a citizen, you must walk into him, then solve one of four subgames.

### Subgame One

You must complete the sequence 1, 2, 3, 4 by pressing FIRE when the correct number appears.

### Subgame Two

As with subgame one, you must complete the sequence 1, 2, 3, 4. However this time by swapping numbers. Press FIRE when the desired pair of numbers are underlined.

### Subgame Three

In this subgame, you are presented with two sets of jumbled numbers. You only have to complete the top 1, 2, 3, 4 sequence, by swapping numbers between the two. When the desired pair of number icons are underlined, press FIRE.

### Subgame Four

In subgame four, you are presented with an ever-changing number icon and four jumbled numbers. The object of this sequence is to swap the changing number with the



flashing number to form the sequence 1, 2, 3, 4. When the desired pair of number icons are underlined, press FIRE.

Scattered around the city you may find items such as bins and clocks which will help you in your mission.

### **Game Controls**

Z - Left, X - Right, : - Through door/jump, / - Through door.  
<RETURN> - Fire

**Instructions' Source** : JOE BLADE 2 (Players) Back and Inner Inlay

### **Review (Electron User) - "Tricky Beat-'Em-Up"**

As you can no doubt guess, JOE BLADE II is the sequel to JOE BLADE - a game which I thoroughly enjoyed when it was released a short while back. This new version is very similar to the original and features that teenage pin-up and pop idol, media celebrity, hero of the people, defender of the flag and helper of those less fortunate than himself - or so the cassette inlay claims - Joe Blade.

In this latest romp you are again in control of this do-gooder and your task is to clean up the streets of London circa 1995. No, you're not a garbage collector, though you'll find several dustbins which can be collected on your travels. You are in fact a one man police force out to reduce the rapidly increasing crime rate.

The city has gone to the dogs since 1989 and the place is crawling with muggers, skinheads, punks and the like. Anyone who ventures out into the backstreets and alleyways is quite likely to be pounced on and given a severe beating, not to mention being robbed to boot.

Your task is to patrol the city keeping a sharp lookout for shady characters and signs of trouble. Any punks you come across on your beat must be disposed of by leaping Kung-Foo style and booting them in the head. They then disappear in a cloud of dust, but there always seem to be more just around the corner.

The object is to kill 60 or so punks and rescue 16 citizens. You'll come across the latter every now and then as you walk around.

Like the original game, the graphics are superbly detailed and the playing window - which occupies the major part of the screen - shows a 3D perspective side on view. You can walk left or right and through alleyways into and out of the screen. As you move on to the next screen it rapidly flicks up - no scrolling here.

Apart from punks, you'll come across clocks which give you extra time to clean up the city - you've got just ten minutes - and dustbins, for which I've yet to find a use. On encountering a citizen the screen clears and up pops one of four types of puzzle. All involve re-ordering a mixed up list of the numbers one to four.

Sounds easy, but you can only swap certain pairs of numbers, and this pair is rapidly changing. To make things even harder the numbers are displayed as strange hieroglyphics, and there's a time limit too. If you don't succeed you're dead meat and you have to start all over again. I found this part extremely difficult, which spoilt the game slightly for me.

JOE BLADE II is a bit too like the original in many respects. If you have the original I would suggest you try this version before you buy it. If however, you haven't seen Joe Blade in action then it's an entertaining - if at time frustrating - game that will keep you amused for many an hour. Well worth a look.

Roland Waddilove

### **\*\*\* Second Opinion \*\*\* (Electron User)**

JOE BLADE II is very similar to the original and it is clearly hoped that players of the first version will be clamouring to buy the second. There's no doubt about it, JOE BLADE II is a superb game - but I wish it differed more from the original.



The graphics are excellent, and the game is very playable. However, I too found the puzzle screens very difficult. If you haven't see Joe Blade before, either version will provide many hours of fun.

Janice Murray

Sound .....	7
Graphics .....	10
Playability .....	8
Value for money .....	9
Overall .....	8

ELECTRON USER 6. 5



# JOEY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author :  
Standalone Release(s) : 1985: JOEY, Blue Ribbon, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Your job is to collect all the boomerangs on the screen within the time limit. They will flash as you touch them and then disappear. The faster you collect them, the more bonus you will score.

Whilst collecting the boomerangs, you must dodge the monsters and avoid the Aborigines' spears, boomerangs and boulders.

There are eight challenging screens to negotiate and only five lives to do them with. Screen nine onwards includes the extra hazards of boulders dropped from above.

You can start at any level to enable you to practise for the real thing.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Jump  
<ESCAPE> - Abandon Game

**Instructions' Source** : JOEY (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# JOHNNY REB

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; War-Game  
Author : M. C. Lothlorien  
Standalone Release(s) : 1984: JOHNNY REB, Lothlorien, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The game is set during the American Civil War and represents skirmish around a river crossing between Union and Confederate forces. The objective of the game is to either capture the enemy's flag or to achieve the more dominant tactical position within the time period which you allow yourself.

## Setting Up

1. The first decision is whether the game is for two different players, using the computer as the impartial umpire, or as a game for one player where the computer will take the role of player 2.
2. Choosing sides - Player 1 must enter which army he wishes to be, either c (confederate) or u (union). In all subsequent actions, player 1 will always move first, and in the one player game you will always be player 1, having the black pieces on the right hand side of the screen.
3. Setting a time limit - if you wish to play the game through to a conclusion, then enter "n" and the battle will continue until one flag has been captured. If you enter "y" a time limit will be imposed of a given number of game turns.
4. Choosing your troops - This is always done first by player 1 who has a maximum limit of twenty pieces of each unit (infantry, cavalry and artillery). You must now either input "y" if you wish to fight with the combination or "n" which will enable you to re-select the force. It is now the turn of either the computer or player 2 to select their forces. He has to construct his force to a value no greater than the points total of player 1.

## Game Play

1. The Battlefield  
marshland (impenetrable)  
forest (impenetrable)  
Your troops will be placed randomly on your own side of the screen.
2. Movement Commands  
In each game turn, player 1 must give commands for all his units, after which the results of any artillery fire are calculated before player 2 is able to make any of his moves. After player 2 has made all his moves, then it is at this stage that the results of any direct attacks on any units are calculated. Your units must be moved in the sequence in which they change colour. The input of "q" enables you to pass over the remaining moves for all your units who have not already received a movement command and therefore passes thw move to the other player. Pressing <RETURN> will enable you to bypass an individual unit.
  - a) Move (m) - You can move in one of 8 directions: n, s, e, w, ne, se, sw, nw. All movement commands must contain three elements, the move command (m), the direction using the above compass points and the number of squares moved.



- b) Fire (f) - A valid input has three elements, the fire command (f), direction using the eight compass points and range (number of squares)
- c) Crossing the river (cross) - To cross the river, your unit must be directly adjacent to it and you must input the command "cross" when a movement is requested.
- d) Limits of moves - Where an invalid request is made for a movement or the unit reaches an impenetrable square then the movement will stop and a message will be reported.
- e) Saving the game (save).

### **Attacking**

- a) Artillery fire - your initial supply of ammunition is limited but you may receive occasional re-supply during the game.
- b) Attacking an enemy unit - More than one unit can attack a single enemy unit.
- c) Unit strength - each unit is shown against a background colour which indicates its strength. (The lighter the colour, the stronger the unit)
- d) Completion of the game - the final action before the start of the next game turn is for the computer to check the new position of each unit and these will flash in turn as the check is made.

### **Game End**

- 1. Expire time period - the higher points total is the victor.
- 2. Capture of enemy flag - to capture a flag, you must order your unit to move onto the square occupied by the enemy flag.
- 3. No result - it is possible to so deplete each other's force that neither side can reach a winning position.

**Instructions' Source** : JOHNNY REB (Lothlorien) Inner Inlay

### **Review (Electron User)**

Having never before tried a war game (is this the right term?) it was with some trepidation and not a little interest that I loaded Johnny Reb. However I think I could quite easily get addicted now!

The object is to select an army of your own devising and, by out-manoeuving a second player, or the Electron, capture the enemy army's flag a predetermined number of times. The scenario is a confrontation at a river crossing during the American Civil War. The program, which is recorded on both sides of the cassette, loads in two parts. The first plays 'Dixie', displays the Confederate flag and loads in the main program.

You are then given various options - one or two player game, whether you want to be the Johnny Rebs or the Bluebellies, what units you want in your army, if you want a time limit and if so, what? You can choose to play a friend or, by choosing the one player option, the computer. Your army can consist of up to twenty units of each of cavalry, infantry or artillery. If you are playing the computer it can choose a force numerically equal to yours but not necessarily consisting of the same number in each unit.

When you have made your choices, the battleground is displayed. This display and the placement of troops on it, is random. But I noticed a tendency for the Electron's army to keep being slightly more favourably placed than mine!

Each army in turn makes a move for each of its pieces. After one complete move by each army, the battleground is scanned and updated. The first army to capture the



enemy army's flag a certain number of times - or alternatively to destroy the enemy - wins.

So what is it like to play? Well, it's like playing a cross between toy soldiers and chess. If it seems that the enemy will get you, you can always give them a blast from a cannon.

I found I liked to play with the maximum number of pieces (60), without a time limit.

If you are called down for tea there is a save-game facility. Enclosed with the program is a cassette-sized leaflet containing seven pages of rules. But I found the program very user-friendly, causing only occasional reference to the instructions.

Some things I didn't like. My major complaint is that the more I played it, the slower it seemed to get. After completely exterminating the enemy army (my one and only time) it took about half a minute while the computer scanned the enemy battlefield for troops and then again for score-checks for it to announce that I had won.

Another thing that I'd like to see changed is the method of calling the save game routine. I found myself calling it up several times by inputting "S" (Save) when I had meant to input "M" (Move), <RETURN>, "S" (South). Perhaps if you had to type in SAVE this problem wouldn't arise. The error-trapping on the BREAK key didn't seem to be quite right, but that probably serves me right for messing about with it.

Overall, a little on the slow side. Nevertheless it's a compulsive game that will keep your interest longer than the average arcade game. And it will still be going strong when you have solved that latest adventure. Good value for money.

Merlin, ELECTRON USER 1. 9



# JUMP JET

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Aircraft-Simulator  
Authors :  
Standalone Release(s) : 1984: JUMP JET, Anirog, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : ANIROG, 8 High Street, Horley, SURREY  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

Instructions currently unavailable.

**Instructions' Source** : JUMP JET (Anirog) Back and Inner Inlay

**Reviews** : No Review Yet



# JUNIOR MATHS PACK

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Maths Games  
Author :  
Standalone Release(s) : 1984: JUNIOR MATHS PACK, <Unknown>, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : Unknown  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This is a suite of three programs. The first, called Lander, is designed as a test of multiplication and division. The aim is to answer questions correctly, thereby boosting the lander higher into space. Your turn ends when the lander touches down and you are given a score. There are numerous options - multiply or divide, choice of tables used and speed of lander.

I found the sound obtrusive and the game unexciting, but it all worked smoothly enough. I'd be tempted to use pencil and paper for this kind of task.

Game three, Number Spin, is designed to test addition and subtraction and is based on a fruit machine. These devices with nudges and holds are a mystery to me, and I'm not sure we should encourage youngsters into using them. I would not use this part of the program at home or at school.

The tape's salvation is program two, which is designed to give practice in co-ordinates. The aim is to find objects hidden in a grid. You enter X and Y co-ordinates for your guess, and then an arrow points towards the object. Humour comes into the game, because the object, when located, could be a treasure but might equally be an old bone or an ugly mask. When you have found four objects, you get a score based on the value of your finds.

In 20 minutes on this program, my seven year old son improved his grasp of co-ordinates and also started to use binary chopping to locate his objects. He also got excited if he found a valuable treasure, which kept his interest.

At £6.95, I feel the co-ordinates program is worth it, but Lander and Number Spin are for me a waste of space.

Rog Frost, ELECTRON USER 2. 8



# JUNIOR PACK

***Professional, Originally Released On Cassette Only***

Game Type : Educational Games (Ages 6-12)  
Author : None given  
Standalone Release(s) : 1984: JUNIOR PACK, Shards, £4.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SHARDS, 189 Eton Road, Ilford, ESSEX IG1 2UG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Four entertaining games testing skills in basic principles. For 6-12 year olds.

Programs On This Tape:

STEP IN TIME: Fast word game against the clock

BREAKOUT: Knock out the bricks by getting your sums right

LETTER LASER: Defeat the aliens with your word power

NUMBER RACER: Use your maths skills to beat the red bike

**Instructions' Source** : JUNIOR PACK (Shards) Inner Inlay

**Reviews** : No Review Yet



# JUNGLE JIVE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Dennis Ibbotson  
Standalone Release(s) : 1984: JUNGLE JIVE, Virgin Games, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : VIRGIN GAMES, 61/63 Portobello Road, LONDON W11 3DD  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"You need skill and speed, just to stay alive!"*

You're strolling through the jungle when you realise that you're *not* alone! Wild animals are closing in from *both sides*.

Fortunately you have a rifle with you (handy that!) and you must aim with speed and precision. But beware of shooting the baboons who must survive so that you can survive - nevertheless they are still as dangerous as all the other animals including the *pink elephants* and *green crocodiles*.

Watch out for the slithering snake though, because he dashes about at random. And the heat can play tricks on your mind and some animals just seem to disappear *or do they?* Apart from the animals, screen after screen of them, getting faster and faster, you must be careful not to shoot yourself! A *careless ricochet* will mean the end of your safari.

## Game Controls

Z - Shoot Left,    X - Shoot Right,    \* - Run Up,    ? - Run Down

**Instructions' Source** : JUNGLE JIVE (Virgin Games) Back and Inner Inlay

## Review (Electron User)

In a time when the big game hunter is thankfully a thing of the past, JUNGLE JIVE lets you release your aggressive instincts without spilling blood. It brings all the excitement of a jungle safari onto your TV screen.

You control a little man who waddles up and down the centre of the screen. The idea is that you blast away at the animals who are closing in on you to your left and right. You get points for each one you hit although I pretend they're just tranquillising darts.

As you're getting yourself a life ban from the RSPCA, avoid the slithering snake who dashes about at random trying to avenge all those departed elephants, crocodiles, lions and birds. Whatever you do, don't shoot the cute little baboons which line your path. They protect you and you'd better protect them or else you're finished. And don't try to shoot the blue hippo. Bullets bounce off him.

You start off with the usual three lives, gaining bonus lives as your point score mounts. You lose them as you bump into things and things bump into you.

It's a nice action game that promises fun for all the family - once you've settled the arguments over who's going next.

Keith Young, ELECTRON USER 2. 3



# KAMAKAZI

***Professional, Originally Released On Cassette Only***

Game Alias : KAMAKAZE PILOT  
Game Type : Arcade; Space Invaders Clone  
Author :  
Standalone Release(s) : 1983: KAMAKAZI, A n F, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A 'N' F, Unit 8 Canal Side Industrial Estate, Woodbine St  
East, Rochdale, LANCASHIRE OL16 5LB. Tel: (01706) 341111  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Fast or slow, skill and speed are needed to beat the enemy aircraft attack determined to destroy your base. Skill and speed are needed to avoid being hit by enemy aircraft.

## Game Controls

Options displayed on screen.

**Instructions' Source** : KAMAKAZI (A n F) Inner Inlay

## Review (Electron User)

If you're one of these shady characters who can go into a pub or amusement arcade and lose yourself for hours in a Space Invaders or Galaxians game, then this should be right up your street. There are fast and slow levels - and you take your pick according to how big-headed you feel. Then launch into the fray.

You are a lone, ground-based, tank-like vehicle fighting squadron of aircraft, all intent on sending you to the big electron cloud in the sky. The skill lies in dodging the bombs and the descending bombers, who have no fear of ramming you. At the same time you are trying to shoot them down. But to add insult to intended injury once you've annihilated one squadron another more challenging one is ready to take its place.

This is not the most original game in the world, but it is certainly well done. The action is fast and furious with more than adequate sound and graphics. If you are looking for a classic game to test your nerve and reactions this is for you.

Peter Gray, ELECTRON USER 1. 7



# KANE

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade In Stages  
Author :  
Standalone Release(s) : 1986: KANE, Mastertronic, £1.99  
Compilation Release(s) : None  
Stated compatibility : Dual BBC/Electron version  
Actual compatibility : As stated  
Supplier : MASTERTRONIC, 8-10 Paul Street, LONDON EC2A 4JH  
Tel: 01 377 6880  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"An all action, thrill packed arcade game in four episodes where you take the role of the Sheriff in a bid to make peace with the Indians."*

Scene 1: Shoot down birds to trade with the Indians for the peace token. Each piece token will give you an extra life. At least one is needed to progress.

Scene 2: You are ambushed in the town and must gun down the outlaws. To gain more bullets, run off to the right of the screen.

As you progress through the four levels, the action will speed up and up. The screen flips between the two scenes and you must continue to shoot your way through.

### **Game Controls**

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire/Jump

**Instructions' Source** : KANE (Mastertronic) Inner Inlay

### **Review (Electron User) - "Kane In For A Caning"**

KANE is a man with problems. As sheriff he must make peace with the Indians and pump the town's bandits full of lead.

Stage one involves Kane shooting birds with a bow and arrow. You fire the bow by moving the cursor to the desired impact point and press <RETURN>. The skill lies in judging how far in front of the bird to fire, which depends on the bird's altitude, distance and velocity. A direct hit results in the bird plummeting earthwards.

You begin with ten arrows, and every time you kill a bird you get your arrow back. You also receive an extra life for every three birds shot. The carnage takes place against a pretty mountain scene. Sound effects are very good - the arrows fly with a nice thwap and dead birds hit the deck with a realistic thud.

The instructions say that the next stage involves a race across the desert on horseback, jumping over the bushes. Not in my version it doesn't - the program went straight to scene three.

Standing at one end of the main street you stare at the buildings, scrutinising every doorway for tell-tale signs of movement. A hand appears at the saloon door, you run across the street, move your cursor into position, and Black Jake bites the dust. Before you know what's happening the buildings are buzzing with bandits.

KANE is very difficult to control. I had to press a key three times on numerous occasions just to get him to change direction. Whatever you do, you must keep moving. If you stand still for too long you'll end up an ex-sheriff. You can re-load



your pistol by running off the right hand side of the screen, but you must choose your time to carefully. Everybody knows where you are going to appear, so you need to wait until there are only a few baddies on the screen before returning.

Having shot ten bad guys you can proceed to scene four. What?! No scene four?! Come on, Mastertronic, what are you playing at? The instructions say scene four consists of racing to stop a hijacked train. It's a pity the programmer didn't read them.

The game may only cost £1.99 but I can't help feeling Mastertronic will receive a few letters of complaint about this one.

Sound .....	6
Graphics .....	7
Playability .....	4
Value for money .....	6
Overall .....	6

Jon Revis, ELECTRON USER 4. 3



# KARATE COMBAT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Beat-'Em-Up  
Author : Martin Sykes  
Standalone Release(s) : 1985: KARATE COMBAT, Superior, £9.95  
Compilation Release(s) : 1987: FIVE STAR GAMES 2, Beau Jolly, £9.95  
1988: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
1988: SUPERIOR COLLECTION 3, Superior/Acornsoft, £9.95  
1989: KARATE COMBAT, Superior/Blue Ribbon, £2.99  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version also works on BBC.  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00

## Instructions

Set in the realm of the mystic Orient, KARATE COMBAT pairs you, in thrillingly realistic battle, against 16 of the mightiest and most skilful exponents of "open-hand" fighting.

Each bout of Karate fighting lasts until one of the fighters has no energy remaining. The indicator on the top-right of the screen shows your energy. Your opponent's energy level is not shown, although at the start of each bout, the fighters' energy levels are equal. The score is shown at the top-left of the screen, and there are different scores for each manoeuvre and for frequent changing of fighting style. Your aim is to defeat each opponent and ultimately battle against the 16th opponent The Master.

Practice Mode allows you to perfect your repertoire of manoeuvres. The 2-player mode allows you to play against a friend rather than competing against the computer.

## Scoring

High punch .....	30	High kick .....	50
Low punch .....	50	Low kick .....	50
Successful block .....	20	Flying kick .....	60
Back sweep .....	100		

If a punch or kick is delivered accurately and is timed correctly, the score is doubled.

If a manoeuvre is repeated too often, the judges will penalise the player by reducing his energy level.

## Game Controls

### Manoeuvres

Walk left .....	<	High punch .....	A S
Walk right .....	>	Low punch .....	A X
Left roll .....	X <	Arm block .....	A
Right roll .....	X >	High kick .....	M
Left jump .....	S <	Low kick .....	M X
Right jump .....	S >	Back sweep .....	M <
Jump up .....	S	Flying kick .....	M S
Turn round .....	SPACE		

(Facing to the right in 1-player mode). Press the keys simultaneously.

2-Player Mode

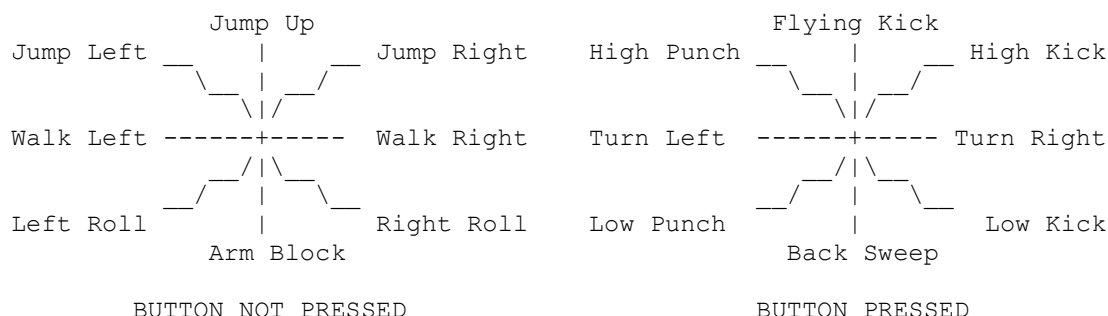


1-Player Mode		Left Man	Right Man
LEFT .....	<	C	Cursor Down
RIGHT .....	>	V	COPY
UP .....	S	A	O
DOWN .....	X	Z	L
HANDS .....	A	CTRL	I
FEET .....	M	X	Cursor Up
TURN .....	SPACE	SPACE	?

Q/W - Pause On/Off, f1/f2 - Sound On/Off

## Joystick Controls

The game is compatible with the Electron First Byte Joystick Interface



**Instructions' Source** : KARATE COMBAT (Superior) Back and Inner Inlay

## Review (Electron User)

Martial arts games certainly seem to be popular at the moment, with KARATE COMBAT from Superior Software adding to the available range on this theme.

The game follows the usual format, with the scene set against an oriental backdrop and the two players awaiting combat on the floor area. The referee sits on the sidelines, ready to issue commands and keep track of the scores.

The game provides three options - practice, single player and two players. Practice mode gives you the opportunity to knock spots off a stationary punchbag. In this mode it is possible to practise all the available moves - and there are quite a few - without the worry of being smashed to the ground by your opponent.

The single player option lets you play against a computer-controlled opponent. To see your opponent jumping, rolling and kicking with extra-ordinary speed and dexterity is enough to send you scurrying back to the practice mode.

The third option allows two players to compete against each other, which probably gives you more of a fair chance than playing against the computer.

There are sixteen different opponents, and each victory gives you a crack at a new one. If you manage to beat the final opponent, known as The Master, you can enter a draw to win a hundred pounds and a trophy.

The game may be played with either keyboard or joysticks, but using the keyboard is quite tricky due to the number of keys used to cover all the available moves. Joysticks are a much easier option. The graphics are colourful, smooth and flicker-free. Sound effects are also provided, with the option to toggle these on or off.

I can't get very excited about these martial arts games, but nevertheless this version is as good as any I have seen.

Sound ..... 7  
 Graphics ..... 7  
 Playability ..... 9



Value for money ..... 8  
Overall ..... 8

Geoff Turner, ELECTRON USER 3. 8

**See also**

: ELECTRON USER 4.12 for a review of FIVE STAR GAMES 2  
ELECTRON USER 5. 6 for a review of 10 COMPUTER HITS 4



# KASTLE

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author :  
Standalone Release(s) : None  
Compilation Release(s) : 1988: MICROVALUE FOUR GAMES VOLUME 3, Tynesoft, £3.99  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

### Instructions

KASTLE graphically chronicles your amazing journey through the long forgotten Castle of Keldon Forest. Hideously evil forces have taken refuge in its dark, damp recesses. Your journey, fraught with danger, could prove your ultimate challenge.

### Game Controls

Z - Left, X - Right, : - Up, / - Down/Move levers  
Press <RETURN> to start the game or thrust the sword.

**Instructions' Source** : MICROVALUE FOUR GAMES 3 (Tynesoft) Inner Inlay

**Reviews** : No Review Yet



# KAYLETH

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author : Stefan Ufnowski  
Standalone Release(s) : 1986: KAYLETH, US Gold, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version also works on BBC.  
Supplier : U.S. GOLD, Units 2/3 Holford Way, Holfrod, BIRMINGHAM  
B6 7AX. Tel: 0121 356 3388  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The Zyroneans were an advanced, pacifistic civilisation, until the arrival of Kayleth and his obsessional craving for Chromazin, a rare mineral found in small quantities on the planet Zyron.

Now, Kayleth rules the Zyron skies with awesome power, using an Atomic Bisembler system to send down his powerful army of androids to enslave the Zyroneans and force them to claw-out the subterranean rocks to extract the precious one.

What is Kayleth?

Why are particular Zyroneans transported to the orbiting nerve centre of his domain, never to return?

How can this tyrant be eliminated?

Have you got the iron nerve and cunning required to defeath him before he completes the total destruction of your home planet?

You, a loyal Zyronean, have avoided capture long enough to set into motion a plan to liberate your beloved planet. However, as you are about to discover, event have overtaken you well laid schemes!!

## Loading

To load KAYLETH from tape, make sure that PAGE=&E00 and then type CH."" and press RETURN. When the loading is complete, a message will appear asking if you wish to start a new game or load a saved game. To commence play, simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewind) into your cassette recorder, press PLAY and then press RETURN as instructed on the screen.

Note that the Save and Load Game options will not function on the disk version of KAYLETH due to memory constraints.

## The Nightmare

The Zyroneans were an advanced, pacifistic civilisation, until the arrival of KAYLETH and the ensuing destruction!

Kayleth's craving for chromazin (a rare mineral), found in small qunatities on Zyron) led him to this part of the galaxy. He dominated the Zyronean skies with awesome power. Using Atomic bisemblers, he sent down his androids to enslave the population and force them to claw-out the subterranean rocks to extract the precious ore.



You, a loyal Zyronean, had avoided capture and were planning a way to rid the planet of Kayleth. However, as you are about to discover, events have overtaken your plans!

Your beginning: 340 a.K.

Your mind struggles to free itself for an endless void only to observe the birth of a nightmare world.

You awake to find yourself encircled by metal bands, upon a conveyor belt which is moving ever closer to a pair of cold, steel claws which rhythmically descend and spew out a charge of electric blue light. Desperately you search your memory for a clue to the events that led you to this alien place, but no recollection remains in your brainwashed mind.

Your instinct for survival flares hot in the centre of your mind, urging you to struggle to free yourself from the encroaching claws, for who knows what they will bring, an end to a vague feeling of loss and desolation or the rending apart of your soul?

You *must* survive and search out the reasons behind a life which began but a moment ago. But beware you are *not* what you appear to be!!

In your search you will discover various locations which will stir your memory and begin the process of remembrance - Kayleth's Starship, the ancient city of Zyron, the Zap selection centre, which houses a laboratory complex, bodybanks and mind facsimile apparatus; The chromazin mines and reprocessing plant; The prison town of Zymogg.

You will encounter the dreaded Mokki Ray (who eats bipeds between meals), The Rock Gullet and the vicious Zemps (if you can first survive the Destroyer Droids).

Others you may encounter include Broznak, your host at the Oblivion Inn, Yagmok and the Astechs (Asterion Technicians) and many other peculiar inhabitants of Zyron.

Your challenge is to rid your home planet of the leech who is draining it dry and in so doing, discover yourself!

## **Surviving!**

KAYLETH has an extensive vocabulary of words which can be used to enter player COMMANDS.

To enter a COMMAND, just type in the action you want to perform, as an example, some possible commands are listed below:

```
GET CANNISTER
EXAMINE CLAWS
GO WEST AND NORTH THEN ENTER THE CITADEL
INSERT SERTA
ASK BROZNEK FOR QNUTS
START THE SKIMMER
DROP THE PHOTON CUTTERS
WEAR THE LENSES
REMOVE MASTA
TALK TO YAGMOK
PRESS CONTROL BUTTON
FIRE PLASMA AT DOOR
```

These are a few sample COMMANDS but as you can see they range from simple two word (VERB NOUN) instructions to multiple action COMMANDS.

PHRASES of multiple action nouns should be separated from each other with the use of AND or by a comma:-

```
GET THE PYXIS AND OPEN IT
GET THE LENDS AND WEAR THEM
GET THE CORONA COAT, DROP THE C-EMZS
```



Several separate actions may be included in one COMMAND but actions should be separated by a comma or the word THEN. If a noun is repeated in an action, the noun may be replaced with the word IT or THEM if plural.

```
GET THE FUSE AND INSERT IT
DROP THE TAE AND THE HEADSET THEN GO UP
DROP ALL THEN GO IN
INSERT THE FUSE THEN BOARD SKIMMER
```

The use of the word THE is optional, no full stops are needed to end a COMMAND.

If you are new to playing adventures then stick to two word (VERB NOUN) COMMANDS until you get the feel of the game. You will find that the computer will soon tell you if you type a COMMAND it doesn't understand.

### Special Word Commands

**LOOK** - This will redescribe your current location if you lose your bearings! (For a closer inspection of an object, use the word EXAMINE then the name of the object.)

**I** or **INVENTORY** - This will tell you what you are carrying.

**QSAVE** - This will save your current state of play, to RAM, so that if you should accidentally be killed, you may QLOAD to return to the scene of the crime without reloading a saved game from tape.

**QLOAD** - Loads previously Qsaved game.

**QUIT** - This command will ask you if you want to play again and also ask if you want to RESTORE a saved game.

**SAVE GAME** - This allows you to save the current game position. The saved game can be restored, when you return to the adventure, by answering YES to "Do you want to RESTORE a saved game".

**LOAD GAME** - Does just that, from your saved game on tape.

**WAIT** - There may be times in the game where being able to wait has distinct advantages. This command will let the game move on one move - longer waits can be entered by WAIT 5; WAIT 10; these can be used if you are stranded by the tide whilst investigating the secrets of Yagmoks' Island.

**BOM** - Not as violent as it sounds! Typing BOM (Back One Move) allows you to do just that. Useful if you go momentarily insane and destroy or disguard a useful piece of equipment or find that you've jumped into a cul-de-sac full of snarling beasties!!

If your thoughtless actions result in death, wait for the title page and then type BOM as your first COMMAND, this will give you another chance of survival.

**GET ALL** - Gets all available objects in your present location, but will not, of course get objects you have yet to discover!!

**DROP ALL** - Does that, but be careful with it!!

### Travelling And Exploration

We have already seen examples like GO NORTH AND THEN WEST but to save wear and tear on the digits, abbreviations can also be used for directions - N, S, SW, etc. Also U for up and D for Down.

### Hints On Play

The planet Zyron is suffering under the dictatorship of Kayleth. Everyone you meet is bound to be wary so you may have to prove your good intent before they will have anything to do with you!



Before you begin your quest, you will have to discover exactly what has happened to you in the recent past. There is definitely something not quite right with your head!! Solving this 'small' problem will open many doors and make the going a little less tough.

Finally, examine everything for clues or information on use, etc. The problems you will encounter will be logical and you won't be interfered with by hoardes of goblins, trolls or other illogical creatures who require you to perform obscure tasks to placate them!! (E.g. you won't have to wave the ham on rye in one hand whilst constructing a kitchen sink with the other in order to open a door!)

You would appear to be the only hope for your planet, and at the moment you're in no fit state to perform the task, so for the sake of Zyron, get your act together!

NOTE - A crack team of bug hunters have been in round the clock pursuit of these insidious creatures, only the most cunning and elusive bugs could have eluded their search and destroy tactics!!!

**Instructions' Source** : KAYLETH (US Gold) Inner Inlay

**Reviews** : No Review Yet



# KEYWORD

**Professional, Originally Released On DFS E00 Disc Only**

Game Type : Utility; Spellchecker  
Author :  
Standalone Release(s) : 1988: KEYWORD, Swift, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version also works on BBC.  
Supplier : SWIFT, 347 London Road, Hazel Grove, Stockport, CHESHIRE  
SK7 6AA  
Disc compatibility : CDFS E00, DFS E00

## Instructions

BIBLIOGRAPHY	KEYWORD	SCHEDULE
DICTIONARY	"A WAY WITH WORDS"	ROTOR
GLOSSARY	Swift Software	TABLE
CATALOGUE	The Dyanamic Word Finder for home and business use	THESAURUS
LEXICON	BBC/ELECTRON VERSION USER GUIDE	INDEX
ROSTER		CHECK LIST

*"It's so easy to use. just type in a word and straight away you'll be offered a huge list of alternatives. Then, using just the cursor keys, you can select a word that's nearer to your requirement.*

*Or if it's not quite what you're looking for, just press <RETURN> to see another set, more closely related to the new word - and so on.*

*With KEYWORD you'll be able to quickly and effectively make use of the complete wealth of the English language, and once you've used it you'll wonder how you ever managed without it.*

- \* Over 10,000 synonyms and antonyms
- \* Nearly 1,000 main subject headings
- \* Extra rapid word search
- \* Can select over 70 words at a time
- \* Simple operation
- \* Flexible 'roam' facility
- \* Can be used as a Thesaurus"

## Using KEYWORD Couldn't Be Simpler

To use Keyword, just place the master disk (or a copy) in drive 0 and press <SHIFT>-<BREAK>. Keyword then installs itself and is ready for use

## How It Works

When you enter Keyword, it will prompt you for a key word. This will be the root word from which your search starts. So all you do is enter a word similar to the one you're looking for (or even just vaguely connected to the general subject).

For example, if you have used the word LEARNING a couple of times in a paragraph and now you need a different one, just enter:

LEARNING

and press <RETURN> twice.

You will then be offered the choice of selecting one of the two following categories:

KNOWLEDGE  
LEARNING



Move the cursor using the cursor keys until LEARNING is highlighted and press <RETURN> again.

At this point you will be shown a list of words, among which you'll see the likely contenders:

DISCOVER  
MASTER  
MEMORISE  
TRAINING

and so on.

If any of these words is close to the one you're looking for but not absolutely suitable, just select it with the cursor keys and press <RETURN> to see a new list of words more closely related to it.

### **Free Roaming**

Using the cursor keys and <RETURN>, you can roam indefinitely through KEYWORD, following avenues of thought, tracing words back to their roots or finding words of opposite meaning.

And if at any point you wish to enter a new key word, just type it in and press <RETURN> for the whole process to begin again.

### **Scanning**

A useful feature of KEYWORD is the ability to scan through the entire dictionary. To do this, type a letter when a word is highlighted. Then press <DELETE> to remove the letter and press <RETURN>. The dictionary will be displayed page by page. If you see a word you are interested in, press:

n

at the 'More?' prompt and select it in the usual way using the cursor keys and <RETURN>. Or if you want to carry on scanning you can press either Y or <RETURN> at the 'More?' prompt.

Alternatively, you can scan through smaller areas of the dictionary by entering one of more letters. For example, typing:

th

followed by <RETURN> instructs KEYWORD to display all words beginning with th.

### **That's All There Is To It!**

KEYWORD was written by a professional journalist for his own use, and therefore has been designed to be as simple to use in the shortest time possible - without needing to refer to the manual.

### **Upgrades**

At Swift Software, we have a policy of continual support for our programs. If you have any queries or suggestions for upgrades, please drop us a line. If we use your idea we'll send you a FREE copy of the latest version when it's finished.

### **Copy Protection**

We believe it is essential to be able to back up your software in case of emergency. Therefore KEYWORD is not copy-protected. However, if you wish us to be able to continue supporting your micro please do not abuse this policy.

**Instructions' Source** : KEYWORD (Swift Software) User Guide

**Reviews** : No Review Yet



# KILLA

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Upgrade to game KILLER GORILLA  
Author :  
Standalone Release(s) : 1984: KILLA, Bit Twiddlers, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BIT TWIDDLERS. No further information.  
Disc compatibility : Unknown

### Instructions

Instructions not supplied. All instructions on screen.

### Review (Electron User)

Having gone ape over KILLER GORILLA, it was with keen anticipation that I received a copy of Killa, the upgrade produced by Bit Twiddlers. The immediate impact of the upgrade is the ability to do varied jumping, with or without the hammer. The jumps features are double, extended and double extended jumps.

However old habits die hard and it took me some time to familiarise myself with these before I stopped throwing myself off the platforms. Once I had gained some experience of them I found them invaluable in avoiding multiple fire balls. Jumping with the hammer only really comes into play where there are gaps in the platforms.

Climbing with the hammer is also useful and increases the point scoring potential, although I found myself in a dilemma on a few occasions when holding a hammer on a platform where another hammer was available. Should I run with the first or wait and take the second? Initially, hesitation was my only downfall.

While retaining the four stages within each level, the upgrade increases the number of levels of seven, these being basically increases in speed. At level 7, the speed defeated my attempts to complete all the stages and provides a challenge which in the long term will probably prove irresistible.

The extra lives at each of the first three stages, while useful, can also prolong the game beyond the endurance of players wanting to take their turn. My children were delighted while playing but frustrated while waiting.

There is also a practice mode, providing double the number of lives, which allows the selection of any stage within any of the levels. However, on successful completion of a stage, the game moves on to the next stage.

A shortcoming is that the practice mode must be selected before the loading of KILLER GORILLA without any facility to switch between the practice and game modes other than by reloading the programs. Apart from doubting the value of this practice mode, I also felt as if I were cheating by going directly to a stage without first completing previous stages.

Without doubt, the most useful facility of the upgrade is the pause. Which of us, on the way to a good score, hasn't been interrupted by a telephone call or a knock on the door?

Altogether, a welcome addition for the KILLER GORILLA addicts among us with the pause facility being well worth the money.

F. J. Lancaster, ELECTRON USER 2. 1



# KILLAPEDE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; CENTIPEDE clone  
Author : Philip Blenkinsopp & Richard Paul-Jones  
Standalone Release(s) : 1986: KILLAPEDE, Players, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PLAYERS, Mercury House, Calleva Park, Aldermastn,  
BERKS RG7 4QW  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"The Killapede and a whole gang of creepy crawlies are out to get you. Dodge the fleas and the spiders from Mars to shoot at the multi-segmented beast. You must be quick though, as a fate of almost certain death awaits you."*

Destroy the Killapede with your deadly laser beam. Hitting a body section splits the Killapede in two, thus there will be two heads. Hitting a head scores 100 points.

The Killapede will make its way down the screen by moving left and right, dropping down a line each time it meets a mushroom or the edge of the screen.

Mushrooms may be shot away by hitting them four times with your laser base.

## Other nasties

Fleas will drop down the screen leaving trails of mushrooms.

Snails and snakes will run across the screen; if these are shot you will be awarded 200 points.

A spider will bounce across the screen and you must be careful to avoid it.

An ant will dash across the screen in pursuit of you. Be careful to avoid it.

All the above may be shot and score extra points.

A bonus life is awarded every 10,000 points scored.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire

**Instructions' Source** : KILLAPEDE (Players) Back and Inner Inlay

**Reviews** : No Review Yet



# KILLER GORILLA

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : Adrian Stephens  
Standalone Release(s) : 1984: KILLER GORILLA, Micro Power, £6.95  
Compilation Release(s) : 1986: 10 COMPUTER HITS, Beau Jolly, £9.95  
1987: PRES GAMES DISC 1, PRES, £9.95  
1988: MICRO POWER MAGIC 2, Micro Power, £7.95  
1988: PLAY IT AGAIN SAM 3, Superior/Acornsoft, £9.95  
1989: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The object of the game is to climb to the top of each level as quickly as possible while avoiding the hazards. There are four levels and if you complete all four, you will go back to the first one, but there will be some extra "nasties"!

You will be given an extra life the first time you complete level 3. Extra points will be awarded if you collect the heiress's belongings on the way up (handbag, umbrella, etc.). It is possible to jump up and grab the hammers and then for a limited length of time you can smash the fireballs, barrels or bowls of custard. You cannot climb ladders or jump gaps with the hammer. You must complete each level before your bonus runs out, or you will die of exhaustion. Good luck, you will need it.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Right, <RETURN> - Jump  
S/Q - Sound On/Off, <ESCAPE> - Quit Game

The game may also be played with a joystick. Use FIRE to jump.

**Instructions' Source** : PLAY IT AGAIN SAM 3 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet

**See also** : EUG #46 for a review of PRES GAMES DISC 1



# KILLER GORILLA 2

*Professional, Originally Released On Cassette Only*

Game Alias : ZANY KONG JUNIOR  
Game Type : Arcade Platform Game  
Author : Christopher Hyde  
Standalone Release(s) : 1983: ZANY KONG JUNIOR, Superior, £9.95  
Compilation Release(s) : 1988: PLAY IT AGAIN SAM 3, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : Incompatible. Writes to locations &400-&C00

## Instructions

The evil Morris has kidnapped Killer Gorilla Junior. Your objective is to collect the keys to release him from the steel cage in which Morris has him imprisoned. You must collect the keys before your bonus reaches zero. Avoid the snappers, the aardvark birds and the electric spikes, or try and squash them by dislodging the apples and pineapples.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Right, <RETURN> - Jump  
<SPACE> - Start Game, S/Q - Sound On/Off, <ESCAPE> - Quit Game

Press <RETURN> or FIRE after starting game to skip introduction.

**Instructions' Source** : PLAY IT AGAIN SAM 3 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# KISSIN' KOUSINS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Authors : David Woodhouse and T. Racine  
Standalone Release(s) : 1984: KISSIN' KOUSINS, English, £7.95  
Compilation Release(s) : 1987: 10 COMPUTER HITS 2, Beau Jolly, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : ENGLISH, Box 43, MANCHESTER M60 3AD. Tel: 061-835 1358  
Disc compatibility : CDFS E00

## Instructions

A jaunty multi-screen arcade game from ENGLISH SOFTWARE featuring Bombers, Caterpillars, Kangaroos, Bats, Rubber Frogs, Toadstools, Gogglers and Pogopoppers. KISSIN' KOUSINS features Hi-Resolution Graphics, Music and an option to use the FIRST-BYTE JOYSTICK INTERFACE on the ELECTRON version.

## Game Controls

Z - Left, X - Right, <SHIFT> - Jump, <RETURN> - Fire  
Q/S - Sound Off/On, <SPACE> - Pause On/Off

**Instructions' Source** : 10 COMPUTER HITS 2 (Beau Jolly) Inner Inlay

## Review (Electron User)

This is a good old fashioned arcade game containing two vital ingredients for success - it's addictive and it's fun. The aim of the game seems to be to navigate the male cousin past all manner of hazards until he meets his female counterpart.

It all looks very simple. You move the little chap straight across the screen on a road, jumping him over the odd bush and post box. The quality of the background graphics is so good that you may find your mind wandering from the task in hand.

Another problem is the severe shortage of time. You lose a life if you don't cross the screen quickly enough. Not only that, you are being bombed as well.

It won't be long before you manage screen one with confidence and can then tackle screen two. Success here leads you on to the bouncing kangaroos, and by shooting these defenceless beasts you can obtain bonus points.

By now the road has led to the wooded countryside, and you encounter bats and moving mushrooms. These are pretty taxing, and avoiding them requires a lot of practice.

Screen six brings you to some rather cute frogs, but also to a long, dissolving bridge. This one defeats me so I don't know what happens next.

I have two criticisms. Firstly, a multi-screen game like this should give you the option of starting on any screen. Secondly, the game lacks a high score table, merely keeping a record of the highest score.

Those points apart though, this is an entertaining family game. The graphics and the animation are of a superb standard and the sound is adequate.

An extra bonus is that the tape contains both BBC and Electron versions of the game (Make sure you load the right one!) and supports a First Byte joystick interface. Recommended for arcade addicts of all ages.

Rog Frost, ELECTRON USER 3. 6



## Review (EUG)

Downtown and countryside environs of Electron land are weird and very deadly places in this brilliant arcade game from D. Woodhouse and T. Racine. The three sentence instructions on the back cover don't do it justice at all!

Its most impressive feature, although there are many, is its use of colour and graphics. Most of the action happens on just a small level; the width of the screen but only around 32 pixels in height. But above this, and covering the majority of your screen, are intrinsically detailed backdrops of buildings, shops, a zoo, forests and trees. Nicely presented red and white score-, screen- and lives- bars also give a very smart appearance to the whole display making the small playing area virtually unnoticeable.

The gameplay is deceptively simple. You must guide a little boy from left to right over ten hazardous screens and there are always a number of obstacles, stationary and moving, to negotiate (in a pixel-perfect fashion) en route. On reaching the right hand edge, the background neatly scrolls onto the next screen.

Contact with anything and your man disintegrates with a suitable fizz and crackle and each time you jump you are treated to a bounce noise while a quick scale of notes denotes a successful passage from screen x to y. The opening screen plays a short rendition of 'Clemantine' and also introduces you to the little boy's other half who is patiently waiting for a smooch at the end of the tenth screen!

The characters on screen relate to the background in a very clever way. In town (the first few screens), brick walls, post boxes and trash cans (with raising and lowering lids) call for some deft finger or joystick action. As you progress into the forests, the baddies become more territorial bugs, worms and toadstools. There's a "Wonderland" feel to the game too in some respects; the 'Americanised' town has a shop selling two-bit micros, high rise traffic lights and arms borne by your cute hero but the countryside screens feel very 'English'. As if this wasn't enough, and necessitating the gun, you come under attack from overhead planes, an Australian kangaroo and a flying mutant crab!

There are just four keys: Z, X, <SHIFT> to jump and <RETURN> to fire and a First Byte Joystick Interface option can be enabled before loading. The playability is good and the interest level remains even when you manage to complete the screens only to be rewarded with having a chance to do it all over again...

This lastability factor, however, is probably related to a high level of randomness that operates in the game. As mentioned, from the third screen you are under threat from a bouncing kangaroo which comes from either the left or the right of the screen. He bounds over the territory and, surrounded by obstacles (as you invariably are), he can sometimes be impossible to avoid. He and the crab occasionally appear from the right JUST as you touch the right yourself meaning you carefully execute your plan to pass the screen, make it...and the hero disintegrates as you expect to hear the zip of a successful passage! Very frustrating.

This aside though, and it's a feature, not a bug [Where have we heard that one before? - Ed], KISSIN' KOUSINS is one of those games that does the Electron proud. Although loading is lengthy from tape, the speed of the game itself is superb and is improved still further with a Master RAM Board. An undocumented feature, or bug, is that the user can slow the speed down by holding down <SPACE> and playing as normal. <SPACE> is designated as both pause on and off and holding it bizarrely allows you to move your character pixel by pixel, making jumping those prickly bushes just a little bit easier!

KISSIN' KOUSINS is tricky, fast, frustrating, colourful, amusing, entertaining, wonderfully presented and difficult to master - although not impossible. It's everything you could want from an arcade game and is probably still worth every penny of its cover price.

Dave Edwards, EUG #48



# KINGDOM OF KLEIN

*Professional, Originally Released On Cassette Only*

Game Alias : EPIC ADVENTURES #3  
Game Type : Text Adventure  
Author : Melvyn E. Wright & Dave M. Johnson  
Standalone Release(s) : 1984: THE KINGDOM OF KLEIN, Epic, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : EPIC, 10 Gladstone Street, Kibworth Beauchamp, LEICESTER  
LE8 0HL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been used to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, colour, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

A full-scale adventure through caves, water, tunnels, mountains, etc. to find and restore the Magic Klein Bottle.

An aura of doom surrounds the Klein Kingdom. The Magic Bottle was removed from its pedestal in the King's Palace and stolen by the Wicked Witch of the Mountain. She swore that she would put a hideous curse on anyone who was foolish enough to try and recover it.

Unfortunately, the citizens of Klein have elected you to be the foolish one!

You must destroy the Wicked Witch, find the Magic Bottle and return it to the pedestal in the King's Palace.

## Playing Instructions

Commands may be entered in the form of complete sentences. It is usually only necessary to enter the first two or three letters of most words, but if this doesn't produce the expected result, retype in full.

The program has a vocabulary of approx. 150 words and it is part of the game to discover what these are. However, some words that you will need to know are listed below. Most of them have single letter input.

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT  
TAKE - To pick up an object  
DROP - To drop an object  
INVENTORY - To list your possessions  
LOOK - To describe your surroundings



SCORE - To obtain your score  
SAVE - To save the current game on tape  
LOAD - To load back a SAVED game  
QUIT - To end the current game

## Helpsheet

This is an alphabetical list of all the locations, objects, characters and items referred to in KINGDOM OF KLEIN. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how to use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our products, there may be minor differences in detail between these clues and your version of the game.

## Hints On Playing The Game

During your travels you will encounter various problems which can only be solved by the use of an object from a later stage of the game. When this happens, ignore the problem for the time being, and carry on until you find the object required. You should then be able to return to the problem by means of the transport mechanism provided.

**ADVENTURER SOUP:** A rich delicacy enjoyed by witches everywhere. Made by boiling the juicy bones of tasty adventurers in a big cauldron!

**ALCOVE:** Inside the mysterious cave.

**ANTECHAMBER:** In the palace, south of the courtyard.

**ARCH, STONE:** See Stone Arch.

**ARROW:** At the end of the north side of the chasm. See Chasm for how to get there.  
See also Bow, Scoring.

**BEACH:** On the far side of the pool, at the base of the cliffs. See Cliff. See also Star on Beach, Circle on Beach.

**BIBLE:** In the chapel. Not used, although you may read it. See Scoring.

**BIRDS: GIANT:** In the long corridor. Crack the egg here.  
**SMALL:** Inside the egg.

**BIRD'S EGG:** See Egg.

**BLUE LIGHT:** In the mysterious cave. For atmosphere only, although it does allow you to see in the dark.

**BOAT:** The boatman will let you hire a boat if you give him a gold coin. Take it when he drags it in. Use the boat to cross the lake (Type ROW BOAT or CROSS LAKE, etc). Leave the boat on the east side of the lake for the return journey. If you try to cross the pool (as opposed to the lake) in the boat, you will be left stranded without oars. See Pool. The upturned boat on which the sailor sits is of no use to you.

**BOAT HUT:** See Huts.

**BOATMAN:** In the boatman's hut. You must hire a boat from him, to cross the lake. You will encounter him again near the end of the adventure. See Coin, Boat, Bow, Arrow.

**BONE:** Before the stone arch. Throw this to get rid of the dog. If you merely drop it the dog will eat it and beg for more! See Scoring.



**BOOKS:** In the witch's sitting-room. Not used.

**BOTTLE:** See Klein Bottle.

**BOW:** In the alcove. You can use this to kill the boatman on your return journey. See Arrow, Scoring.

**BOX OF SPELLS:** See Spells and Refill Pack.

**BRASS KEY:** See Keys.

**BREATHING UNDERWATER:** You can't! See Pool.

**BRIGHTLY-LIT CORRIDOR:** See Corridors.

**BROOMSTICK:** See Witch's Broomstick.

**BUCKET AND SPADE:** In the loft. See Sandcastle.

**CARPET:** In the palace. Not used.

**CASTLE:** On the beach. See Sandcastle, Drawbridge.

**CAULDRON:** In the witch's cavern. This is not directly useful but see Voodoo Doll.

**CAVERN, WITCH'S:** See Witch's Cavern.

**CAVES: MYSTERIOUS:** On the south side of the chasm.

**UNDERWATER:** You do not need to enter here. See Squid.

**CEILING:** In the palace. For atmosphere only.

**CHAIR, ROCKING:** See Rocking Chair.

**CHAPEL:** To the north of the courtyard. See Portrait.

**CHASM:** At the end of the dark tunnel. You must fly back over this from the end of the south side to get the arrow. See Witch's Broomstick.

**CIRCLE ON BEACH:** See Sandcastle.

**CLIFFS: OVERHANG:** At the top of the cliffs. You can jump down to the beach from here, but see Umbrella.

**STEPS:** Cut into the east end of the cliffs. You may climb up them but cannot climb back down again. To return from the cliff top to the beach, see Cliff Overhang.

**CLIFFS:** Along the north edge of the beach.

**COIN:** In the safe. Give this to the boatman to hire a boat. See Scoring.

**CORRIDORS: BRIGHTLY-LIT:** You come to rest here just after you fall from the narrow tunnel. It runs east-west, with various rooms off. The pool is at the west end.

**LONG:** Just inside the castle.

**COURTYARD:** In the palace. There are exits north, south, east and west.

**CUBE:** In the loft. One of the Platonic solids. See Platonic Solids. It will float away if you attempt to take it underwater.

**DARK TUNNEL:** See Tunnels.

**DEEP PIT:** See Snake Pit.

**DODECAHEDRON:** At the top of the oak tree. One of the Platonic Solids. See Platonic Solids. It will float away if you attempt to take it underwater.

**DOG:** In the narrow passage. There are two ways to get rid of the dog, using the wand or the bone, but only one is correct. See Bone and Spells.

**DOLL:** See Voodoo Doll.

**DOORS: FRONT:** In the narrow passage. Knock on it.

**HUT:** You will need the brass key to open this.

**MOUNTAIN:** At the end of the mountain road. Read the first half of the scroll to open it, then go in. See Timed Moves.

**TRAP:** In the wooden hut. Open it. See Table.

**DRAWBRIDGE:** This spans the moat of the castle and it must be lowered before you can cross it. See Password.



**EGG:** In the forest. Crack this to release the small bird. See Birds.

**EGGSHELL:** Produced when you crack the egg. Not used.

**ENTRANCES:** **CAVE:** On the south side of the cavern.

**DARK TUNNEL:** See Tunnels.

**PALACE:** See Palace Entrance.

**EQUIPMENT, HORSE-RIDING:** See Horse-Riding Equipment.

**EVIL: PRESENCE:** In the 5-pointed star room. For atmosphere only.

**SPIRIT:** This will emerge if you read the first half of the scroll, unless you are standing outside the mountain door.

**FENCE:** On the palace road. For atmosphere only.

**FORCE, INVISIBLE:** See Invisible Force.

**FOREST:** To the south of the mountain road. See Rocks and Sword.

**G:** On the beach, to the west of the pool. See Letters.

**GEM:** See Luminous Gem.

**GIANT:** He guards the mountain road. See Rocks and Sword.

**GIANT SQUID:** See Squid.

**GOLD COIN:** See Coin.

**HAT:** See Voodoo Doll.

**HAY-LOFT:** Above the stables. Climb the ladder.

**HORSE-RIDING EQUIPMENT:** In the stables. Not used.

**HUTS: BOATMAN'S:** At the west side of the lake. Enter it. See Boatman.

**WOODEN:** At the west of the open plain. See Doors.

**ICICLE ROOM:** There are two entrances to this room, which is to the south of the brightly-lit corridor. There is no escape from here so type Load or Quit.

**ICOSAHEDRON:** In the storeroom. One of the Platonic solids. See Platonic Solids.

**INVISIBLE FORCE:** Just inside the mountain door. You cannot return along here.

**IRON PORTCULLIS:** See Portcullis.

**KEYS: BRASS:** On the beach, south of the sand lizard. Use it to open the door of the wooden hut. See Scoring.

**SMALL:** On the palace road. Use it to open the safe. It will fall into the lake if you are carrying it whilst you are in the boat. You won't need it again anyway. See Scoring.

**KITCHEN:** In the wooden hut.

**KITCHEN TABLE:** See Table.

**KLEIN BOTTLE:** As well as being the subject of the game, it is also a topological curiosity with no edges and only one surface. It cannot actually exist in its perfect form (except in adventure games!) hence the mystical associations. You will find it in the alcove, and must return it to the palace. See Scoring.

**L:** In the brightly-lit corridor. See Letters.

**LADDER:** In the stables. Climb it. The ladder is fixed in position and cannot be moved.

**LAKE:** To the north of the palace road. It separates the palace from the mountain. Do not jump in! See Boat.

**LEDGE:** Overlooking the pool, at the west end of the brightly-lit corridor. From the end of it, jump into the pool.

**LETTERS:** During your travels you will encounter various letters. These are rearranged to form the password.

**LIGHT:** See Luminous Gem, Blue Light.

**LOFT:** In the wooden hut. See also Hay-Loft.



**LONG CORRIDOR:** See Corridors.

**LIZARD:** See Sand Lizard.

**LUMINOUS GEM:** In the brightly-lit corridor. The game can be completed without this. It will break into fragments if dropped in the recess, and fade away if you attempt to take it underwater. See Scoring.

**MAGIC WAND:** See Wand.

**MINDLESS ZOMBIE:** See Zombie.

**MINIATURE HAT:** See Voodoo Doll.

**MOAT:** This surrounds the castle. See Drawbridge.

**MOBIUS RAVINE:** At the end of the long corridor. A mobius strip is a topological curiosity with only one surface and one edge. The ravine is laid out in a similar way, with each apparent edge being a continuation of the other. If you walk along the edge you will eventually emerge on the other side of the ravine.

**MOUNTAIN:** On the east side of the lake. The major part of the adventure takes place inside the mountain. See Mountain Door.

**MOUNTAIN: DOOR:** See Doors.

**PATH:** This winds up the mountainside, from the mountain road. There is a junction about half-way up, one path takes you to the top, the other ends at the pile of rocks. On early versions of the game a wrong move is fatal.

**ROAD:** See Roads.

**MP:** Mary Poppins.

**MYSTERIOUS CAVE:** See Caves.

**NARROW: PASSAGE:** South of the brightly-lit corridor.

**ROAD:** See Roads.

**TUNNELS:** See Tunnels.

**NEEDLE:** In the hay-loft. See Voodoo Doll.

**O:** There are three altogether: In the narrow tunnel, on the open plain, on the oak tree. See Letters.

**OAK TREE:** See Trees.

**OARS:** You cannot retrieve these once they have floated away. See Boat.

**OCTAHEDRON:** In the pool. One of the Platonic solids. See Platonic Solids. You will not have enough oxygen to retrieve this and get across the pool in one go.

**OLD BONE:** See Bone.

**OPEN PLAIN:** At the top of the cliffs. This is an oblong space with a tree in the centre, leading to a hut at the west end. In early versions of the game, north-south movements across the centre of the plain were prohibited.

**OPENINGS:** At the top of the mountain. Enter here. On the south side of the mobius ravine. This leads to the small rooms.

**OVERHANG:** See Cliff Overhang.

**P:** Carved on the weird tree. See Letters.

**PALACE:** The adventure starts and ends here. You must return the Klein Bottle here to finish the game.

**PALACE ENTRANCE:** At the east end of the courtyard.

**PASSAGE, NARROW:** See Narrow Passage.

**PASSWORD:** This is formed from the letters scattered about the adventure. See Letters. The password is Topology.

**PATH, WINDING:** See Winding Path.

**PEDESTALS:** There are two: One in the palace, and one in the alcove. You cannot do anything with these, they are used to rest the Klein Bottle on.



**PEG:** Just beyond the portcullis. See Torus.

**PILE OF ROCKS:** Up the mountainside. See Rocks.

**PIT:** See Snake Pit.

**PLAIN:** See Open Plain.

**PLATONIC SOLIDS:** These are the five solids mentioned in the scroll, they are a mathematical set: Tetrahedron - made from four triangles; Cube - made from six squares; Octahedron - made from eight triangles; Dodecahedron - made from twelve pentagons; Icosahedron - made from twenty triangles. See Small Rooms, Scoring.

**POOL:** This is at the west end of the brightly-lit corridor. You cannot breath whilst you are underwater, but there are enough moves available to enable you to get across it to the beach. After jumping in go south, east, south, west, then up. You can also pass back in the reverse direction. The water has an adverse effect on some of the objects. See Spells, Luminous Gem, Dodecahedron, Tetrahedron, Cube.

**PORTCULLIS:** At the entrance to the castle. See Peg. You cannot raise the portcullis from inside the castle.

**PORTRAIT:** In the chapel. Push or slide this to reveal the safe.

**PUDDLES:** In the loft. For atmosphere only.

**RANGE:** In the kitchen. You cannot do anything with this.

**RAVINE:** See Mobius Ravine.

**RECESS:** There are two of these, one on the ledge overlooking the pool, the other at the bottom of the cliffs. They provide a mechanism for transporting the spells across the pool. Dropping the box of spells in the first recess will cause it to rematerialise in the second one. See also Luminous Gem.

**REFILL PACK:** Behind the zombie. You cannot actually get to this, and you shouldn't need to. You only need five spells to complete the game. See Spells and Dog.

**RESURRECTION:** If you get killed, you can choose to be resurrected up to a maximum of three times. You will lose points for this which you cannot regain, so you are advised to load back a saved position whenever possible, instead of opting for resurrection.

**ROADS:** **MOUNTAIN:** Runs from the lake along the base of the mountain. It is guarded by the giant.

**NARROW:** Leads to the stone arch.

**PALACE:** Runs east-west, north of the palace entrance.

**ROCKING CHAIR:** In the witch's sitting room. Not used.

**ROCKS:** Up the mountainside. You cannot get past these. Push them onto the giant below to flatten him! On early versions of the game this will only work if you have previously encountered the giant.

**ROWING BOAT:** See Boat.

**SAFE:** In the chapel. Open it with the small key. See Portrait.

**SAILOR:** See Boatman.

**SAND LIZARD:** On the beach. You encounter him after jumping from the cliffs. You can prevent him from seeing you by throwing sand at him. See Timed Moves.

**SANDCASTLE:** This must be built where the circle is traced in the sand. You will need the bucket and spade. Waving the wand over the sandcastle will transform it.

**SCORING:** Apart from scoring points by solving the various puzzles etc., you also score points for picking up the following objects: Bible, luminous gem, wand, spells, scroll, sword, broomstick, Klein Bottle, tetrahedron, cube, octahedron, dodecahedron, icosahedron, sphere, torus, coin, both keys, bone, bow and arrow. Note that you do not need all of these objects in order to complete the game.



**SCROLL:** This is in two halves. The first half is at the top of the weird tree. The second half is just inside the mountain door. You cannot possess both halves at the same time, so read the information on each half and piece it together. The wand has an adverse effect on it. See Evil Spirit, Mountain Door, Scoring.

**SIGN OUTSIDE DARK TUNNEL:** This holds the code to the safe route through the tunnel. As suggested, take the initial letter of each word, and repeat three times.

**SIGNPOST:** At the end of the long corridor. For information only.

**SITTING-ROOM:** In the witch's cavern.

**SMALL: KEY:** See Keys.

**OPENING:** See Opening.

**ROOMS:** To the south of the mobius ravine. These rooms each have a geometrical shape and number scratched on the walls. This information relates to the shapes contained in each of the Platonic solids. You must drop each solid in its appropriate room. Note that the circle with a 1, and the hexagon with a 16 do not match up with any of the solids, and you should not put anything in these rooms. For more information see Platonic Solids. One of the rooms has a star in it. See Star Room.

**SNAKE PIT:** In the dark tunnel. See Sign for how to avoid this.

**SOLIDS:** See Platonic Solids.

**SPELL: CHAMBER:** North of the brightly-lit corridor. Waving the wand here takes you back into the corridor. See Stars. See also Witch's Spell Chamber.

**REFILL PACK:** See Refill Pack.

**SPELLS:** In the spell chamber. You will need these for your wand to work. The box initially contains five spells and you will use one each time you wave the wand, so don't waste any. See Refill Pack. The spells will fizzle out if you attempt to carry them underwater. See Recess, Scoring.

**SPHERE:** On the mobius ravine. Not used, but see Scoring. Note: It is not one of the Platonic solids.

**SPIRIT, EVIL:** See Evil Spirit.

**SQUID:** Thus will always attack you. Do not enter the cave.

**STABLES:** At the west end of the courtyard.

**STAR: ON BEACH:** Waving the wand here will return you to the five-pointed star room. See Stars.

**ROOM:** Next to the small rooms. Waving the wand here will return you to the five-pointed star room. See Stars.

**STARS:** You will see a number of stars inscribed at certain locations. These are connected together by a transport mechanism which uses the wand and spells as its source of power. See the entries for the individual locations for more information. See also 5-Pointed Star, Wand.

**STEPS, CLIFF:** See Cliff Steps.

**STONE ARCH:** At the east end of the long corridor.

**STOREROOM:** Behind the door in the narrow passage.

**STRAW:** In the hay-loft. For atmosphere only.

**SWORD:** Dropped by the giant when you kill him. Not used but see Scoring.

**T:** Above the hut door. See Letters.

**TABLE:** In the kitchen. You cannot pick up the table, but you must push it into the next room and stand on it, in order to reach the trap door.

**TETRAHEDRON:** On the mobius ravine. One of the Platonic solids. See Platonic Solids. It will float away if you attempt to take it underwater.

**TIMED MOVES:** There are two moves in the game which are timed: 1) The mountain door only remains open for approximately five seconds before closing again.



You must enter it within this time limit. 2) When you blind the sand lizard he will regain his sight after about five seconds. Go south before this happens.

**TOAD:** What you get turned into if you upset the witch!

**TOPOLOGY:** A branch of mathematics dealing with the distortion of objects and surfaces into curious shapes. Although this theme runs through the adventure, it is not necessary to know anything about the subject in order to play the game. See Password.

**TORN SCROLL:** See Scroll.

**TORUS:** In the narrow tunnel. This is a topological shape which resembles a doughnut. Throw it over the peg beyond the portcullis. See Scoring. Note: It is not one of the Platonic solids.

**TRANSPORT MECHANISM:** See Stars and Wand. See also Recess.

**TRAP DOOR:** See Doors.

**TREES:** In the forest. For atmosphere only.  
At the top of the mountain. Climb this.  
Oak tree, on the plain. Climb this.

**TUNNELS: DARK:** At the end of the winding path. There is no way of bringing light to his tunnel. See Sign.

**NARROW:** Leads into the mountain from the mountain door.

**UMBRELLA:** In the antechamber. You can open and close this. Use it when jumping off the cliff overhang. The wind may blow it away if you walk around with it open.

**UNDERWATER CAVE:** See Caves.

**VOODOO DOLL:** In the five-pointed star room. Initially, the doll resembles you, but you can make it resemble the witch by putting the witch's hat on it. You can stick the needle into it, or throw it onto the flames underneath the cauldron.

**WALL SAFE:** See Safe.

**WAND:** In the brightly-lit corridor. This operates the transport mechanism when waved in a location containing a star. You will need the box of spells for the wand to work. See Stars, Spells, Dog, Sandcastle, Scoring.

**WEIRD TREE:** See Trees.

**WINDING PATH:** Leads from the witch's cavern.

**WITCH:** You will first meet her in the witch's cavern. See Voodoo Doll.

**WITCH'S: BROOMSTICK:** In the witch's sitting-room. If you have this you can fly over the chasm. See Scoring.

**CAVERN:** You will be transported here when you have correctly placed the solids in the small rooms. In early versions of the game the solids had to be dropped in room order, starting with the icosahedron and ending with the dodecahedron, without dropping the sphere or the torus. To leave the cavern you must kill the witch. See Witch.

**HAT:** See Voodoo Doll.

**SITTING-ROOM:** See Sitting-Room.

**SPELL CHAMBER:** In the witch's cavern. Waving the wand here will return you to the weird tree. See Stars.

**WOODEN: BOW:** See Bow.

**FENCE:** See Fence.

**HUT:** See Huts.

**LADDER:** See Ladder.

**PEG:** See Peg.

**Y:** In the bed of the pool. See Letters.



**ZOMBIE:** Underneath the stone arch. You cannot get rid of him. See Refill Pack.

**5-POINTED STAR ROOM:** North of the brightly-lit corridor. See also Star on Beach.

**Instructions' Source** : KINGDOM OF KLEIN (Epic Adventures) Inlay & Helpsheet

### **Review (Electron User)**

This is the latest in a series of text-only adventures for the Electron from Epic. The plot concerns the wicked witch of the mountain who has stolen the Klein bottle from its pedestal in the king's palace. She has sworn to lay a hideous curse on anyone foolish enough to try and recover it. And the hapless citizens of Klein have elected you to be that fool!

Your task is to find and kill the witch and return the bottle to the pedestal. You start at the scene of the crime and after collecting some useful items in the palace, set out on your quest. You have a limited amount of movement before encountering the first puzzle - how to cross the river. But having solved this, off you go to the main body of the adventure.

I won't reveal anything else about the game itself. Suffice it to say you will meet a belligerent giant, learn to fly and end up in an endless maze.

I consider this a fairly hard adventure, and I must confess I decided to cheat. Imagine my surprise, however, when I found a message in the memory to the effect that "peeking won't help, you'll have to do it the hard way!" Thus chastened, I returned to the adventure, got a little further and got stuck...again.

This time I wouldn't be beaten. A slight alteration to the ASCII values in my disassembler produced a keywords listing. Thus armed, I hastened back to the game and promptly got stuck yet again.

As I write this, I am finally near the end - the adventure's and mine. The effort has been worthwhile, even though I now have a few grey hairs.

Overall a definite must for the experienced adventurer, though the beginner would probably do better with the first of the Epic adventures, CASTLE FRANKENSTEIN. The save-game facility and response to keyboard input are both very fast. A lot of mapping is required and although the solutions to the problems are reasonably easy, finding what you need to solve the problem with can be a headache.

An extremely good adventure and excellent value for money. Recommended.

Merlin, ELECTRON USER 1. 8



# KINGDOM OF HAMIL

*Professional, Originally Released On DFS 1900 Disc*

Game Type : Text Adventure; Disc-based; Revamp Of Earlier Title  
Authors : Dr Jonathan Partington  
Standalone Release(s) : 1987: KINGDOM OF HAMIL, Topologika, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS 1900, DFS 1900

## Instructions

### About The Author...

*Jonathan Partington, in his more serious moments, is a professional Pure Mathematician who teaches Maths in Cambridge college and is, he says, 'a popular and witty speaker'. En route to writing adventure games he achieved a certain notoriety in the field of Computer Poetry, and one of his computer sonnets, "How can the purple yeti be so red?" appeared in several anthologies of comic verse.*

*As is appropriate for a Mathematician, his adventures tend to have an inner logic of their own, although what it is, is not always immediately apparent to the player! There is an eager following for his games amongst the computing fraternity at Cambridge University, and they are rarely disappointed.*

### About The Adventure...

*Night, blackest night. Bones weary after days and nights in the saddle. And always, always, at the back of your mind: Hamil.*

*Hamil: A land of sorcery and romance; of strange but loyal beings; of immense fountains, a castle, a museum filled with bizarre antiquities which only the King can put to use.*

*'Mine', you tell the damp walls of the primitive chapel, a place of temporary refuge from the hostile beings who've been following you for weeks, equally determined to be the new masters of the land you seek. 'All that - and more - should be mine.' For you are the rightful heir to the throne of Hamil. How unfortunate that you were stolen away as a child. And how splendid that you are, at last, setting out to reclaim your throne...*

*Slowly, like a black tide, comes sleep, blissful sleep, and you dream again of the legends that say one day you will return to claim your rightful inheritance...*

*GAME SIZE: Moderate, with many unusual puzzles.    RATING: Medium.*

### Also From Topologika...

*ACHETON by Jon Thackray, David Seal and Jonathan Partington*

*A mysterious body - known only as The Ruling Council of Acheton - has issued a challenge to life-forms everywhere: "We hereby challenge the greatest adventurers in the universe to uncover the dread secrets of our Realm. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at... The rewards will be great: riches immense, and power supernatural, and the knowledge that you have succeeded where thousands have failed."*

*GAME SIZE: Expansive, with a wide range and very high standard of problems.*

*RATING: A real challenge.*



All your life you'd known there was something special about you, that you were extra-ordinary in some way. When you were young you'd chanced to hear unbelievable rumours, and, sometimes, sinister strangers seemed to be watching you. Finally you found out just what was special about you: you were the rightful heir to the throne of the Kingdom of Hamil. But by then it was too late. You'd been kidnapped...

Years passed, and the rescue you dreamed of failed to materialise. Finally, older and stronger, you escaped and, riding a mighty black stallion, set out to reclaim your throne, travelling for many a day and night; through swamps, jungles and icy wastes; across deserts; knowing that for every step forward you took, your enemies would take two...

But luck was with you and, after many days in the saddle, you reached the neighborhood of your Kingdom, Hamil, and took shelter in a primitive chapel, desperately needing a good night's sleep before the next bizarre stage of your journey...

"Perhaps I was fated to come to this particular place," you told the damp walls of the chapel, as sleep, like a black tide, began to sweep over you, and you dreamed again of the legends that said that one day you would return to Hamil to claim your rightful inheritance...

Hamil - A land of sorcery and romance; of strange but loyal beings; of immense fountains; of castles; and a museum filled with bizarre antiquities which only a King could put to use. A land where the powers of darkness always threaten; of ancient and unusual mazes, constructed by powerful wizards in bygone days, waiting to ensnare even the most ingenious explorer. A land of mysterious beasts eager to exterminate you if you stay in the same place too long. Where a mighty vampire haunts underground caves. Where creatures wait, in deep and dismal pits, ready to grab the unwary passer-by. Where ancient spirits in huge rolling cornfields serve long-forgotten deities. Where something is spoken about only in hushed tones, something known only as the 'snark'...

And so the real adventure begins.

Waking, you find yourself trapped in the chapel. If you leave it, it is at your peril. The decision is yours. Perhaps the chapel is not all it seems, and you are closer to the land of Hamil than you first imagined. It may be worth your while to investigate further. Regaining Hamil will not be easy, and you will certainly have to be able to prove that you are who you say you are...

## Hint Sheet

KINGDOM OF HAMIL comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints. The following pages of this Hint Sheet contain a series of questions that players typically ask, like 'How do I catch the jackdaw?'

Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below.

The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

BOOJUM	4	GROVE	14	PTERODACTYLES	26
BOOMERANG	5	HEXAPOD	15	PLAIN	2,27
CAVE	6	HOBGOBLIN	16,37	ROCK	2,27
CHAPEL	7	INFORMATION	36	ROOM	3,9,13,36
CORNFIELD	20	JACKDAW	17	SLAB	28
CREATURE	24	LABYRINTH	18	SNARKS	4
DEPARTURE	19	LOUNGE	19	STATUE	29
DOOR	30	MAIZE	20	STEEL	30
DRAGON	8	MAZE	21,35	TAPESTRY	31



DUST	9	MONEY	35	TREASURE	32
ENCHANTRESS	10	MONSTERS	18	TYRANOSAURUS	33
FARE	11	MURALS	22	VAMPIRE	1,34
FIRE	12	OBJECT	23	WALL	12
FISH	3,13,36	PIT	24		
FOREST	6	PORTCULLIS	25		

	Hint
1 How do I kill the *****?	21
2 How do I get back through the ***y *****?	23
3 How can I avoid the **** ***** collapsing on me?	28
4 How do I avoid the *****?	17
5 How do I avoid being killed by the *****?	18
6 How do I get into the **** in the *****?	14
7 How do I get out of the *****?	1
8 How do I drive away the *****?	34
9 What is the **** ***** for?	22
10 How do I avoid being killed by the *****?	31
11 What do I need to pay the *****?	5
12 How do I get past the **** of *****?	29
13 What can I do in the **** *****?	13
14 What do I do in the sporific *****?	10
15 How do I stop the ***** from sobbing?	16
16 How do I avoid being killed by the *****?	25
17 How do I catch the *****?	11
18 How do I get past the ***** in the *****?	12
19 What do I do in the ***** *****?	35
20 How do I survive in the *****?	15
21 How do i get through the **** of Hamil?	4
22 What is the significance of the *****?	9
23 What is a given *****?	36
24 How do I avoid being killed by the ***** in the ***?	33
25 How do I get past the *****?	30
26 How do I avoid being killed by the *****?	8
27 How do I navigate the *****y *****?	19
28 How do I get under the *****?	2
29 How do I move the *****?	32
30 How do I get past the ***** *****?	3
31 How do I move the *****?	24
32 I can't find all the *****!	37
33 How do I escape from the *****?	7
34 How do I avoid being killed by the *****?	20
35 How do I collect all the ***** in the **** of Hamil?	6
36 What use is the ***** I find in the **** *****?	27
37 How do I kill the *****?	26

=====  
 "KINGDOM OF HAMIL" (C) Dr Jonathan Partington. Pbh'ed by TOPOLOGIKA 1987

**Instructions' Source** : KIGNGDOM OF HAMIL (Topologika) Back And Inner Inlay

**Reviews** : No Review Yet



# KNOW YOUR OWN PERSONALITY

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Personality Quiz  
Authors : Hans Eysenck & Dr Glenn Wilson  
Standalone Release(s) : 1984: KNOW YOUR OWN PERSONALITY, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Mirror Group Newspapers, Holborn Circus, LONDON  
EC1P 1DO  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"How well do you know yourself? How do others see you? Are you sensible, balanced, outgoing, likeable, lovable, or are you cool, reserved, calculating and philosophic?*

*Find out with this revealing and fascinating home computer program based on the famous Pelican book "KNOW YOUR OWN PERSONALITY" by Professor Hans Eysenck and Doctor Glenn Wilson. The book's three most important tests and all seven aspects of personality in each test are included in the program. The first test, Personality 1, deals with Extraversion and Introversion. Personality 2 covers Emotional Stability and Adjustment and Personality 3 tests for Toughmindedness and Tendermindedness.*

*A total of 21 individual traits are presented in bar chart form (with illuminating additional comments) and provide a composite and complete picture of your personality. Results may be saved or printed out on a suitable printer."*

## Using The Program

1. Once the program has loaded, the title and credits screen will be displayed. Type in your name when prompted and then the date (in the form DD/MM/YY including /s), making sure to press <RETURN> after each input.

2. The next screen shows the program's Main Menu. Select your option by pressing <RETURN>.

### Option 1

Choose this option for an explanation of the three personality tests and the characteristics they cover. Press SPACE as requested.

### Options 2, 3 and 4

IF you are loading from cassette, please note that the three tests are recorded on side 2 of the cassette in the same order as given on the Main Menu. Therefore, the most efficient way of using the program is to do each test in turn. If loading from disk, simply press SPACE to cycle through the cassette-related messages.

1. Having selected your option, follow the screen instructions to load the data.

There are a total of 210 questions in each personality test and these are loaded in three parts. When the first 70 questions have been loaded, cassette users who do not have motor control must STOP THE TAPE as soon as the screen instructions appear, and then press SPACE.

2. The first question will appear on screen:

Are you happiest when you get involved in some project that calls  
for rapid action?

1 = Yes    2 = No    3 = Can't Decide

(Question 1, Extraversion/Introversion)

\_\_\_\_\_1



All the questions are in the same format with the question number in the bottom right of the screen. Your answers are completely confidential and do not appear on the screen. Choose your answer and type 1, 2 or 3. Between each group of 70 questions, cassette users are prompted to START THE TAPE AND PRESS SPACE in order to load the next section. N.B. Remember, if you do not have motor control, you must stop the tape as soon as each section has loaded or you will miss loading the next section.

If you are loading from disk, each section of 70 questions is loaded automatically.

3. When all 210 questions have been answered, the scores are calculated and you are asked if you wish to see your results with comments. Type Y to this question and each characteristic is displayed individually with relevant comments. Press SPACE as requested. When all your results have been displayed, you can review them again if you wish. Type Y and you will be asked again if you want comments. This time type N and your results are shown in the form of a bar chart.

The mid-point of each bar shows the average score for each characteristic and the red bar shows how much you differ from the average.

4. Once your results have been displayed, you can opt to save them onto a blank cassette or a new formatted disk (if you are a disk user) to review at your leisure. If you wish to do this, type Y and type in the name of the file you wish to save when prompted. Please note that the filename can be a maximum of 10 characters if you are using a cassette, 7 characters if you are using a disk, and no spaces. Make sure you write down the name of your file for future reference.

Now simply follow screen instructions to start the saving process.

If you are saving onto tape, remember to press the PLAY and RECORD keys together on your cassette recorder when starting the tape.

5. After saving, and if you have a suitable printer attached, you are given the option to print out the profile of your results. Type Y if you wish to do so, and follow the screen instructions. After printing, or by typing N, the Main Menu returns.

#### **Option 5**

Use this option to review a previously saved set of results. Type in the name of the file you wish to load spelt exactly the same as when you saved it and press RETURN. Now follow screen instructions to load the data. You can display the results as before, either in full or as a bar chart, and you can print them out if you wish.

#### **Option 6**

This option ends the program. If you want to play again and you choose this option, you will have to reload the program.

#### **Other Uses**

Now you are familiar with the program, you may like to try the suggestions below.

1. Having completed one of the personality tests - honestly of course - get a friend, husband/wife, to do the same. Save your results and print out the profiles, if a printer is available.

Then, each person should do the same tests again, but this time they should answer the questions as if they were the other person. Again, save your tests and print them out.

Now, compare your own test with the one completed for you by your 'partner-in-crime', and see how well he or she REALLY knows you. They can then do the same. You may be pleasantly surprised, or you may be in for some shocks! Of course,



this is only intended to be done for fun - we accept no responsibility for the results!

2. The second suggestion is to use the program as a general guide to check your compatibility with someone you know particularly well, e.g. husband or wife, boyfriend or girlfriend, close friend, flat-mate, parent or child and other relatives.

It is generally accepted that people who share the same personality characteristics get on better together than those who do not. They have more common interests to share, their attitudes and emotions fall into line and are less likely to cause conflict etc.

By comparing personality profiles from the program you may be interested to discover how basically alike you are over all three tests, even if you gave different answers to some of the questions. If you find that there are obvious areas of conflict, it may be useful to bear them in mind when discussing your relationship. It may also help you to understand more fully why you do not get on in certain situations, to acknowledge differences and to accept them.

If you are comparing your profiles with a partner, you may find that your results bear out the theory that 'like marries like'. It has been found to be true that people with similar attributes of height, intelligence, attitude, interests and attractiveness tend to form close relationships. These relationships are also generally found to be more successful in the long term than those that are founded on the principle of 'opposites attract'.

Of course, these are only general principles and this particular use of the program, to check compatibility, is intended for fun. However, even if you do find that your personality appears to be very different to that of your partner and your relationship is still successful, you are living proof that nothing can ever be taken for granted! You can also use whatever you discover constructively and work towards greater understanding and tolerance.

### **Introductory Note By Professor Hans Eysenck and Doctor Glenn Wilson**

The ancient Greek philosophers had a word for it: "know yourself". This is good advice. Because of our limited knowledge, it is difficult to make rational choices in education (What should I study?), in choosing a job (What occupation or profession should I go into?), in love (What sort of woman/man would I be happy with in marriage?), or indeed, whenever we have to make some important decision about our future. Professional psychologists see over and over again people who make the wrong choices, although it is quite obvious to the outsider that the choice is indeed very wrong; only too often this wrong choice is caused by erroneous self-perceptions, that is, a failure of the person concerned to 'know himself'. It is the point of these tests to help you, in a more objective light.

Before we can describe or measure personality, we must have some sort of model to represent it. The ancient Greeks used a type theory; indeed, the four types of the sanguine, the phlegmatic, the choleric and the melancholic man have passed into popular speech. The observations on which these were based were very astute; even now we can recognise particular types falling into these groups. But they were wrong in postulating that everyone would constitute an example of one type or the other; most people in fact combine aspects of two or more types, and thus fall between the four classificatory baskets. The theory of the four types had a long history, lasting for some two thousand years; it was not finally abandoned until the beginning of this century.

Modern psychologists prefer trait theories to type theories. Traits are descriptions of habitual behaviour patterns, like sociability, or persistence, or impulsiveness. Such terms are very widely used in common speech. There are in fact some 4,500 trait names in use in English and although some of these are really synonyms, or sufficiently alike in meaning to refer to much the same sort of behaviour, a pretty large number of traits are left for psychologists to use. Again, many of the



remaining ones are quite specialised, or relatively unimportant; still the task of sorting out the remainder is quite a daunting one.

What psychologists have done, in principle, has been to group trait names according to the similarity of the names themselves or of the behaviour they refer to, and then to construct questionnaires to measure the central core of meaning underlying the groupings. A questionnaire is simply a list of questions relating to personal behaviour, preferences, reactions, attitudes and opinions; after each question is printed a 'Yes' and 'No' (sometimes a '?' is also included for the 'don't know' or 'can't decide') and the person answering the questions responds to the answer which is the right one for him. There is of course no generally right or wrong answer, as there would be for an intelligence test problem. If the question is 'Do you have many headaches?' clearly, different people may give different answers without any implication that one answer is 'right' and the other 'wrong' (although of course it may be more pleasant for a person to be able to say 'No' rather than 'Yes').

Questionnaires come in all sorts and sizes, and it is important to differentiate between the journalistic playthings which are sometimes printed in popular newspapers and weeklies, and scientifically constructed and validated inventories having serious pretensions to measuring aspects of personality. Anyone can string together a series of questions and call the resulting collection a questionnaire; what is it that differentiates the scientific inventory from the popular questionnaire? The simplest answer would be that the journalistic questionnaire is not based on a well-established theory, is made up of subjectively chosen questions without any effort to demonstrate their appropriateness or validity, and is not standardised on an appropriate population. It can be amusing, but should clearly not be taken seriously. In a properly constructed questionnaire, a great deal of work goes into the construction of the underlying theory, the selection and testing of the different questions, and the standardisation on representative samples of the population; much effort may also be expended on trying to demonstrate that the questionnaire actually measures what it is intended to measure.

Having constructed a number of questionnaires, dealing with a number of traits, we must find out if these are independent of each other. We might argue, using sense, or experience, or empathy as our guide, that sociable people might be more impulsive than unsociable people, or that impulsive people might be more likely to take risks. Clearly there is a possibility that different traits might not be entirely independent, and the discovery of correlations between traits is another task that psychologists have set themselves and have pursued with much application over the years. The outcome has been very clear-cut, there are many quite marked correlations between different traits, and these need to be incorporated into the theory. In order to do this, psychologists have used a hierarchical model.

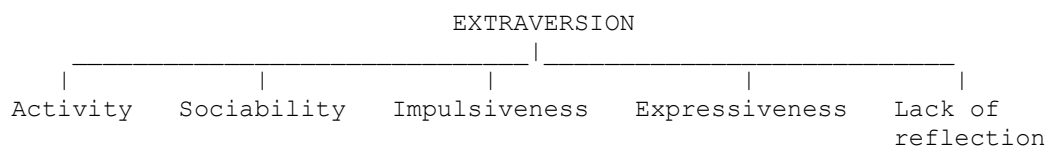


FIGURE 1

This model is shown in Figure 1, in diagrammatic form. We have linked up five traits all of which correlate, in the sense that people who are sociable are also impulsive, active, practical and expressive. This combination of traits rises to a more general, more inclusive trait, that of extraversion; in other words, extraversion is defined in terms of all the traits which can be empirically demonstrated to correlate together. It is possible to call extraversion a type, but this more modern use of the word does not carry any implication that everybody is either an extravert or an introvert. Rather, the term is used in the sense that there is a continuum from one extreme to the other, with the majority of people nearer the centre than the extremes.



Extraversion-introversion is one modern type concept; are there others? There is considerable agreement among the many workers in this field that two other type concepts have been discovered and are well supported by the evidence.

The second type concept we shall be concerned with is called emotionality, or anxiety, or lack of adjustment, or instability, or neuroticism (or indeed any of a number of other terms). It too is based on the fact that various traits are empirically found to correlate together; Figure 2 shows that the type is made up of the traits of low self-esteem, lack of happiness, anxiety, obsessiveness and lack of autonomy. Correlations between these traits are of course not perfect, but there is an undoubted tendency for people who give high scores on one of these traits to give high scores on the others.

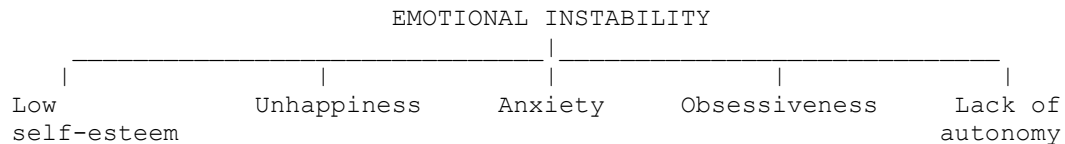
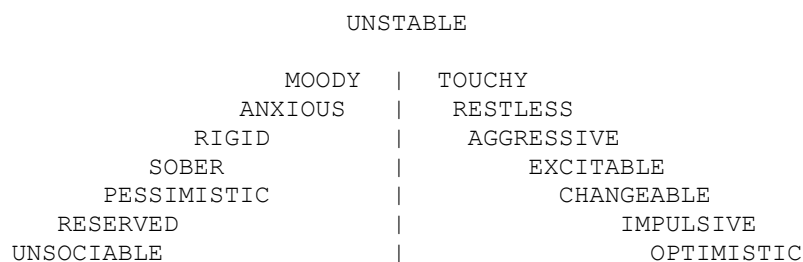


FIGURE 2

If we take these two types together, we obtain a model which actually shows some relationship to the old Greek model of the four temperaments. This is shown in Figure 3, where the two dimensions or axes, extraversion - introversion and emotional stability-instability, define four quadrants. These are made up of unstable extraverts, unstable introverts, stable introverts and stable extraverts. Around the rim we have written some of the traits characteristic of each quadrant. Inside the quadrants we have written the names of the Greek types which belong there. Thus the melancholic is the unstable introvert; the choleric is the unstable extravert; the phlegmatic is the stable introvert; and the sanguine is the stable extravert. The two schemes of models differ mainly in that for the Greeks everybody had to fit into one or the other of the four quadrants; on the modern scheme all combinations of scores on the two continua are possible.

If these personality types are of any importance, we would expect that people in the four quadrants would be found with unequal frequency in various groups differentiated on social, or work criteria. This is in fact so. Thus for instance, sportmen, parachutists and commandos in the army are almost entirely found in the sanguine quadrant; they combine emotional stability and extraversion. This connection can be found even among children; those who learn to swim quickly are precisely those children who are in the sanguine quadrant. Criminals tend to be found in the choleric quadrant, neurotics in the melancholic quadrant. These two groups are apparently almost equally emotionally unstable emotionally, but of the most part the criminals are extraverted, the neurotics introverted. Scientists, mathematicians and successful businessmen are frequently found in the phlegmatic quadrant; clearly the phlegmatic behaviour does not extend to their work! None of these connections are absolute of course; they are tendencies, although fairly clear and powerful ones. Nevertheless, not all criminals are 'choleric' nor all choleric criminals. It is important to see these things in perspective; personality is only one among many other determinants which result in a person's becoming a neurotic, or a sportsman, or a criminal, or a parachutist, or a successful businessman. Ability (mental and physical), luck, opportunity and very many other factors enter into the choices involved and the decision made. Personality is important, but it is not all-important.





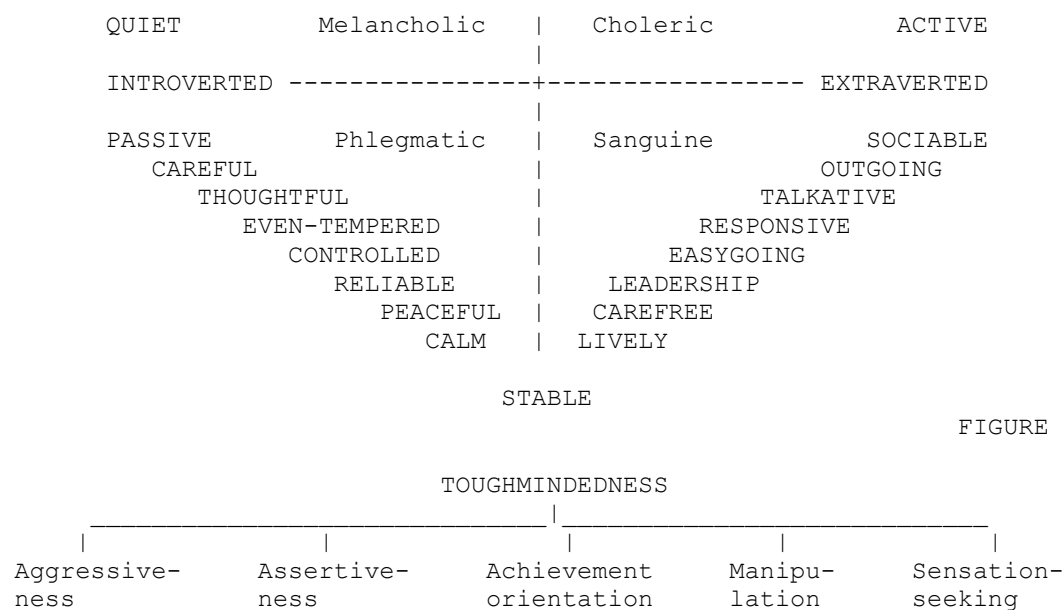


FIGURE 3

FIGURE 4

The third of our types is called toughmindedness as opposed to tendermindedness. The traits entering into toughmindedness are aggressiveness, assertiveness, achievement-orientation, manipulation and sensation-seeking (Figure 4). It will not come as a surprise that men are more toughminded than women! Indeed, there are sex differences on all our typologies and on many individual traits as well; thus women are less extraverted and more unstable emotionally. In comparing their scores with the norms, female and male readers should keep these differences in mind; it would have made scoring much more complex and difficult had we given separate keys for men and women and the differences are not really large enough to make this necessary. There are also age differences; as people get older, they get less extraverted, less toughminded, and more stable. Again, these facts should be kept in mind when considering your own scores; it would have been too complex a task to include separate norms for different age groups.

Toughmindedness, like the other type concepts is neither good nor bad in itself. Unlike intelligence, which is almost wholly 'a good thing', personality qualities are much more difficult to evaluate. Obviously there are many good points about the extravert; he is sociable, cheerful, always on the go; he likes people, and likes being with people. He is good company, tells jokes, often has charm and generally puts life into social occasions. All this makes him a social asset. On the other hand, he is often unreliable, changes friends, and sex partners, frequently, is easily bored and finds it difficult to get on with uninteresting or time-consuming jobs. The introvert is the opposite of all this but there is no way in which we could say that the extravert is superior or inferior in general to the introvert; they are just different. Each has his area of superiority and inferiority; what is important is that he or she should realise this and build on his or her strengths, and try to work round his or her weakness.

It might be thought that what was said above was not true of emotional instability; this might be thought to be wholly undesirable. To say this would be a gross exaggeration. Strong emotions are certainly likely to create difficulties for their possessor; however, they may also be of great help in achieving certain things.

In one study of exceptionally creative visual artists, it was found that, as compared with the average sort of person, or even not so original and creative artists, every one of the successful group scored high on emotionality (and introversion). It also seemed as if the great art these people produced was wrung out of a strongly emotional personality. Emotions can also serve to motivate a person; in this sense it may be very useful to have strong emotions in order to keep you going. After all, to be lacking in emotion is not ideal either, such people may



lack many desirable experiences, and fail to make much of their lives. What is important is to know just where you stand; once you know whether you have strong, unstable emotions, are just an ordinary average sort of person, or lack any emotional urge, you can play your life in the light of this knowledge. 'There is nothing either good or bad, but thinking makes it so' - the saying is particularly apt when we look at different personality traits; almost all can be used to advantage or abused to the harm of others and of the person concerned.

What does seem to come out from much of the research reported, however, is that extremes in personality can cause considerable difficulties. Very high or very low scores on any personality trait or type suggest an imbalance in the person which is not necessarily a problem, but which needs considerable care in handling. This care is more likely to be forthcoming when the person concerned knows about his personality and the lack of balance; it is when this knowledge is missing that damage can be done. And of course the dangers presented by the possession of strong personality traits can also be used to advantage; they are rather like the gifts bestowed on baby princes and princesses in fairy stories by sorcerers and fairy queens. There is a certain ambiguity about these gifts, and great care should be taken about their use.

If we do not like our personality, can we not change it? Admittedly, most people seem to be quite fond of themselves, and think reasonably highly of their personality. This is perhaps just as well; introverts often like and prefer introverts, and extraverts like and prefer extraverts as the ideal sort of person. How terrible if the position were reversed and everyone preferred the opposite type to himself! This would not be so bad if we could really do much about changing our personality in any fundamental sense; alas, this is not so. Personality is determined to a large extent by a person's genes; he is what the accidental arrangement of his parents' genes produces, and while environment can do something to redress the balance, its influence is severely limited. Personality is in the same boat as intelligence; for both, the genetic influence is overwhelmingly strong, and the role of environment in most cases is reduced to effecting slight changes and perhaps a kind of cover-up.

What will you gain from completing these personality tests on the computer? In the first place, you will see graphically on which traits and type-scales you deviate to any marked extent from the average. Differences from the norm in this case do not of course carry pejorative or evaluative meaning; you may be above or below the average numerically but neither indicates that you are in any sense better or worse than the majority - just somewhat different. To be aware of these differences is important; most people project their own personalities on to other people and believe others to be essentially very much like them. This is patently untrue and it is a valuable part of insight to realise that you are different, and in what way you are different, from other people. For some people, the opposite is true; they think that only they are characterised by certain strengths, weaknesses, or excesses, and they are either disappointed or reassured to find that many other people are in fact similar to them.

Recognition of your own position on the Bar charts may alert you to look at other people (including your wife and children, your friends and your enemies) in a different way. It is perhaps not too much to say that contraries on these scales usually simply cannot understand each other; the typical introvert can get very annoyed and frustrated when confronted by the typical extravert - and vice versa. Neither can believe that another person could be so differently constituted, and both prefer to believe that the other behaves as he does 'because he knows it teases'.

This is of course not so, but for a person who fundamentally believes that all other people are essentially very much like himself it may very well seem so. Going through these tests may teach him to look at other people with a more impartial eye, and recognise their particular personalities more readily and objectively. Once you can identify someone as a typical extravert or a typical introvert, you are less likely to ask him to behave in ways which are contrary to his true personality; your expectations are more realistic, and less likely to be disappointed.



This is a valuable gain, and while personality impressions are never likely to be a hundred percent correct, even a reasonable increase in accuracy may be of importance in interpersonal relations.

The purpose of these tests, then, is to give the user insight into his own personality, and a model into which to fit other people, particularly his friends and enemies, his family and other people whose behaviour may be important to him. The scores are suggestive, rather than definite; they are approximate, rather than precise and accurate. We have indicated roughly how the two sexes are differentiated and in looking at his or her scores, you may like to remember these broad guidelines. We have suggested a few ways in which these tests may be useful but, above all, we hope they will serve to amuse and stimulate you. 'The proper study of mankind is man', and the more we learn about man, the better we will be able to cope with our fellow men.

Professor Hans Eysenck and Doctor Glenn Wilson

**Instructions' Source** : KNOW YOUR OWN PERSONALITY (Mirrorsoft) Back & Inner Inlay

**Reviews** : No Review Yet



# KOURTYARD

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1988: KOURTYARD, Go-Dax, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : GO-DAX, 12 Chiltern Enterprise Estate, Theale, BERKSHIRE  
RG7 4AA  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.



# LASER REFLEX

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Shoot-'em-up  
Author :  
Standalone Release(s) : 1984: LASER REFLEX, Talent Computer Systems, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : As stated  
Supplier : TALENT. No further information.  
Disc compatibility : CDFS E00, DFS E00 (Assumed)

## Instructions

Instructions currently unavailable.

## Review (Electron User)

As the commander of a deep space fuel dump, you are a vital part of Earth's exploration project. You are also an excellent target for any passing alien who wants a cheap tank of four star. Your constant struggle with these thieving aliens forms the theme of LASER REFLEX.

The fuel dumps' defences take the form of a mobile laser base situated beneath a plasti-steel roof. Through this roof you can observe the descending aliens. But if you tried to shoot at them directly you would make a nasty mess of the roof. The fuel dump designers solved this problem by leaving one end of the dump open. They then built a large curved mirror at this point. By moving your laser base left and right you can alter the angle at which your beam strikes the mirror. By altering this angle of incidence you also alter the angle of reflection - sounds just like school, doesn't it?

So as you move your base closer to the mirror the beam fires higher into the atmosphere and vice versa.

The aliens fall from the sky in no set formation and are therefore quite difficult to hit. To encourage you to move the laser base around, the instructions tell you that bonus points are awarded for hitting the aliens while they are at the top of the screen. It is tempting to sit at the far left of the screen firing laser bolts at a very shallow angle and stand a chance of hitting more aliens.

Basically, this is an attempt to squeeze a little more life out of the Invaders/Galaxian theme. It is a nice idea but it will never be a classic.

Jon Revis, ELECTRON USER 3. 5



# LAST OF THE FREE

*Professional, Originally Released On Cassette Only*

Game Alias : QUEST FOR FREEDOM  
Game Type : Arcade; Platform-Style  
Author : Peter Scott  
Standalone Release(s) : 1985: LAST OF THE FREE, Audiogenic, £7.95  
1990: LAST OF THE FREE, Atlantis, £2.99  
Compilation Release(s) : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

Arcade adventure, starring Clement, the Ordanoid droid! Clement is droid no. 490 of the ordanoid class BA2 - a type of droid commonly used by humans to take care of the running fo distant planets. When the Ordanoid design was superceded by the more efficient Proleoid design, batches of Proleoids were sent off to help the Ordanoids run the planets. But due to an unforeseen design fault, the Proleoids started to impose their will on the Ordanoids until all the Ordamoids were destroyed - all, that is, except Clement - the Last of the Free!

Clement's mission, whispered to him in the dying words of the Elder-oid, is to escape from the Proleoids and make it to the teleport so that he can get to Earth and warn his human controllers about the defective Proleoids. The road to freedom is full of dangerous Proleoids, and littered with obstacles to avoid and puzzles that must be solved. Apart from his ability to run and jump, Clement has only one advantage - he can carry and use objects that he finds in order to help him, but he can only carry one at a time.

## Using Objects

The puzzles range from simple to complex. To open a door, just enter the screen with the right key and press \* to use it. You don't need to be right next to the door. However, some puzzles involve standing on or near to obstacles, or dropping objects near obstacles.

## Scoring

The scoring system includes 10 point bonuses for every new screen explored, 150 points for basic puzzle solving with up to 1,000 points for more complex puzzles, and 2,000 for escaping at the end. You get five lives to start with.

## Game Controls

Z - Left, X - Right, <RETURN> - Jump, ? - Pick Up or Drop  
\* - Use Object, Q/S - Sound Off/On, T - Turn Just Tune Off  
<ESCAPE> - Quit Game, <COPY>/<DELETE> - Pause/Restart

**Instructions' Source** : ELECTRON POWER PACK 2 (Audiogenic) Inner Inlay

## Review (Electron User) - "Ordeal Of The Ordanoids"

For many years the Ordanoid droids toiled to maintain the machinery left on distant planets by colonists from Earth. Then scientists developed a superior design of robot called the Proleoid, but instead of supervising the work of the Ordanoids they started to destroy them. Clement is the sole remaining Ordanoid and he must make a last ditch attempt to find the planet's teleport system and warn Earth of the Proleoid problem. THE LAST OF THE FREE is a ladders and levels game in which you control Clement on his courageous mission.



Control is simple - left, right and jump will get you around quite nicely. The backgrounds used are graphically simple but not complex in construction. As well as the electrified floors and sliding barriers you must also negotiate the numerous Proleoid droids which infect the rooms. These are drawn in more detail than the backgrounds and are well animated.

Some of the droids which move in mid air have flat heads, and these can be used as lifts if you time your jump correctly and then walk at same speed as the droid.

The status display at the bottom of the screen gives information regarding energy level, lives remaining, what you are carrying and scores. I was pleased to find that the design of this display was far superior to that of the version for the BBC Micro.

As you play the game you will notice that you are initially confined to two or three screens as your progress to the higher levels is blocked by various doors. A picture of the necessary key is drawn on each door, a great help as you can only carry one item at a time.

You begin the game with five lives. There are no time bonuses or penalties so you can take as long as you wish to pick a route through a screen. You can fall from any height without incurring any damage, which is very useful as it is easy to lose your footing when attempting a difficult leap between platforms.

THE LAST OF THE FREE is graphically simple but the routes through the screens are cunning. It will never be a blockbuster but it should still keep the kids amused for days.

Sound .....	6
Graphics .....	7
Playability .....	8
Value for money .....	7
Overall .....	7

Carol Barrow, ELECTRON USER 4. 2



# LAST NINJA 2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure  
Authors : Peter Scott  
Standalone Release(s) : 1989: LAST NINJA 2, Superior/Acornsoft, £9.95  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 15, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

BACK WITH A VENGEANCE! Born in a time of peace, lived in a time of war, the shadow warrior returns. Leaping the abyss of time he comes to fulfil his destiny!

DATELINE: 1990 THE PLACE: Downtown New York  
THE QUEST: To destroy the eternal evil.....Kunitoki!

If you enjoyed THE LAST NINJA, you'll go crazy over LAST NINJA 2. Lots more fiendish adversaries, more colourful screens with superb graphics, a score-line, a timer...and lots and lots more exciting Ninja action. Are you ready for the thrills and skills of the Ninja in crime-filled Manhattan? Can you survive the six action-packed levels?

You start in the notorious CENTRAL PARK, with thugs, police and bees to get past, and a map, a pick and a hamburger to collect. In desperation you punch the wall! Now to THE STREET, littered with down-and-outs and meths bottles. Take care in THE SEWERS to avoid the darkness and the crocodile. On to the forbidding opium factory in THE CELLAR and then to THE OFFICE and a secret computer code. And finally to KUNITOKI CASTLE with its immortal adversaries and the trickiest puzzle of all!

## Game Controls

Z - Up-Left, ? - Down-Left, \* - Up-Right, X - Down-Right  
J - Small Jump, K - Medium Jump, L - Large jump

### When not holding a weapon:

<RETURN> & Z - Pick Up, Crouch & Block, <RETURN> & ? - Kick  
<RETURN> & \* - Punch, <RETURN> & X - Pick Up, Crouch & Block

### When using a sword, numchukas or stick:

<RETURN> & Z - Hit or Stab Across, <RETURN> & ? - Hit or Stab Down  
<RETURN> & \* - Hit or Stab Up, <RETURN> & X - Hit or Stab Across

### When using a Shuriken Star (or holding a throwable object):

<RETURN> & Z - Throw Left, <RETURN> & X - Throw Right

Note : You can keep the <RETURN> key depressed all the time in combat.

P - Pick Up, Crouch & Block, <SPACE> - Select Weapon, H - Hold Object  
<COPY>/<DELETE> - Pause On/Off, S/Q - Sound On/Off, <SHIFT><ESCAPE> - Quit Game

Game Author : Peter Scott Loading Screen : Peter Scott  
Produced under licence from System 3/Activision (UK) Ltd.



**Instructions' Source** : THE LAST NINJA 2 (Superior/Acornsoft) Back And Inner Inlay

### **Review (Electron User) - "Chop 'Em Up!"**

Having finally wiped out the evil that destroyed your relatives and friends you - as the Last Ninja - take a boat to the USA and end up in the Big Apple itself. But here you discover the ultimate evil: Kunitoki. So, always ready to fight for the good, you don your black Ninja robes to take on the rotting horrors of New York.

You begin standing on a rooftop near Central Park. Going inside you find a thug - who you can easily dispose of - and by being fairly aggressive at the wall you can open a trapdoor and - dropping down into the next room - you find a key. Going outside you find a rather belligerent policeman - who clearly doesn't think anyone should walk around in broad daylight wearing black robes.

Scattered about are various items to collect and a number of Kunitoki's henchmen - it's best to match them weapon for weapon if you can. The final escape from Central Park involves leaping across a lethal pond, first avoiding a swarm of bees.

You come out on to the street, where more of Kunitoki's hired villains will try to do you in and in an effort to avoid them you take to the sewers where it's very easy to get lost. Unfortunately there's a lot more hoodlums down here and a crocodile that needs an explosive send off.

From there you make it into the lower levels and Kunitoki's drugs factory with more thugs and plenty of climbing and jumping to do. The exit is guarded by another animal which seems to be in desperate need of food. Standing on lines around here can be lethal.

The next level takes place in some offices where you need to fight your way through even more thugs and villains, across the outside of the building and finally to the roof where a helicopter whisks you to the final level within Kunitoki's castle. Unlike earlier levels, on the final one any baddies you dispose of are reincarnated each time you re-enter a screen.

The game has been brilliantly executed by that master programmer Peter Scott. The playing keys are carried forward from THE LAST NINJA as is the overall diagonal movement. Animation is excellent and there's lots of detailed scenery. The puzzles are quite fiendish - and hitting the wall is often beneficial.

It's nice to see that Superior can still come up with high quality, original games.  
Steve Turnbull

### **\*\*\* Second Opinion \*\*\* (Electron User)**

THE LAST NINJA was a hit when it was first released and this sequel is set to enjoy the same success as the original. The gameplay is similar as is the graphics style. However, the new puzzles and adversaries add new interest to a familiar style. Recommended.

Roland Waddilove

Sound .....	10
Graphics .....	8
Playability .....	9
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 7. 5



# LEAGUE CHALLENGE

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Manage Football Team; Text Only  
Author :  
Standalone Release(s) : 1988: LEAGUE CHALLENGE, Atlantis, £3.99  
1990: LEAGUE CHALLENGE, Atlantis, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Manage your favourite football team YOUR way. No more matches lost because the manager chose the wrong team or played a wrong combination. Now is YOUR chance to go for Division One. Maybe even win the league and cup double. Who knows, you may even find the manager's job is more difficult than you thought."*

SELECT YOUR TEAM from one of the 64 teams listed. (You can if you wish change your team name.) Whichever team you select, you will begin the game at the bottom of Division 4.

There are 15 LEAGUE MATCHES to be played in each division together with 'knock out' CUP MATCHES.

TRAIN YOUR TEAM to combat the strengths of your opponents. Select your defenders (D), mid-field (M) and attackers (A) on the basis of their skill (S) and fitness (F). In your team, a player is either playing (P), injured (I) or available to play (-). Remember that players need to be rested occasionally to improve their fitness. Skill can not be increased. If a player is not good enough for your team, he can be sold on the TRANSFER MARKET. You can have up to FIFTEEN PLAYERS in your squad at any time.

At the end of each match, you will be shown the results of other matches played that day, together with a league table showing your position, goals for and against, points earned and matches played.

Your FINANCIAL POSITION will show your total income and expenditure for the week together with a running total of your capital. You are allowed to go into debt to a maximum of £250,000. Over this, you are bankrupt and must start the game again at the bottom of division 4.

At the end of each season, the top three teams are promoted to the next division and the bottom three are relegated. You keep the same team for the start of the following season, but the player's skill and fitness levels will be changed.

Can you win the double? Can you take your team to the top of Division One? Will you be voted "Manager of the Year"? Or will the crowd jeer as your team is relegated yet again?

Good luck! You will need it.

**Instructions' Source** : LEAGUE CHALLENGE (Atlantis) Back and Inner Inlay

**Review (Electron User) - "Not Championship Material"**



Have you got what it takes to mould a bottom of division four football team into a first division world beater? If you want to find you you'd best practice on LEAGUE CHALLENGE from Atlantis for starters.

First you must decide which of the 64 teams to manage. This decision is not too difficult once you realise that the squad you begin with is always the same, regardless of the team's name. The only variables are the individual players' skill and fitness factors. These are generated randomly each time the program is run.

Having selected your team the mid-week options are displayed. Option one lists players, their skill and fitness, whether they are selected for the team and their position, either defence, mid-field or attack. Option two allows you to sell your players - I sold every one and still managed to put two goals past Reading! Other mid-week options allow you to rename your team and save the game to tape.

It is now time to get down to some training, and the harder the schedule you select the more it costs. Training will only improve a player's fitness, it will never alter his skill level.

You first play either a league or cup match. Both your own and your opponents' skill and fitness levels are indicated. This provides an indication of your chance of success. If things are looking bad you can always select the change team option and make a few last minute replacements in the weaker areas.

Once you are satisfied with your selection you can play the match. This involves sitting back and watching what could loosely be described as goal mouth action. A few little cartoon characters flicker round the screen and the ball appears in the back of the net - hardly nail biting stuff!

The results of all other matches in the division are then displayed followed by the updated league table. The only opportunity available to improve your ailing team is when the transfer market information appears on the screen. You are offered a single player after each match. If he's no good then that's tough and you'll just have to struggle through another match.

LEAGUE CHALLENGE is being sold as a budget game but I would still think twice about paying £2.99 for it.

Sound .....	0
Graphics .....	3
Playability .....	6
Value for money .....	4
Overall .....	4

Steve Brook, ELECTRON USER 4. 2



# LEMMING SYNDROME

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author : Unknown  
Standalone Release(s) : 1983: LEMMING SYNDROME, Dynabyte, £7.95  
Compilation Release(s) : 1986: SUPERSELLERS: THE DYNABYTE COLLECTION, Dynabyte, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : DYNABYTE, Unit F3 Railway Triangle, Farlington, HANTS  
PO6 1TG  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Mad Marco is on the rampage and has blown the bridge to the mainland. The only escape for the fleeing population is to jump into the shark-infested waters. As Lifeboat Lennie you must try to bounce the panicking people to safety across the water whilst avoiding the marauding sharks and the desperate attempts of Mad Marco to blow up your liferaft with dynamite.

LEMMING SYNDROME is a fast and furious game full of special effects and options designed to make your task harder as you get better. The options page allows you to select the speed and the type of control for your raft. You have only one liferaft and the game ends if more than fifty people are left to drown.

**Instructions' Source** : SUPERSELLERS: THE DYNABYTE COLLECTION Inner Inlay

## Review (Electron User)

A GAME for those with fast reactions and a burning desire to save people from drowning, LEMMING SYNDROME is one of those compulsive games that always has you wanting one more go.

The idea is simple. Mad Marco, the world famous arsonist, has set light to a city between the flames and a deep, dangerous river. As is the way in computer games, none of the people can swim (remember the drowning frog in CROAKER?) Having said that, they would rather chance their arm in the water than in the flames, so, singly or in groups, they hurl themselves over the edge. This is where you come in, you and your little rubber raft.

If you place your raft beneath the plummeting population they bounce. The trouble is that they only bounce as far as the centre of the river. The result is that you have to catch them again and bounce them twice more before they reach dry land at the other side of the river. And you've got to watch out because while you're waiting for the third bounce you notice another group hurling themselves off the edge. Can you get back in time?

To make matters worse, Mad Marco keeps throwing sticks of dynamite (which you avoid) and there's a hungry shark (which you try to avoid). The game ends when you've been blasted, bitten or lost fifty people. You get points for each person you save, the various classes having different scores. For some obscure reason, politicians score more than anybody!

The graphics are excellent, the colours well thought out and the controls simple to use. You have a choice of sound on or off, various levels of skill and different ways of moving your rubber raft. Calling for quick reactions and a sense of humour it's a game that will have you laughing as you press for another go. Great fun.

Trevor Roberts, ELECTRON USER 1.12



# LET'S COUNT

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-8  
Author : Michael Holt  
Standalone Release(s) : 1983: LET'S COUNT, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

LET'S COUNT provides a simple and attractive introduction to the numbers up to nine and the fundamental concepts involved in counting. Designed for the very young child, the games are colourful and easy to follow. The scenes, chosen to capture the child's imagination, include ships visiting islands, rockets flying from the moon, and a fairground stall. In the process of playing the child learns to count objects, match them to numerals, recognise their order and compare their magnitude.

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## Introduction

LET'S COUNT is a program which introduces young children to simple counting and the numbers up to nine. An adult or older child is needed to help get the program loaded, to select an appropriate episode for the young learner to work on, and to explain what to do. Thereafter, parent and child can work together, or if the child is confident enough, he or she can be left to get on with it, as long as help is close at hand.

There are four different episodes to choose from: matching numbers of objects; matching numbers of objects to the numerals 1, 2, 3, etc.; ordering numbers; and an introduction to the ideas of more than, less than and equality.

Only two of the keys on the Electron computer are used by the child. They are the space bar, the largest key of all, and the <RETURN> key. The child isn't expected to



be able to read the word <RETURN> which is printed on the key, but, with the help of an adult or other child, will soon remember where it is. As the rest of the keys on the keyboard are ignored, it can do no harm if another key is pressed by accident.

### **How to use it**

Remember that there should be an adult or older child present to help the child select the game to be played. The first menu displayed after loading asks which range of numbers is required, 1-3, 0-4, 5-9 or 0-9. 1-3 is the easiest level as there is only a choice of 1, 2 or 3 objects to match, 0-4 introduces the idea of no objects, and 5-9 introduces larger numbers. At the top end of the scale the numbers 0-9 are all brought into the same game. Select the range using a, b, c or d and press the <RETURN> key.

The game selection menu now appears. Bear in mind while choosing that Treasure Island is easier than Space Stations, Space Stations is easier than Roll-a-Ball and Roll-a-Ball is easier than Which-Way, in terms of the educational concepts being introduced. Once the selection a, b, c or d has been made, and the <RETURN> key has been pressed, the program will go into one of the four games.

Whenever the <hand\_icon> symbol appears during these four games, just press the space bar when you are ready to continue.

### **The Four Games**

#### **A. Treasure Island**

The sea, and then a number of islands (3 for range 1-3, 5 for the other ranges) are displayed. A number of treasure chests then appear on each island, and a ship will appear in the top right hand corner of the screen. The ship has a number of shields on its side, and the child should direct the ship to the island with the corresponding number of treasure chests. This is done by pressing the space bar - each press moves the ship to another island. When the child is satisfied that the number of shields on the ship matches the number of chests on the island, the <RETURN> key should be pressed. If the child is right, there is a suitable reward. When ready, press the space bar for a new ship. If a mismatch has been made then the play continues with the same ship for one more go; another mismatch causes a new ship to appear.

#### **B. Space Stations**

Here, the number shapes - numerals - are introduced. They appear on space stations in the sky. On the moon below, a rocket with dark windows appears. The child has to send the rocket to the space station with the numeral corresponding to the number of windows on the rocket. The play is the same as that for Treasure Island; use the space bar to move the rocket and the <RETURN> key to launch it, ie there were three windows on the rocket the child should point it at the space station with three on it and press the <RETURN> key. A match results in a suitable reward, a mismatch leaves the same rocket for one more go; another mismatch causes a new rocket to appear.

#### **C. Roll-A-Ball**

This game starts by drawing the Roll-a-Ball scene. The aim is to sort the numbers displayed on the plates into ascending order as follows. Select the plate with the lowest number, line the ball up with it using the space bar, and roll the ball by pressing <RETURN>. If it is the lowest, its number is then transferred to the bell score. The game proceeds like this, until all of the plates have been knocked down correctly. If, at any point, a wrong selection is made the bell score returns to zero and all the plates reappear in the same order as before, ready to be sorted again.

#### **D. Which Way**

Before the game starts, another menu is displayed. The choice is for two or three way decision-making. Two way gives the player two unequal sets of objects to compare. The three way choice additionally gives the option of having an equal number of objects. Press 2 or 3 and then the <RETURN> key. The screen now shows a hopper with two or three chutes depending on the decision just made. Each chute is labelled, and the child has to count the numbers of red and blue objects in the



hopper. The space bar should be pressed to make the pointer aim down each of the chutes in turn. When the player has decided which way the objects should go, the <RETURN> key should be pressed. If the decision is correct the objects fall down the chute; if the player makes an incorrect choice then the scene remains the same and the decision has to be made again. After two incorrect decisions the objects will get reordered into lines at the top to help the child decide.

### **Educational Notes**

This program introduces the fundamental ideas of matching, one-to-one correspondence, cardinality and ordering. It should be used as a learning instrument alongside as much practical counting activity as possible. The infant will probably recognise the number symbols (numerals), written and spoken, from television, street signs and so forth, but it helps to implant the meaning of these conventional signs if the infant plays games of counting with toys or household items or with the special apparatus that is available to reception classes and playschools.

When introducing counting it is important to stress that 2 is one more than 1, 3 is one more than 2, and, later, that 1 is one more than 0. In short, one must emphasise the 'nextness' property inherent in the counting numbers. This is what makes numbers harder for infants to handle than might be supposed from their simply learning to count aloud. Nevertheless, infants can gain fluency in saying the number words (whether they understand their meaning or not) from traditional counting rhymes, such as "One, two, buckle my shoe," and so on.

It is also advisable to make evident to the infant that the last number in the sequence 'one, two, three' (for example) gives the 'number' of the set being counted. Once upon a time shepherds, when asked how many sheep they had in their flock, did not answer with a simple number, the total, but counted all the way up from 1 up to the total! Naming the last number in the count, thus avoiding the tiresome process of counting all the way, was an invention of great economy and power. We should not expect the infant to make the same mental leap unaided.

Finally it is essential to make sure that the infant literally touches with its finger the things being counted. This helps avoid the common error of counting things twice or missing things out.

Adults might remind themselves that there is nothing inherently 'fivish' about our numeral '5'! Any more than there is, to our eyes, in the Urdu inverted heart shape, the Latin V, the early Greek E, or the modern arabic. We must also bear with infants who, when they do come to write numerals, often write them back to front. Our strange symbols for numbers have to be learnt!

**Instructions' Source** : LET'S COUNT (Acornsoft/ASK) Mini-manual and back inlay

**Reviews** : No Review Yet



# LICENCE TO KILL

*Professional, Originally Released On Cassette Only*

Game Type : Arcade;  
Author :  
Standalone Release(s) : 1987: LICENCE TO KILL, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : Unknown

## Instructions

The 'Top Secret' Sink - lair factories have been taken over by the neonasty organisation, the dreaded 'Surclives'.

Your mission - armed only with an electro magnetic screwdriver and a license to kill, you must recover the prototype C7 3/4 and make your escape.

This vital mission is entrusted to you, the best secret agent the country has and with your track record, we know you can do it.

The time limit on solving computer codes is 1 minute 15 secs (bar display). Cheat code is entered while "Press space to continue" message is scrolling and has various effects. The cheat code is

There are seven maps which denote where items are in the 7 x 32 grid (seven doors per level, 32 levels). Further instructions on screen.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Stab  
<COPY>/<DELETE> - Pause/Continue, <ESCAPE> - End game

**Instructions' Source** : LICENCE TO KILL (Alternative) Inner Inlay

**Reviews** : No Review Yet



# LISP

## ***Professional, Originally Released On Cassette Only***

Game Type : Computer Language  
Author : Gillian Cattell and Arthur Norman  
Standalone Release(s) : 1984: LISP (Cassette), Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*This pack contains the Acornsoft LISP system on cassette. Acornsoft LISP for the Acorn Electron consists of 5.5K of machine code interpreter, plus 3K of initialised LISP workspace containing utilities and constants which can be deleted to make extra space if not required.*

*The system features a number of extensions to basic LISP including PEEK, POKE, CALL and VDU, to provide easy interface with the Acorn Electron MOS and machine-code programs, improved interactive control structures using LOOP, WHILE and UNTIL functions, and disc input/output control functions.*

*The 200-page manual LISP on the BBC Microcomputer is a complete guide to Acornsoft LISP and is available separately. The manual includes a section on programming for the complete beginner, and contains useful program examples, including one which works out the best route between two towns on a map.*

### **LISP functions**

ADD1, AND, APPLY, ASSOC, ATOM, BLANK, CALL, CAR, CDR, CAAR, CADR, etc, CAAAR, CAADR, etc, CHARP, CHARS, CLOSE, COND, CONS, CR, CHARCOUNT, CHARACTER, DEFUN, DIFFERENCE, DOLLAR, EDIT, EOF, EQ, ERROR, ERRORCOUNT, ERRORSET, VAL, EXPLODE, FSUBRP, GET, GETCHAR, GREATERP, IMplode, LAMBDA, LESSP, LINEWIDTH, LIST, LISTP, LOAD, LOOP, LPAR, MAP, MAPC, MESSOFF, MESSON, MINUS, MINUSP, NIL, NOT, NULL, NUMBERP, OBLIST, ONEP, OPEN, OR, ORDINAL, PEEK, PERIOD, PLIST, PLUS, POKE, PRIN, PRINC, PRINT, PRINTC, PROG, PUT, QUOTE, QUOTIENT, READ, READLINE, RECLAIM, REMAINDER, REMPROP, RPAR, RPLACA, RPLACD, \*, SAVE, SEEK, SET, SETQ, SUB1, SUBRP, SPRINT, T, TIMES, UNDEFINED, UNTIL, VDU, WHILE, WRITE, WRITEO, XTAB, ZEROP.

### **Contents**

LISP

ROUTE-M (This file can only be loaded from within LISP)

### **Loading**

To load the demonstration image, which contains a LISP program to work out the best route between towns on a map, type

(LOAD 'ROUTE-M)

from within LISP. You will now find that entering

(FIND-ROUTE 'CAMBRIDGE 'OXFORD)

will return a list giving the distance between the two cities, and the shortest route between them.

**Instructions' Source** : LISP, Cassette (Acornsoft) Back and Inner Inlay



## **Review (Electron User) - "LISP - The Language That Strikes Like Lightning"**

LISP, developed around 1960 by John McCarthy and others at the Massachusetts Institute of Technology in America, is one of the oldest computer languages still in use. His main objective was to produce a powerful language for defining and transforming functions. LISP was designed to manipulate abstract symbols called atoms and combinations of symbols called lists. It is a LIST Processing language.

Perhaps the most publicised use of LISP has been in the field of artificial intelligence research. The expressive power of the language was recognised by workers who were wrestling with the difficult symbolic manipulation problems involved. Programs have been written that hold conversations, write stories for children and summarise text.

Most mainframe computers support LISP and now a few micros as well. There is no generally accepted standard, so as a result there are many dialects around. However, adapting LISP to run on another machine is usually straightforward, making the language fairly portable.

Acornsoft's variant is available on cassette or ROM cartridge. The cassette version is the one considered here. The ROM cartridge will have all the facilities offered by the cassette version, plus a few extra, and a lot more memory.

The cassette and manual are sold separately, which seems a little strange. Unless you are already an expert LISP programmer - and not many people are - then neither is much use without the other. Price of the package is about £23.

Large scale implementations may contain hundreds or even thousands of built-in functions. Consequentially a small micro such as the Electron cannot hope to provide all of them, so only the bare essentials are built into Acornsoft's LISP. However this should be sufficient. Fortunately, many of the standard utilities can be written in LISP itself and appendix B in the manual lists a few of these.

Since many of the functions not provided would only be used occasionally and may have specialised uses, these can be typed in as and when needed for each application.

Acornsoft LISP has a few extra functions not normally found in other systems. These are to allow the use of the Electron's excellent graphics and sound capabilities. One of the most powerful is the most VDU command which provides an easy interface with the Electron's machine operating system.

LISP takes about four minutes to load. It has 5.5k of machine code interpreter and 3k of initialised LISP workspace containing utilities and constants. These can be deleted, if not required, to gain extra memory. When loading is complete the user is asked to select a mode - either 3, 4, 5 or 6. Once one has been selected it is not possible to change to another using MODE n, so if you want to use graphics or the 80 column mode 3, you must start up in the correct mode.

There are two main questions to be asked of LISP:

- \* What can you do with it?
- \* How easy is it to use?

Chapter 23 of the manual answers the first question - eleven applications are listed demonstrating its use. The programs are not complete, but do provide the building blocks for constructing much larger LISP applications, and the user is encouraged to develop them further. The examples include: Sorting a list into alphabetical order, arbitrary precision arithmetic (how to cope with very large numbers), a LISP pretty-printer (used to display large pieces of LISP structure, spreading its output over many lines and using indentation to make it more legible), an animal guessing game (you think of an animal and the Electron has to try and guess it), a route finding program (also on the cassette), graphic displays (how to create pictures) and mazes and dungeons (an adventure game).

The answer to the second question is entirely subjective and everyone will have



their own opinion. I have to disagree with the manual which states, "It provides a complete introduction to LISP and assumes no previous knowledge of the language", and that "LISP is very easy to learn..."

LISP seems very strange and confusing at first, operating on lists and atoms, recursion being very common. Unlike Basic, you need to know and understand a large proportion of LISP before you can even think of writing your first simple program, and this is the main stumbling block.

LISP operates on the "lightning principle" - the concepts strike you suddenly when you are almost ready to give up. Once you have been struck, everything falls into place. Strength, stamina and perseverance are required.

Acornsoft's LISP is an excellent package for anyone interested in programming and computer languages. It will teach pattern recognition, and recursion will become second nature.

A word of warning though. It is not for the absolute beginner. Be prepared for a struggle, and remember the "lightning principle". One last note: If you are unsure whether to invest in LISP, try to get hold of The Little LISPer by Daniel P. Friedman (I borrowed it from the local library!).

This is not a manual on how to use LISP on the BBC or Electron, but it explains the structure, principles and concepts involved in a very simple and amusing manner. You do not need LISP or even a computer to understand and appreciate it. I think you will find LISP fascinating.

Roland Waddilove, ELECTRON USER 2. 4



# LISP (ROM CARTRIDGE)

*Professional, Originally Released On ROM Cartridge*

Game Type : Computer Language  
Author : Gillian Cattell and Arthur Norman  
Standalone Release(s) : 1984: LISP (ROM Cartridge), Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : Not Applicable

## Instructions

*This pack contains the Acornsoft LISP system plus ten demonstration programs on ROM Cartridge. The LISP system is provided as a language ROM to give the maximum amount of available memory and allow the use of all graphic modes. It includes full error messages, and features a number of extensions to basic LISP including MODE, SOUND, ENVELOPE, ADVAL, INKEY, TIME, PEEK, POKE, CALL and VDU, to provide easy interface with the Acorn Electron MOS and machine-code programs, improved interactive control structures using LOOP, WHILE and UNTIL functions, and disc input/output control functions.*

*This package also contains a set of LISP programs for use with Acornsoft LISP, taken from the book LISP on the BBC Microcomputer and Acorn Electron. They show how LISP can be used in a variety of applications including artificial intelligence, computer graphics and the compilation of computer languages. The programs are easy to use, and it is a simple task to include them in your own LISP applications. Full loading instructions are included in the pack. Although sold separately, we recommend the use of the manual LISP on the BBC Microcomputer and Acorn Electron with this program.*

*This ROM Cartridge is designed for use with the Electron Plus 1.*

## Contents

ARITH	BIG	ANIMALS	PARSER	ADVENTE
SORT	PRETTY	GRAPH	CODEGEN	UTILS

## Loading Instructions

To load and run LISP:

1. Switch off the computer.
2. Insert the ROM Cartridge into either of the cartridge slots with the label facing you.
3. Connect the printer if required.
4. Switch the computer on.

The LISP prompt will appear on the screen almost immediately:

Evaluate:

While using LISP, keep the ROM Cartridge in the cartridge slot. You can leave LISP and switch to another language by evaluating, for example:

(\* 'BASIC)

or

(\* 'B!.)

To go back to LISP again you can type \*LISP.



NOTE: You may not be able to call LISP if a second cartridge is present. In this case, simply remove the second cartridge. Note also that you should always switch the computer off before inserting or removing any ROM Cartridge.

### Using LISP

The book LISP on the BBC Microcomputer and Acorn Electron is strongly recommended as a User Guide for the Acornsoft LISP ROM Cartridge. It includes a section on programming for the complete beginner, and contains a glossary of all the functions available on this ROM Cartridge plus several demonstration programs. These LISP demonstration programs are included in this package.

### Loading The Programs

The LISP demonstration programs contained in this pack are stored as text files. The operating system command EXEC should be used to load them. This causes the computer to treat the contents of the file as though it was being typed in at the keyboard.

To access the operating system commands from LISP, the \* function is used. Thus to access the demonstration programs in the ROM Cartridge, the expression:

```
(* 'ROM)
```

would be evaluated. To perform a catalogue function, the expression:

```
(* 'CAT)
```

would be evaluated. Notice that the argument of \* is an identifier or quoted atom. Thus, to load one of the demonstration programs, an expression of the form:

```
(* 'EXEC! <program name>)
```

would be evaluated. For example, to load the program PRETTY into the LISP system, evaluate:

```
(* 'EXEC! PRETTY)
```

Notice that the space after EXEC needs to be preceded by an exclamation mark (!). If this is not done, LISP assumes that the space marks at the end of the atom representing the command. An abbreviated version is:

```
(* 'E!.PRETTY)
```

This uses the minimum abbreviation for EXEC, which is E. This time the ! prevents LISP from interpreting the string as a dotted pair.

When the expression is evaluated (i.e. passed to the operating system) the text of the program will be read from the file and displayed on the screen exactly as if it were being typed by you, only much faster.

At the end of the file, control will return to the keyboard and LISP will print the result of the \* function (NIL). At this stage, the presence of the new functions can be confirmed by evaluating:

```
(OBLIST)
```

as usual.

**Instructions' Source** : LISP, ROM Cartridge (Acornsoft) Back and Inner Inlay

### **Review (Electron User) - "LISP Arrives On ROM Cartridge"**

This was one of the first languages to appear on cassette for the Electron, and at last the full implementation is available on ROM Cartridge for the Plus 1.

Priced at £29.95, it may seem expensive, but represents a considerable advance on the tape version reviewed in Electron User, February 1985. The LISP cartridge takes precedence on power-up, and typing VERSION tells us that this is version 5.

Turn on the garbage collector messages and force a collection, and we will find we have 16.6k available in Mode 6. The extra memory available to the ROB based LISP



allows several enhancements - larger programs, graphics, neater recursive functions instead of loops, and less time garbage collecting.

Apart from these benefits of extra memory, how much more do you get for your well-earned money?

I knew that LISP came on a 16k ROM and was surprised to see the cartridge contained ten example programs, including games, educational programs, utilities and graphics. I was even more surprised when I couldn't find these programs in the ROM on disassembly. Efficient packaging? Tokenising? No, the cartridge also contains a 16k serial ROM. The examples are all taken from the Acornsoft book, which must be bought separately, and are loaded by selecting the ROM filing system and \*EXECing the file.

When you need, say, a sort function, this can be read from ROM as if it were typed from the keyboard, thus saving time and energy. In a language where every machine has its own dialect, Acornsoft LISP could well set some form of standard for micro-Lisps.

There's no PROG function but LISP being the friendly, flexible language it is, this can be defined if you simply cannot do without GOTOs. The OBLIST contains 130 identifiers, compared to 114 for the tape. Extra facilities include MODE, USR, binary operators, TIME/CLOCK functions, warm or cold start from a break, and textual error messages.

The lack of a MODE command was the only serious drawback of the cassette, which included lots of functions (ONEP, ZEROP, ADD1, SUB1, CAR/CDR combinations) which are very easily defined in LISP. The VDU22 command can be used to change from one mode to another that use the same amount of RAM, say from 4 to 5, but not from Mode 6 to 3.

Since MODE has a delayed effect - it waits until the next 'Evaluate:' prompt is displayed - there may still be occasions when VDU22 is needed, but in general MODE is a very useful function to have.

There is, however, a serious problem with this LISP - it is extremely difficult to get hold of. This is a great shame, because it is a superb implementation of an exceptionally interesting computer language, and 32k of ROM at this price is a real bargain.

Nick Rhodes, ELECTRON USER 3. 3



# LOOK SHARP

***Professional, Originally Released On Cassette Only***

Game Type : Educational  
Author :  
Standalone Release(s) : 1985: LOOK SHARP, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MIRRORSOFT, Hoborn Circus, LONDON EC1P 1DQ  
Disc compatibility : Unknown

## Instructions

*"These two testing and absorbing programs were written by head teacher Gordon Askew. Their aim is to sharpen observational skills and visual memory. With two very different themes, and three games in each program, there is lots of fun and variety for the whole family.*

*"OLD MACDONALD'S FARM features sheep, geese, pigs and cows in three amusing games. The first game, Memory, challenges the player to remember and then recreate a farmyard scene. Odd-one-Out tests observation by presenting three sets of animals which seem the same - but are they? Spot the odd one out and gain points! Snap for one or two players, is an old favourite; this version challenges the player to be quick on the button.*

*"With two levels of difficulty, these games are recommended for 4-7 year olds.*

*"S.O.R.T. - the Space Observer Recruitment Test measures the player's readiness for a space mission. Space age scenes of rockets, space stations and aliens feature in three testing games where quickness of hand and eye ensure success. Playable at practice levels, the ultimate challenge runs all three games one after the other, under test conditions. With a high-score table this is a fun competition for the whole family from seven years upwards."*

On loading OLD MACDONALD'S FARM, you will be presented with a choice of three games; Memory, Odd-one-Out and Snap. Choose your game by pressing the key number indicated.

A second menu page will appear. This offers a choice of two difficulty levels and the option to see instructions. In Snap you can also choose whether to play a one- or a two-player game.

S.O.R.T. starts with an introduction page setting the scene for the tests which follow. The menu which follows offers the choice of practising any of the three S.O.R.T. tests, or taking the full test. Each individual test is preceded by brief on-screen instructions. At the start of the full test, the player must enter his or her name. At the end of the full S.O.R.T., the player's score is recorded on a top-score table, setting a challenge for other family members.

## **S.O.R.T. and MAC**

During play you may leave the game and return to the first menu by pressing <ESCAPE>. The sound may be turned OFF using the <Q> key and turned back on by using the <S> key.

**Instructions' Source** : LOOK SHARP (Mirrorsoft) Back and Inner Inlay

**Reviews** : No Review Yet



# LOONY LOCO

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Scrolling M/code  
Author : T. & M. Monkton  
Standalone Release(s) : 1985: MOON BUGGY, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

In this game you must help to save a railway from the Evil Baron Bodneik who uses any methods, foul or foul, to try and destroy the line.

On the first screen you must guide a train to its destination switching lines firing smoke and harpoons and avoiding bombs.

The longer you hold RETURN down the higher the smoke rises, you can have up to three pieces of smoke on the screen at 1 time but once all three have been fired you cannot fire again until all three have left the screen.

On the second screen you are on top of a runaway train and you must get to the buffet car by running along the top of the carriages jumping over the gaps and cannon balls whilst ducking the arrows.

The third screen finds you inside the buffet car where you must catch the spinning cups before they slide off the end of the three serving tables, there are forty to catch and you can only drop three.

The fourth and last screen is set in the main control room of the engine where you are trying to put all the train's eight brakes on.

However the Baron has set up the brake levers in such a way that moving one will result in locking most of the other levers and at the same time releasing one or two.

All eight brakes must be placed in the on position, i.e. all switches up, for the train to stop. To move a switch up or down move under it and press <RETURN>. You have a maximum of 300 moves to solve the puzzle.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Jump/Shoot Harpoon  
<RETURN> - Duck/Fire Smoke

**Instructions' Source** : LOONY LOCO (Kansas) Opening Screen

## Review (Electron User)

In LOONY LOCO, the evil baron will stop at nothing to destroy the train. You play the part of the hero who must outwit the enemy and apply the brakes. That little story is used by Kansas to link together four activities, all with a railway flavour.

In the first activity you drive an engine along a track with the scenery scrolling in the background. To make life difficult for you, airships and planes keep flying over and dropping bombs. A well directed puff of smoke is required to prevent these



from causing a disaster. Also causing problems are runaway trucks. These can be avoided by firing a harpoon at them or by switching tracks at the numerous points along the way.

When you reach your destination you progress to the next part of the game. In this you are running along on the top of the carriages. Not only do you have to leap smartly from coach to coach, but you must also jump over the balls which are rolling along, and duck under the arrows that are fired at you.

Your aim is to reach the buffet car to gain access to screen three. Once in the buffet car you must catch the cups and saucers that are rolling along conveyors. The kindly railway management will allow you to drop a maximum of three while trying to catch the required forty.

Screen four is quite different from the others in that it is a logic problem, requiring you to set the eight switches to put the train's brakes on. The trouble is that you can only move switch eight if the other seven are correctly set and so on.

You are allowed 300 moves, and at first you'll need them. I think the lowest possible number of moves is 170.

LOONY LOCO is the best program I have seen from Kansas City Systems. Screens one and two are fast and furious arcade action with good smooth graphics and useful sound effects. Screen three is the weakest because the cups come in a soon predictable set pattern. The fourth screen is great fun to crack, but once learned it is no problem.

You can start the game on the screen of your choice. Overall it is a first-rate package and highly recommended.

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	10
Overall .....	8

Rog Frost, ELECTRON USER 3.11



# LOOPZ

## ***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Puzzle-placing arcade game  
Author : Kevin Blake and Ian Upton  
Standalone Release(s) : 1991: LOOPZ, Audiogenic, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

*"It couldn't be simpler. You get pieces of different sizes and shapes. One by one you put them down on the playing board - soon you've made your first loop. Yeaaaah!*

*Now it's not so easy. This time you didn't get the pieces you wanted. Never mind - just start another loop.*

*All of a sudden the board's getting just a little too crowded. Now you're struggling to find a place to drop the pieces (who cares where they go, you can't afford to let the timer run down because you'll lose a life).*

*Now it's getting really hectic. Did you honestly think this game was simple (and this is just the first level of Game A)?*

*Pretty soon you'll be dreaming about LOOPZ. Wondering if next time you'll be able to make a longer loop than ever before - or more loops than your record. Will LOOPZ drive you crazy? You bet!*

- \* Easy to learn. Dangerously addictive - and incredible fun to play.*
- \* Game A offers ten skill levels - you'll never beat level 9.*
- \* Game B takes you through the levels - with special bonus games if you do really do well!*
- \* Game C is a real puzzle - well 50 of them to be exact!*
- \* One or two can play - so why not go loopy with a friend! Play co-operatively or competitively, the choice is yours.*
- \* Incredible four-channel sampled in game music and sound effects by David Whittaker (Atari ST, Amiga and Macintosh only - IBM version supports Roland and Ad Lib cards) "*

*It couldn't be simpler. You get pieces of different shapes and sizes which you can rotate and move about. One by one you put them down on the playing board to create loopz. Completed loopz score points, then disappear. Bigger loopz score lots more points, but if you're too ambitious you may run out of space - incomplete loopz just get in the way.*

## **How To Play**

The game option screen allows you to choose one of three types of game (A, B or C). Press G to alter the game type, or T to alter the tune. Whichever game you choose, you start with three lives. A life is lost if you fail to place a piece before the timer runs out.

If you choose Game A, then you can play at one of ten different levels; 0 to 9. Level 0 is the easiest, and as the level number increases, the time allowed reduces.



However, at higher levels your loopz score more points. Game B begins at the lowest level, Level 0, but the level increases by one for every ten loopz that you complete. Game C is a puzzle game with 50 screens - each contains a completed loop from which a number of pieces are removed - all you need to do is put the pieces back in the right place - but if you fail, you lose a life. After every five screens, a password is displayed - by entering the passwords, you can start the game at different screens.

### **Bonuses And Bonus Games**

For every 25 loopz that you complete in Game A or B, you receive an extra life (up to a maximum of ten). In Game C, an extra life is awarded for every ten screens that you successfully complete.

In Game A you can earn a bonus by completely clearing the playing area. The bonus ranges from 100 points to 10,000 points depending upon the level number, and the bonus multiplier (shown above the diamond at the bottom right). The bonus multiplier increases as the number of tiles covered increases, and ranges from x1 to x10.

Game B has two bonus games which allow you to increase your score. To reach the first bonus game, you must completely clear the playing area. Although Bonus Game 1 appears at first to play the same as the main game, you'll soon discover that completed loopz are not erased from the playing area - so you must place your pieces very carefully indeed! If you fail to place a piece then the bonus game ends.

Scores for completed loopz in Bonus Game 1 are multiplied by the bonus multiplier. When the bonus game ends, the bonus score is added to the score from the main game, which then continues as normal.

The second bonus game can be reached only by completing a single loop which scores more than the target score displayed above the game timer. To score enough points to qualify for Bonus Game 2 the loop must fill well over half the screen - quite a challenge!

Bonus Game 2 comprises a screen chosen at random from the puzzles in Game C. If you successfully complete the puzzle, then the level number is reduced by one when you return to the main game, and the score awarded for the puzzle is added to your overall score.

### **Gophers**

In Games A and B, every now and then you will be given a special piece called a 'gopher'. If you drop the gopher on an incomplete loop it will be erased - so gophers are very useful for correcting mistakes. There is no penalty for failing to use a gopher.

### **Game Controls**

Use the keys Z, X, :, / to move around the screen. Press SPACE to rotate your piece or RETURN to drop it. Pause the game by pressing P - press SPACE to restart. To abort the current game, press ESCAPE.

### **Hints And Tips**

- Big loopz score more than small loopz. Large complicated loopz score the most.
- At the start of each game, the pieces are simpler. Take the opportunity to make a large loop.
- Straight pieces come in two sizes - one tile or three tiles long. Don't leave two tile gaps!
- You can play LOOPZ in many different ways. Some people aim to create as many loopz as possible - others go for enormous, high-scoring loopz.
- Set yourself a realistic target, then when you reach it, set yourself another target, and so on.

**Instructions' Source** : LOOPZ (Audiogenic) Back And Inner Inlay

**Reviews** : No Review Yet



# LUNAR RESCUE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Move Spacecraft through meteors  
Author :  
Standalone Release(s) : 1983: LUNAR RESCUE, Alligata, £7.99  
Compilation Release(s) : 1986: BUMPER BUNDLE, Alligata, £6.99  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : Unknown

## Instructions

Your mission is to rescue your six fellow earthmen stranded below on the lunar surface. On your command, the hatch of the mothership opens and you begin the hazardous journey through a storm of moving asteroids. As you land your craft, a survivor will race to his rescue and once boarded the ship will take off automatically. But the danger has not yet ended.

As the asteroids change to hostile alien ships, you need to be even more alert and use your blaster to clear your path. Finally, guide your craft to the mothership and successfully complete the delicate docking manoeuvre and your first survivor is home to safety, but don't forget his friends are still on the planet surface below!

Start with 3 craft.

Points: 1,000 points for rescuing all six men. Bonus points for fuel remaining after each rescue. At 3,000 points, extra craft.

High resolution graphics and imaginative sound effects.

## Game Controls

Z - Left, X - Right  
<RETURN> - Release from mothership/Upward thrust when descending/  
Fire when ascending (Speeds up ascent if held down)

**Instructions' Source** : LUNAR RESCUE (Alligata) Back Inlay

**Reviews** : No Review Yet

**See also** : ELECTRON USER 2.12 for a review of BUMPER BUNDLE



# MACBETH

## *Professional, Originally Released On Cassette Only*

Game Type : Utility Package; Investigate Shakespeare's MACBETH Play  
Authors : John Mahoney, Stewart Martin & Jim Wynn  
Standalone Release(s) : 1985: MACBETH, Penguin Study Software, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PENGUIN STUDY SOFTWARE. No further information given.  
Disc compatibility : CDFS E00, DFS E00

### Instructions

*"Written by practising teachers who have had many years' experience of successfully preparing students for literature examinations. Penguin Study Software gives you the ability to study an 'O' level or CSE text by means previously impossible. You can:*

- a) investigate major characters, themes and images and the subtle relationships between them,*
- b) research specific essay titles or examination questions,*
- c) thoroughly revise a particular character, theme or image of your choosing - at your own pace,*
- d) work through the entire play or concentrate your study on a particular act or acts.*

*If you are studying for an examination as a full time or part-time student, or are reading purely for interest and pleasure, Penguin Study Software will increase your knowledge of the text and help you to enjoy and profit from the study of literature."*

Once you have loaded the program you will be able to select, under a number of headings, those areas of interest you wish to explore.

In addition, you may restrict your search to particular parts of the play if you so wish - otherwise it will be assumed that you would like to search it in its entirety.

### Getting Started

Start with a simple search for just one item, for example a theme you find interesting.

As the computer comments on what it has found, you will gain a maximum benefit by looking in your copy of the text for the reference given - carefully consider its context by reading a number of lines either side of the exact place indicated.

With experience, you will be able to undertake very sophisticated studies of the text by carefully selecting combinations of characters, themes and images. This type of questioning is likely to reveal important relationships within the play and lead to greater understanding - although highly structured enquiries of this kind require some thought on your part to begin with.

For example, in Shakespeare's 'Macbeth', it is well known that Macbeth is involved in the murdering of several people - it might therefore be tempting to assume that Macbeth and the theme of blood would be a fruitful combination to explore. In fact, a far more revealing insight might be gained if blood, as a theme, were to be considered in its relationship to water, for example.

As appropriate, the computer will suggest other profitable lines of enquiry which you might like to follow up, either on their own or in the combinations it suggests.



To help you get the best out of the program you are limited to choosing a maximum of three items at any one time - this is completely independent of any decisions you may wish to make about concentrating your search on particular parts of the text.

**Have your copy of the text handy**

Act, Scene and Line numbers are referenced to 'The New Penguin Shakespeare' as used and recommended by the Royal Shakespeare Company. If you are using other editions of the play you may find that some of these numbers vary slightly, and you should bear this in mind when looking at your text.

**Instructions' Source** : MACBETH (Penguin Study Software) Back and Inner Inlay

**Reviews** : No Review Yet



# MAKE SAM SMILE

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author :  
Standalone Release(s) : 1984: MAKE SAM SMILE, <Unknown>, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : Unknown  
Disc compatibility : CDFS E00, DFS E00 (Assumed)

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Three separate packages, Counting, Word Matching and Spelling are designed to help with the first steps in learning to read and count. Each is divided into three or four sections with activities relating to the growing skills of the children using them. All have superb graphics and a most appealing format.

Number recognition, learning to count and an introduction to simple addition are all included in the activities of the first package, Counting. As with the others in the series this program features Sam, a friendly little chap who's very sad, but easily pleased by getting the right answers to his questions.

There are four games in the counting program. The first two require you to match numerals with a number of objects. In Game 1 a random number of croaking frogs, wriggling worms, skipping girls or barking dogs is displayed. I've discovered eighteen different shapes so far.

The numeral cycles through from one to ten. If the number matches then <RETURN> should be pressed. If not, the spacebar should be used. Game two is similar except the numeral stays constant but the number of objects cycles through from one to ten.

Games three and four display two sets of different objects, and the total number has to be matched with the numeral. This activity is a simple introduction to the concept of counting.

It is most important that these programs are carefully introduced to a child by an adult. The various aspects of each game are not really apparent from the screen display and the child needs to be shown what to do.

Changing from one activity to another is achieved by pressing a function key but there is no prompt on the screen to tell you when to do that.

I turned to the Word Matching program next. It has been designed to encourage the child who's just beginning to read. Objects are displayed on the screen and they have to be matched with the correct word. Again, this program only requires the use of the Spacebar to reject a word, and <RETURN> to indicate the correct answer.

The character Sam enters the screen and draws an empty box and a familiar object with the word for the object above it. In Game one words are placed randomly in the box until the correct match is obtained - the child is matched word to word.

Game two requires the child to remember an object word that is flashed on to the screen and match it correctly as the words are shown in turn.



Game three is the same but no dots are displayed after the object word leaves the screen. In all three, incorrect responses cause successive letters of the answer to appear.

The vocabulary is restricted but although the number of words is limited the quality of the graphics is very high. An interesting feature is a caterpillar that crawls along the bottom of the screen. Each correct response causes it to crawl a little further until it reaches a leaf, then a butterfly emerges and flutters back across the screen. That piece of graphics is a real credit to the program.

Finally I tried out the Spelling package. This could not be introduced to a child until the rudiments of word recognition were mastered. The vocabulary is a subset of the Word Matching program and so forms a good follow up exercise.

However, spelling is a far higher level activity than the word matching exercises and care should be taken that the child is ready for this type of work.

John Woollard, ELECTRON USER 3. 6



# MAGIC MUSHROOMS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author :  
Standalone Release(s) : 1985: MAGIC MUSHROOMS, Acornsoft, £9.95  
Compilation Release(s) : 1988: ACORNSOFT HITS 1, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 4, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

MAGIC MUSHROOMS isn't only an exciting game of skill and quick thinking - it's also a complete game constructor allowing unlimited scope for ingenuity in designing games for you and your friends to play.

Guide Murphy around the screen leaping from brick to brick, bouncing on trampolines, sliding down slides and gliding up escalators in his quest for mushrooms.

He'll find them all over the place. Even on slippery ice sheets and treacherous ground which wobbles beneath his feet, or disappears as he steps off it.

Collecting mushrooms is a hazardous occupation; Murphy must watch out for marauding monsters as he races against time towards the chequered flag.

The game includes nine screens, ranging in difficulty from easy to extremely hard and showing just a small selection of the many techniques you can use in designing your own screens.

## How To Play Magic Mushrooms

Guide Murphy around the screen to collect all the Magic Mushrooms, while avoiding the monsters that sometimes try to get in his way. Then make your way to the chequered flag to complete the screen. But time is limited, so keep an eye on the clock at the top of the screen.

Murphy starts with three lives, and there are nine screens of increasing difficulty to compete with. Rate yourself as extremely skilful if you have mastered all nine!

## Score

For each mushroom that Murphy collects you score 10 on the first screen, 15 on the next screen, 20 on the third, and so on up to a maximum of 95.

On completing a screen you are awarded a bonus of 50 times the time remaining.

See the glossary at the end of this file for an explanation of what each of the blocks does.

The nine screens supplied with Magic Mushrooms are all possible, but the later ones become increasingly difficult and may take time to master. If they are too hard, and you want to make them easier, read on.

## Game Controls

Z - Left, X - Right, <RETURN> - Jump  
<COPY>/<DELETE> - Pause/Continue, Q - Quiet, S - Sound



## Designing Your Own Screens

MAGIC MUSHROOMS has a built-in Editor which can use either to adapt the screens supplied with the game, or to design your own screens from scratch.

You can save the screens you have designed onto cassette or disc, so that you can play them again or give them as a challenge to your friends.

### E: Editor

Press E to get to the Editor. You will now see the menu entitled : SELECT SCREEN TO EDIT which allows you to choose what you want to edit. You will be given a list of the built-in screens, as well as the option NEW SCREEN.

You have the choice of either editing an existing screen to make it easier (or harder!) for example, designing your own screen.

### 1 to 9: Existing Screen

To edit an existing screen, press one of the number keys 1 to 9 corresponding to the name of the screen you wish to edit; your chosen screen's name will be highlighted.

### N: New Screen

To design a new screen, press N, and NEW SCREEN will be highlighted on the menu.

When you have selected what you want to edit, press RETURN to confirm your decision. Before you press RETURN, you can change your mind by simply by pressing a different key.

## The Editor

You are now in the Editor. You will see the screen you chose to edit, or a blank screen if you pressed the NEW SCREEN option.

### Editor Controls

The arrow keys are used to move the rectangular cursor, which starts at the bottom left-hand corner of the screen.

The sixteen different building blocks which you can use to construct a screen are shown along the top of the picture, each identified by a number 0 to 9 or a letter A to F. Pressing one of these keys will insert the corresponding block at the cursor position.

### Repeating Blocks: SHIFT

To speed up drawing several blocks of the same type, hold down the SHIFT key while moving the cursor with the arrow keys.

### Deleting Blocks: 0 or SPACE BAR

Block 0 is equivalent to a blank space, and so removes the block at the current cursor position.

### Testing A Screen: TAB/T

You can test a screen from the Editor by pressing T. This is just like playing the screen normally with three lives, except that finishing the screen by pressing <ESCAPE> during the game will take you back to the Editor.

### Naming A Screen

When you have designed a screen, it is a good idea to give it a name to identify it later on. To do this, move the cursor to the top line of the Editor screen, where it will change from a rectangle to an underline symbol. You can now type in a suitable name using the normal letter keys. You will have to move off the top line before pressing T to test the screen.

### Finalising A Screen Design: RETURN

When you are happy with a screen you have designed using the Editor, you can exit from the Editor by pressing RETURN. You will now see the menu entitled SELECT SCREEN TO REPLACE which allows you to choose where to put your newly designed screen. You



may replace any one of the nine built in screens with the screen you wish to replace, followed by RETURN to confirm it.

You will be asked ARE YOU SURE? If you are overwriting a different screen, to remind you that the previous screen of that number will be lost forever (unless it is in a set of nine screens already saved, in which case you can load it again. This is also the case with built-in screens). Press Y to confirm.

You are now back at the Main Menu, but the screen you designed has replaced one of the nine original screens, as you will find if you play through them. Of course, if your screen replaced screen number 1, then you can get to it straight from the Main Menu by pressing the Space Bar.

### **Saving And Loading Sets Of Screens**

If you have replaced some of the built-in screens with your own designs, you will want to save the new set of nine screens before switching your computer off. To do this, you will need a blank cassette. The cassette on which MAGIC MUSHROOMS was supplied should not be used, as you may erase the program.

The complete set of nine screens is saved or loaded as a single file; you cannot save or load a single screen.

#### **Saving A Set Of Screens: S**

To save the current set of nine screens, insert the blank cassette and press S from the Main Menu.

In response to the prompt ENTER FILENAME, type a suitable name to identify the particular set of screens.

#### **Loading A Set Of Screens: L**

To load a different set of nine screens, insert the cassette containing the screens, and press L from the Main Menu.

In response to the prompt Enter filename: give the name of the file, press RETURN, and wait for the file to be loaded. The previous set of screens will be lost so if you want to keep it, save it first.

#### **Cataloguing Saved Files: C**

Press C to give a list of the MAGIC MUSHROOMS stored on the disc. Press ESCAPE to return to the Main Menu. The screen files are stored on side 0 of the disc in directory M.

#### **Deleting Saved Files: D**

To delete a set of screens from the disc, press D, and after the prompt ENTER FILENAME: give the name of the set of screens to be deleted followed by RETURN.

### **Other Facilities**

#### **Old Screen**

A copy of the latest screen you have been designed will always be kept as OLD SCREEN, even if you press ESCAPE to get out of the Editor without first selecting a screen to replace.

#### **Transferring A Screen Using Old Screen**

The OLD SCREEN is not affected by saving and loading, and so enables a single screen to be transferred from one set of screens to another.

#### **Short Cuts**

If you already know which screen you wish to edit, without having to look at the list of names, you can go straight into the Editor from the Main Menu by pressing 1 to 9, N or O followed by RETURN.

#### **Design Guidelines**

The nine screens supplied with MAGIC MUSHROOMS should provide plenty of ideas on how the different building blocks can be used to their best effect. The following pages



give a detailed description of the properties of each type of block, together with a few ideas for using them to create challenging screen designs.

### **Jumps And Falls**

Murphy will not survive a fall from a height of more than four blocks unless he lands on a trampoline or a slide.

Murphy can jump off the ground to a height of two blocks. He can jump onto a wall above his head, and land safely on it, provided it is not higher than two blocks above him.

The largest distance Murphy can jump horizontally is a gap two bricks wide.

### **Mushrooms**

Mushrooms grow at random on some of the different types of blocks, provided there is a space above them; these blocks are identified with a mushroom symbol in the glossary.

### **Glossary**

#### Blank Block (0)

The blank block is equivalent to the background, and can be used to remove other blocks from the screen.

#### Conveyor Belts (1) (2) (M)

The conveyor belts carry Murphy along with them, although he can still make headway against them.

**Ideas :** Conveyor belts make it harder to judge jumps accurately. They can be used in combination to make Murphy move at unpredictable speeds.

#### Starting Block (3)

This block will determine where Murphy begins on the screen. In other respects it behaves like a normal block (see block 5).

**Ideas :** If several starting blocks are provided, one of them will be chosen at random as the starting point. This is a useful way of making a screen even less predictable.

#### Chequered Flag (4) (M)

If a chequered flag is provided on the screen, Murphy must land on it after collecting all the mushrooms in order to complete the screen. In other respects, it behaves like a normal brick.

**Ideas :** The chequered flag can add an extra level of difficulty to a screen. It could, for example, be placed next to the starting block to force Murphy to go back along the same route, even when he has collected all the mushrooms.

#### Brick (5) (M)

The normal brick can be used to build stable horizontal platforms for Murphy to run along, and jump from. Bricks can also be stacked vertically to build walls. Murphy can climb up a wall by jumping, and can jump into the middle of a wall from the side.

**Ideas :** Bricks can be used to build alcoves where mushrooms will grow that are hard to reach without some skilful jumping. Vertical walls are an alternative to escalators for linking platforms.

#### Ice (6) (M)

Ice is slippery, so that although Murphy can stand on it safely, once he starts moving in one direction, he will not be able to stop.

**Ideas :** Unless there is something safe to land on at the end, Murphy will not be able to collect mushrooms. If you make the safe landing a once-only (see block F), Murphy will only have one chance to cross the ice.



#### Wobbly (7) (M)

The wobbly is a rather unstable place to stand, and is a difficult place to jump from.

**Ideas :** The combination of wobbles and monsters is particularly daunting one for Murphy!

#### Ninety-nine (8)

The ninety-nine can be used to provide extra time by solving a screen. When Murphy walks over the ninety-nine, the clock is reset to 99, and the block changes colour to show that it has been used. There can be several ninety-nines on a screen, and each one can be used once to gain extra time.

**Ideas :** In complicated screens you may need to include ninety-nines at strategic points in order for Murphy to have time to collect all the mushrooms.

Ninety-nines can be placed so that they are difficult to reach when they are most needed - as time is running out.

#### Trampolines (9) (M)

Murphy can use the trampoline to jump higher, or further, than he normally can; he can also jump safely onto a trampoline from any height.

**Ideas :** A long jump from a trampoline onto a narrow platform can be made quite tricky, especially if another jump is then required.

#### Escalator (A)

These blocks combine vertically to form a moving escalator, which can carry Murphy up from one level to another. Once Murphy is at an escalator, he cannot get off until he reaches the top, but he cannot get onto an escalator at any level.

You can jump past an escalator, without getting onto it, by starting the jump sufficiently close to it.

**Ideas :** As well as providing a way of getting between levels, escalators can be used as traps for the careless. If there is nowhere that Murphy can safely reach from the top of an escalator, he must avoid getting on to it!

#### Slide (B)

Just as an escalator carries Murphy upwards, a slide lets Murphy travel downwards. Once on a slide, there is no way of getting off before reaching the bottom.

Murphy can safely jump onto a slide from any height, so it can be used to break his fall after a large jump.

**Ideas :** A slide can either be used as a route down the screen, or as a trap for the unwary.

#### Monster (C)

Monsters are lethal to Murphy, and he must avoid them while collecting mushrooms. The monster block indicates the starting position for a monster. Once positioned on a platform, the monster will then move to and fro at random within the limits of that platform. Up to five monsters can be created on at screen.

**Ideas :** Monsters left hovering in mid-air will stay put, and can be used to block Murphy's entrance to a particular place.

#### Half Bricks (D) (E)

The half bricks behave just like the normal bricks (see block 5), but are half the width, and so give extra flexibility in building walls and platforms. Murphy can fall through a gap half a brick wide, and stand on a platform of half a brick.

**Ideas :** The half bricks can be used to create gaps which, at first sight, look narrow enough for Murphy to jump across, but which are in fact just too wide.

#### Once-Only (F)

The once-only behaves like a normal brick, except that once Murphy has walked over it the block will disappear, and he will not be able to walk on it.



**Ideas** : The once-only can be used to restrict the route that Murphy can take to collect all the mushrooms; stepping onto a once-only at the wrong time may make it impossible to complete the screen.

**Instructions' Source** : ACORNSOFT HITS 1 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet

**See also** : ELECTRON USER 4. 7 for a review of ACORNSOFT HITS 1  
EUG #48 for a review of PRES GAMES DISC 4



# MAGNETIC MOON

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Written With THE QUILL) In 3 Parts  
Author : Larry Horsfield  
Standalone Release(s) : 1987: MAGNETIC MOON, Elk Adventure Club, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE ELK ADVENTURE CLUB, 2 The Beeches, Tilbury, ESSEX  
RM18 8ED  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Mechanic's Adventure"

Many potential text adventure authors who haven't the programming skill to write their own machine code epics can thank Gilsoft's THE QUILL for cutting away their shackles.

Larry Horsfield, the author of MAGNETIC MOON, is a case in point. Electron adventurers would not have been able to savour the delights of his imagination without an aid such as THE QUILL.

Although lacking the text compression - and hence the atmosphere - of the likes of ENTHAR SEVEN, MAGNETIC MOON is a revelation. It is a flight of fantasy with the feel of a Robico masterpiece.

You are Mike Erlin, second lieutenant of the United Planets Survey Service Spaceship, Stellar Queen. While searching for your sister ship, Stellar Princess, you discover an Earth-like planet with three moons. Suddenly, a powerful tractor beam forces you to crash-land on the moon where you are held in a dynamic magnetic force field. As a maverick hero, you have to free your ship, and gripping stuff it is too.

The game loads in three parts and each must be completed to go on to the next phase.

Part one is called Search for Source of Power and you will spend a lot of time and energy collecting much needed artefacts to continue the quest. You will need to escape from the Stellar Queen without the captain or crew noticing, then examine the wreckage of the cabin.

My advice is to LOOK UP and LOOK DOWN continually. Throughout the adventure, careful examination and manipulation of potentially useful objects is essential to success.

The start is one of the trickiest I have come across and the problems don't get easier as the game progresses. It's a bit of a mechanic's game with all the mending and manipulating involved.

All in all a most enjoyable mental exercise which I can recommend to the experienced adventurer. However, the novice should not be daunted as the Elk Adventure Club offers an excellent help service.



Presentation .....	4
Atmosphere .....	7
Frustration Factor .....	9
Value for money .....	10
Overall .....	8

Pendragon, ELECTRON USER 4.10



# MAILIST

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Business Mailing List Handler  
Author :  
Standalone Release(s) : 1983: MAILIST, Gemini, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : GEMINI, 18A Littleham Road, Exmouth, DEVON EX8 2QG  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

Instructions currently unavailable.

Reviews : No Review Yet



# MANIAC MOWER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade, Overhead Lawn-Cutting Simulation  
Author : J. Morle  
Standalone Release(s) : 1985: MANIAC MOWER, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

After being out of work since you left school, you seized at a job for a park grasscutter. 'Easy money' you thought! You thought wrong. There is a mad mower on the loose in the park and it is out to get you!!

This mower will follow you and try to crash into you, or make you ram some mown grass. If you manage to capture and kill this mower you will be rewarded with a £30 bonus.

Also, while cutting the grass and dodging the mower, you see things in the grass. These things are fireworks, string, cricket balls and rubber bands. All of these things are fatal to your poor mower.

You are *not* allowed to crash into any of the park fences, but can wraparound in the vertical axis via the park path.

However, there are martial arts experts walking on the path, and if you bump into one he will tear you limb from limb!

## Game Controls

Z - Left, X - Right, : - Up, / - Down

**Instructions' Source** : MANIAC MOWER (Kansas) On Screen Instructions

## Review (Electron User)

If you fancy a peaceful job like mowing a lawn, then this is the program designed to put you off. Mind you, the rewards are quite high, with more than a thousand pounds - in points - to be earned by the keen and careful operator.

Your garden is, presumably, right next to Taunton Cricket Ground with Ian Botham in full flow. Quite an amazing number of cricket balls join the elastic bands and other debris lying about. Any contact with these harmless looking bit and pieces means a new mower is required and you've only got three. A further problem is that your mower gets ruined if you venture on to grass that's already cut!

The biggest danger to life and limb is the rival mower. This little beast is hell-bent on colliding with you, or on making you bump into the garden walls or one of the nasty objects. You can do the same and try to trap the maniac mower for additional points.

To complete the misery a karate expert is practising in the garden and he is very keen to give you the chop.

This game ought to be fun to play but it is too slow for real arcade action. There



is a lot of strategy involved in keeping your mower going and trapping your rival, and the game is enjoyable at that level. But one bad feature is that the chosen colours are awful, producing moving diagonal lines on black and white or colour TVs. Needless to say, all is well if you have a monitor.

As seems to be usual with Kansas games, the instructions are excellent and a model for other software houses to copy. A feature of the program which I like is that it is written in Basic and listable, which means you can modify it to your heart's content. I'd also recommend the game to BBC Micro owners where the speed of action is good.

Arcade addicts will unfortunately find this game a disappointment, but if you prefer a little slow action strategy problem and enjoy tinkering with programs then why not consider MANIAC MOWER?

Rog Frost, ELECTRON USER 3. 6

### Review (EUG)

If you fancy a peaceful job like mowing a lawn, then this is the program designed to. It's not often one encounters a professionally released Electron game which is written completely in BASIC, is mind-meltingly boring and, it seems, so improperly programmed. All three are the case with Kansas' MANIAC MOWER, another once-upon-a-time mail order only tape-based game from the software house where quality is very often a mixed bag.

This time the words MICRO COMPUTER SOFTWARE are in light green on the uninspiring white inlay and the game loads in two parts; part one first introducing the dubious premise that you are pushing a lawnmower and trying to outwit a killer lawnmowing neighbour and then drawing a primitive loading screen with BASIC commands.

The few blocks that then comprise "the main game" then load in and, for some odd reason locate themselves at Page &D00, causing all kinds of problems with the Operating System when the game is exited later. On screen, an 8x8 User-Defined "mower" CHR\$ moves from left to right, the game's title and its author being written in a 'trail' behind it. Up to now, and until you choose a skill level, the game remains in monochrome. And don't expect any touches like a joystick option or redefinable keys! Kansas haven't even added a message reserving copyright!

By this stage my hopes were not high and, despite the sudden rush of colour to the screen, they sank even lower as the Mode 1 playing area appeared. The screen is divided vertically into two dark green areas - well, for dark green read dithered black on a light green background - and mid-area-a is a red blob, mid-area-b a blue blob. Across the bottom of the screen in the same font we're used to for text files is the "score line" showing your wages, the highest wages earned that day and the number of mowers remaining. Unfortunately, despite black being available, J. Morle has chosen instead to use red for this line. Red on light green on a TV screen just does not work, which means it is nigh on impossible to monitor how well (or badly!) you're doing. What's even worse though is that between the two areas runs a red path on which a green nasty moves constantly from top to bottom. He is just as difficult to see, meaning this game is only for people who don't mind permanently squinting or who own a good monitor.

A quick jangle of notes later and both User-Defined blobs are on the move. In fact, on a collision course, which you quickly appreciate, is just how the evil mower likes it. So a quick manipulation of keys ZX\*? is in order. The response of your mower, the 8x8 red blob on the left of the screen, is, to say the least, sluggish. Why it is not possible to stop is never explained by the rules [Neither is there any explanation as to why there is no graphic of a man pushing it as per the introductory text! - Ed] and the advice to "surround" the killer mower also takes a good few turns to understand.

Ahem. That is, if the game will let you proceed for any amount of turns. When playing the original cassette with the Plus 1 or any disc system attached, after just a few blips as both mowers move one 8x8 space up/down/left/right, the game comes to an abrupt halt with the message "Arguments at line 1970". On dissecting the



program, I found this bug was caused not by a faulty line but by the unnecessarily low relocation address for the main file. A quick alteration so the game ran at &E00, not &D00, and all was well with any peripherals attached.

By this point, I returned to playing MANIAC MOWER with a really heavy heart; the repetitive blip-blip-blinking that is the game's soundtrack doing nothing to help its cause (and obviously there's no sound on/off option). Now, carefully hammering the necessary key whenever a direction change was needed, I very quickly had the evil mower crashing either into the obstacles littering the garden or the wall surrounding it, even on the most difficult skill level! Also, it seems that both you and the other mower will die if you happen to run over an 8x8 piece of grass you have already mown! Ah, so that's what the instructions meant by "surrounding" the enemy grasscutting machine! Still, a pretty damned stupid rule, isn't it?

Unfortunately there isn't really much more to say. As you will probably have gathered, all the 'graphics' in the game are as bad as one another. Your wages clock up as you mow more and more of the lawn, and you gain a bonus if (or should that be when) you lure the enemy to his doom. It's extremely boring stuff, the 'action' taking place on a non-turboed Elk at only about two moves per second. It regains some dignity by having a high score table, but not much.

Even accepting the relocation 'bug', the slow response to keypresses, the general crapiness of the scenario and the appalling palette, what really does for this game in the end is that it is a lot worse than the average magazine type-in. Kansas' titles were never expensive but neither did they have a sliding scale from good (e.g. DRACULA ISLAND, a 100% machine code adventure) down to this, which must sit at the very, very bottom.

No. Going by the name in the mail order advertisement alone, you could never be sure just what the quality of the game would be and whether your £3.95 would prove value for money. MANIAC MOWER, although indisputedly one of the rarest Electron titles out there, demonstrates this flaw in Kansas' marketing strategy perfectly. It is extremely poor, undeserving of a release by any software company, a perfect rip off at four quid and likely to dissuade any purchaser of it from buying from Kansas again. And so we understand why their titles are so difficult to find.

Dave Edwards, EUG #63



# MAP RALLY

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Graphical Infant School Teaching Aid  
Author :  
Standalone Release(s) : 1983: MAP RALLY, BES/Acornsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ.  
Tel: (0223) 316039  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Bourne have made many friends amongst primary school teachers (and children!) for their lovely Happy Letters and Happy Numbers programs for young learners. This tape is aimed at a higher age group and combines practice in co-ordinates and compass directions.

There are actually two similar programs on the cassette, the first of which requires little experience of compass bearings, for the necessary prompts are made on screen.

The child takes the part of a rally driver, with the Electron acting as navigator around a course through a grid. This varies from 6 x 6 to 18 x 18, which increases the level of difficulty.

The most popular choice was that of two players competing against each other, one with a red car, the other with blue. The courses set for each car are similar in terms of distance but they are not the same, so nobody can benefit from someone else's successes!

The second program is very similar but the child has to calculate new co-ordinates in order to make their move. This refinement adds a totally different skill from that already acquired in the first game.

Again the graphics are fair and the sound is quite reasonable but the great value of this tape is the superbly child-orientated feel it has. Children love the idea of car rallies and they themselves love to compete. The fact that a considerable amount of information is learnt about compass points and co-ordinates is almost incidental to the child. Yet parents and teachers can feel quite reassured that the educational purpose is fully achieved in this splendid cassette.

Phil Tayler, ELECTRON USER 2. 2



# MANGO

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overhead Maze Game  
Author :  
Standalone Release(s) : 1988: MANGO, Blue Ribbon, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"The heat is on for our man Mango. Chased around the refridgerator by the Heat Men, there is no way out. The only option is to stand and fight!"*

*Using the blocks of ice to crush his pursuers and the bonus blocks to set traps, use your skill to help Mango survive."*

Your task is to clear each screen of 'Nasties' by pushing blocks of ice over them. Pressing RETURN enables you to move or melt an ice block. A block is melted if movement forward is obstructed, otherwise the block will move. If you can line up the 3 bonus blocks before all the 'Nasties' are killed you are awarded bonus points.

At each new level more 'Nasties' have to be killed but the number will not exceed four on any screen.

Three levels of Difficulty are available and bonus lives are awarded at 5,000 and 10,000 points.

### **Game Controls**

Z - Left, X - Right, : - Up, / - Down, RETURN - Move/Melt Block  
S/Q - Sound On/Off, COPY/DELETE - Pause On/Off, ESCAPE - Quit Game

**Instructions' Source** : MANGO (Blue Ribbon) Back and Inner Inlay

**Reviews** : No Review Yet



# MASTER BREAK

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Quiz Pub Style  
Author : Walter Mansell  
Standalone Release(s) : None  
Compilation Release(s) : 1991: MASTER BREAK, Superior/Acornsoft, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"A Snooker-Style Trivia Quiz Game for 1 to 4 Players. Six categories of questions: SCIENCE & NATURE, POP MUSIC, GEOGRAPHY, SPORTS & PASTIMES, ARTS and HISTORY. Over 1,500 questions in the BBC/Electron version. Over 2,000 questions in the A3000/Arcimedes version, including digitised picture and digitised sound questions.*

*In the one player game, try to get the highest break - you might even manage the maximum break of 147. In the 2 to 4 player game, compete against your friends and family for the highest score and highest break.*

*Start your frame with an easy red question, then choose your colour - have you the nerve to choose the black ball question? You've used all your PASSES and the ball is OVER THE POCKET - if you miss it's a FOUL SHOT!*

*"ALL THE FUN AND CHALLENGE OF A TRIVIA QUIZ AND SNOOKER MATCH ROLLED INTO ONE ENTHRALLING GAME."*

## Loading Instructions

During loading, the following message will appear on the screen "Please enter frame code". You should then select a set of questions by pressing any key between A and Z. To minimise repetition of questions, it is recommended that you start from question file A (FRAMEA) and work through to question file Z (FRAMEZ). On completing a frame, subsequent question files will load in automatically.

## Playing Instructions

Select the number of players by pressing the appropriate number key (1, 2, 3 or 4); then enter players' names.

Choose your question answer by pressing the appropriate number key (1, 2, 3 or 4).

Cycle through the colour balls by pressing SPACE and select by pressing <RETURN>. "S" is Science (& Nature); "P" is Pop Music; "G" is Geography; "L" is Leisure (i.e. Sports & Pastimes); "A" is Arts; "H" is History.

Each player is allowed to pass up to three red questions (the number of passes remaining is indicated by stars next to the player's name). When the "YOU MAY PASS" sign appears, press SPACE if you wish to pass.

In the 2 to 4 player game, if the "OVER POCKET" sign appears and you get the answer wrong, this constitutes a FOUL SHOT. Your opponents will be awarded the appropriate foul shot score.

You may pause the game when not answering a question by pressing the P key and restart by pressing the O key.



**Instructions' Source** : MASTER BREAK (Superior/Acornsoft) Back and Inner Inlay

**Reviews** : No Review Yet



# MASTER KEY

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Learn Touch Typing  
Author :  
Standalone Release(s) : 1985: MASTER KEY, Longman, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LONGMAN, Longman House, Burnt Hill, Harlow, ESSEX CM20 2JE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"MASTER KEY is a simple, stress-free typing course. The increasing use of keyboard-based equipment means that more and more people need to be able to type quickly and accurately. MASTER KEY is a direct, effective typing course which concentrates on keyboard mastery.*

*"In 48 separate lessons, MASTER KEY leads you in simple, straight-forward steps through each of the keys, developing correct fingering technique. In each lesson, you practise the exact copying of lines of words: the computer will then provide a speed/accuracy rating for each line. You can then repeat and recap as your ability increases. Perfect for anyone who wants to type, especially students and professional people."*

## MASTER KEY - The System

MASTER KEY consists of 48 exercises with systematic revision. In each exercise, a line of words to be copied will appear on the screen. When you copy the words, the results of your typing will appear directly underneath. You are therefore provided with an immediate and direct comparison between what you have done and what you should have done.

As each letter is introduced, the correct fingering is illustrated on the screen. In the first exercise, two letters and one finger only are used. Each of the subsequent exercises introduces a new letter or number/symbol, together with the appropriate finger to be used. You may repeat each exercise as many times as you think necessary. This enables you to determine the speed with which you will proceed through the course, and also the standards of speed and accuracy you will finally achieve.

This continual monitoring of speed and accuracy allows you to know exactly how well you are doing at each stage.

Complete words are taught from the beginning. There are no infantile, meaningless letter drills. The words you will be typing consist mainly of the 150 most commonly-used words in the English language. As these words account for about 60 per cent of the words normally used, concentrated drill with these words that mean that you can achieve a relatively high speed fairly quickly.

## How To Begin

1. A menu will appear on the screen from which you will choose the lesson you wish to start. For your first attempt you should choose Exercise 1. A line of words made from the letters D and E appears. They will look like this:  
ed dee deed dee ed deed dee
2. Copy the words, using the correct finger: the diagram on the screen will show which finger to use. (You can use either thumb to make the spaces.) By exercise 3 your work will look like this:  
free defer refer red referee



free defer refer red referee

3. At the end of each line strike the <RETURN> key with the little finger on your right hand. A new line of words will appear. Copy them, and strike <RETURN> again.
4. Continue typing until you have completed six lines. This brings you to the end of the first exercise.

### How To Continue

1. At the end of each exercise a question will appear on the screen:

REPEAT? Y/N/S

Press Y to repeat.  
Press N to proceed.  
Press S to stop.

2. When you start typing, an indication of your speed and accuracy will appear on the screen. Speed is measured in words per minute and accuracy as a percentage.  
Speed 12 wpm Acc 93%
3. In addition, there will be two pictograms giving the same information.
4. These scores represent the cumulative result of all the lines in each exercise. The clock starts when the first letter on the first line is typed and continues until the <RETURN> key is struck at the end of the sixth line.
5. *This means that, once you start, you must keep going until you have completed all six lines if you want to show a good turn of speed.*

### How To Improve

Practice makes perfect...provided that you practise the right thing. Errors practised become errors ingrained. It is prudent, therefore, to eliminate them before they are too deeply rooted.

During the early stages, your aim should be to obtain 100% accuracy. Do not worry about speed. Speed will come with practice. Accuracy will not, if the practice includes the practising of errors.

In these lessons you are free to practise whatever and whenever you choose. Concentrate on those keys where you know you are weak. The menu enables you to those lessons you wish to repeat. Do not go on to a new exercise until you have typed all six lines of the current exercise correctly. As a result, you may have to discipline yourself to type at a relatively slow speed. Only when you are satisfied with your accuracy should you try to increase your speed.

However, it is for you to decide the standards you wish to achieve. But for anyone who needs to type for professional purposes, it might be useful to remember the old adage: An amateur practises until he gets it right. A professional practises until he cannot get it wrong.

**Instructions' Source** : MASTER KEY (Longman) Back and Inner Inlay

**Reviews** : No Review Yet



# MATHEMATICS 'O' LEVEL

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Revision Aid  
Author :  
Standalone Release(s) : 1983: MATHEMATICS O LEVEL, Paxman Promotions, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PAXMAN. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This package is designed to be of assistance to Mathematics students prior to taking their 'O' Level examinations but may also be of considerable help to CSE students although the content will exceed CSE requirements in some areas.

As a computer controlled revision program it makes use of wide-ranging multiple-choice questions to trigger memory refreshment of previously learnt material. It is aimed at reinforcing ordered recall as a suitable preparation for the examination and to help with conventional revision techniques.

Other packages in this series are available for Chemistry, Biology and Physics.

**Instructions' Source** : MATHEMATICS O LEVEL (Paxman) Inner Inlay

**Reviews** : No Review Yet



# MATHS INVADERS

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author : Unknown  
Standalone Release(s) : 1983: MATHS INVADERS, Shell, Price Unknown  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128.  
Supplier : SHELL. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

Reviews : No Review Yet



# MATHS LEVEL 1 (4-6)

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 4-6  
Author : Unknown  
Standalone Release(s) : 1983: MATHS LEVEL 1 (AGES 4-6), AmpalSoft, Price Unknown  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128.  
Supplier : AMPALSOFT. No further information.  
Disc compatibility : CDFS 1D00, DFS 1D00 (Assumed)

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This is one of a series being produced for the pre-school or young child. It would be equally suitable for schools or the home Electron and colour television. Like the others in the series, the package contains two cassettes which together contain 16 exercises.

These obviously begin at a very basic level with number recognition and matching, sorting of shapes and adding complements of five, through to matching pairs of objects which would eventually lead to some experience of set theory. The intention is that the child would soon learn to use the program unaided, and I am sure this would be possible. The key inputs are, after all, remarkably clear and easy to learn.

However I would also see a great advantage for a parent in working through these exercises with the child so that the mathematical vocabulary necessary later may be founded at an early stage. There are also a variety of further activities which would present themselves during the operation of these programs, and a wise parent would do well to follow them up while the interest is shown by the child.

Full use is made of colour and sound so that the machine is well used. The graphics are not elaborate, but in a program of this kind they hardly need to be. In a school situation, the child's name is input and full records are maintained of that child's performance.

One slight snag which I found at school was the time taken to load the cassettes - they contain a wealth of programs which need to be accessed quite often during a morning's work. Schools may be interested to know that the programs will also run on a BBC Micro, and with a bit of effort can be stored on disc.

Since schools are well advised to make a backup copy and to keep the original well away from dirty fingers, I wouldn't imagine that AmpalSoft would mind the backup being on disc. It makes the running of a classroom smoother.

Phil Tayler, ELECTRON USER 2. 2



# MATHS O LEVEL REVISION PART ONE

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author : Unknown  
Standalone Release(s) : 1983: MATHS O LEVEL REVISION PART ONE, Cheshire Cat, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : CHESHIRE CAT, Ampal Computer Services, Knutsford, CHESHIRE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A brilliantly designed series of action-packed exercises that skilfully eliminate the traditional drudgery from Maths examination revision.

This totally new and exciting formula - devised by an entire top school Maths department - draws heavily on the graphics, animation and sound facilities of the home computer to intrigue, test and fire the imagination of the user.

A wholly flexible program uses an easily followed, step by step technique to explore the 22 major areas of the current Maths syllabuses of all the Examination Boards for O Level, CSE and Over 16 plus examinations.

CHESHIRE CAT MATHS O LEVEL REVISION PART 1 includes:

Calculus Pt 1: differentiation, basic integration etc.  
Arithmetic Pt 1: simple and compound interest, averages.  
Calculus Pt 2: definite integration, distance, velocity and acceleration.  
Constructions: perpendicular, angles, parallel lines, locus.  
Arithmetic Pt 2: areas, volumes, ratios, percentages.

Examination techniques.

and much, much more...

More than 100 fascinating exercises, carefully illustrated and animated, cover the key examination questions and the program integrates fully with other parts of the syllabus available in the Cheshire Cat range. Cheshire Cat programs cover Maths from 1st School to A Level standard.

A vital additional exercise included in this program at O Level revision is an invaluable insight into examination techniques which are the cornerstone of success.

**Instructions' Source** : MATHS O LEVEL REVISION PART 1 (Cheshire Cat) Inner Inlay

**Reviews** : No Review Yet



# MATHS O LEVEL REVISION PART TWO

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Author : Unknown  
Standalone Release(s) : 1983: MATHS O LEVEL REVISION PART TWO, Cheshire Cat, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : CHESHIRE CAT, Ampal Computer Services, Knutsford, CHESHIRE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A brilliantly designed series of action-packed exercises that skilfully eliminate the traditional drudgery from Maths examination revision.

This totally new and exciting formula - devised by an entire top school Maths department - draws heavily on the graphics, animation and sound facilities of the home computer to intrigue, test and fire the imagination of the user.

A wholly flexible program uses an easily followed, step by step technique to explore the 22 major areas of the current Maths syllabuses of all the Examination Boards for O Level, CSE and Over 16 plus examinations.

CHESHIRE CAT MATHS O LEVEL REVISION PART 2 includes:

Algebra Part 1:	Expansions; Factorisation; Equations. Change of subject of formula. Variation.
Algebra Part 2:	Indices. Surds. Fractions.
Trigonometry:	Basic trigonometry. Angles of elevation and depression. Solution of triangles. Bearings. Sine and cosine rules.
Graphs:	Travel graphs; Straight line graphs; Curves.

and much, much more...

More than 100 fascinating exercises, carefully illustrated and animated, cover the key examination questions and the program integrates fully with other parts of the syllabus available in the Cheshire Cat range. Cheshire Cat programs cover Maths from 1st School to A Level standard.

A vital additional exercise included in this program at O Level revision is an invaluable insight into examination techniques which are the cornerstone of success.

**Instructions' Source** : MATHS O LEVEL REVISION PART 2 (Cheshire Cat) Inner Inlay

**Reviews** : No Review Yet



# MATHS WITH A STORY: 1

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Four Game Compendium  
Author :  
Standalone Release(s) : 1985: MATHS WITH A STORY 1, BBC Soft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BBC SOFT, 35 Marylebone High Street, LONDON W1M 4AA  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

Reviews : No Review Yet



# MATHS WITH A STORY: 2

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Four Game Compendium  
Author :  
Standalone Release(s) : 1985: MATHS WITH A STORY 2, BBC Soft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BBC SOFT, 35 Marylebone High Street, LONDON W1M 4AA  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Many alleged educational programs are not worth a glance and for good reason: it's doubtful if good educational software can be written without recourse to experienced teachers who can validate and help with development.

MATHS WITH A STORY: 2 is an example of the quality which can be achieved by an experienced writer supported by good field work. This package develops spatial awareness through co-ordinate geometry and pattern recognition combined in four captivating games.

The first game, PIRATE GOLD, is a treasure hunt. An island is superimposed on a grid where hidden gold can be found by moving a cursor using X/Y co-ordinates. A multicoloured barometer and a changing bleep tone shows how "warm" the hunter is. Further help is given by the coloured squares appearing over co-ordinates already visited.

The object is to be the first to fill a chest with gold, and the shorter the route taken the greater amount of gold there is to be found. Turnflex exploits the concepts of reflection and symmetry by presenting the player with two picture tiles, the second being a reflection of the first.

At the first level the picture is composed of numerals, but higher levels allow the user to design the pictures. The game starts by the removal of the reflected picture, and the player has to show an understanding of mirrors and reflections to win it back.

Dice Squares is a game of chance and strategy for one or two players, where rows, or squares, are positioned to fill a grid. The size of the rows and squares you can fill is determined by a simulated dice throw.

The last game, Tile Stretch, introduces the concept of stretching and enlargement using tiles to fill a grid in order to capture as large an area as possible.

In each game there is the option of turning the sound off, a choice of one or two players and a range of difficulties. Simple screen prompts, along with optional demonstration runs, make the comprehensive booklet supplied with the tape superfluous, and good protection from mischievous fingers enables the programs to be used by pupils without supervision. Highly recommended.

John Daddy, ELECTRON USER 3. 5



# MAZE

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Wire-frame Walk Through Maze  
Author : Tim Dobson  
Standalone Release(s) : 1983: MAZE, Acornsoft, £9.95  
Compilation Release(s) : 1985: PLUS 3 GAMES DISC, Acornsoft, £12.95  
1988: ACORNSOFT HITS 1, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

You have entered the top-secret installation of a rival company with the aim of stealing secret information. Inside the building is a multi-level security system, each level consisting of a maze of corridors patrolled by robot guards who will shoot you on sight.

The robots are armed with guns which they can recharge by running over special power points which are marked by pentangles on the floor of the maze.

Your company's scientists have been able to duplicate the design of these guns so that you too are able to replenish your ammunition by running over the power points. You have a maximum of three bullets at any one time.

The only exit from each level is a computer-controlled lift, programmed to open its doors only when triggered by an electronic security key; a separate key is needed at each level. This key can be found in an indestructible iridium box somewhere in the maze. The box can only be opened when three coloured identity tags have been dropped into it. These three tags; red, blue and green, are randomly positioned in the maze. When you have collected all three, take them to the box and drop them. The box will open automatically and you can take the key.

To help you find your way about, you have an advanced electronic compass. This will remember the layout of all the corridors as you explore them and can automatically detect the positions of the guards. The compass will also remember the positions of power points and the box containing the key once you have found them.

The compass can display a plan view of the maze at any time showing all the features you have so far encountered.

When you have the key, take it to the lift which will open as you approach and carry you to the next level. Higher levels are protected by more guards and have fewer power points.

### Score

Destroying a robot .....	50
Taking an identity tag .....	100
Dropping a tag in the box .....	200
Taking the key .....	300
Reaching a level .....	500

Your current score is shown in the top left hand corner of the screen. The number of bullets you have is indicated by the red markers in the centre and the number of lives you have left by the green arrows on the right. The direction of the arrows



shows the direction in which you are facing in relation to the plan view of the maze.

### **Game Controls**

Z - Turn left, C - Turn right, X - Move forward, F - Fire bullet  
T - Take object, D - Drop object, V - View maze (plan view)  
S/Q - Sound/Quiet, <COPY>/<DELETE> - Pause/Continue, <ESCAPE> - Restart game

### **Joystick Controls**

Maze can also be played using a joystick controller. Move the joystick to the right or left to turn and push it forward to move forward. Press the fire button to fire bullets.

**Instructions' Source** : ACORNSOFT HITS 1 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# MEGA FORCE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Shoot-'em-up  
Author :  
Standalone Release(s) : 1985: MEGA FORCE, Tynesoft, £7.95  
Compilation Release(s) : 1986: MICROVALUE FOUR GAMES 2, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

MEGA FORCE is the ultimate Shoot-'Em-Up for the Electron. 24 planets, each inhabited by seven marauding aliens, each sweeping down on you in ten battle waves.

On completing a Planet, a Mothership appears. This must be destroyed to enable you to enter the next Planetary Zone.

During the game, Bonus Ships appear that must be destroyed. Failure to do this will damage your bonus score at the end of each stage.

Extra fire power in the form of super laser cannons can be found by shooting the spherical pods. An additional ship will be awarded on completion of five planet's zones if you have less than three ships.

**Instructions' Source** : MEGA FORCE (Tynesoft) Inner Inlay

**Reviews** : No Review Yet



# METEORS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Shoot-'Em-Up;  
Author : Neil Raine  
Standalone Release(s) : 1984: METEORS, Acornsoft, £9.95  
Compilation Release(s) : 1988: ACORNSOFT HITS 2, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 4, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Steer your laser-ship through a hall of meteors smashing them with your laser bolts as they hurtle towards you on all sides. Avoid being hit by the missiles from hostile flying saucers which fire at you as they pass. Your ship is equipped with as many laser bolts as you can fire and as a last resort, you can escape through hyperspace.*

*Complete with sound effects and table of high scores."*

Steer the ship to avoid the meteors, firing at them as you go.

Large meteors will split into smaller ones when they are hit, and these will in turn break into four fragments.

Watch out for hostile flying saucers which fire at you as they pass.

When the going gets too rough you try try escaping through hyperspace but you can't be sure where you will re-materialise and so this can be risky!

Clear all the meteors before going on to the next screen. You start off with three ships but can gain an extra one every time you score 10000 points.

## Game Controls

CTRL - Rotate Left, A - Rotate Right, RETURN - Fire, SPACE - Hyperspace  
SHIFT - Thrust

S/Q - Sound On/Off, COPY/DELETE - Pause On/Off, ESCAPE - Quit Game

## Scoring

Shooting a large meteor	=	20
Shooting a small meteor	=	50
Shooting a tiny meteor	=	100
Shooting a large saucer	=	200
Shotting a small saucer	=	1000

**Instructions' Source** : METEORS (Acornsoft) Back and Inner Inlay

## Review (Electron User)

Drifting alone in space, your ship is menaced by a sudden meteor storm. Collision is imminent. All that you have to fight off the huge rocks are your ship's laser bolts. The trouble is that as soon as you hit them the meteors break up into little pieces which are just as deadly. You have to blast away at these until they've all been destroyed or they'll destroy you!

Just to make things more difficult, all the firing has attracted the attention of



some extremely hostile flying saucers. These take the opportunity to snipe at you while you're distracted by meteors, so you've got to shoot at them as well. You do have thrusters to help you dodge, and if it all gets too much you can escape into hyperspace.

It's great fun, a game of quick thinking and fast reactions. Colourful and fast, space flight will never seem the same again.

Nigel Peters, ELECTRON USER 1. 1



# MEXICO '86

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Soccer Management Simulation  
Author :  
Standalone Release(s) : 1985: MEXICO 86, Quadsoft, Price Unknown  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : QUALSOFT. No further information available.  
Disc compatibility : CDFS E00, DFS E00

## Introduction

In the summer of 1986, in Mexico City, we will see the culmination of two years of the most prestigious soccer competition last held in 1982. Something approaching 100 international football sides will fight it out over those two years so that they can be there, in that cauldron of a stadium, to determine the world champions for the next four years. Mexico will be a festival of football, for many young fans, the first time they have seen the World Cup finals, and for many older English fans the memory of Mexico in 1970, the brilliant match against Brazil and the heart-breaking match against West Germany, will, whet the appetites for Mexico 1986.

For two years now, QUALSOFT have developed the art of soccer management simulation in the field of club football, and, to celebrate the 1985/1986 World Cup year, have applied the many lessons learned from those years to produce a game to stimulate the unique nature of international team management in the context of the World Cup.

The game has been split into two parts: the World Cup qualifiers and the Finals as they will be played out in Mexico. In the qualifiers, we have stuck to England's qualifying group, along with a few friendly matchers which the England team actually played just before the qualifiers began; France in paris, the USSR at Wembley, and the South American tour against Brazil, Uruguay and Chile. We have taken advantage of the unknown aspects of the finals by following their structure, but by providing our own draw which will produce a different path to the final each time you play the game.

It's worth mentioning here that the FA have informed us of changes in the finals that have been written into the game. The preliminary part of the final tournament will be six leagues of four with the top two from each league, and the best four losers, going forward into a 16 team knockout competition. Another important change is that only twenty players will be allowed for each squad but all these players, injuries permitting, will be available for the match. Eleven players will of course take the field, but the two substitutions will be allowed from all remaining nine players, not just five named players as in the past. These changes have been introduced into the "Finals" tape.

Since Alf Ramsey proved the importance of intelligent management in international football, we have, as England manager, had a sequence of successful club managers who have failed to make the grade at international level. There is of course a much more severe demand on the international manager to judge the exact abilities of players and how those abilities will blend to form a successful team. At club level a manger has the opportunity to work with his players six days a week a season and can slowly build up the teamwork so necessary for success. At international level, he will get his players together for perhaps three days befoe a match a dozen times a season. There just isn't the opportunity to FORCE a blend into the side, a successful blend must be visualised by the manager based on his reading of the individual player abilities. It takes judgement and imagination to firstly choose a team, and then an accurate assessment of players and the effectiveness of combinations of players during the match.



In MEXICO 86 we have tried to simulate these requirements. You're looking for a good blend of in-form players; the problem for you as manager, is to QUICKLY determine the form of the players, and as you experiment with your team to constantly keep in mind the blend of abilities of your team selections. Dropping an out of form player from your team will often mean, not just providing a direct replacement, but rearranging the team because the abilities of your replacement player do not match those of the dropped one. A couple of key injuries which force you to replace players can literally send you "back to the drawing board".

MEXICO 86 is a game that simulates international football management, in the setting of the 1986 World Cup. It's a game in which we have tried to combine the fun and pleasure associated with the game of football and with its most important competition, while simultaneously providing a real challenge to your knowledge of the game. You will find a wide (60 in all) variety of "levels" to supply the particular combination that suits you. So find the right combination for you and GOOD LUCK!

### **Setting The Scene**

It's the 22nd of February 1984, and in one week the England team is to visit Paris to play France. England will not be playing in the European Nations Cup this summer, having lost out to Denmark in the qualifiers that have just finished. We have seen a succession of mediocre performances from the England team over several seasons now and once again we will watch a major international competition without any home international team interest. English football is at its lowest ebb.

But there's hope! The current England manager has resigned and YOU have been chosen to lead England into the World Cup qualifiers that will begin this Autumn.

You now have to put together some sort of team to take on France in Paris. No-one will blame you if you scrap the entire squad and begin from scratch with your own choices, your own ideas...at least for the moment they won't. However if you fail to take England to the World Cup finals with your own squad and ideas then you'll quickly find how easily the press and public will allocate blame.

This summer will give you a real opportunity to give your ideas a real trial with a match at Wembley against the USSR followed by a trip to South America to play Brazil, Uruguay and Chile within the space of one week. It will be up to you to put together the beginnings of a World-beating squad during these friendlies, because from now on the pressure is on with the World Cup qualifiers beginning.

You haven't been given a difficult qualification group, and the top two teams will qualify for the finals but in a 5 team League, with only 8 matches to play, you cannot afford to slip up too often. And yet you will need to experiment further if you're to take to Mexico a team which truly stands a chance of beating the best in the World.

Should you succeed in qualifying, and if you don't you're guaranteed of the boot, then you will need to take your best squad of 20 players to Mexico.

Eleven players never made a team, particularly when matches at the finals will sometimes be separated by only 2 days, and when the opposition will put out teams with formations varying from a 5 man-defence/sweeper formation to attacking 4-2-4 combinations. With 2 substitutes allowed from your remaining nine players then the possibility for effective tactical substitutions is enormous. So you will want 20 good players, not 11.

The draw for the "league of four" preliminaries has something of a Wimbledon style "fix" about it, with seeds and qualification group winners being distributed evenly throughout the groups. This means that as a winner of your qualifying group you will have an easier time than as the second place qualifier; a group being made up of a seed, a group winner, a second level qualifier and a minnow (Morocco, Canada, etc...if you're lucky). As a qualifier in second place you will have a seed and a group winner to content with, but as group winner, a seed and only a second level



qualifier. As the top two teams in this league will automatically qualify for the last 16, while the 3rd team will have to sit it out and see if it is a "best loser" it's an obvious advantage to have a less able team along with the seed as your main competition.

From here on it is NO MISTAKES AT ALL! From here on you have to win EVERYTHING. It may take extra time, it may even take a penalty shoot-out, but YOU MUST WIN! Failure to do so means you're out. From here on it's the last 16, the Quarter Finals, the semi Finals and the FINAL. ALL must be won if you're to become CHAMPIONS for 1986-1990.

### **The Remainder Of The Manual**

At this point it is worth commenting that the game can be played without ploughing your way through the rest of the manual. It is probably best to now get some idea of the program by playing the game, and merely to refer to the rest if you meet any particular difficulty. When you come to play the game at the higher levels it will benefit you to go through the remaining pages to obtain best results, but at this first time of reading the full twenty pages will become a little indigestible, for youngsters even intimidating, merely because describing in writing is often much more laborious than actually DOING what is needed. You will find the way the game is laid out is very much self explanatory in terms of the correct operations.

### **Insights Into The Game**

MEXICO 86 is the latest in a long line of soccer management simulations by QUALSOFT. We deliberately use the word "simulation", and we use the word in the way it is defined in any dictionary; in an attempt to imitate the decisions made by a manager in his efforts to produce a winning side. These decisions are obviously about players' skills, their form, and above all the effectiveness of particular combinations of players; the blend of players. The computer will respond to your decisions as manager in a manner owing much to "Artificial Intelligence" techniques, so that the progress of the game will follow the quality of your decision making; punishing bad decisions and rewarding good ones in the way it ought, in the performance of your team on the field of play.

MEXICO 86 is specifically about International soccer management, as against our other games of club management. There are two crucial differences between the two. The first different is in the contact that occurs between manager and players, which, in the case of the club manager is on a day-to-day basis, but for the International manager is very much along the lines of 3 days every two months or so. The second is in the players available to each manager; the club manager having to make the most of his limited choice allowed by his club finances, while the International manager has access, quite literally, to the best his country has to offer. The first is obviously a major disadvantage for the International manager but the second definitely an advantage.

These two differences totally change the actual decisions the two managers have to make. Howard Kendal, following Everton's success this last season, surprised many journalists and media gurus (who shall remain unnamed) by pointing out that his team had not suddenly sprung to prominence in 1984/85 but that this season was the culmination of a building process which began four years earlier. Owners of our SOCCER SUPREMO and DIVISION ONE 85 games will recognise this long-term building process that is necessary to achieve success. Although International sides are not built overnight they are built over 20 or so matches rather than the 200 in four seasons of club football. Weaknesses in the side are more often cured by turning to alternative players rather than prolonged patience with players who can slowly have their rough edges smoothed.

Indeed the International manager is very much dependant on his club colleagues to mature the younger players and prepare them for International honours. His skill is then to recognise the potential of these players and how they can fit into his plans to produce a successful team, and introduce them into the team to help their transition from good club players to Internationals.



Having access to the best players in the country is the saving grace for the International manager, but it's also a trap that many managers easily fall into. Introducing a player because he is showing good club form without any thought as to how he will fit into the team is probably the commonest mistake of the past decade of English football, and responsible for the lack of cohesion that has plagued English teams. Producing an International side that displays teamwork is the greatest problem for the International manager and the commonest form of failure.

This leads us to the essence of MEXICO 86, producing a good blend of in-form players. The two operative terms are "good blend" which refers to a blend that can lead to a group of players that can transcend their individual qualities and produce "teamwork" and "in-form" which expects the manager to recognise players that are not only good Internationals but are on the top of their form.

For blend, you are given complete control over the players you choose, their skills and best positions, but the computer will investigate your combinations of players and create appropriate weaknesses if you fail to match those players intelligently. There are many successful blends of players but there are even more combinations which will lead to nothing more than a ragbag of individuals.

As for form, the computer will allocate form on a controlled basis to the players but in a different way each time you play the game, and the problem that you face is to find the in-form players by experimentation in the qualifying stages. You must use the five friendly matches and the easier of the qualification group matches to determine which players are playing to their potential. The last thing you want is to be experimenting during the finals themselves.

### **The Football Matches**

We have discussed the essence of MEXICO 86 as developing a good blend of in-form players. This is, of course, only the starting point on the way to winning the World Cup as there will be a number of other such teams equally keen to take the coveted title. As a manager you will have to go a little further than a good team to come away with the Jules Rimet trophy. So how do you go about achieving your goal.

The purpose of your managerial decision making is to win football matches, so what better way to determine the success or failure of your decisions than to have the results determined in the form of a football match? No, you needn't get out your boots, because MEXICO 86 will in fact actually simulate the matches for you. By that we don't mean the computer will calculate a result and throw up some pre-programmed graphics to correspond, but actually play out a football match with all the unpredictability and skill weighting of the real game.

A football match is a logical sequence of events but where the outcome of any one event is unpredictable (the outcome of a tackle for example). However the event that follows it is logical (a pass, or an attempt to run the ball forward by the team in possession) but the outcome of that is again unpredictable (is the pass successful, is it intercepted, etc.). And the whole football match is a sequence of these events, each event in itself unpredictable in its outcome, but having been decided the next event is known. Although we have referred to the outcome as "unpredictable" it is, of course, weighted according to the skills of the players involved in that particular event; like a loaded dice. And so the result of the football match will be a combination of the unpredictable superimposed on the tendency for the superior skills to succeed.

This sequence of unpredictable but biased events can be simulated on a computer and the resulting effect will simulate the football match. By tying the "bias" element to the appropriate skills of the two teams, appropriate to the event taking place, then the result of the simulated football match will reflect the various skills of the two teams, with that all important unpredictable element giving the game realism. It is important, of course, that the right balance of form (combined skills) and the unexpected is achieved. After 2 years of simulated football matches, we believe that we have achieved that balance.



If all that sounds very complicated then don't worry, please just accept that the football matches you will see in MEXICO 86 are reasonably accurate simulations of the real thing.

We've talked about the "appropriate bias" which affects the outcome of an event and that this corresponds to a skill of the teams. For the purposes of the simulation we have split up the skills of the team into five areas which also correspond to areas of the field. There is the purely defensive skill of preventing attempts on goal, which means in the end preventing goals. This is obviously associated with the abilities of the team in and around the penalty area. This will mainly be determined by the skills of the goalkeeper and the back four, with a little bit of help from midfield and attack. There is the skill which links defence and midfield which has the dual purpose of preventing opposition attacks being mounted by dispossessing the opposition attack of the ball, and of moving the ball out of defence when you have achieved that dispossession. This involves the back four and the midfield players. There is the skill of winning and retaining the ball in midfield, obviously mainly the job of the midfield, but again with a bit of help from attack and defence.

Then there is the skill of translating midfield possession into attacking possession, the skill provided by midfield and attack (notice this is the opposite of the second skill we mentioned and it is these two skills that will be involved in the outcome of an attempt by a team to move into attack). Finally there is the skill of creating attempts on goal from attacking possession, the skill provided by the strikers with some help from midfield and a little from defence. Five skills of possession and territory which is what all football games (whatever the shape of the ball) are about.

It is obviously possible to change the overall level of these skills and therefore improve the team, but also possible to change the balance of the skills and therefore produce different "styles" of team play. In MEXICO 86 you will be told of the ability of the opposition (not as numbers but as description) and also the "formation" of the side. The ability refers to the overall strength of the side and the "formation" to the balance of skills.

Your own team skills will be calculated by the computer from a combination of the individual skills of the players you select and the blend of players. The second part of this can vary in severity depending on your choice of "dimensional blend" which you choose at the beginning of the game (described later in the manual). The higher the level of sophistication the more severe the computer will be in down-grading your strengths as a result of any poor balance in the side. As the resulting football match with its "biased" event outcome will be determined by the relative skills of the two sides, then your own choice of blend will preferably be a reaction to the description of the opposition. Which is a fancy way of saying that you pick a side to defeat the opposition as described by "strength" and "formation".

Now all we have to do is show you the match, with three things in mind. The result of the match has to be determined. You will need to be shown how your team performs so that you will be able to decide on the strengths and weaknesses of your team in order that you can improve it. You will also reasonably expect to be able to "interfere" with the progress of the match with tactical substitutions or simply by moving players around to alter the balance of your team. It would also be a bonus if the match is entertaining and can generate a little of the excitement of the real thing.

In MEXICO 86 we have taken some of the precious memory of your computer to produce a reasonable graphics representation of a football pitch with 22 players moving the ball around corresponding to the simulated game taking place within the computer. If the above description of how the simulated match actually works was confusing then I hope it will fall into place as you see the football actually displayed. By watching the play you will be able to see how well your team is performing in the five skills we have described as your team wins and loses possession of the ball in different areas of the pitch, and you will certainly be left in no doubt, by sound and sight, when goals are scored. The score and time left to play in any one half is constantly displayed, including extra time (in the knockout part of the finals) and even the



penalty shootouts are recognisable as such, if you come to such a climax. During the game, hitting S key will cause the referee to stop play, admittedly all in his own good time, to allow you to make any substitutions you may think needed. By hitting the T (for Tactics) you will be allowed to move players backwards or forwards as often as you wish, and as many players as you wish (you can move them back again if it doesn't work out, or more likely if it DOES work out).

And what's more we think it's fun.

Following the game you will be given an accurate assessment of each individual's performance during the match. So from the match you will see the effectiveness of the blend you've created and the assessment will complete the picture.

### **Tactics And Strategy**

The football match will thus give you a good insight into the state of your team and what is likely to be necessary to improve it. Early on in the qualifying stages then there will, more than likely, be a number of problems to solve, although it is worth taking one problem at a time. You can then introduce extra players when you believe that certain players are not playing up to their potential. Following a match, you will first be shown the details of the next match and the descriptions of the opposition, and then shown a screen which contains all the descriptions of the opposition, and then shown a screen which contains all the players you have used up to that point. You can now add whatever players you need before moving on to your squad selection. You can use up to a maximum of 36 players, and just 16 players are already chosen. There is nothing sacred about these players, send them back to Italy (or Liverpool) if you choose, but they have been chosen to save you the long-winded process of defining your first sixteen players all at once. A description of these players is given which will inform you, in a round-about way, of how they have been defined to the computer (for its blend calculations). This leaves you 20 players which you can name and define for yourself.

After each game you will probably wish to try out two or three new players in the next match, even if only on the substitutes' bench, until you're happy with the team. Assuming you qualify, remember that you will need 20 players for your final squad, so having eleven good players isn't really enough especially if you have chosen to have the injury feature included. But even without that feature you will meet teams with team formations that vary from 5-3-2, referred to as the "sweeper" formation, to an attacking 4-2-4.

It usually pays to pick different formation teams to oppose such wide variations in style. It's also very useful to have good substitutes available in all positions in case you need to force the match your way. So don't stop experimenting when you have eleven good players, start looking for good backup players.

We've mentioned in the FOOTBALL MATCH section that it is possible to make both substitutions and also to move players around. This isn't just a cosmetic feature, pushing players forward when you're in need of a goal, dropping them back when you want to hang on to a lead or achieve a draw, can work. The computer will recalculate your balance when you do this. If you're a goal down then there's everything to be gained and little to be lost by pushing players forward, despite weakening your defence. Substitutions of course can produce even greater changes in formation and therefore style, substituting a striker for a midfield player with an original 4-3-3 formation will produce a genuine 4-2-4 formation. If you're playing with the "short term form variation" feature and you notice that a particular section of your team is not playing up to expectation then the judicious use of a substitution can rectify that.

In your original choice of team you can put together literally any combination of players that you wish, and with two substitutes from 5 (from 9 in the finals) and as many player movements as you wish, then the number of combinations, and change of combinations, possible is enormous. It pays not to be too outrageous with unusual formations, the 4-4-2, 4-3-3 and 4-2-4 formations, as in the real game, tend to be good starting points. There isn't a lot of room for error in a World Cup competition, you will need the five friendlies to put together a



reasonably good side, and can afford no more than a couple of failures in the qualifying games, and you'll still want to experiment with players during those when you can. By the finals you need to be reasonably sure of the players you will want to use. You're the England manager now, you can't play around.

### **Operating Instructions**

The game has been designed to make the actual operation fairly straight forward. In the main the computer will ask you for instructions in a way which makes it obvious how to give them. The skill of the game is in your decision making, not in your ability to operate the keys. But this section should clear up any problems you may find.

### **Qualifiers**

**Level of Play:** There are five levels of play and their names make it obvious which is the most difficult etc. Level 2 is the "correct" level, the difficulty around which the entire game has been designed. The level of play will determine the overall skill levels of the teams that you play, allowing younger players to have a chance of not only managing the England team but of winning the World Cup. The level of play does not affect the sophistication of the decision making.

**Dimensions:** The computer will interrogate your team selections with a severity set by your choice of dimension. If you choose dimension 1 then the computer will concern itself with your choice purely on the basis of defence, midfield and attack. This is in effect the formation you choose to play. It is not necessary to state your formation as the computer will calculate this from the players you select. Dimension 2 will cause the computer to analyse your selection, not only as above, but also from a left, centre and right point of view. An obvious example: if you fail to play a natural left back then the computer will generate a "weakness" in your defence which could affect the result of a match. The computer will look for balance ACROSS the field as well as ALONG it. Dimension 3 will take into account the individual dominant skills of the players and combine them to judge the balance or blend of your team from a skill point of view. As an example, three goal SCORING strikers will not be as effective as two goal scorers and one goal MAKER. Players able to score without players able to generate chances are going to have problems. In dimension 3 this sort of analysis will take place on your team.

**Injuries:** Injuries can really throw out your strategy very badly, particularly as you try to build up your squad and haven't yet determined natural, in-form replacements. You can choose to omit them, and we advise that you do until you have come to terms with the game.

**Short term form changes:** Even in-form players can have "off days" and by choosing to allow short term changes then two problems arise. The first, that your most skilful players will sometimes let you down, and secondly that your assessment of players can be a little confused if you are too quick to judge. But as you only have a relatively small number of matches on which to base them then your judgements may be suspect. Best to leave this feature until last when you know all about the game.

**With all features chosen:** 3 dimensions, injuries and form variations then decision making becomes head spinning at times.

**Choosing players:** The game starts off with 16 players whom you will recognise as regular English Internationals. You can add up to 20 more players of your own. You will be asked to define them; first their surnames, then initials, then their 1 dimensional position (Goal, Def, Mid, Att). If you go for 2 dimensions then you will be asked for their optimum L/C/R position, and in the third dimension skill characteristics. Surnames should not exceed ten letters; in fact the player will be known to the computer by his initials for ease of team selection later on (Who wants to type in the whole name each time?). This does mean that players with the same initials will not be accepted. The most obvious example of this is Terry Fenwick and Trevor Francis, both TF as far as the computer is concerned. If you try to enter a player whose initials correspond to



a player already chosen then you will be told so. I just change the initial of the new player either to a nickname or just to A. When selecting your team you can always access your players so any loss of memory on a substituted initial can be remedied by looking at the screen of selected players.

**Team selection:** Although numbers from 1 to 16 are used on the team sheet the only rule you HAVE to follow is that 1 to 11 take the field and 12 to 16 are the five substitutes. The use of numbers is your own. If you like Ray Wilkins with No. 4 on his back and Terry Butcher with 6 then go ahead. If you prefer 4 and 5 to be Centre Backs then fine. If you choose 1 goalkeeper, 4 defenders, 3 midfield players and 3 strikers, then the computer will assume a 4-3-3 formation REGARDLESS of your numbering system. It will help you however if you use a sensible system. Incidentally, don't try two (11 perhaps) goalkeepers as the ultimate defensive ploy as the computer will accept only the first and play the other as an outfield player, and not a very good outfield player at that.

You will find that by hitting the key P then you can display all players available at that time, even then adding players if you wish (and haven't used your 36 maximum selections). You can in fact jump back and forth between the teamsheet and your total player selections as often as you wish to help your memory out. With over thirty players it is often very necessary.

**Sound and Colour Selection:** During the football matches, there are sound effects which may get on someone's nerves. Before each match you can turn the sound on or off as you wish.

Colour may seem a peculiar choice, but we have found that the best colour for text on the graphics screen does depend on whether you are using a TV set or a monitor. With a TV set we find that white is more easily read than if we use colour because of the fuzzyness, of red in particular, whereas with a monitor, because of the relatively pale, bright green then white is not easily read. We suggest that you try white and colour on your system and then stick to the one you prefer. It is not necessary to keep choosing it, having set it to one or the other it will remain there unless you choose to change. The default value will be white.

**Tactics and Substitutes:** During the match then changes can be made to your team should you think the way the game is going demands it. By pressing the T key the game will freeze and you can move as many players around as you wish. You will be asked to define the player by his number (hence the advantage in using a sensible numbering system) and then move him (F)orward or (B)ack. Doing this once will move a player by half a position. Thus a midfield player moved forward will be positioned halfway between the midfield and the attack. Move him forward twice and he becomes an attacker.

Any player moved can be returned and there is no limitation to the number of such moves, but keep track or you won't know where you are. A defensive player cannot be moved back (he can but nothing will happen, as is true of the goalkeeper) or an attacking player forward.

Two substitutions are allowed and you have five substitutes on the bench in the qualifiers. Just press S, wait 'til the ref. responds, and then define the player to come off (by number) and the one to go on, again by number. You will find that you cannot substitute a player twice or move around a player who has been taken off, but of course you can move around the player who has gone onto the field.

**Save Game for Finals:** If you successfully qualify for the finals by coming in the first two places in your qualification group, then a prompt is given instructing you to place a blank cassette in your recorder. This is to record the details of your players, choice of levels, etc, and to pass the information on to the FINALS program. Place the tape in the recorder, set it in record mode and run a few seconds to take it off the leader tape then press <RETURN> to record that information.



That just about wraps up the details on operation of the Qualifiers, there are some slight changes in the Finals because of the 2 from 9 substitution rule.

## **Finals**

LOADing the SAVEd game: After loading the FINALS program tape the first prompt will be to load in the information that you saved on the blank tape on qualifying. *If you haven't qualified, load in the qualification tape and play the game as it's intended to be played!*

Finals Squad: In the finals you are only allowed 20 players and you must choose from the players that you used during the qualifiers. Each player is given a Squad Number and from here on they will be referred to either by their initials or by their squad number. The initials are in fact used only in your team selection. On completing your selection all other players will be eliminated from this particular game. The "squad of 20" screen thus created can be used as the "players selected" screen in the qualifiers; you will be able to jump back and forth between this screen and the team-sheet screen to aid your memory.

Team Sheet: All twenty players are available for your matches, but you must define the eleven players that take the field at the start. The team sheet therefore only shows these eleven players. Injured players cannot be used in the team nor put on as substitutes, although you can put their names on the team sheet. The computer will not allow you to continue to the match itself, if you have injured players in your chosen eleven. Again, pressing P from the team-sheet screen will take you to your squad of 20 list.

Substitutions: The game operates as the qualifiers from here on, the one difference being that players are referred to by their squad numbers. To remove a player from the field his squad number must be used, and the substitute also by his. The same is true of tactical movement of players.

## **Players**

Sixteen players have been introduced into the game to save you the laborious task of inputting so many names and descriptions for the first match. They are probably all players you would wish to try out at some time. You have the opportunity to use a further 20 players of your own choosing. A brief description has been given to help you use the players correctly in the game.

Peter Shilton: Peter has been around the England squad for many years now playing second fiddle to Ray Clemence for some time. However he is now one of the few England players who is pencilled into the team without thought.

Gary Stevens: Recently drafted in at right back following Everton's runaway success this season. An aggressive, no-nonsense player that will always give everything. But has he the experience to handle the world's best strikers?

Kenny Sansom: Kenny fills one of the difficult positions for the England manager; the left back position. Reliable, cool and experienced, but definitely lacks height which makes him vulnerable to high balls.

Mark Wright: Has emerged for the moment as one of England's central defenders but there are other pretenders to his position. Has the aerial power to deal with those teams with tall strikers, but suspect on the ground.

Terry Butcher: Another central defender with great strength in the air but a little suspect on the ground. Has the experience perhaps to overcome that flaw, especially with no obvious replacement around.

Ray Wilkins: A play maker of the highest calibre when he isn't in one of his more negative moods. Played very much on the right side before moving to Italy, but now seems to operate more loosely as a forward sweeper (Libero?).



Bryan Robson: For some time the English captain, a player with tremendous determination. A fighter rather than a natural ball player. Showed some fatigue in England's recent trip to S. America. A long club season, the heat, thin air?

Trevor Steven: Another Everton Player that has forced his way into the England squad this season. Seems to prefer the left, a runner with the ball rather than a skilled passer, fights tenaciously like most of the Everton team.

Trevor Francis: Potentially one of England's world class players with the pace to take on any defender. Likes to run onto the ball particularly from the right. On form he can be a match winner, but how often is he on form?

Mark Hateley: Young, aggressive, what is thought of as the typical English striker. His time in Italy seems to have sharpened him and has a good scoring record in his short career. Loves to be in the box mixing it.

John Barnes: For some he can do no wrong since his brilliant goal against Brazil, but hasn't shown consistent form since. Plays mainly on the left where he tends to create goals rather than score them.

Gary Bailey: Three years ago was considered the natural successor to Peter Shilton but hasn't matured as rapidly as he might. Has usually turned in a good performance though when he has replaced Shilton.

Viv Anderson: The right back position has been an unsettled one since Phil Neal lost some of his pace. Viv has played as often as anyone in that position, maybe he's the player for Mexico.

Glenn Hoddle: The most argued about footballer in the British game. Can be the most brilliant playmaker if he's allowed his head and the run of the midfield, but can you allow that? The pace of Mexico may just suit his style.

Chris Waddle: Left sided striker from the not-so-fashionable North East. Could be the player to lend width to the England attack, where he'll be expected to feed the likes of Hateley.

Gary Lineker: A prolific goal scorer for a not-so-successful club, not an easy thing to be. Little experience and it's dangerous to read too much into matches against teams like the USA, but could be the goal scorer England need.

### **Publisher's Comments**

When we published our first soccer management simulation LEAGUE DIVISION ONE in 1983 I would never have believed that MEXICO 86 was a game that could be put, as a tape game, onto the current 8-bit home computers. We've come a long, long way since that first game. I'm particularly pleased by the way in which the game has been made accessible to such a wide audience, by which I mean such a wide age range. The fixed sophistication of our original games, along with the limited graphics meant that most youngsters below 12 or so were excluded from enjoying the game. This, despite the fact that these youngsters are the most enthusiastic of football fans. By the inclusion, in MEXICO 86, of five levels of play and 12 "depths of sophistication", the game can now quite happily be played by the average 8-year old with a reasonable chance of success, while still providing the severest test of understanding of what makes the game tick for the most sophisticated adult. Add to this, not only "fun" graphics, but graphics which recognisably represent a football match, and we are very pleased to offer this program to our own rapidly growing fan club.

QUAL-SOFT have always offered their games by "Direct Sale", which is not strictly Mail Order as some would have, but actually means buying direct from the manufacturer. Customers come up with many questions about our games as they try to solve the problems posed. No dealer, and certainly no High Street multiple wants to be pestered with queries about the games they sell. But we have had many a fascinating chat with our customers about the games and we sincerely hope that MEXICO 86 will generate as much controversy as our club games to even greater



heights. So, please, send us your letters and make your telephone calls; you will get an enthusiastic audience for your views.

Just a point about tape loading. We use the best tapes (AGFA and BASF) and carry out our own quality control checks. There are two recordings of each tape in our package. But nothing anyone can do can avoid the occasional loading problems, particularly considering the range of recorders used, many totally unsuitable for computer use despite what the salesman told you. If you are one of the unlucky ones that receives a bad tape (about 1 in 2000) then please bear with us; we will do our best to supply you with one suitable for your recorder.

**Instructions' Source** : MEXICO '86 (Quadsoft) Booklet

### **Review (Electron User)**

Having played a variety of football management simulations, I eagerly loaded the first of these twin cassettes, which deals with the qualifying stages. Actually it also includes a couple of European friendlies and the South American tour, which give ample opportunity to review your strengths and weaknesses. It also gave me the ideal opportunity to do the same to Qualsoft's program.

In some respects I was a little disappointed, for I began at the easiest skill level where the results seemed just too random and often incredible.

The sound effects are not particularly exciting, but these can be turned off. The most disappointing aspect was that when I actually managed to reach the final where England beat Italy, there wasn't a cup in sight - merely a one word message of congratulations!

The graphics, however, do give the impression of a football match, with 22 little match men rushing up and down the pitch with great effort although poor skill. This is, naturally, computer-controlled so you can just watch the action for a minute or so.

At the higher skill levels the whole idea becomes far more interesting with the players' strengths and weaknesses taken into far greater account. Great skill is needed, as I found it very easy to lose many a critical game.

However, when the England team does eventually qualify it is necessary to save the data on to a blank cassette, which can then be reloaded into the second part, that dealing with the finals in Mexico.

Once there, a squad of 20 is selected from the players used so far. Yes, there is an option to add extra players, so you too can play for your country! The stages here are really very authentic, but when you've won the cup once I would strongly suggest that you try at a more competitive level in order to capture the real challenge the program offers.

Sadly, although the qualifying cassette can obviously be reused, there is no save facility elsewhere, and the whole program is a bit monotonous at one sitting. Still, it is a credit to Qualsoft to see just how complex an idea can be programmed into the Electron.

Phil Tayler, ELECTRON USER 3. 6



# MICRO FRENCH

***Professional, Originally Released On Cassette Only***

Game Type : Foreign Language Utility  
Author : Genevieve Greville  
Standalone Release(s) : 1986: MICRO FRENCH, LCL, Price Unknown  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128 (After \*CONVERT)  
Supplier : LCL. No further information available.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Introduction

*MICRO FRENCH is a complete course of 24 programs taking beginners up to GCSE or O Level in French. It covers both spoken and written French and prepares students for the oral and written exam, as the programs include real speech. In common with the new GCSE exam, it emphasises practical French using passages from newspapers and signs found in France.*

*It is written by a team of French teachers and educational programmers headed by Genevieve Greville (an honours graduate) and Francois Aubry and a team of graphic designers headed by Roger Burg.*

*The course covers spoken French vocabulary, verbs and grammar. The verbs and grammar programs are serious and intense with sophisticated error handling, and these are alternated with vocabulary and spoken French programs which are taught by games (including a graphics adventure game), puzzlers and pictures. The programs are usually on two disks or tapes called MICRO FRENCH 1 and MICRO FRENCH 2, and come with a voice tape, a manual and a book of exam papers to test yourself after you have completed the course. The subjects covered are:*

* Pronunciation	* 'Tour de France' graphics
* Colours	adventure game
* Articles	* Oral exam
* -er verbs	* Commands
* Wordsearch in French	* Adjectives
* -ir verbs	* Future tense
* Face vocabulary, learning	* Dictation
by pictures	* Perfect tense
* -re verbs	* Imperfect tense
* Signs and notices found	* Opposites
in France	* Comprehension test from a
* -oir verbs	French newspaper with
* Plurals	questions in English
* Time, as required by the	* Direct object pronouns
oral exam [*]	* Comprehension test from an
	exam paper with questions in
	French

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LCL's 24 program courses (by software) are the original and only complete courses and contain an unlimited number of questions. Many thousands of students in Britain and all around the world have passed 'O' level, 'A' level or equivalent because of these courses, and, if you follow this course, the next one to pass could be you.

LCL MICRO FRENCH is a complete course of 24 programs taking beginners up to GCSE or O-level in French. It covers both spoken and written French and prepares students for the oral and written exams. It is designed to be used as a computer-assisted learning aid in school or colleges or as a self-tuition or revision course for students, holidaymakers or travellers.



You will require a normal (audio) cassette recorder for the voice tape in the Pronunciation, Oral exam and Dictation programs.

To move to a new program after you decide to finish with the one you are using, press the <ESCAPE> key. You may do this at any time during the program run. For the cassette version, this will cause the next program to load. For the disc version, this returns you to the menu.

## **Contents**

The course covers spoken French vocabulary, verbs and grammar. The verbs and grammar programs are serious and intense, and these are alternated with speech and vocabulary programs which are taught by games, puzzles and pictures. The programs are on two discs or tapes, called MICRO FRENCH 1 and MICRO FRENCH 2 and come with a Voice tape and a book of exam papers to test yourself after you have completed the course.

## **Error Handling**

MICRO FRENCH has quite sophisticated error handling to ensure you really learn from the programs. In all programs except Pronunciation, Word Search, Adventure Game and Oral exam, the following are used:

The first question of each screen is often done for you to show you what is required. If you still have no idea of the answer, just press <RETURN>. If you get the answer wrong (or have no idea) then you are told the correct answer. You must then answer that question again, the correct answer will disappear as soon as you start keying in.

If you getting it wrong, you can skip that question by pressing "?". Remember not to put any unnecessary spaces in your answers.

If you get any question wrong, even if you later corrected your answer, it will reappear in the next screen to double-check that you now understand. If you do not understand any answer, you can refer to the course notes by pressing "H" (for help) at the end of a screen.

Almost all the programs are different each time you use them, as the questions are chosen at random from data supplied.

The programs supplied are as follows:

### **MICRO FRENCH 1**

**Menu** - Press the <ESCAPE> key to skip the title page. When the menu is loaded, press A to L depending on the program you require.

**Pronunciation** - When this program is loaded, put side 1 of the Voice tape in a tape recorder and press Play on the recorder. When you hear the word 'la', press <RETURN>. Speak aloud the word you hear and see on the screen, starting with 'la'. When the Voice tape ends you will see words on the screen that you should say aloud. If you forget the pronunciation, press "?" for a hint.

**Colours** - Key in the colour of the shape drawn on the screen. If you do not have colour, the name of the colour in English is given at the lower right hand side of the screen. If you do have colour, it is best not to look at this, as the programs in MICRO FRENCH try to teach you to 'think in French' and not to translate word by word.

**Articles** - All nouns in French have a masculine or feminine gender. There are ways to help identify the gender of a noun and these are taught here. In addition to the error handling previously described, if you press "!" you will be given the meaning of the word.

**-Er verbs** - This covers regular and irregular -er verbs in the present tense.



**Word Search** - This is a word search type puzzle in French to teach you vocabulary in an enjoyable way. The words in the puzzle are first given with their meaning in English. They are all four-letter words. Press <RETURN> when the message is displayed then the puzzle is displayed. Look for those words in the puzzle. They can be displayed horizontally, vertically or diagonally. Type in the words you find and if you are right, the appropriate word in the puzzle will be underlined. When you would like a new puzzle, key in "ENCORE" <RETURN>.

**-Ir verbs** - This covers regular and irregular -ir verbs.

**Face Vocabulary** - A face is drawn on the screen and an arrow points to a part of it. You must key in the word in French for what the arrow is pointing to, such as 'the eye' in French.

**-Re verbs** - This covers regular and irregular -re verbs in the present tense.

**Signs and notices** - This shows the type of signs and notices you will meet in France and asks for the equivalent sign in English. If you think your translation was close enough then you can press "X" when the "Press C..." message is displayed to ensure your score is not unjustly low.

**-Oir verbs** - This covers -oir verbs in the present tense of which most are irregular.

**Plurals** - Key in plurals of the words shown.

**Time** - You are asked questions of the type you might meet in the oral exam, such as "What time do you get up?" in French and are given the answer required in numbers (like 7.30). You must key in the answer in words, using only those described in the course notes displayed.

## **MICRO FRENCH 2**

**Menu** - As before, pressing <ESCAPE> key will remove the title page.

**TOUR DE FRANCE Adventure Game** - This is a graphics, adventure game in French, based on the 'Tour de France' cycle race. You are represented by a yellow-shirted figure on a racing cycle positioned on a map of France. You can move North, South, East or West by keying in au nord, au sud, a(grave) l'est or a(grave) l'ouest after the appropriate question. Possible answers are given in yellow, in brackets, after the statements of questions. The aim of the game is to reach Paris. Your energy and money is shown. If you run out of energy, the game ends. You may run out of money and continue, but if you try to buy a drink and have no money, the waiter calls the police and the game ends. If someone gives you a glass of water or you win a prize, remember to say thank you. (Key in MERCI <RETURN>. A bell sound indicates you made a typing error.)

**Oral exam** - First you must fill in the form about yourself in English words or numbers, then press C. Then put side 2 of the Voice tape in your tape recorder and listen to the first question. Answer it by speaking aloud in French, then select the appropriate answer by pressing 1 to 4. You will then hear all the possible correct answers, depending on your personal details. Words that only you can supply are represented by a bell, the correct answer is 'Je m'appelle' followed by your name. This is displayed on the screen in full. The possible correct answers will not necessarily be in the same order as on the screen, as the program is designed to be different each time you use it, to prevent you cheating by remembering the position of the answer.

**Commands** - This teaches both commands and the simpler form of Future tense ('Je vais aller' type). This and all other verb programs are based on a game to make them more interesting. You are in a lift on the top floor of a department store, and on each floor there is a sign saying what must be done on that floor. You are telling someone what you, or someone else, will do on the next floor. Remember to look for the sign on the next floor (marked by the man in the lift).



**Adjectives** - Key in the noun and adjective together agreeing with each other.

**Future Tense** - This teaches the conventional future tense using the shop game described in the 'Commands' program.

**Dictation** - Place side 1 of the Voice tape in your tape recorder and play and then key in the word you hear. The spelling will depend on the context of the word, so a sentence is given on the screen with a dash to represent the word you hear.

**Perfect tense** - This teaches the perfect tense using the shop game described in the 'Commands' program. Remember to look for the sign on the previous floor above, not on your floor.

**Imperfect tense** - This teaches the imperfect tense using the shop game as above.

**Opposites** - Key in the opposite of the words shown.

**Comprehension test 1** - This involves reading an article from a French newspaper; this is in keeping with practical French as required by GCSE. The important words are given by the first few questions and the rest you must learn to guess from their context. This is an important skill that must be used in both comprehension tests. The questions are in English. You can 'turn the pages of the newspaper' by pressing "N" to go to the next page or "B" to go back to the previous page.

**Object pronouns** - This teaches you the correct order for direct object pronouns in both statements and positive and negative commands. You must put the words shown in the right order. The first word shown is already in the right place to help you, do not move this word. Do not put in any unnecessary spaces, especially after punctuation.

**Comprehension test 2** - This is a comprehension test taken from an exam paper, with the questions, this time, in French. As before, practise guessing the words from their context as any important words are given first. You can change pages, as before, by pressing "N" or "B".

## Dictionary For Words Not Translated On Screen

### Opposites

bas	low		maigre	thin
le bas	bottom		mauvais	bad
beaucoup	much		moitié	half
blanc	white		mort	dead
			mou	soft
chaud	hot		mouillé	wet
court	short		neuf	new
			noir	black
dedans	inside			
dehors	outside		ouvert	open
dernier	last			
derrière	behind		petit	small
devant	in front of		peu	few
difficile	difficult		plein	full
droit	right		premier	first
dur	hard		près	near
			propre	clean
facile	easy		rapide	fast
fermé	closed			
froid	cold		sage	good
			sale	dirty
gauche	left		sec	dry
grand	big		sous	under
gros	fat		sur	on
haut	high		tout	all



le haut	top		vieux	old
lent	slow		vide	empty
lon	far		vilain	naughty
long	long		vivant	living

### **Pronunciation And Dictation**

la	the (feminine)		été	summer (m)
table	table (f)		café	cafe/coffee (m)
place	square (f)		mangé	eaten
balle	ball (f)		mère	mother (f)
malade	ill		père	father (m)
cheval	horse (m)		tête	head (f)
femme	woman (wife) (f)		même	same
pas	not (part of ne...pas)		Paris	Paris
gras	fatty		homme	man (m)
le	the (masculine)		robe	dress (f)
te	you, yourself		bonne	good (f)
de	of		gros	fat
que	that		chaud	hot
petit	small		beau	handsome
aller	to go		vous	you
jeter	to jump/throw (away)		où	where
appeler	to call		sous	under
allez	(you) go		France	France (f)
parlez	(you) talk		grand	big
les	the (plural)		fin	end (f)
mes	my (plural)		train	train (m)
ici	here		pain	bread (m)
image	picture (f)		bon	good (m)
famille	family (f)		non	no
un	a (m)		brun	brown
lundi	Monday		oui	yes
trois	three			

### **PLURALS**

animal	animal (m)		genou	knee (m)
arbre	tree (m)		homme	man (m)
bal	ball (dance) (m)		jardin	garden (m)
bijou	jewel (m)		jeu	game (m)
bois	wood (m)		journal	newspaper (m)
bras	arm (m)			
chapeau	hat (m)		lieu	place (m)
cheval	horse (m)		maison	house (f)
chou	cabbage (m)		nez	nose (m)
eau	water (f)		noix	walnut (f)
enfant	child		oiseau	bird (m)
femme	woman (wife) (f)		porte	door (f)
fenêtre	window (f)		pneu	tyre (m)
feu	fire (m)		prix	prize (m)
fille	girl (f)		travail	work (m)
fils	son (m)		trou	hole (m)
frère	brother (m)			
garçon	boy (m)			
gâteau	cake (m)			
gaz	gas (m)			



### **Adventure Game (Important phrases)**

Où allez vous?	North/south, east/west
Au nord/sud, à l'est/l'ouest	You go into a cafe
Vous entrez dans un café	Do you want to refill your flask?
Voulez vous remplir votre bidon?	Yes/no
Oui/non	You have won a prize of 200 francs
Vous avez gagné un prix de 200 francs	
Quelqu'un vous donne un verre d'eau	Someone gives you a drink of water
Merci	Thank you

### **Oral Exam**

Bonjour	Hello
Monsieur	Sir
Madame	Madam
Comment vous appelez-vous?	What is your name?
Je m'appelle	I am called
J'appelle	I call
Quel âge avez-vous?	How old are you?
J'ai ? ans	I am ? years old
C'est une question indiscreete	That is an indiscreet question
Vous avez des frères et soeurs?	Have you any brothers or sisters?
Non, je n'en ai pas	No, I haven't any
Non, je suis enfant unique	No, I am an only child
Oui, j'en ai ?	Yes, I have ?
Oui, j'ai ? soeurs et ? frères	Yes, I have ? sisters and ? brothers
Quel est votre passe-temps favori?	What is your favourite hobby?
J'aime regarder la télévision	I like watching television
J'aime écouter des disques	I like listening to records
J'aime jouer au football	I like playing football
Je m'intéresse aux ordinateurs	I am interested in computers
Quel temps fait-il aujourd'hui?	What's the weather like today?
Il fait beau	It is fine
Il pleut	It is raining
Il fait froid	It is cold
Il fait très chaud	It is very hot
Quel temps a-t-il fait hier?	What was the weather like yesterday?
Hier, il a fait beau temps	Yesterday it was fine
Il a plu	It rained
Il a fait très chaud	It was hot
Bon. Merci	Good. Thank you
Au revoir, monsieur et merci	Goodbye, sir, and thanks

**Instructions' Source** : MICRO FRENCH (LCL) Back and Inner Inlay

**Reviews** : No Review Yet



# MICRO OLYMPICS

*Professional, Originally Released On Cassette Only*

Game Alias : OLYMPIC SPECTACULAR  
Game Type : Arcade; Sporting Contest  
Author : Unknown  
Standalone Release(s) : 1985: MICRO OLYMPICS, Database Publications, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : Unknown

## Instructions

Supplied without instructions. All instructions on screen.

Review : No Review Yet



# MICRO POWER MAGIC

*Professional, Originally Released On Cassette Only*

Game Types : 9 x Arcade, 1 x Quiz  
Release Information : 1986: MICRO POWER MAGIC, Micro Power, £7.95  
Compilation Comprises : 1. STOCK CAR, Micro Power  
2. FELIX MEETS THE EVIL WEEVILS, Micro Power  
3. ESCAPE FROM MOONBASE ALPHA, Micro Power  
4. SWAG, Micro Power  
5. CHESS, Micro Power  
6. BANDITS AT 3 O' CLOCK, Micro Power  
7. GALACTIC COMMANDER, Micro Power  
8. ADVENTURE, Micro Power  
9. CYBERTRON MISSION, Micro Power  
10. EUROPEAN KNOWLEDGE, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00 (All titles)

## Instructions

Please see individual entries for complete playing instructions.

## Review (Electron User) - "Best Compilation Bargain"

MICRO POWER MAGIC is a compilation of ten previously released games on two cassettes.

STOCK CAR is a motor racing game for one or two players. Power your car round a choice of six circuits, dodge the computer controlled cars and oil slicks. A variable skid facility lets you slide the car around bends - very realistic.

FELIX MEETS THE EVIL WEEVILS is a ladders and levels game. The factory is infested with killer weevils and you must search the conveyors for the nasty beasts, zapping them with your aerosol. But watch out for the ball bearings on the conveyors! A fun game but lacking in colour.

ESCAPE FROM MOONBASE ALPHA was one of the first ever arcade adventure games. In its time it was a breakthrough but by today's standards it's a bit of a joke.

SWAG is a story of two hillbilly crooks. In the one or two player game, you run around the screen collecting diamonds, avoiding the security droids and police cars. SWAG is an updated version of the classic ZOMBIE.

Micro Power's CHESS is an excellent program. It plays a good game and is brimming with facilities.

BANDITS AT 3 O' CLOCK is a First World War dogfight game. Battle it out with a computerised Red Baron or one of your friends. The characters are simple and the animation jerky, but the game is still very playable.

GALACTIC COMMANDER gives you the opportunity to demonstrate your piloting abilities as you fly a lunar lander through a series of increasingly difficult missions. The game employs some very nice high resolution graphics but as they are drawn in magenta on a blue background they are virtually invisible. Apart from this the game is still very challenging.



ADVENTURE is a text only adventure game. Though not up to Level 9 standards it should still keep you off the streets for a few hours.

Of all the old Micro Power games, CYBERTRON MISSION is one of my authorities. Run through an alien-infested maze searching for treasure. It's a great rapid fire shoot 'em up game.

EUROPEAN CHALLENGE is an educational quiz. How did that get in here? Each round consists of forty multiple choice questions.

For less than 80 pence per program, this must be the bargain of the year!

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	10
Overall .....	8

James Riddell, ELECTRON USER 4. 3



# MICRO POWER MAGIC 2

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1986: MICRO POWER MAGIC 2, Micro Power, £7.95  
Compilation Comprises : 1. BUMBLE BEE, Micro Power  
2. GAUNTLET, Micro Power  
3. RUBBLE TROUBLE, Micro Power  
4. THE MINE, Micro Power  
5. FRENZY, Micro Power  
6. FELIX AND THE FRUIT MONSTERS, Micro Power  
7. DANGER UXB, Micro Power  
8. SWOOP, Micro Power  
9. POSITRON, Micro Power  
10. KILLER GORILLA, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00 (All titles)

## Instructions

Please see individual entries for complete playing instructions.

## Review (EUG)

There aren't many compilations that can boast ten titles of which all ten are pretty classy. MICRO POWER MAGIC 2 is the exception. All of the games that are present on this second double-tape pack are extremely popular and were very well known when released individually. It is not uncommon to find second-hand Micro Power titles still labelled with prices of £5.99 to £7.99 so, at £7.95 for the ten, once upon a time this compilation offered superb value for money too.

The familiar created-on-screen grid of squares background, the little Micro Power logo and the stylish customised graphical title to each game are all there as they load in. And across each you can be assured of colourful graphics, a high standard of gameplay and even a fair amount of sound. The titles will probably come as no surprise.

The first one listed on the inlay is BUMBLE BEE, one of the Elk's variations on the "Pacman" theme - given a new lease of life by huge sprites and revolving walls to effect your escape from nasty pursuing spiders. It's a fast-executing little number with lots of nice features like an arcade-hall style high-score table like no other (Don't want to spoil the surprise!), quadsized text on the title screen, stylish presentation and pollen pods that flash to signal imminent danger. The play is good yet not very demanding, suitable for all ages from 4 up.

Next comes GAUNTLET, a merciless "Defender" clone with all the lovely features you'd expect, done in very high resolution Mode 4/1 (Yes, a mixed Mode feature - Very rare to see!). You patrol a landscape of wire-frame hills, preventing the green meanies from carrying lifeforms from the bottom to the top of the screen by shooting them, catching the lifeform and returning it safely to the ground. The game is a tough one, and one which continues to introduce harder and more impregnable Space Invaders indefinitely.

Then it's onto RUBBLE TROUBLE which contains one of the best pieces of music you're ever likely to hear your Electron jingling. On top of this, the game itself is a blockbuster; an overhead maze of pushing rocks at super-fast moving mutants in a post-apocalyptic maze which is addictive in the truest sense of the word. It's a



super-hard arcade challenge when Turboed! The graphics, again both multi-coloured and high quality, give the game a very professional feel. Shame about the drab options screen though.

THE MINE is the worst of the bunch. Basically this is REPTON without the scrolling and toting a short-range gun. Burrow about in the earth (viewed from the side), link your passage with that of where a monster is trapped then try and lure said baddie into weapon or falling rock range. Do this over and over without any real increase in difficulty.

Next, the "intellectual/arcade" classic FRENZY. For a game which, at one time, had a lot of hype, it hasn't aged too well. The idea, an "interesting" one, is to create rectangles by dividing an arena into ever smaller parts, and attempt to capture a bouncing string of pixels in one of them. Sadly, the winning method is easily mastered and it quickly gets rather repetitive, despite its ever-increasing levels of difficulty. It once hung on me when I reached a particularly high level and, although that was near ten years ago now, I have never forgiven it.

FELIX AND THE FRUIT MONSTERS is "Pacman" territory once again. Here, a "Pacman"-style maze is drawn but there are no pods to collect. Instead, three pieces of fruit float randomly around the maze and your job is to keep them from being eaten by the four monsters. Many of the sprites (also used in the best of the FELIX series, that IN THE FACTORY) are nicely designed but the game lacks any 'oomph' and the keys required leave something to be desired. That said, it's worth a few goes!

You're treated to a strange interlude in DANGER UXB, a maze game where you create the maze and can slide backwards and forwards along its 'walls' to reach timed bombs - and where you're under attack from stomping boots. Again, a nicely presented game with novel features such as a tune that only plays only note by note when you move but, because your scurrying about should be constant, chugs along at quite a pace!

SWOOP is the Micro Power contender to ARCADIAN'S crown, and is just as smooth-scrolling, fast and addictive. Typical Invaders stuff, you are charged with single-handedly blasting a plethora of aliens floating overhead to smithereens. The graphics are nice but they appear a bit 'cheesy' through lack of care and an unnecessary boring scroll routine.

Another Invaders romp is POSITRON, an early work from the celebrated Gary Partis. It's a rather randomised shoot-'em-up, where surviving is often a question of chance and one where you must remember to disconnect the Plus 1 (before loading) to progress beyond level nine.

The final game, KILLER GORILLA, is a "Donkey Kong" style platform and ladders game, displayed in all its colourful Mode 2 glory with some very clever coding. It has a limitation, which can actually be dispensed with creating a much improved gaming experience with the upgrade tape KILLA (from BIT TWIDDLERS), in that you cannot hold a weapon while climbing. This has the effect of forcing you to choose whether to waste lots of time smashing up barrels for no reason (until it disappears!) or whether to just jump over them to reach the captive girl in time. There are also only four levels and a very flickery rampage by the gorilla which makes the game feel quite dated.

You will also find a PLUS 1 JOYSTICK UTILITY on the tape, allowing all the MICRO POWER MAGIC 2 games to be joystick-controlled (apart from FRENZY). As the games were originally coded before joysticks were even available for the Electron (1983), the software company was to be complimented for this effort to make their software compatible later but really the games should have been recoded - and had routines embedded by their original authors. Loading this utility first is clumsy and is a "quick fix" solution that freezes out the keyboard.

In every other respect, the compilation gains a thumbs up. It's of an exceptionally high standard, is very nicely packaged/presented and will provide many hours of Electron gaming pleasure.

Dave Edwards, EUG #58



# MICROBALL

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Pinball  
Author : Steve Evans  
Standalone Release(s) : 1986: MICROBALL, Alternative, £1.99  
Compilation Release(s) : 1990: SPORTS SPECTACULAR, Alternative, £7.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"With all the features, speed and nerve shattering excitement of the original, this superb new arcade pinball game is destined to become an all-time great. Five balls per game."*

## Getting Started

Press P to start the game. Pressing P more than once will allow 2, 3 or 4 player games.

## Achieving Bonuses

Hitting various targets on the pintable will increase the bonus and hitting all five drop targets on the left of the table will advance the bonus multiplier. If the bonus multiplier is on '5x' and all five drop targets are hit, then an extra ball will be awarded. Other bonuses include:

Lighting A B C scores 5,000. The right flipper rotates the A B C lights.

Lighting A B C or hitting the centre drop targets advances the bonus.

Landing on a saucer trap advances the bonus, but if the bonus already stands at 20,000, then the bonus, including the multiplier, will be collected.

Lighting 100 causes the bumpers to score 100 instead of 10 when hit. Extra balls can be obtained at 250,000, 480,000 and 720,000.

Only one extra ball, per ball, is allowed. The ball is returned if it is lost without scoring.

## Playing Hints

Try to advance the bonus multiplier. 5x bonus is better than 1x. If you manage to advance the bonus to 20,000, go for the saucer traps to collect the bonus. Make good use of the rotating A B C lights.

Keys:

Left Flipper	-	SHIFT	Start Game	-	P
Right Flipper	-	COPY	Tilt	-	CTRL
Pull Plunger	-	SPACE	Reset Game	-	R

**Instructions' Source** : MICROBALL (Alternative) Inner Inlay

## Review (EUG)

Ever since the advent of home computers, there have been attempts to emulate the arcade hall pinball game on them. Although the prerequisites of flippers, ball, bonuses and (most important) gravity have been present in all of them, there are



many more elements that need to be studied carefully to perfect the experience. The games have something of a specialist audience (presumably pinball addicts who want to achieve the dizzy heights of the Elton John song) and just one rebound inconsistent with reality will send them back to the real thing howling with disbelief at the programmer's incompetence, as was the case with at least two Amiga titles. These had dazzling graphics but corners which ricocheted the ball at an angle of 90 degrees!

But to disprove the adage "size matters", the acclaimed MICROBALL from Alternative Software is not cursed with any bug in its grasp of the law of physics. This budget title (which originally retailed for just £1.99) has few competitors and can confidently claim to be the best of the BBC bunch. It's a smooth and perfectly timed machine code extravaganza, nicely presented on screen, has some fantastic sound effects and a dazzling display of real and virtual Mode 2 colours.

After loading (about three minutes from tape), a fully functional pinball table, complete with three vibrating buzzers, eight drop targets and a lightable A-B-C bonus temptingly jangles away on the right, while simulated rotating LCD displays flick between the current scores for four players (which are 000000 when you begin) and the highest scores so far for the four (likewise 250000) in big displays on the left. Below these are similar big graphics showing the number of the current ball (each player has five) and a reminder of the scores you must achieve to obtain an extra ball.

Pleasingly, the gap between the flippers at the bottom of the pinball table is not of a woefully big size; just six pixels wider than the ball. Also, the compartments on each side of the flippers where the ball will be lost if it bounces into them are quite well protected and even contain bonuses. So, even though you may be unlucky enough to lose the sphere into onto of them, you will gain 2,000 points as a little compensation.

To begin the game, you press P a number of times equivalent to the number of players in an orderly queue behind your machine. The LCD scores on the left disappear and reappear accordingly, "Ball 1" is displayed and the ball sprite appears in the plunger on the extreme right of the table. You power the plunger by pressing and holding space for as long as you desire; this action brings about quite an atmospheric string of notes that really let you know you're in for something special.

As for what happens when you release the ball, it's certainly not dull! The speed of the game is such that the machine is practically "zip"ing, "bonk!"ing (well, a low monotonous note), "vibrating" (a great sound effect that comes about on contact with the buzzers), "tick-tock"-ing as it clocks up points or "beep"ing as targets are hit. With the little Electron, the game is probably one of the best available that manage to make great use of the limited sound - and it gives the experience a real lift. A flaw is that unfortunately it cannot be turned off.

While I am no pinball wizard, with the combination of luck and skill similarly required at a real table, I managed to wipe out successive drop targets, which appear on a board on the left of the table as five little yellow rectangles which disappear when hit, until the Bonus Multiplier hit "\* 5". This gives not only an extra ball but also a feast of special graphic and sound displays. As with the real game though, it is sometimes a matter of pure chance whether or not you will achieve a high score. On subsequent games I wasn't even fortunate to get the Bonus Multiplier to the first stage ("\* 2")!

Great as the arcade quality feel of the game is, there is a bug in there. You may choose up to four players by pressing the P key when prompted to play. However, the option is not disabled whenever a ball is lost and play once again ceases until the pull the plunger to release the subsequent one. Therefore, you may choose a one player game, lose a ball and hit "P" instead of RETURN for the next one - this is not such a silly mistake to make either! Whereupon player two lights up on ball one and you must continue to play (as this player) before you come to the same situation again. If you do hit the right key this time (i.e. RETURN, not "P"), you will



unfortunately see player one's score reset to 000000, losing all of your well-earned points from the previous ball!

It's not a big deal considering if you remember to press RETURN and not "P", it never rears its head, but it is there and it does spoil what is otherwise an error-trapped environment.

MICROBALL was, and still is, a highly recommended pinball simulator with great graphics, fantastic sound and addictive gameplay. Despite the high luck element involved in a game, it doesn't have a high frustration factor, which is no mean feat. The only quibble you will have is the bugged "P" key routine and also, that if you are fortunate enough to be a pinball wizard used to all-singing, all-dancing numbers, you may find it repetitive after a while. A bizarre final point is that I tend to find this game more playable if I stand before the machine to play it. Now who's a perfectionist...?

Dave Edwards, EUG #58



# MICROTYPE

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Improves Typing Speed And Accuracy  
Author :  
Standalone Release(s) : 1985: MICROTYPE, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Now firmly established as the 'standard' typing tutor for the BBC and used in over 200 colleges and schools and in training by ICI, NCB, Shell, Boots, Post Office, British Telecom, etc.

The program gives both exercises and sentences with a complete analysis of your average typing speed, accuracy and the keys mis-typed. If you wish to master the computer keyboard, then this is the program for you. You will benefit even after the first lesson!

**Instructions' Source** : MICROTYPE (Kansas) Mail Order Advertisement

**Reviews** : No Review Yet



# MICROVALUE FOUR GAMES 1

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1986: MICROVALUE FOUR GAMES 1, Tynesoft, £3.99  
Compilation Comprises : 1. WET ZONE, Tynesoft  
2. ALPHATRON, Tynesoft  
3. RIG ATTACK, Tynesoft  
4. VINDALOO, Tynesoft  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. Unknown

## Instructions

Please see individual entries for complete playing instructions.

## Review (EUG)

Towards the end of the Eighties, Tynesoft, like many 'big' software houses, repackaged and rereleased many of its earlier full priced games as compilations. Volume 1 of its FOUR GREAT GAMES series is from a set of three entitled MICROVALUE; each volume packaged in a twin cassette box and costing £3.99.

All the programs contained on each compilation are natty arcade machine code affairs. Considering some of them retailed at up to £7.95 each before, Tynesoft rightly emphasise that you now get WET ZONE, ALPHATRON, RIG ATTACK and VINDALOO for less than a pound each!

Getting stuck in then, WET ZONE really is a spaceship extravaganza like no other invaders-type jaunt. You fall from the top of the screen and before you've even made it to the bottom, are attacked by 'images of childhood in Graemsay'. Whoaboy, is this game hard!

The 'images' are things like submarines, umbrellas and snow flakes that whirlpool down upon you from left to right, firing bullets into the bargain, at the 20 degrees diagonal. This makes them both very hard to blast and to avoid - as by the time bullets reach where the lifeforms were when fired, they've already moved further down!

On hitting them, your bullets take time out to 'ripple' and, as only two bullets/ripples are permitted on screen at once, prepare for frustrating deaths while waiting to be able to fire again. Also, as the 'images' reach the right, they appear again on the left so it's not uncommon to be surrounded by bullets AND avenging aliens.

WET ZONE is pure hardened arcade addicts' action with great sound and swift gameplay. The sprites, done in Mode 4, aren't all that brilliant but there is a funky tune between games to make up for them.

In ALPHATRON, you pilot a Scout Ship assigned to protect a Refinery from missile attacks. The action is viewed from the side and you begin on a launch pad, blasting off when a missile appears screen-left. Cruising off the right in pursuit of the missile, note that there are another four separate screens in which to take care of



it, with the refinery on the far right of the last. A nice backdrop of cyan sky and red hills doesn't distract from this 'action', such as it is, and a radar of the five screens in the bottom left displays both hills, your position and that of any missile. With the title at the top of the Mode 5 screen and a fuel gauge, high score, your score and lives all displayed lower, ALPHATRON is graphically impressive.

Although the instructions note your ship is equipped with a laser, firing is more bullet-like and takes a time to reach the missile. To destroy one, you need to blast off, follow it onto the next screen, aim and fire. You miss more often than you imagine as IF the missile reaches the right of the screen, it disappears onto the next one - but your bullet doesn't follow it any further. Also, your aim needs to be spot on otherwise the bullet causes no damage whatsoever!

The playability of this game is dull and it ploughs on and on until the refinery is destroyed or you blow up enough missiles to move on to the next level, where things speed up a little. Not the best of the bunch as the sound is also pretty poor.

On then to RIG ATTACK, a brilliantly designed helicopter jaunt across BP-owned rigs. This is a simple game where you pilot a multi-coloured helicopter sprite equipped with short range bombs to deal with the "enemy submarines", which are also superbly designed. The playing area fills the whole of a Mode 1 screen and you begin on an intricate oil rig with three submarines to seek out and bomb. As they're underwater, you need to fly down low over it - without hitting it as this is fatal! - while avoiding their LONG range bombs and timing your shot perfectly!

As you reach the left or right of the screen, the whole thing scrolls visibly in the appropriate direction presenting you with new and just as intricately designed oil rig territories. You must also remember which have helicopter pads on as you will need to take some time from hunting to refuel. There are nice noises and explosions to accompany the action and often a frantic slide towards water if you forget!

The only real niggle with this game is that once you've worked out the best strategy for playing, it becomes too easy, never increasing in difficulty as the submarines always only attack one at a time (even when you must destroy more to complete the level).

Finally, you become an Indian Takeaway owner on a quest to find your toilet after a little over-VINDALOO-indulgence. This scenario doesn't suggest it but there is more than a little familiarity about this title. Encased in a stylish border with a nicely styled title between two curry houses, all overlooking the majority of the screen's playing area, Raj (your character) must traverse twenty two rooms of bouncing balls, bugs, wriggling and disappearing platforms, elevators and other nasties using only the Z and X keys.

He begins "Under The Takeaway" in the top left and must be guided to the bottom of the screen by walking along earth and platforms, dropping slowly down through any spaces to the one below. That is, unless he collides with anything moving and disintegrates.

Many elements of the game such as the score increasing in time to sound blips marking the character's descent, the layout of the scores, bonus and room name (and even the font this is typed in!) - not to mention the screens themselves and the standardised five lives - smack of Icon's BUGEYES. Indeed, Jason Sobell was the author of each! [BUGEYES in 1985, VINDALOO in 1986 - Ed]

With just ten screens in BUGEYES, it's unfair to say VINDALOO is the same game with an altered scenario and different sprites! However, the more you compare the two, the bigger are the number of similarities that become apparent. One screen (number six on each: "Squidged Flat" on BUGEYES and "Skull Level Four" on VINDALOO) is almost identical!

Overall, although VINDALOO has some nice touches seen when pausing the game or viewing the ridiculous room names ("Life Is An Orange"?), the palette, sprites and



layout choice distinguish BUGEYES as a classier act. Playability of both is high, especially with a MRB.

With the possible of exception of ALPHATRON, the games on this compilation are of a very high standard. Despite only being available on the tape format, they take very little time to load and are completely bug-free and well thought out. Recommended.

Dave Edwards, EUG #52



# MICROVALUE FOUR GAMES 2

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1986: MICROVALUE FOUR GAMES 2, Tynesoft, £3.99  
Compilation Comprises : 1. GUNSMOKE, Tynesoft  
2. THE GREAT WALL, Artic  
3. MOUSE TRAP, Tynesoft  
4. MEGA FORCE, Tynesoft  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00

## Instructions

Please see individual entries for complete playing instructions.

## Review (EUG)

Another double-cassette [Single disk - Ed] pack from Tynesoft, the second "Micro Value" boasting that £3.99 bought you four 'great' games contains the instantly recognisable GUNSMOKE bundled with THE GREAT WALL, MOUSE TRAP and MEGA FORCE. Only the last two games were originally released by Tynesoft but, as with the first compilation, these last three retailed (at least at one time) at almost double the price of the whole package! The exception, GUNSMOKE - ironically as it's the best of the bunch - was given away by Dixons with their Electron starter packs.

Originally a Software Invasion release, you control the large sprite of a gentleman cowboy in the foreground bottom of a Mode 5 screen. The aim of the game is to take out as many cowboys in the higher-up backdrop as possible. This backdrop is a small colourful desert town comprising a store, saloon-cum-hotel, barn and sheriff's office. The idea is to shoot any other cowboy lurking in or around these locations.

It's a simple concept given a unique feel by the gun control method. Your gun can be aimed at either a rough 45 degree or 80 degree angle, so you may take out a bad guy on the far right by shooting from either the far left or just right of centre respectively. As the guy is likely to be shooting back though, it's wise to think in advance and above all do a lot of running around to avoid shots from his friend(s).

The game gets progressively tougher with the number of baddies unloading their five shooters (!?) in your general direction *at the same time* matched by the level number. Every time you've taken out sixteen altogether, both are incremented. It's apparently possible to have all sixteen locations filled with bad 'uns on the last level!

As this is all easy to grasp, the instructions given with the pack are pretty unfathomable wittering on, as they do, about the "Cartwright-controlled town of Tombstone" instead of noting the game keys as one would expect! The game itself though is spotless with a nice layout, signature tune and addictive gameplay. There's even a First Byte joystick option! Though the gunslingers are all in monochrome.

Evidently employing some of Tynesoft's vocabulary a few years before, Artic Computing attempt to sucker potential customers into a HUNCHBACK clone by similarly



describing their (familiar) wall as "great"! It ain't. You are a "runner" with the stomach-churning mission of crossing 512 (Yes, 512!) screens of fireballs, bouncing balls and cannon balls plus the obligatory small holes to leap and larger ones to cross on floating rafts. It's all very familiar and, far from the huge number of screens *attracting* the audience (which it's meant to), considering you frequently get deaded on the second or third one, it's actually very disheartening. Couple this with each screen after three mirroring one of the ones before and you're not even close to how dull this game is.

Playability is very poor. Everything in the game, including your 'running' man, moves slowly but with oddly fast cannon balls shooting over the screen so quickly you die before you mark them! If you clear a hole but land on the edge of the wall, you still meet your maker and, as fireballs travel from right to left, you can be frustratingly picked off by one at head/waist height just as you reach the end of the screen.

Each sprite is very small (8 x 8), dull and unalluring. Each section of wall takes a few seconds to appear. The text characters have been re-defined awkwardly and are less readable. Each time you play you must choose whether to have sound, whether to have music and then what piece of music! If you have a Plus 1 attached, the game then hangs up unless you answered N three times! And loading the game takes an eternity with instructions and loading screens!

It's also interesting that another Artic release, WOKS, contains almost exactly the same flaws, not to mention the same sprites!

The sprites are very much improved in the next piece, MOUSE TRAP; the first 100% machine code game written by Chris Robson. This is a very colourful Mode 5 romp around 22 screens of mousedom. The animation and detail of sprites smacks of quality from the word go, with a bouncing and shimmering title, high score table and slideshow of screens.

Sadly, though this game may look good, its playability (while not in the same division as THE GREAT WALL) also lets it down. Marvin the mouse jumps from platform - and over many deadly household appliances - to platform, and collects Christmas puddings. Unfortunately, the jump left/right key combinations refuse to work unless you are already holding down the appropriate movement key before tapping the jump one. As this is a game where near pixel-perfect negotiation of baddies is required, this flaw's effect renders the whole game near to useless! That said, a lot of perseverance may reward Marvin with the golden cheese he desires!

The last game, MEGA FORCE, describes itself as "the ultimate shoot-'em-up for the Electron". As usual, this interprets as your craft is at the bottom shooting up at baddies at the top. Luckily, while it doesn't really introduce anything new, this is the genre done very well.

Sprites for both your and enemy craft are big, chunky and blow up, when hit, quite fantastically! Your ship has a double-barrelled gun emplacement so it's possible to blast two vertically rows of invaders, the action set on top of very fast parallax stars, simultaneously. Nice touches such as different zones (with different aliens to blast) plus spherical pods that improve your firepower when shot add to the game's professional feel.

Here the graphics and gameplay are tiptop but there are two other (less serious) glitches. First, the loading screen takes a age to appear on the display, as it is not loaded directly but 'floods' on via machine code. Second, author Ian Collinson, for his own reasons, has not turned off the \_ cursor. Thankfully, it doesn't flash around the screen but it can be very distracting, beating away relentlessly in the bottom right.

Should you like good displays and nice sprites, most of these games deliver in such respects. With playability, GUNSMOKE comes first, then MEGA FORCE, then MOUSETRAP and at the bottom THE GREAT WALL. Still, you will probably be left with the



impression that, considering all were on their second release, ironing out the creases before they left the Tynesoft unit again could have been most worthwhile.

Dave Edwards, EUG #53



# MICROVALUE FOUR GAMES 3

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1986: MICROVALUE FOUR GAMES 3, Tynesoft, £3.99  
Compilation Comprises : 1. KASTLE, Tynesoft  
2. US DRAG RACING, Tynesoft  
3. GOAL, Tynesoft  
4. SPACE CAVERNS, Tynesoft  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00

## Instructions

Please see individual entries for complete playing instructions.

## Review (Electron User) - "Cheap Thrills"

Budget games are the bread and butter of the Electron games market at the moment, and the vast majority of products released on budget labels are pretty good value for money.

MICROVALUE FOUR GAMES 3 is a new two-cassette compilation of four Tynesoft games previously released in their own right. At £3.99, it's aimed at the pocket money end of the market and, as the blurb points out, you're paying less than £1.00 per game. However, this rather hides the fact that two of the games as they stand are, in my opinion, not up to the present general standard expected of even budget software.

KASTLE is the first of the four titles, and is one of the exceptions to my criticisms. It's an arcade adventure in which you play the part of a knight, armed with a broadsword, who must negotiate the long-forgotten castle of Keltdown forest to reach your goal.

What this goal is supposed to be is not mentioned, but perhaps that's part of the puzzle - which is quite complex, involving hidden levers, moving portcullises and shifting platforms.

I quite enjoyed the game. There are skeletons to fight and evil black crows will swoop on you from their perches. Both can be dispatched swiftly with your sword, but must be hit before they get past your sword arm.

US DRAG RACING surprised me the most. Apparently it was previously available as a full-price game on its own.

The starting screen looks impressive enough, with two powerful dragsters sitting on the line waiting for the green light. But the fun begins when you start your motor and move off.

Revving the engine is achieved by frantically pumping two keys up and down to a set rhythm. Until now, I had thought that this sort of action was reserved for sports-type simulations - it is totally inappropriate when applied to controlling a racing car of whatever description.



Having mastered accelerating off the starting line, I was in for my second surprise. The only parts of the game which are animated are the back and white edges of the two racing lines. Not even the occasional bit of scenery flies by to give an impression of speed, which, by the way, is incredibly slow anyway, despite the lack of animated action.

GOAL fared rather better. In fact, it was my favourite of the four, achieving by far the best animated sequences and excitement factor. You have the programming talents of Tynesoft's Dave Croft to thank for this soccer simulation.

You can control any of the white players. Depending on which is closest to the ball, control is passed to the nearest player by pressing <RETURN>. This is an unfortunate choice of key, however, because it is also used to kick the ball when you are close to it.

The result of a missed kick can be a sudden switch of control to another player, which can take you a moment or two to realise, leaving you way off the ball by the time the penny drops.

The opposing side is controlled by the Electron, and you can decide between two levels of difficulty. I found the lower level more than hard enough, as the computer-controlled players make fewer mistakes in manoeuvring.

The final game, SPACE CAVERNS, is another let-down. It's based on the popular lunar-landing games of the early eighties, except that you must negotiate your small craft through winding caverns to reach the exit.

The game looked quite promising - the first cavern is very colourful, and leads you to expect more of the same. But after carefully nudging the rocket boosters - full mass and inertia are applied to your ship - and reaching the far wall, disappointment quickly follows.

Screen two is no more than a jumbled array of coloured triangles, with none of the coloured stippling present in the first cavern. It shows that memory must have been tight, preventing more detailed screens from being stored.

But considering what phenomenal scenarios have been squeezed into Electron games, I find this a poor excuse, and felt quite hoodwinked.

In all, I found volume 3 of FOUR GREAT GAMES fairly average. It contains nothing to make it stand out from the crowd in a market which is steadily gaining respect in most quarters for surprisingly high standard games.

Sound .....	4
Graphics .....	6
Playability .....	6
Value for money .....	4
Overall .....	4



# MIKIE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Run Around A School!  
Authors : Jon Woods and Peter Johnson  
Standalone Release(s) : 1986: MIKIE, Imagine, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : IMAGINE,  
Disc compatibility : Unknown

## Instructions

Move Mikie through school by collecting all the hearts in each section (Classroom, locker room, canteen, gymnasium and finally in the schoolyard). Each heart collected represent a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete, he can move on to the next area.

There are two types of hearts to collect:

- (1) *Single Hearts* - To be found on the floor and under stools. To collect these you must walk over them. (You can bump your classmates off their seats to obtain the hearts with "hip-zap".)
- (2) *Triple Hearts* - Placed inside lockers and on the top of tables. To collect these, face the fearts and press "shout" three times. N.B. Flashing hearts give bonus points.

When the message is complete and the bell rings, Mikie can move on through the door marked "OUT".

Now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "IN" to continue. You have three lives to begin, but be careful as you are constantly hassled by those in charge, the Teachers, the Chef and Maniac Janitor who get very annoyed when they can't catch you!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down  
<RETURN> - Hip-Zap/Unlock Door/Throw Objects, <SHIFT> - Shout/Take Objects

For *hip-zapping* a schoolmate, stand either to the left or right facing the stool and press <RETURN>. Kissing is automatic!

For getting the hearts out of the vending machine or picking up objects stand in front facing the machine or receptacle and press SHIFT.

<COPY>/<DELETE> - Unpause/Pause, S/Q - Unpause With Music/Without Music  
<ESCAPE> - Return To High Scores (When Paused)

## Status And Scoring

On-screen scoring shows current score, lives, message status and High-score.

Hearts .....	200 points
Hip-Zap .....	600 points
Chicken/Ball throw .....	200 points
Bonus hearts .....	1000 points
Kissing .....	100 points
Door-Trap .....	100 points



## Playing Hints

- \* You can stun your pursuer by taking Chickens or Basket Balls and throwing them (in the appropriate screens).
- \* You may become "stunned" by kissing the dancing girls.
- \* Watch out for the teacher. If he gets really mad, he might throw his false teeth at you!
- \* On the fifth screen in the schoolyard, you finally catch up with your girlfriend and deliver the message. OK.
- \* You can pause for breath in the classroom by sitting on a vacant stool...but not for too long!

Good luck!

**Instructions' Source** : MIKIE (Imagine) Back and Inner Inlay

## Review (Electron User)

This game, set in an American high school, stars an all-American schoolboy Mikie who is trying desperately to get a message to his sweetheart. You have just volunteered to help him.

The first screen provides an aerial view of a classroom. There are nine desks with pupils sat at each one, and beneath five of their stools are little red hearts. As you collect each one, they change into letters to form a message to his girlfriend. When you collect the fifth heart, the classroom door opens, allowing you on to the next level.

Collecting the hearts isn't quite as easy as it could be as your fellow pupils won't stand up to let you at them so you have to bump them off their seats using your hip-zap technique. On top of this you receive a great deal of hassle from the teacher who doesn't like you disturbing the class. If things begin to get too hairy you can always find yourself a vacant stool and sit down for a while - but not for too long, otherwise the teacher's false teeth will fly towards you.

Having escaped the classroom you must negotiate the hallway to reach the next room. The hall is patrolled by a teacher and a mad janitor, so nimble footwork is required.

Screen two is set in the locker room with several lockers containing three hearts. You stand in front of the locker and press the "shout" key three times to release the hearts. This time you are being chased by the teacher, janitor and chef. The same sort of thing is repeated in the canteen, gymnasium and schoolyard.

I found survival has a high random factor. Sometimes the teacher will plod around in a corner and you sail through the screen. On other occasions he will be hot on your heels and you will lose all three lives on the first screen.

The graphics are crude and the animation not much better. MIKIE was never destined to be a blockbuster, but a little more care on the graphics side would have been greatly appreciated.

Sound .....	5
Graphics .....	6
Playability .....	6
Value for money .....	7
Overall .....	6

John Revis, ELECTRON USER 4. 1



# MILLIONAIRE

***Professional, Originally Released On Cassette Only***

Game Type : Simulation; Make A Million Selling Computer Games  
Authors : John Hunt and Steve Benfield  
Standalone Release(s) : 1984: MILLIONAIRE, Incentive, £7.95  
Compilation Release(s) : 1985: 5 COMPUTER HITS, Beau Jolly, £6.95  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : INCENTIVE, 54 London Street, READING RG1 4SQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"MILLIONAIRE is a new experience in getting rich!! From a small humble home to a magnificent estate? Take on one of life's little challenges and become a millionaire! Start up a Software Co, Buy, Sell, Advertise and Wheel and Deal with Honest Harry. Full Screen Graphic Representation of your current residence and many other features. Who wants to be a MILLIONAIRE?!!"*

You own a home computer and have written a program which you consider to be of sufficient quality to market. You are willing to put £500 of your own money into the project. The decisions are up to you and these will directly influence whether or not you make it to the top and become a MILLIONAIRE.

First, you must choose whether or not you wish to specialise, and if so, in what area. Your first program can be sold if required to boost your initial capital.

The section entitled "What makes a good Program?" occurs at the start of the game and periodically thereafter. This section is very important as regards sales.

You will be presented with a graphic illustration of the offices belonging to your company, Software Inc. The buildings will become more impressive as your assets grow. However, at the start of the game, you will be working in a mid-terraced house. The game rotates in monthly cycles. First will appear a display of the company's programs, sales, tapes in stock, rates, assets and money borrowed. Next will appear a graph showing the monthly progress (only sales of 100+ will appear), followed by the news sheet. Often these pieces of news have a direct effect on the company and its sales. When news is beneficial, sales should be boosted and vice-versa.

You must decide on which main area you are going to work.

The following options are open to you...

1. Programming. This will add one new program to your sales.
2. See Honest Harry. If you want to get rich quick, or money is short then H.H. can provide very cheap programs and cassettes but there is always the risk of finding yourself on the wrong side of the law.
3. Try to sell products to retailers. This will, of course, help to boost sales.
4. Convert existing programs to other machines. This will increase the number of programs by one.
5. Try to obtain a loan. Loans of £1,000 can be obtained each month, with an interest repayment of 10% per month. If your loans exceed your assets by £10,000 then you will be considered to be bankrupt.
6. Sell out. If you've had enough and want to see how well you've done then you can sell out. A score sheet will be revealed showing assets, sale price, popularity rating and a score 0-100.



In order to boost sales, you have five ideas, but be careful how you use these because each can be used only once. Some are free and others will cost you. However all will, to a certain extent, boost sales.

When you have programs on the market you will be asked how much you wish to spend on advertising; how much you wish to spend on duplicating per cassette (if you choose the cheapest option then you may find that programs are faulty and this will adversely affect sales) and how many cassettes you are duplicating for the next month.

**Points to note:**

If assets reach -£100 or lower then you will be considered bankrupt.

When a fair number of cassettes are on the market, occasionally one will disappear. The idea behind this is that the programs have a limited lifespan and may well be taken off the market if they are not selling well.

The profit margins for the first 18 months are quite high. After that period, there will be a cut in profits to compete with others. After 30 months, selling will become gradually more difficult, but the effect of this is only slight.

Prove you can reach £250,000+ for a few months and then relax. The hard work of getting the company off the ground and becoming a stable organisation has been done. From here on, the computer will assume that you have the capability to make a MILLION and will assess the time taken to reach your goal based on your performance so far.

The Program starts fairly easily for all to gain some measure of success, but as your assets grow - so do all the problems!!

WILL YOU BECOME A MILLIONAIRE? Good Luck.

**Instructions' Source** : MILLIONAIRE (Incentive) Back and Inner Inlay

**Review (Electron User)**

Here you play a home computer programmer who has decided to go into business selling your own products. Since the program typifies the decisions that have to be made in real life you'll soon be wishing you hadn't bothered!

You start by deciding what kind of programs you want to write - arcade games, adventures, educational programs and so on. Naturally I decided on adventures. You then have to decide what aspects of your programming you want to highlight. To do this you have twenty points that have to be allocated to different features, quality of programming, addictiveness, packaging and such like.

Since I had chosen adventures, I gave the maximum eight points to programming, five to packaging and seven to addictiveness. I can definitely say that judging from my performance this is not the right way to allocate your points.

You are then given an option to sell your program to raise money to add to your original investment of five hundred pounds. The decision made, you enter into the game.

The game is cycled monthly until you are either bankrupt or have made a quarter of a million pounds profit. If this figure is reached, the Electron assumes you have the financial acumen to be a millionaire and ends the game.

At least I assume it does. I couldn't get that far. Each month you make decisions which are totalled to give a monthly run down on the state of your business.

This shows the number of programs you have on the market, your sales, stock, rates payable, assets and any outstanding loans. You are then given the options for the month. You can write a program, sell your products to retailers, convert your



existing programs to other computers, try to obtain a loan, sell out - which will give you your score - or see Honest Harry, who will undoubtedly try to sell you a load of cheap cassettes at a bargain price.

To increase your profit, you are asked how much you wish to spend on advertising, how much you wish to spend on duplicating cassettes and how many you want duplicated. Your decisions are evaluated and the program then gives you a news sheet - which in my case always seemed to mean bad news.

Then you are shown a graph displaying your sales figures for the year, and finally the run down of your business again.

It generally took me between one and two years to need a bank loan. This is where I discovered the only bug in an otherwise professional program. You are allowed to borrow a thousand pounds each month.

Once you take out a loan you are charged ten per cent interest each month. I borrowed £1,000 and six months later owed £7,600! I've heard of inflation but this is ridiculous! It appears that if you borrow money one month and do not pay it off the next you are treated as if you borrow money EACH month, though you don't, at least, pay interest on all of it.

This program has been available on at least one other computer for a while. Although a truly professional job it is not that different from other similar games already available.

Overall, somewhat marred by that bug discussed earlier. The rest of the program is superior, though similar, to other strategy games currently available.

Merlin, ELECTRON USER 2. 8



# MINED OUT

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Authors : Ian Andrews and Ian Rowlings  
Standalone Release(s) : 1984: MINED OUT, Quicksilva, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : QUICKSILVA, Palmerston Park House, 13 Palmerston Road,  
Southampton, HANTS SO1 1LL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Save Bill the Worm from certain death amongst the mines!"*

That star of stage and silver screen Bill the Worm is trapped. Who can forget his outstanding performances in "Worm without a cause", "Worm Kong", "The Worm of Dracula", "The Worm with the Golden Gun", "Gardeners' World".

The very famous Bill the Worm is trapped in the Mine Fields and harvest time is still three months away. The very famous Bill the Worm is dormant, sleeping away the hours, waiting to be rescued; surrounded by death dealing mines which are poised ready to explode.

"Oh no, poor Bill, oh Bill, we're coming!" cry the Damsels. The Damsels, a host of starlets all cloned from Bill's favourite leading lady; the glorious Nora Mudroe; have leapt forward into the hearts of a million cinema-goers and also unfortunately into the heart of the Mine Fields and now are as trapped as Bill the Worm.

The Minefields lay before you, ominous, quiet, expectant. A cloud passes in front of the sun and a shadow races across the fields like a shroud. The mines wait for your final fatal footstep to fall, chuckling to themselves. The tension mounts indeed it is this very suspense which drives the mines insane, poor creatures.

Your mission lies before you: A worm to rescue and maybe a handful of damsels along the way. You edge nervously forward with sweat pricking your forehead... Bill snores on regardless dreaming of the famous cabbage scene from "Snow White and the Seven Worms" where Snow White (played by Nora) and he fell into the heart of a cabbage and the image faded to soft focus replaced by waves falling on a rocky shore, except in Bill's dream, there are no waves or soft focus...

**Instructions' Source** : MINED OUT (Quicksilva) Inner Inlay

**Reviews** : No Review Yet



# MINESHAFT

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Authors : Julian Todd and Nick Wilson  
Standalone Release(s) : 1984: MINESHAFT, Durell, £6.95  
                          1990: MINESHAFT, Alternative, £1.99  
Compilation Release(s) : 1987: 10 COMPUTER HITS 3, Beau Jolly, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : DURELL, Castle Lodge, Castle Green, Taunton, SOMERSET TA1  
          4AB. Tel: 0823 54489  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Your aim is to collect all the lumps of coal in the twenty rooms of the Mineshaft. You have to be quick, daring and sometimes near suicidal to accomplish your task, and beware - you only have a limited air supply! The game should be compatible with all joysticks.

To collect the lumps of coal you will have to move and jump around the screen. Sometimes you must jump whilst also moving sideways. Watch out for the disintegrating sludge which disappears as you walk over it. (Hint: It disintegrates more slowly if you bounce along it!) Watch out for the obstacles that may kill you!

After completing each screen you may move to the next through the door, or if you get stuck you can press <ESCAPE> to make your exit. It's up to you to work out how to collect all the lumps of coal - sorry!

## Points

Disintegrating sludge - 1 point per step  
Lumps of Coal - 100 points per heap  
Bonus points - 1 point per unit of air left after each screen

## The Screens

- |                      |                        |
|----------------------|------------------------|
| 1 The Derelict Place | 11 Chamber of Horrors  |
| 2 Crumbs - Conveyors | 12 The Resting Place   |
| 3 The Ice Box        | 13 Impossible Jump?    |
| 4 The Hotel          | 14 Impossible Screen?  |
| 5 Stinking Hotel     | 15 The Water Works     |
| 6 Complex Cavern     | 16 The Pink Grotto     |
| 7 Mutant Matches     | 17 The Junkhouse       |
| 8 Elevator Shaft     | 18 The Furnace         |
| 9 Ghosties' Revenge  | 19 The Junkhouse Mk II |
| 10 The Minefield     | 20 La Fin              |

## Game Controls

Z - Left, X - Right, SHIFT - Jump (NB. You can jump while moving)  
Q - Quiet, S - Sound, <ESCAPE> - Move To Next Screen  
Press <SPACE> or FIRE BUTTON to start the game.

**Instructions' Source** : MINESHAFT (Durell) Inner Inlay

## Review (Electron User)

We've all heard about a manic character who has been very popular on other micros and many people have wondered whether such a game was available for the Electron. The search is now over because Durell have come up with MINESHAFT.



Your job is to collect the coal that has been left scattered about in each of twenty different rooms and then make your way to the next room. The controls are simple - just left, right and jump - which makes the game easy to learn.

Like all good games though, it's a tough one to master. There are many problems to overcome. These range from water drops to furnaces and from mutant matches to mine trucks. To make matters worse, you're running out of air and some of the jumps you have to perform are, to say the least, near suicidal.

As you learn the game you'll probably need the three lives you are given for each level but with practice some screens become possible without losing any of them. Having said that, "The Impossible Screen" still beats me but my son, aged eight, says it's easy. All the rooms have interesting names such as "The Pink Grotto" or "Ghosties' Revenge".

Should you manage to complete all twenty screens, you start again but due to your state of exhaustion you use your air more quickly. Technically the game is excellent, with smooth flicker-free graphics which make good use of Mode 5 colour but are also quite clear in monochrome.

A very pleasant rendition of Greensleeves is available as an option but there is no other sound. A particular plus with MINESHAFT is that by pressing <ESCAPE> you move on to the next screen with a full set of lives again.

Just occasionally though, the program is seized by a little devil who covers the screen with blobs. Pressing ESCAPE seems to sort out this problem however.

In short, MINESHAFT is a quality game which is simple in concept but absolutely addictive. Strongly recommended.

Rog Frost, ELECTRON USER 3. 2

See also : ELECTRON USER 4. 4 for a review of 10 COMPUTER HITS 3



# MINI OFFICE

## *Professional, Originally Released On Cassette Only*

Game Type : Suite of Word Processor; Spreadsheet; Graphics; Database  
Author : Unknown  
Standalone Release(s) : 1984: MINI OFFICE, Database Publications, £5.95  
1990: MINI OFFICE, Summit, £2.99 (Only labelled BBC)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : Unknown

## Instructions

### Word Processor

A word processor is ideal for writing letters and reports instead of using a typewriter or pen and paper. When you make a typing error or change your mind, the word processor enables you to exit the text with ease. No longer will you need to use unsightly crossing out, rubbers or Tippex - and find you need to start again because it's such a mess after all the changes.

To load and run the word processor, simply type:  
CH. "WORD" and press <RETURN>.

When loading has been completed, the various options available are displayed.

An option is chosen is chosen by pressing the appropriate function key as indicated. Pressing ESCAPE at any time will bring you back to the display of options.

### Getting Started

Suppose you want to type a short letter to your about your recent holiday. Begin by pressing the function key f0.

In the middle of the screen you will see START and END displayed. These mark the beginning and end of the letter. However since you haven't written anything yet there is no text in between.

At the top of the screen is displayed the time that has elapsed since you started using the program, the number of words you have entered so far, and the number of characters you can key in before the computer's memory is full.

Start typing your letter exactly as in this sample, mistakes and all:  
i have just had a supper holiday in blackpool.

If you didn't manage to type that in successfully, press function key f8 and then in answer to the question "Are you sure?" press Y. Then start again by pressing f0. If you still have difficulty, read on.

Now to start correcting the letter.

By using the cursor control keys the flashing cursor can be made to move about the text to any position you want. First correct the word 'blackpool' to read 'Blackpool' with a capital B by moving the cursor onto the l after the b. Now press DELETE and the b is rubbed out. Next press B while holding down the SHIFT key and the word "Blackpool" should now be corrected. The first word i can be changed to I in a similar way. (Note that upper and lower case letters and symbols are obtained in the normal way with the SHIFT and CAPS LOCK keys.)



Now correct "supper" to read "super" by moving the cursor onto the e and pressing DELETE.

All letters should start with Dear Eric, or something similar. To insert this into the letter, move the cursor to the start of the first line and type:

Dear Eric,

followed by <RETURN>.

Similarly a letter would end with Yours sincerely, Carol. So move the cursor to the end of the last line and press <RETURN>. If you want a blank line before Yours sincerely press <RETURN> again. Then type:

Yours sincerely,

(RETURN RETURN)

Carol

You should now have a complete and perfectly laid out short letter. If you want to add to it, change it or put more spaces or blank lines in, just move the cursor to the appropriate place and type what you want to say.

While you have been typing you may have noticed that the figures adjoining WORDS and FREE displayed at the top of the screen have changed. These indicate how many words are contained in your letter and how much space you have left if you wish to extend your letter.

If you now press ESCAPE, the options that are available to you will be displayed again. So far you have only been using the large letter editing mode. Pressing f1 will now show your letter in normal sized characters. You could have written your letter in this mode if you had preferred.

If you now press f2 your typing speed in words per minute is displayed at the top of the screen for a few seconds. (Note that this does not happen if f2 is pressed while not in an editing mode.)

Having written your letter, you might like to save it for later - or even to send it to Eric on tape or disc. If you now press f6 you will be asked to enter the filename. Make sure you have a tape with nothing useful on it, or a disc, and enter:  
letter1 <RETURN>

and your letter to Eric is saved as a file called "letter1".

Suppose you now want to write the same letter to Chris. Press f1 so that Eric's letter is shown. Then edit the letter by replacing the word Eric with the word Chris. You have now written two letters that are almost the same with the minimum of effort. The second letter can now be saved in the same way, using a different filename.

To start a completely new file, press f8 followed by Y. Pressing f0 or f1 shows that there is no file there any more.

To load Eric's letter back in, press f7 followed by Y to the first question. Then type:

letter1 <RETURN>

making sure the correct tape or disc is ready. Pressing f0 or f1 will show that Eric's letter is back.

If you have a printer, you might like to print the letter so that you can post it to Eric. To do this, press f3.

If you reply to all the questions like this:

20 <RETURN>

10 <RETURN>

N



N  
Y or N  
N  
N  
(Space bar)

the letter should be printed out.

A more detailed description of the various options follows.

### **Options**

Esc This always terminates the present option and returns to the option display page.

f0 This selects the editing mode with double size characters and 20 characters per line.

f1 This selects the editing mode with normal size characters and 40 characters per line

f2 This displays the typing speed in words per minute for the present text file. This option only operates when in an editing mode. When a file is loaded or saved, this information is loaded or saved with it. This makes it possible for typing speeds to be correctly shown for a particular file, even though it may have been started and saved the previous day. Typing speed is calculated from the number of words in the file and the total time spent in an editing mode and not the time spent at the keyboard.

f3 This selects the printer option. You have the choice of selecting the maximum number of characters per line (any number of from five to 80), as well as the width of the left margin in character widths and the size of the characters both vertically and horizontally. The double size characters may cause a peculiar output to the printer unless the printer is Epson compatible with a bit image mode. The maximum number of characters per line depends on the character size and the margin chosen. Some printers have an automatic line feed, some do not.

If you normally have to type \*FX 6,0 when using your printer does not have automatic line feed. If paged mode is chosen then printing should start with the print head just below a perforation. Each new sheet of paper will then have a page number printed at the top and printing will not occur across the perforation. Paged mode will also take account the end of page markers. When one of these is encountered, the next line is printed on the next sheet. Paged mode is designed to work with a form length of 11 inches. If paged mode is not selected, then page end markers are ignored and printing will occur across the perforations unless your printer has an automatic skip over perforation built in.

The preview of text enables the printing format chosen to be viewed before actual printing. When two thirds of a screen has been previewed, the next two thirds can be viewed by pressing SHIFT. If the number of characters per line exceeds 40, a true preview is not possible due to the line length on the screen being limited to 40. No margin is shown in the preview, even if a margin has been selected.

f4 This option enables a section of text to be copied to the cursor position. To use, first position the cursor at the destination point for the copied text. Then press f4. Next move the cursor to the start of the text to be copied and press COPY. The screen display will then revert to the situation that existed when f4 was pressed, except that the top line of the screen will show the line of text being copied. Each press of the COPY key copies another character. The left and right cursor keys move the line of text being copied, rather than the cursor. The up and down cursor keys are not used. The rest of the keys behave normally, inserting text at the cursor point. To exit this copy mode, press f4 again.



- f5 This enables the TAB key to be set. There are four tab values, which must be chosen in ascending order. The maximum tab value is 40. If less than four tab values are required, give the last few the same value. The effect of TAB when in the editing mode is to move the cursor to the column position indicated by the next tab value, which it does by inserting spaces.

The next tab value is the lowest tab value that is greater than or equal to the present cursor position. For example, suppose the tab values are 5, 10, 15 and 19, and the cursor is present at the beginning of the line in Column 0. If the tab key is pressed at this stage, the effect would be the same as pressing SPACE five times, so moving the cursor to Column 5. If xyz is now typed, so that the cursor is now in Column 8, and TAB is again pressed, the next tab value is 10. So the effect is that SPACE has been pressed twice to move the cursor to Column 10. If abcdefg is now typed, taking the cursor to Column 17, and TAB is pressed again, since the cursor is beyond the third tab value this value is ignored and the fourth tab value of 19 is used. So effectively the cursor moves to Column 19 by the insertion of two spaces.

Pressing TAB when the cursor is beyond the largest tab value has no effect. A tab value larger than the number of characters per line is also ignored. (Note that the Electron does not have a TAB key. However, pressing I while holding down CTRL has the same effect.)

- f6 This enables the text at present in memory to be saved. Simply enter the name of the file followed by <RETURN>. The filename must follow the same rules as for program filenames.

If the word processor program is on tape then the files are saved to tape, so ensure that there is nothing on the tape you are going to use.

If the word processor program is on disc then the files are saved to disc, so ensure that the filename you use is different from any already on the disc.

- f7 This enables a file to be loaded from disc if the word processor program is on disc, or from tape if the program is on tape. Simply press Y if you are sure you do not want the program at present in memory, and enter the filename followed by <RETURN>. The file already in memory will be destroyed by loading in another file, so be sure this has been saved if you wish to keep it. If "Bad file" is displayed after loading, it means that either the file has been corrupted or it wasn't a text file.

- f8 This simply erases the file in memory. Only press Y if you are sure you do not want the present file in memory.

- f9 This inserts an end of page marker at the cursor point. These markers are used in the paged mode when printing.

### **Further Advice**

If large files are likely, it may be advisable to make available as much memory space as possible, particularly if the system is disc-based.

Before loading the word processor, PAGE should still be set to the lowest value possible which still allows normal load and save operations though not below &D00. For a tape system, PAGE can usually be set to &D00 successfully. For many disc systems, PAGE can be successfully set as low as &1100.

It is always a good idea to save sections of long text at regular intervals. By doing this, you can ensure most of the text has been safely saved should you experience a power failure or similar mishap.

### **Database**

A database is an ideal way of storing information such as names, addresses, telephone numbers and ages. Each of these four pieces of information is called a



field. Together they make a record. So a database is really like an electronic filing cabinet containing a lot of individual records.

You will find that your micro can manipulate information in the database very easily and very quickly. In no time at all it can search for one particular item and display it for you on the screen. It can also carry out a multiple sort and provide you - for example - with a list of all the people in your file who live in Liverpool and whose ages range from 15 to 25.

There are two types of field - numeric and string. The former is used for numbers (such as ages). String fields are used for words. But it should be noted that entries such as telephone numbers are also regarded as strings because they may include characters like spaces and hyphens. The main difference between the two becomes apparent when they are sorted. When treated as a number, "2" comes before "11". But when it is a string, "11" comes before "2" - just as aa comes before b in a telephone directory.

To load and run the database program, simply type:  
CH. "DBASE"

and press <RETURN>.

When loading has been completed, the various options are displayed.

Choose the one you want by pressing the appropriate key as indicated. Pressing ESCAPE at any time will usually bring you back to the display of options.

### Getting started

To set up a file of records we must tell the computer what type of information we wish to keep in each record. As an example we shall set up a file of records to hold the names and addresses of a group of friends. A typical record would be:

```
SURNAME:      JONES
FIRST NAME:    SIMON
ADDRESS1:      6 BROAD LANE
ADDRESS2:      LIVERPOOL
TELEPHONE:     051-633 8000
```

Each line of information in the record is known as a FIELD, so this record has six fields, with the address being split over two fields.

Selecting Option B from the menu will allow you to start setting up the file. The first piece of information that you will need to tell the computer is the number of fields you need for each record. We have decided to have six fields, so in answer to the question: "How many fields per record?" key in 6 and press <RETURN>.

The next step is to give a name to each of the fields so that from now on we will be able to refer to them by name rather than number. The computer will also need to know whether to treat the information stored in each field as a number or as a string, as well as the maximum number of characters to expect for each field.

For the field title, enter SURNAME. The computer will then ask for the field type to be entered. Since this field will contain only alphabetic characters and we will not want to perform arithmetic operations on them, enter S for string. Finally we need to tell the computer the maximum number of characters to expect for the field. The maximum allowed for any field is 23, so we will enter 23.

Now repeat this for fields 2 to 4, using this table as a guide:

Field No.	Title	Type	Length
1	SURNAME:	String	23
2	FIRST NAME:	String	20
3	ADDRESS1:	String	23
4	ADDRESS2:	String	20



In field 5 we are going to store the telephone numbers. But although this information is numeric we are going to tell the computer to treat it as a string. If we were to use a numeric field that telephone numbers starting with a zero would lose the leading zero.

5	TEL:	String	15
6	AGE:	Numeric	3

After entering the details for field 6, you will find the screen displays a summary of all the fields. You are then given the opportunity to make changes to any of the details entered. As an example we shall change the title of field 5 to TELEPHONE. Answer N to the question: "Is this correct?" and then enter 5. Row 5 of the field summary should now be flashing. All you need do is retype the information for this field and enter TELEPHONE instead of TEL. for the title. Once you are satisfied with the field definitions press Y and you will be returned to the menu.

#### **Adding records (Option C)**

Now that we have set up a file we can start to add records to the database. The number of the record being entered is always displayed at the top of the screen. The title of the field for which the computer is expecting an input is printed on the left. So the first field title to be displayed for our file will be SURNAME. To enter the first record, type:

SURNAME:	JONES
FIRST NAME:	SIMON
ADDRESS1:	6 BROAD LANE
ADDRESS2:	LIVERPOOL
TELEPHONE:	051-633 8000
AGE:	42

When you have finished entering the record a list of possible options will appear at the bottom of the screen.

If you wish to modify the record, press A. Each field is then displayed in turn, along with the prompt: "Is this correct?". If you wish to change your entry for the field then press N and key in the new information. Pressing Y will allow you to go on to the next field. If you want to add another record press N. Otherwise press M to return to the menu.

#### **Loading a file (Option A)**

A demonstration file has been provided on the program. This will give you an opportunity to experiment with the features outlined below without having to enter your own set of records.

Select the load option by pressing A. Loading a new file will erase any records already stored. So as a precaution the computer will ask you if you are certain you want to load a new file. Now enter the filename of the file you want to load. The demonstration file is called DFILE. Cassette users must ensure that the tape is in the correct position. (The file follows the Database program.)

Once the file has been loaded you can perform various operations on the records by selecting the appropriate option from the menu.

#### **List records (Option F)**

This option allows you to examine the records that have already been entered. After selecting this option you will be asked if you want to print out the records. If you do, press B. If not, press A. You must now tell the computer which records you wish to see. For example, if you would like to look at records 3, 4, 5 and 6 you should enter 3 (<RETURN>), followed by 6 (<RETURN>). The first record you requested will then be displayed, and at the bottom of the screen you will see a list of the possible options available to you.

Pressing N will allow you to move to the next record. If you wish to delete the record displayed on the screen press D. Pressing A will allow you to alter the record. This operates in the same way as if you had selected Option E from the main



menu or when adding records (Option C) and has already been described. To return to the menu press M.

### **Field search (Option G)**

This option allows you to find any record quickly without having to go through each record in turn. After selecting the option, you must state which field you wish to search through. The options available then depend on whether the field is a string or a numeric one.

If you have selected a string field you can choose to search for a specific string or for part of a string. The difference is that if, for example, you reach for "row" as a specific string, the word "rows" would not be found. But it would have been had you asked for a part string search.

For a numeric field, you have four options:

- A. Search for a specific value X (ie the number you entered)
- B. Search for values >X (ie any numbers greater than the one you entered)
- C. Search for values <X (ie any numbers less than the one you entered)
- D. Search for a<X<b (ie a number between two limits that you enter)

### **Replace string (Option H)**

This powerful option allows you to replace any information stored in a field without having to go through all the records making the amendments yourself. You can replace a number, string or part string. The method of operation is similar to the field search already described, except that the fields are replaced by your new entry, rather than just displayed.

### **Multi-field sort (Option I)**

You can sort your records into numerical or alphabetical order with this option. It is usual - and quickest - to sort on just one field (such as names), but if you want to take account of other factors, you can select other fields. For example, Smith (age 24) could be listed before Smith (age 28).

You must select at least one field for the sort. Pressing <RETURN> or entering zero for sort fields 2 to 4 will terminate the field selection. You will then be asked if you wish to sort into Ascending or Descending order. Press the first letter of your choice and the computer will sort your records. When all the records have been sorted, you may examine them in their new order using Option F.

### **Field summary (Option D)**

This option lists the titles of the field, their length and type.

### **Save current file (Option J)**

This option allows you to save all the records that you have entered. You should use it frequently so that the chance of losing your work, such as in the event of a power failure or similar mishap, is minimised.

### **End program (Option K)**

This option terminates the program. Before doing so you will be asked: "Do you wish to SAVE the data file?" If you answer Y you will be asked to input your filename and the file will be saved. If you answer N, your file will be lost.

## **Spreadsheet**

A spreadsheet consists of rows and columns of "boxes" in which you can place numbers, labels or mathematical formula. Used for home finance, for instance, it is an ideal and easy to use means of keeping tabs on your income and expenditure. Setting up a spreadsheet is quite simple but can be time consuming. However, once it has been prepared to your specifications, it can be amended quickly and effortlessly.

To illustrate how it is created these instructions show you how to set up an imaginary household budget spreadsheet. You should then have no trouble devising your own for any application you may think of.



To load and run the spreadsheet program simply type:  
CH. "SPREAD"

and press <RETURN>.

When the program has loaded, you are asked the question: "Create file?" Answer Y.

Next select 15 columns and 20 rows. When asked if you require continuous updating answer N. The reason for this is that each update takes a short time, and when you are initially setting up the spreadsheet it is best to avoid this delay.

The spreadsheet should now be on the screen. You will find a list of the function keys and their uses at the end of this section. Note that on the Electron, the function keys are obtained by holding down the CAPS LK/FUNC key while you press the appropriate key. Holding SHIFT while you press the key results in the shifted function being activated.

The first thing to do is to enter a label in the top left hand corner. This is done by pressing f4 and then typing MONEY, two spaces, and then <RETURN>. Note the use of spaces to centre the label. It will be assumed that you will remember to press <RETURN> after all future entries, so it will not keep appearing in the text.

Now you need column headings. Ensure that the cursor is under column 2, press f3 and enter JANUARY. Move the cursor right and repeat the process for the other months. Convert column N to a line by pressing f6 with the cursor in that column. Note that the prompt: "Are you sure?" appears. This is so that if any formulae had been set in column N they would not be accidentally erased by the unintentional pressing of f6. Obviously in this case you enter Y. The final column - O - should be given the heading TOTAL.

The row labels are entered in a similar way. You must use f2 to label rows and f5 to put lines across the rows. Use these keys to set up rows like this:

```
ROW 2: Label MORTGAGE
ROW 3: Label FOOD
ROW 4: Label FUEL
ROW 5: Label LEISURE
ROW 6: Label OTHER
ROW 7: Convert to a line
ROW 8: Label TOTAL OUT
ROW 9 & 10: Convert to lines
ROW 11: Label EARNINGS
ROW 12: Label B.FWD
ROW 13: Convert to a line
ROW 14: Label TOTAL IN
ROW 15: Label TOTAL OUT
ROW 16: Convert to a line
ROW 17: Label REMAINING
ROW 18: Convert to a line
ROW 19: Label SAVE
ROW 20: Label C.FWD
```

Now press f8 to move the cursor to its home position - that is, to display the top left hand corner of the spreadsheet. You can now enter some formulae.

Box B8 will contain the sum of all the boxes above it. The formula for this is:

B8 = B2 + B3 + B4 + B5 + B6

To enter this, move the cursor to box B8, press f0 and type the rest of the formula after the "B8=" that will appear on the screen.

Similar formulae are required along the rest of row 8. This is achieved by pressing SHIFT f1 with the cursor still on B8. Then move the cursor right to C8 and press COPY. You should now see that the formula for C8 is now set. Repeat this procedure



for the other columns. This means keep pressing SHIFT f1, cursor right and COPY in that order. Remember to copy M8 into O8, not into N8 which is just lines.

You can check what functions you have entered at any time by pressing SHIFT f4. If there are too many to list on the screen, press SHIFT to see more.

Enter the row formulae in a similar way. Move the cursor to box O2, and use f0 to enter the formula:

$$O2 = B2 + C2 + D2 + E2 + F2 + G2 + H2 + I2 + J2 + K2 + L2 + M2$$

Use the copy facility again to enter similar formulae in boxes O3, O4, O5 and O6.

Now row 12 needs the formulae inserting. The formulae required are C12 = B20, D12 = C20, etc. These are entered using f0 with the cursor at the appropriate box. Remember O12 = M20. The boxes on row 14 are the sum of the boxes on rows 11 and 12. Use f0 to set up B14 and the copy facility to copy the formula to the other boxes. (B14 = B12 + B11, C14 = C12 + C11, etc).

Row 15 is the same as row 8, so the copy facility can be used to enter formulae such as B15 = B8 along the row. Row 17 is row 14 - row 15 and is set up in exactly the same way.

Enter the formulae for total earnings in box O11. That is:

$$O11 = B11 + C11 + D11 + E11 + F11 + G11 + H11 \\ + I11 + J11 + K11 + L11 + M11$$

We will assume that 75 per cent of the money remaining is saved and the rest is carried forward to the next month. This leaves two more rows of formulae to set. Set up box B19 with this formula:

$$B19 = B17 * 0.75$$

and copy it to the rest of the row. Row 20 will be row 17 - row 19, and is set up as before. If you wish, you can enter formulae for other boxes such as earnings (for example, C11 = B11, etc) or allow for inflation (such as C5 = B5 \* 1.01).

You are now ready to start entering numbers, but it is a good idea to save your work first. Do this by pressing SHIFT f6 and answering the questions as they appear. To enter numbers, move the cursor to the relevant box, and type the number. At the start, you answered NO to the question "Continuous updating?". This saves time if you have a lot of entering to do. Any time you wish to update the spreadsheet, just press f7.

On the tape (after the graphics program), or on the disc, you will find a sample file called MONEY for you to load. It was set up following these instructions. Load it first by chaining the program or press SHIFT f7 if it is already loaded. Answer N to the "Create file?" question, MONEY to the old filename and NO to the extend question. If ever you want to add more rows or columns to an existing file you should answer YES to this question.

Although you have now set up a spreadsheet, there are still some function keys that you have not yet tried. You have already used SHIFT f4 to display all the formulae on the spreadsheet. If you want to see a particular one, move the cursor to that box and press SHIFT f0. If you want to completely clear a formula, press SHIFT f2 (again with the cursor on the box). If you wrongly enter a number, pressing f1 will return the previous number.

SHIFT f3 and SHIFT f7 are used when you wish to enter a new file. The first only clears the numbers, but leaves labels and formulae intact, while the latter allows you to start a new spreadsheet without reloading the program.

The print option - SHIFT f5 - allows you to print out the spreadsheet. Eight of the spreadsheet columns fit on a standard 80 column printer. If the width of your spreadsheet exceeds this, the rest of the columns are printed on a new sheet so that you can join them up side by side.



What the function keys do

	UNSHIFTED:	SHIFTED:
f0	Enter new formula	Display the formula in the box indicated
f1	Return last number	Copy a function (use in conjunction with COPY key - see instructions)
f2	Insert new row label	Clear a formula from a box
f3	Insert new column label	Clear all values from the spreadsheet
f4	Insert new corner label	List all values from the spreadsheet
f5	Put a line along a row	Obtain a printout
f6	Put a line down a column	Save the file
f7	Update (if you are not continuously updating)	Quit current file and restart
f8	Send cursor home	Load the graphics program
f9	End	End

### The Graphics Program

The graphics program requires you first to set up a file using the spreadsheet. So that you can try out the graphics, a file called MONEY has been included after the graphics program on the tape, and is also on the disc.

To load the graphics program, type:

CH. "GRAPH"

and press <RETURN>. When it has loaded and you are asked for the old filename, enter: MONEY.

Once this file has loaded, you will be asked for the row that you require. If you cannot remember the number, press <RETURN> to see a list. To try out the program, enter 4 and press <RETURN>. Then answer Y to any columns that you want to appear in your graph, and N to any that you don't. In this case, answer Y to the 12 months, and N to the total.

The menu will then appear on the screen. Pressing f0, f1, f2 or f3 will give the display of your choice. When you have seen it, press f7 to print it out on an Epson compatible printer, or any other key to return to the menu.

If you wish to draw graphs from a different area of the spreadsheet, use f4, and if you want to load a new file, use f5. Use f6 to load the spreadsheet program, but note that to do this the tape will have to be rewound.

**Instructions' Source** : MINI OFFICE (Database) Booklet

**Reviews** : No Review Yet



# MISSILE COMMAND

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1983: MISSILE COMMAND, Gemini, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : GEMINI, 18A Littleham Road, Exmouth, DEVON EX8 2QG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

In this game, you must protect your cities from incoming missiles by shooting them down with your own. To do this, you must position your cross beneath an enemy missile and fire. A shot from one of your three missile bases will then detonate and, hopefully, destroy the enemy. At the end of a wave, your bonuses are counted up and a new wave starts. On the second wave, planes and satellites fly across, dropping more missiles unless destroyed.

From wave six onwards, look out for diamond shaped "Smart" missiles, which avoid your explosions.

You can fire from either individual bases, or from the nearest base to your cross. The game can be played with either a joystick or using the Electron keyboard.

**Instructions' Source** : MISSILE COMMAND (Gemini) Back Inlay

**Reviews** : No Review Yet



# MISSING SIGNS

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Authors : Ann and Russel Wills  
Standalone Release(s) : 1984: MISSING SIGNS, Acornsoft/ESM, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

This pack contains three programs on cassette. Select the number of the program you want to load, and press <RETURN>. All instructions are shown on the screen. PUT IN THE SIGNS provides practice in addition, subtraction, multiplication and division. Each exercise presents the pupil with incomplete sums into which they must insert the sign which will make the calculation correct. If two incorrect attempts are made, the program provides the correct answer.

The two Missing Signs programs present addition and subtraction, or multiplication and division equations which have the balancing sign missing. The child must calculate both sides of the equation and decide whether the missing sign is greater than (ie >) or less than (ie <) or equal to (ie =). The equations contain one or two digit numbers. All three programs offer a high degree of user control over the exercises presented to the child. The "Teachers' Notes" give the user the opportunity to set the layout, difficulty, content and timing of the exercise before the child begins. Once these parameters are set, the program can be used by up to 20 children and their results will be stored for later recall.

## About The Authors

Russel Wills began his career in computing in 1966 when he joined IBM as a lecturer. He then worked in Africa for five years as a systems analyst returning to the UK in 1972 to take up his present post as lecturer in computer education in Dundee. Ann Wills is head Teacher of a primary school.

**Instructions' Source** : MISSING SIGNS (Acornsoft/ESM) Back and Inner Inlay

**Reviews** : No Review Yet



# MODE 7 EMULATION DISC

*Public Domain, Originally Released On ADFS 1D00 Disc*

Game Type : Utilities For Programming/Converting To/From BBC Mode 7  
Authors : Gareth Babb and James Treadwell  
Standalone Release(s) : 1993: MODE 7 EMULATION DISC, Headfirst PD, PD  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : HEADFIRST PD, 97 Chester Road, SOUTHPORT PR9 7HH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

These programs came from Headfirst PD, 97 Chester Road, SOUTHPORT, PR9 7HH. If you wish to send us some PD to include in our library, or order a disk, please write to use at the above address.

## Mode 7 Screen Displayer

This allows you to display screens saved in the right format (by either KeySaver or Converter) and print them as MODE2 screen files.

When you first run the program, the disk drive will whirr for a short time and then you will be asked to:

Enter file to display:

This is the filename of the screen you want to display as you originally saved it on the disk. The program will then pause for a while for calculation and the next part of the program will load. The prompt:

Print or Save Screen (P/S)

will appear and you must press P or S according to what you want to do. The screen will be saved under the filename SCR so if you have a file of this name on your disk already you should rename it or it will be overwritten. The screen will then go blank for above five minutes while the program converts the MODE 7 screen to MODE 2. If you are using a Turbo Driver you can see the screen being built up. After the screen has been converted, the display will return and the screen will be saved or printed according to the choice you made earlier (ensure the printer is ON LINE and fed with paper). The screen has now been converted and if saved can be loaded in again by entering MODE 2 and typing:

\*L. SCR

A sample screen is supplied called "CrazySc".

## Converter

This utility is designed to convert a screen saved on a BBC as a screen file in MODE 7 to a format understandable by the Displayer.

When you load the program from the menu the prompts:

Enter filename to load:

Enter filename to save:

will appear in succession. For this, enter the name of the screen file and the name you want the file to be saved under. Next you should press a key to initiate loading. There will be a short pause while calculations are made and then the disk drive will whirr for about a minute and the screen file will be loaded and converted. You should then press a key to begin saving the screen.

## KeySaver



This utility allows screens to be saved in a form understandable by Displayer from within the program that generates them.

When you run the program, you will be prompted for a filename to save the screen under. Then there will be a short pause and you will be returned to control of the computer. The characters will appear as a "mushy" pattern but this is essential to the program, and if <BREAK> is pressed or the characters altered, the routine is rendered ineffective. You should still be able to see when the screen you want is shown and press <CTRL> to save it to disk under the filename you chose earlier.

### **ElkFax**

This is a message display system based on the routines used in the Mode 7 Screen Displayer. It allows a sequence of screens to be created and displayed from disk, rather like a ViewData or teletext system. Using the built-in editor you can define well over 100 pages of text and graphics in 16 colours (8 still, 8 flashing). Then using the display routine you can show the pages in sequence or choose a page directly to display. There are a dozen uses for this system eg shop window advertising, information services, school "electronic magazine", etc.

The graphics are characters on a 2 x 2 matrix. They seem rather chunky and crude, but a glance at teletext will show how effective the results can be.

Load the program and you will be asked for the name of an ElkFax file. Enter the filename and insert the disk with the file on for editing or display. If there is no file of that name on the disk one will be created with blank pages. If a file is to be created, the program will warn you by giving a message saying how much space is needed on the disk for the file. Insert a disk with enough space and press a key. It is advisable to use blank disks for creating new files on to make sure there is enough room.

After this you will be asked whether you want to edit or display the file. Press E to edit or D to display.

### **Editing**

The first page (0) will be loaded ready for you. Your controls are detailed below:

C ..... Change foreground colour  
B ..... Change background colour  
T ..... Input text  
S ..... Save page  
L ..... Load page  
RETURN ..... Move cursor down to start of next line  
Cursor keys ... Move cursor around the screen. The flashing block shows where the next character you place on the screen will appear.

To input text, tap T and enter your text. Take care to enter one line of text only.

The current page is shown at the top left of the screen, and the current colour at the top right (left hand digit = foreground; right hand digit = background). A list of colours is shown below:

0 - black	8 - flashing black/white
1 - red	9 - flashing red/cyan
2 - green	A - flashing green/magenta
3 - yellow	B - flashing yellow/blue
4 - blue	C - flashing blue/yellow
5 - magenta	D - flashing magenta/green
6 - cyan	E - flashing cyan/red
7 - white	F - flashing white/black

When saving a page, you will be asked for the page number. This allows the same page to be copied to several different numbers and each copy altered separately. This is useful if each page requires a particular graphic heading at the top.



### **Displaying**

When displaying an ElkFax file, you will be asked for start and end pages. Enter these and press RETURN. You will also be asked if you want to display the pages in a carousel. This means that the pages will automatically step through in sequence (e.g. in a window display). Once the display is going, you can type a page number to go to, or press any other key to step to the next page. If the carousel option is on, the page will move to the next one after a certain length of time (about 30 seconds) has passed.

A sample file (filename faxE) is supplied which allows you to get an idea of what ElkFax can do. To see it, load ElkFax and press D for display. Enter the first page as 0, the last as 3 and Y to the Carousel? prompt.

### **Mode 7 Emulator**

This program, for 64k Electrons only, allows MODE 7 displays to be shown in real time on an Electron. It will work with most correctly written BASIC or machine code programs and provides a complete emulation of all standard teletext control codes. Fantabulous!

**Instructions' Source** : MODE 7 EMULATION DISC (Headfirst PD) Text File

**Reviews** : No Review Yet



# MONKEY NUTS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overhead Maze Game  
Author :  
Standalone Release(s) : 1988: MONKEY NUTS, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Collect the fruit, find your way around the maze and watch out for those arrows. A fast and addictive game that'll drive you bananas!!"*

Koney the Monkey is very greedy and wants to store up his house with fruit. However, he discovers, much to his dismay that it is not as easy as it seems and there are many obstacles that stand in his way.

Koney must first collect a banana, carrot, grape and a pineapple from each corner of the screen. This is done standing either side to the left or the right of the piece of fruit. Once all four pieces of fruit have been picked up, the door of the house opens and Koney can enter and place the fruit on one of the green tables.

To make things difficult there is a maze which can take one of four configurations, chosen at random and also arrows that fly around. If Koney is hit by an arrow or if the timer reaches zero, he will die. A timer counts down from 999 to zero and when Koney collects or places fruit in his house then the timer reading is added to the score and the timer is reset to 999.

When fruit has been placed on all four tables in the house (a 'Full House') then a bonus of 1,000 is added to the score and the player gains an extra life (but only if one life has already been lost).

**Instructions' Source** : MONKEY NUTS (Bug Byte) Back and Inner Inlay

**Reviews** : No Review Yet



# MONSTERS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : Tim Dobson  
Standalone Release(s) : 1983: MONSTERS, Acornsoft, £9.95  
Compilation Release(s) : 1988: ACORNSOFT HITS 1, Superior/Acornsoft, £9.95  
1990: PLAY IT AGAIN SAM 11, Superior/Acornsoft, £9.95  
1990: PRES GAMES DISC 4, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Pursued by monsters along walls and up and down ladders, your only hope of survival is to trap them in holes which you dig in their path. If a monster falls in, the hole must be filled in completely or the monster will crawl out.

Monsters can be killed in one of two ways: either by falling through holes which you dig and fill, or by being hit by monsters from above. If a monster is hit by a falling monster, both die. If you manage to kill all the monsters, you graduate to another screen.

The longer you survive, the more you can score as the monsters vary and become more devious. Whereas RED monsters only need to fall through one level, GREEN monsters must fall through two levels and WHITE monsters must fall through three levels before they actually die. If they fall through more than the minimum number of levels, then your score will be even higher.

From the second screen onwards, any RED or GREEN monster that is allowed to crawl out of a hole, mutates into a GREEN or WHITE monster respectively.

Quite an exhausting business, so keep an eye on the oxygen level which drops during each screen and eventually runs out, whereupon you will die. You have three lives, however, and can earn another one by scoring 3,000 points.

Sounds can be turned on and off with S (Sound) and Q (Quiet). ESCAPE escapes from a game.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, D - Dig, F - Fill

Standard joystick movements apply. To dig, hold joystick in down position and press fire button. To fill, hold joystick in up position and press fire button.

## Scoring

Monster	Monster Falls Through				
	One level	Two levels	Three levels	Four levels	Five levels
RED	100	200	300	400	800
GREEN	-	300	500	700	1,500
WHITE	-	-	700	1,000	2,000

If you score 3,000 you earn an extra life.

**Instructions' Source** : ACORNSOFT HITS 2 (Superior/Acornsoft) Inner Inlay



### **Review (Electron User)**

In MONSTERS the screen becomes a pattern of walls and ladders, along which you, in the guise of a little animated man, are chased by a series of colourful monsters. You've only got three lives and every time they catch you, you lose a life. To make things more difficult, while you're dashing along the tops of the walls and running up and down the ladders your oxygen supply is running out.

You have to destroy the monsters before that happens, and the only way to do this is to dig a hole in a wall, lure the monsters into it and fill it in quickly before they climb out. However, as soon as you get rid of one set of monsters, they're replaced by another lot of a different colour.

It gets faster and faster and more and more fun. The graphics are excellent and the instructions easy to follow. It's also compulsive, making you ask for the notorious "one more go". You could say MONSTERS grows on you.

Peter Gray, ELECTRON USER 1. 1

**See also** : ELECTRON USER 4. 7 for a review of ACORNSOFT HITS 1  
ELECTRON USER 7. 3 for a review of PLAY IT AGAIN SAM 11  
EUG #48 (PRES GAMES DISC 4)



# MOON BUGGY

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Scrolling M/code  
Author : T. & M. Monkton  
Standalone Release(s) : 1985: MOON BUGGY, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Extra Moon Buggy for every 10,000 points scored.  
Bonus awarded for every completed mission.  
Jump or shoot rocks or tanks.  
Watch out for rocket silos, tanks and UFOs.

## Game Controls

Z - Left, X - Right, <RETURN> - Fire, <SHIFT> - Jump, Q - Music On/Off

**Instructions' Source** : MOON BUGGY (Kansas) Opening Screen

## Review (EUG)

The boxes and inlays to all of KANSAS CITY SOFTWARE's games (being simply a filled-in coloured box, the words "Micro Computer Software" and the title of the game only on the spine and cassette itself) would certainly not sweep the board at the Fashion Awards. Plus, contrary to some ELECTRON USER reviews complimenting them on their "model" instructions, each of the KANSAS titles at EUG HQ contains none at all; frequently they merely flash up on screen during loading. As all were mail-order only though, it's not difficult to see why they remain so few in number and are now so collectable. With such little effort made to explain what to do, if you'd originally bought one and not been able to figure it out, would you have bought another?

MOON BUGGY is one of KANSAS' most famous titles and is a Mode 2 "navigate the landscape and shoot away the obstructions and overhead flying nasties" scroller. After two loading screens, explaining the keys required and brief instructions, the very top of the screen shows a row of zeros and a number representing your lives in a customised font. The rest of the screen, from the side-on, shows a blue mountain range reaching halfway up the screen, your green multi-coloured Buggy in the foreground and the red terra firma it sits upon.

In the Electron's high resolution Mode, graphics can appear 'chunky' unless a lot of care has been taken with them. MOON BUGGY is by no means the worst offender but some of its elements do suffer from this appearance and the yellow surface of the red moon (?) is bumpy in a strangely 'squarey' fashion. But the Buggy and backdrop sprites are of a higher quality and rendered in an attractive number of colours.

To get started you must "hit a key" and doing so begins a very slow trundle accompanied by a horrendous series of blips that are quite evidently meant to be a backing tune. Although it is the background and red foreground that, by its "shifting" from right to left, gives the most impression of movement, you can move within the confines of the present screenful with the Z and X keys, jump with SHIFT and fire with RETURN. Unfortunately all of these actions are equally as slow.



The aim of the game is apparently to get as far across the Moon as possible. This is about as boring as it sounds - with the obstacles hindering your progress for the most part being holes of various sizes on its surface. On starting the game, you will trundle along for almost a half minute before even meeting the Entering Stage A sign. Ho hum!

Your next exasperation comes with the leaping of the holes themselves - it is nigh on impossible to gauge when to jump correctly and even the last pixel of your Buggy coming down over empty space results in the destruction sequence. One would assume from the mechanics of the vehicle that this should not be the case.

One also feels that the creators of this game have wanted to make a very professional-looking title. The backdrop mountains, for example, are not merely stationary but occasionally scroll at a different speed to that of the constantly moving foreground. By colour switching, as you complete each stage, more of the backdrop is lit up, illuminating a very nice scrolling picture. Such techniques with a 6502 processor were quite ahead of their time when this game was released [1985, fact fans - Ed] and it's notable that the game packs the whole Electron full of code. The constantly fluxating 'music' and speed of scroll when keys are pressed however show that playability has been sacrificed in order to achieve such presentation.

It should be explained however that, with SLOGGER's Turbo Board installed, worries on both the blippy music and fluxation factor can be virtually ignored, much improving the game. What is irksome even taking this into account though is that there is no saved high score facility! If the objective is to get as far as possible across the surface of the planet, the only way to measure how well you did is by the score you've racked up. But as soon as you lose your last life, the screen blanks and the game re-runs. Not only do you not get to enter your name but the machine simply forgets you'd been playing at all!

As the game continues, you have flying saucers above you to contend with as well as obstructions in your path to blast away. Pressing RETURN fires one bullet straight up and the other horizontally before you. But concentrating on the landscape, obstructions and baddies overhead is too big a job and, bearing in mind that it is quite common to see the Buggy explode when it seems it completely cleared the hole, the temptation is to reach for that BREAK key before too long.

The destruction of the Buggy is an interesting one. Should you make a fatal mistake, it changes into three red balls which bounce up and down several times and then disappear. Why? Well, it's just another attempt to throw out an impressive graphics routine, and another which fails due to slow speed of execution and fluxation of gameplay.

MOON BUGGY is not a good game on either the standard or the Turbo Electron because it is just too much damned hard work for no reward other than getting to see the background picture. The dubious pauses and collision detection employed make it a real nightmare on the lesser machine, giving it more the feel of a bad BASIC type-in SPROG clone than a professional release, despite all of its pretty graphics. It also takes a long time to load from tape and loads some sections in Mode 2, which causes real problems for the unexpanded machine loading from cassette. At a pinch, if you have a Turbo Elk with CDFS or DFS, you may like to give it a whirl. However, considering it was released before any of these hardware extensions were available, it has to receive a less than enthusiastic reception.

Dave Edwards, EUG #58



# MOONRAIDER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'em'up  
Author : David Elliot  
Standalone Release(s) : 1984: MOONRAIDER, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 2, PRES, 1987, £9.95  
1988: 10 COMPUTER HITS 2, Beau Jolly, 1988, £9.95  
1989: PLAY IT AGAIN SAM 5, Superior/Acornsoft, 1989, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Your mission is to raid an Alien base to destroy its Central Nucleus. Firstly, however, there are several stages to overcome. You command a highly manoeuvrable assault ship equipped with a rapid-fire laser cannon plus a limitless supply of Tyrex bombs. Keep an eyes on your fuel level which is constantly decreasing. This can be replenished by blowing up the enemy fuel dumps.

Points are scored for destroying the radar scanners, rockets, ack-ack batteries and bouncing space-mines.

The mission, i.e. the level of difficulty, can be selected by pressing keys A to D. Also, you can jump to any stage in a mission by pressing keys 1 to 5.

## Game Controls

< - Left, > - Right, S - Up, X - Down, M - Laser, A - Drop Bomb  
2/1 - Sound On/Off, <ESCAPE>/<SPACE> - Pause On/Off

The move, laser and drop bomb keys can be redefined before the game starts by pressing <RETURN>. Press <SPACE> to start game.

**Instructions' Source** : MOONRAIDER (Micro Power) Inner Inlay

## Review (Electron User)

You are the commander of a squadron of three fast and highly manoeuvrable space attack craft, ordered to raid an alien base on the Moon. The aliens, understandably miffed at this, set up a series of defensive zones, each more difficult than before, which you must negotiate.

The first three screens depict hilly landscapes, thickly populated by radar stations, anti-aircraft batteries and missile silos. Also dotted about are enemy tankers - vital to your mission, for by hitting them with your bombs you gain a much needed boost to your fuel reserves. This is necessary to enable you to reach your own tanker, which is sited between stages.

Beware of the space mines that surround your tanker - these aliens don't miss a trick. Stages two and three have flying bombs and fireballs just to keep things interesting.

Stage four takes you over the highlands, sown with missiles and not an enemy in sight until the very end. If you miss this, it's curtains!

Refuel once more and you're through to the final obstacle - a long winding cavern



with sharp bends and vertical shafts. No problem with fuel here, because flocks of enemy tankers block your path. Having said that, none but the very skilled will make it through the cavern. The enemy base lies tantalisingly beyond, though some may never see it.

Good graphics, a limitless supply of laser bolts, bombs and poachable fuel make this a satisfying and compulsive game. Skilful use of the faster/slower key makes evasive action easier. Use of this key while refuelling means that you can take on more fuel and its use is vital while flying through the caverns.

One of the nice features of the program is you can skip stages by selecting games one to five and set the difficulty by selecting A to D.

A good value game, crammed with action and needing skill to test the most ardent arcade fanatic. A recommended version of the old classic.

Adam Young, ELECTRON USER 1. 6

**See also** : EUG #47 for a review of PRES GAMES DISC 2



# MOUSE TRAP

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Shoot-'em-up  
Author :  
Standalone Release(s) : 1985: MOUSE TRAPE, Tynesoft, £7.95  
Compilation Release(s) : 1986: MICROVALUE FOUR GAMES 2, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Guide Marvin the ravenous mouse around 22 superb action-packed screens of incredible graphic animations in search of his favourite food - a beautiful wedge of golden cheese, whilst avoiding all manner of dangerous obstacles in his path.

## Game Controls

Z - Left, X - Right, \* - Jump  
S/Q - Sound On/Off, <DELETE>/<RETURN> - Pause/Continue  
Press 1 to commit suicide

**Instructions' Source** : MOUSE TRAP (Tynesoft) Inner Inlay

## Review (Electron User)

It is often said that there are only three or four types of computer game - mazes, ladders and levels, invaders and adventures, and that the majority of software fits into one of these categories. Tynesoft's MOUSE TRAP is nothing new and slots neatly into the second category.

Although the format is familiar and holds no surprises, it is, nevertheless, very well written, enjoyable to play and quite addictive. You take the part of Marvin the mouse, an athletic little rodent capable of leaping round the screen from platform to platform in his quest for cheese.

There are 22 different screens to master. On each, there are several different objects to collect, some looking remarkably like Christmas puddings. Somewhere on the screen there is a closed door, usually in the most inaccessible corner. Collect all the puddings and the door will open. If you can make it in time you can walk through to the next screen.

The difficulty lies in the placing of the levels and the various nasty objects which fly around the screen. There are teapots, cups and saucers, bottles of poison, witches on broomsticks, fireballs, bombs, fried eggs and many more. To make matters worse there's also a time limit, so if you hang about too long wondering which way to do you'll run out of time and lose a life. You have eight lives, but they disappear all too quickly.

MOUSE TRAP is an excellent multi-screen levels type of game. It is difficult so I wouldn't recommend it to beginners. But if you're looking for something more challenging than the usual run of the mill game look no further. MOUSE TRAP will keep you occupied for weeks.

Sound ..... 5  
Graphics ..... 8  
Playability ..... 8



Value for money ..... 8  
Overall ..... 8

Roland Waddilove, ELECTRON USER 3. 9



# MR MEN MAGIC STORYMAKER

*Professional, Originally Released On Cassette Only*

Game Type : Educational Arcade Games (Ages 4-8)  
Author : PrImer Educational Software  
Standalone Release(s) : 1986: MR MEN MAGIC STORYMAKER, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

I have found all the Mr Men programs to high quality and of real educational value, and MR MEN MAGIC STORYMAKER is no exception. This package, comprising two programs, is a real delight to use. It is designed to enable 3 to 6-year-olds to create their own stories on the screen. I must admit that I've only used it with very young children. However their enthusiasm was astounding.

The first program is picture and word based with six carefully staged levels. The second introduces the concept of sentences and is definitely for the older children. The first program can be used without words - the scenes are created using icons. Both programs enable stories to be created with six different settings and a choice of eight different Mr Men.

They can do eighteen different things and have six different moods. In addition the weather can be set to one of six choices. The graphics are very good and appear on the screen instantaneously. The different weather conditions are not particularly inspiring - the snow is very disappointing.

The package includes an attractive booklet which can be used by older children to help them enter words and design scenes.

Facilities that are available in the software include the ability to reduce the volume level of the sound or to switch it off completely. Thankfully, pressing <BREAK> does not destroy the program but simply returns you to the start.

I can thoroughly recommend this software to any parent wishing to introduce young children to computers. It can also be used by early readers as a source of reading material and the focus of written work. Full marks to the Mr Men!

Sound ..... 8  
Graphics ..... 9  
Playability ..... 10  
Value for money ..... 10  
Overall ..... 10

John Woollard, ELECTRON USER 3. 8



# MR WIZ

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overhead Maze-Game  
Author : J. D. Llewellyn  
Standalone Release(s) : 1984: MR WIZ, Superior, £7.95  
1990: MR WIZ, Superior/Blue Ribbon, £1.99  
Compilation Release(s) : 1988: SUPERIOR COLLECTION 3, Superior/Acornsoft, £9.95  
1989: PLAY IT AGAIN SAM 8, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"Guide Mr. Wiz around the garden to eat the cherries whilst avoiding the evil gremlins. They can be killed by dropping apples on them or by throwing the crystal ball. If all the gremlins are trapped or very frustrated, they may eat an apple or dig their own passage to get at you."*

Guide Mr. Wiz around the garden to eat the cherries whilst avoiding the evil gremlins. The gremlins can be killed by dropping apples on them or by throwing the crystal ball. If the gremlins are trapped or very frustrated, they may eat an apple or dig their own passage to get at you.

1,000 points can be gained by eating the magic mushroom...but beware, this is home of the gremlins and makes them permanently furious! After use, the crystal ball takes time to recharge. When ready for use, the ball will flash.

An extra wizard is awarded for every 10,000 points scored.

### **Game Controls**

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Throw Crystal Ball

Joysticks may also be used.

**Instructions' Source** : MR WIZ (Superior) Back and Inner Inlay

### **Review (Electron User - Double Review Of MR WIZ and PERCY PENGUIN) - "Wizard Of A Game"**

The software company currently dominating the charts is Blue Ribbon with its budget priced re-runs of Superior Software's old titles. Two of the most popular are MR WIZ and PERCY PENGUIN.

The first is an arcade game in which you play the part of Mr Wiz, wandering about your garden eating cherries while avoiding evil gremlins. These nasty little critters can be flattened by dropping enormous apples on their heads. To do this you dig the earth away below the apples just as a gremlin walks underneath.

Extra bonus points can be gained by eating a magic mushroom, but watch out for the gremlins, as this makes them furious.

PERCY PENGUIN takes you to the frozen wastes of the North Pole where you battle the dangerous snobees. Blocks of ice form a maze on screen and you - controlling Percy Penguin - must try to line up three special diamond blocks by kicking them into position.



Ordinary ice blocks can be melted by pushing against them, or kicked away if there is nothing on the other side stopping them from moving. This enables you to rearrange the maze to your advantage.

Preventing you from lining up the diamond blocks are the snobees, evil weevils that track you down and gobble you up. Fortunately, a well timed kick will send an ice block to squash them flat.

The action isn't particularly fast, but it's quite difficult. The graphics are fairly ordinary compared with recent releases and there isn't much depth to the game. If you're looking for two simple, fun offerings at budget prices you won't go far wrong with these two from Blue Ribbon.

Roland Waddilove

**\*\*\* Second Opinion \*\*\* (Electron User)**

PERCY PENGUIN and MR WIZ are two typical budget releases. Once classic games, they are now considered to be quite simple both in gameplay and graphics. However, they are cheap and will provide several house of fun for all the family.

Janice Murray

Sound .....	7
Graphics .....	7
Playability .....	8
Value for money .....	10
Overall .....	8

ELECTRON USER 6. 7



# MUNCHMAN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author : Wynand Thompson  
Standalone Release(s) : 1985: MUNCHMAN, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Control the Munchman avoiding the ghosts. Devour the susties for points and eat energisers to neutralise the Ghosts.

## Game Controls

Q - Up, A - Down, O - Left, P - Right

**Instructions' Source** : MUNCHMAN (Kansas) Opening Screen

**Reviews** : No Review Yet



# MURDAC

## *Professional, Originally Released On DFS 1900 Disc*

Game Alias : MONSTERS OF MURDAC  
Game Type : Text Adventure; Disc-based  
Authors : Jonathan Partington & Jon Thackray  
Standalone Release(s) : None  
Compilation Release(s) : 1988: AVON and MURDAC Double-Pack, Topologika, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS 1900, DFS 1900

## Instructions

My Darling Jocasta,

How I miss you! It must be more than thirty years since we spent more than a couple of days apart. I woke up this morning longing to see you again, though its less than a week since we said our farewells. The flight was relatively uneventful; a little bumpy and I confess that I had to seek solace from a teeny glass of whisky. I do hope you'll forgive me.

I hope you'll find it in your heart to forgive me something else too. The tale that I was flying to Kashmir was a little - in these days I dare hardly say white - a little lie. I flew to Murdac. I know that both the fact that I have deceived you and that I have returned to the land of my birth will strike horror in your veins, but I beg you to understand that I had to come back. I just have to find out the truth about Murdac before it's too late.

Duessa met me at the airport. I still don't know how she got there, although for a fragile woman of indeterminate years, probably more than ninety, she is amazingly agile. I hired a car and together we drove to her cottage on the edge of the forest of Murdac for my first visit since childhood.

It was exactly as I remembered it: dark, mysterious, broody, even more isolated now that I'm old enough to appreciate it. We passed a few people on the road; drab, grey people who turned their eyes away yet still, from inside, watched us.

Duessa, on the other hand, always uses her eyes to look one straight in the eye. My fater, rest his soul, used to say she could read the runes at the back of one's brain on the blackest of nights, that she knew secrets that nobody else in the village did - like what it meant if you saw a rabbit hiccupping the night of the full moon. My mother told me that the reason he only lived to be 101 (when his father had reached 112) was because he had tripped over Duessa's cat when drunk. "She's a woman to be wary of," she had told me, "especially if you want to come home without growing an extra ear on the way. She can turn milk sour just by scratching the end of her nose."

This woman whom I'd grown up to think of as a witch lit the log fire while I perched on the end of her rank, rickety bed. Flakes of snow began to scour the window, like ice-cold eyes come to see who had dared step foot in Duessa's cottage. It was full of strange and interesting objects: glass apparatus billowing noxious vapours; a stuffed platypus; icosohedral prisms; many other curios. A cockroach would have scurried between my toes had I not been warming them above the now blazing fire.



Duessa was muttering incoherently to herself, busily looking for something. The only sign of her immense age, I observed, was this tendency to talk to one as if she was talking to herself. "This one looks brighter than the last," is what I thought her mumble. "It is time that the quest were done. The wizard needs help. But as for the manticore..."

These were the fragments that I heard, my darling Jocasta, as the old woman returned with a teapot. I'm telling you this exactly as it happened, like a story, for even though this is only the beginning, and even though it is happening to me, I don't really want to believe it.

"So you think I'm a witch?" she said. It wasn't a question, just something she said to the fire, to the teapot, perhaps to me. Just as I was wondering what to say in reply, and whether or not it was safe to accept what I thought was her gestured offer of a cuppa, she flooded the hearth with the contents of the pot and gazed at them raptly.

"If you want to find out the secrets of Murdac," she began, gazing at the two leaves swarming in the hearth, giving them a loose-toothed smile as if she'd said something and seen something that pleased her after all these years. She began to utter instructions, which I repeat here in case anything should happen to me. If it should, I want you to ask Jonathan to continue the quest. He's a good lad, despite the clothes he wears, with an adventurous soul and a warm, brave heart. I hope he's enjoying England.

"You go down a certain path at midnight on Halloween," she said. "You go down it until you come to a clearing. You draw a pentacle, and stand within it. You should PANGORY PANTHRODULAN -" She repeated these words thrice, as if they had some powerful significance. I repeated them to her, struggling to get the same intonation, images coming into my mind that getting it wrong might mean death by rotting in some gloomy dungeon for ten thousand aeons, tormented by creatures from the lower planes.

"It be fearful," she went on, her rasping, ancient voice only just audible above the cackling fire. "Ye certainly tremble. The trees move around you. You see a path that stretches for miles. You take it and the trees link arms behind you. There be hours of tireless trudging until you come across a beautifully laid-out garden and a small stone hut."

For some reason, mention of that hut made me sit up straight, cold sweat descending from my brow. Duessa continued to ignore me, dipping a skeletal finger into the tea leaves. She shoved some into the corner of her dribbling mouth.

"Ogres," Duessa added, her voice fading, drifting up the chimney like a spirit leaving a dying man. "And the cannibals," she mumbled. "And the Old Man of the Sea..." I hoped that she was just falling asleep, for there was one last thing I wanted her to do.

She was. With that Duessa began to snore, her near-transparent, bony skull resting on her flat, heaving chest.

She's been asleep for over an hour, my darling Jocasta, while I've been composing this letter to you. I'm leaving now to explore Murdac in the way she described. I shall leave a note beside Duessa, asking her to post this letter to you. I hope you'll find it in your heart to forgive me for misleading you about my destination.

Give my love to Jonathan. And don't worry. We'll be together again soon. My fondest Love and Deep Affection.

Your Ever-loving husband,



George

## On-Line Hint Sheet

Keyword	MURDAC Hints	Hint
ALTERNATIVE UNIVERSE	How do I get out of the alternative universe?	21
ASTROLOGER'S SANCTUM	What can I do in the Astrologer's Sanctum?	25
	Why does a voice sneer at me in the Astrologer's Sanctum?	51
BLACK HOLE	How do I get out of the black hole area?	18
	What happens to the objects I drop in the black hole?	19
	How do I recover objects dropped in the black hole area?	20
CANNIBALS	How do I avoid being eaten by the cannibals?	37
CENTAUR	How do I get past the centaur?	26
CHIMERA	What can I do in the room with the chimera?	31
DARK	How do I see in the dark?	50
DAUGHTER	How do I befriend the Wizard's daughter?	40
	How do I rescue the Wizard's daughter?	42
FINAL REGION	How do I get out of the final region?	49
FOOTPRINTS	Who made the footprints on the beach?	17
GEYSER	How do I avoid being scalded?	34
GNOEVAL	What does GNOEVAL mean?	32
GRAVE	What use is the grave?	4
	What use is the message on the tombstone?	5
HAUNTED HOUSE	How do I navigate safely through the haunted house?	44
	How do I get into the haunted house again?	55
HOUSE	How do I get into the hut?	8
HUT	How do I get into the hut?	8
ISLAND	How do I get to the island?	36
	How do I return from the island?	39
KEEP	How do I get out of the keep safely?	47
	How do I get objects out of the keep?	48
LAKE	What use is the lake?	7
LAMP	How do I turn on the lamp?	10
	How do I turn off the lamp?	10
	How do I see in the dark?	50
LION	How do I calm the lion?	33
MANTICORE	What is a manticore?	28
	How do I avoid the effects of the manticore's poison?	29
MONKEY	Is there any other way out of the monkey puzzle room?	30
MONSTER	How do I re-animate the monster?	12
	How do I stop the monster from dying?	13
	How do I stop the monster from killing me?	14
	What use is the monster?	15
OGRES	How do I get past the ogres' wall?	1
	How do I get back from beyond the ogres' wall?	2
	How do I stop ogres attacking me?	9
OLD MAN OF THE SEA	How can I avoid being strangled?	35
OOZELUMNY	What does OOZELUMNY mean?	22
	What does OOZELUMNY do?	23
PIGEON	How do I get hold of the pigeon?	24
PLATFORM	How do I move along the platform?	45
	How do I get off the platform?	46
POLTERGEIST	How do I avoid being killed by the poltergeist?	43
POOL	What can I do at the pool?	27
SANDPIT	What use is the sandpit?	6
SCORPIONS	How do I avoid being stung by scorpions?	38
SCROLL	How do I read the scroll safely?	52
SHAWM	What is a shawm?	3



TIDAL WAVE	Why do I get killed by a tidal wave?	54
TOAD	How do I pick up the toad without harming it?	16
TOMBSTONE	What use is the message on the tombstone?	5
TREASURE	Where should I keep my treasure?	56
TREMOR	Why is there an earth tremor?	53
TROLL	How do I get past the troll twice?	41
WALL	How do I get past the ogres' wall?	1
	How do I get back from beyond the ogres' wall?	2
WIRES	How do I cross the wires safely?	11

**Instructions' Source** : MURDAC (Topologika) Inner Inlay

**Review (Electron User - Double Review Of AVON and MURDAC) - "The Bard's Tale"**

Please see AVON for this review.



# MUSIC MAESTRO Bb INSTRUMENTS

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Comes With Audio Cassette  
Author :  
Standalone Release(s) : 1985: MUSIC MAESTRO Bb INSTRUMENTS, Unknown, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : Unknown  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Covering All Versions Of MUSIC MAESTRO)

Practising on musical instruments can be a bit of a bore. You sit alone in front of your music stand and listen to your own squeaks, scapes and bad notes. The aim of MICRO MAESTRO is to put some of the fun back into the business.

Three different packages are available and you can choose between the version for keyboard instruments, concert pitch instruments such as recorder, trombone or stringed instruments or the version for B flat instruments. These include trumpet, clarinet and French horn. Whichever version you opt for, you will get two cassettes plus a small booklet which tells you how to use the program. One cassette contains the software and the others has soundtracks of the music used. The tunes are Ghostbusters, Happy Xmas (War is Over), Chariots of Fire, Superman, Dress You Up and Hello.

Loading the software will put the first tune into memory. You can then select from a number of options. Firstly you may display the music on the screen one page full at a time. Next, the computer can play the music for you so that you can play along it. The musical notation is printed on the screen as you do this in a big, bold and clear form. It has its own way of scrolling which you soon get used to.

You can adjust the tempo so that it suits your stage of learning. You can also add a visual beat counter and a bouncing ball which marks the note currently to be played. With growing confidence you can turn the computer sound off and play the music yourself with or without the beat counter and bouncing ball. As a final touch you can play along with the audio cassette which has two versions of each tune, one being just the backing.

Pressing BREAK returns you to the main menu from which you can select a different piece of music in either treble, alto or bass clef. This is a worthwhile package. However, it is limited to the tunes supplied with it and the poor quality of the audio recordings rather spoiled the effect.

I would suggest these packages, which run on the BBC B and Electron, are more suited to the school music department, where many pupils could use them, rather than to the individual.

Sound .....	7
Graphics .....	7
Playability .....	7
Value for money .....	6
Overall .....	6



# MUSIC MAESTRO CONCERT PITCH INSTRUMENTS

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Comes With Audio Cassette  
Author :  
Standalone Release(s) : 1985: MUSIC MAESTRO CONCERT PTCH INSTRUMENTS, Unknown, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : Unknown  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Covering All Versions Of MUSIC MAESTRO)

Please see MUSIC MAESTRO Bb INSTRUMENTS for this review.



# MUSIC MAESTRO KEYBOARD INSTRUMENTS

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Comes With Audio Cassette  
Author :  
Standalone Release(s) : 1985: MUSIC MAESTRO KEYBOARD INSTRUMENTS, Unknown, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : Unknown  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Covering All Versions Of MUSIC MAESTRO)

Please see MUSIC MAESTRO Bb INSTRUMENTS for this review.



# MUSIC QUIZ

## ***Professional, Originally Released On Cassette Only***

Game Type : Quiz  
Author : Steve Race  
Standalone Release(s) : 1983: MUSIC QUIZ, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"How does your knowledge of Music rate against a Grandmaster of the genre? This rewarding and compelling program for your BBC model B or Acorn Electron computer has been specially adapted from the Weidenfield Quiz book and will provide hours of edification and amusement for family and friends.*

*"Do you know who said 'My music is best understood by children and animals?' Or which love song mentions Woolworths? This amusing and fascinating quiz will challenge any music lover, whether your tastes are for Bach, Bizet, Beiderbecke or the Bee Gees.*

*"Music is one of a series of six Grandmaster Quizzes, in which you can pit your knowledge against a grandmaster of the subject. The writer's specialised skill and expert knowledge makes the quiz both challenging and exciting. Each program has thirty sections of ten questions - a massive 300 questions in all - and you can take the quiz alone, in competition with a friend, or in teams. You can choose a timed option too - and if you're getting too many of the answers right, your computer can reduce the time you have to answer!*

*"This pack contains one program cassette, one quiz data cassette and an instruction booklet.*

*"Steve Race, well-known British broadcaster, writer and musician, is the question-master and compiler of the popular television and radio quiz series 'My Music'. He is the author of 'Musician at Large: An Autobiography', 'Dear Music Lover' and 'My Music'."*

*'Questioning is not the mode of conversation among gentlemen,'*

*- Samuel Johnson*

### **Beginning A Quiz**

When the program is loaded, there is a short bleep and the program title appears. Press the SPACE bar as requested and you will be asked:

Do you want to do the quiz:

1. On your own
2. As two competing individuals
3. As two competing teams

Enter choice : ?

Answer the questions as prompted by typing in your response. Press <RETURN> when you have completed each entry.

The main menu will now appear and the thirty quiz titles are displayed on two screens. To move from one screen to another, type 0 and press <RETURN>. Select the quiz you require, type its number and press <RETURN> then remove the program cassette from the deck and insert the data cassette when prompted. Make sure that the coorect side of the cassette is uppermost: quizzes 1-16 are recorded on side 1



and 17-30 on side 2. Press SPACE BAR as requested. When your quiz has finished loading, there is a short bleep. You are now ready to begin the quiz.

### **How To Answer The Quizzes**

Most of the quizzes start with a section introduction written by the author. To move on to the second paragraph, or to see the first question press <SPACE>.

If you request a time limit, a clock counts down in seconds in the top right-hand corner of your screen. If you do not enter an answer before it reaches zero, you receive no marks: if two teams are playing, the question is offered to the opposition. However, you are allowed to complete an answer which you started to enter within the allotted time.

To pass a question, press <RETURN>. A passed question will be offered to the opposition, if you are playing in teams.

Some questions may require you to refer back to the section introduction. Do this before you enter your answer by pressing the <ESCAPE> key. Pressing the <SPACE> bar will return you to the Quiz menu and your answers so far will be lost.

Some questions require several separate answers. When a) appears on screen, you enter your first answer, when b) appears, you enter your second answer, etc.

When you have given the answer and pressed <RETURN>, the author's answer is displayed. Compare the answers and decide how many points you should have. You can enter 0 if you are completely wrong, 1 if you are halfway there, and a maximum 2 points for a completely correct answer. Type in your score as requested. When you press <RETURN> the next question appears.

At the end of the quiz, the final scores and the total time taken to answer the questions is given. In the case of a draw, the contestant with the shortest time will win.

If you decide to try another quiz you will be returned to the Main Menu. You can run the same quiz again simply by re-selecting its number: it is still in the computer's memory. If you do not wish to try another quiz, the program will end.

**Instructions' Source** : MUSIC QUIZ (Ivan Berg) Back & Inner Inlay

**Reviews** : No Review Yet



# MYOREM

*Professional, Originally Released On Cassette Only*

Game Alias : RICK HANSON 3  
Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1985: MYOREM, Robico, £9.95  
Compilation Release(s) : 1986: SAGA OF A SPY, Robico, £24.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ROBICO, 3 Fairland Close, Llantrisant, MID GLAMORGAN CF7 8QH  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

During the past fifteen months, WHEEL OF FORTUNE, WOODBURY END and RICK HANSON have been battling it out for the honour of being the number one adventure program available for the Electron. Now there is a new pretender to that crown.

You begin the adventure in the now familiar role of super spy Rick Hanson and in a strange predicament: "Gazing around, you see that you are in the south-east corner of a large dusty arena, bound to a study post by thick ropes. Smooth stone walls, ancient and yellowing, surround you, reflecting the sunlight into your eyes. You are choked by the gag pushed into your mouth minutes before. You can say nothing. You only have your thoughts."

You can't move, shout, twitch or even smoke a last cigarette - all you can do is think. That is the crux of your success or failure. "You close your eyes and the memories come streaming back to you...your mission to lead a coup against a South American junta...that abhorrent prison...your evasion of the soldiers and eventually your leap for cover into the gaping blackness of the ditch."

The atmosphere created by these memories is such that it will transport you into Rick's psyche. I won't give away any more of the plot as Robico is offering a hundred pounds cash prize to the first person to complete this adventure. So if you want that prize, you will have to earn it.

The program accepts multiple statements such as: "Get all the pens except the red one and write with the black one." This is a welcome relief from the all too common "Get pen" maximum allowed by most adventures.

As with all Robico adventures, MYOREM is packaged in a professional manner with full game details, an Adventurer's Notebook, and an envelope for obtaining limited hints from Robico for the less intrepid adventurer.

MYOREM is definitely the best text adventure I have yet seen for the Electron. Its evocative descriptions and superb plot must make it a classic addition to any discerning collection - and you don't need to have played its predecessors to enjoy its richness. Buy it - you won't find better.

Presentation .....	10
Atmosphere .....	10
Frustration factor .....	9
Value for money .....	9
Overall .....	10



Pendragon, ELECTRON USER 4. 1



# MYSTERY FUN HOUSE

***Professional, Originally Released On Cassette Only***

Game Alias : SCOTT ADAMS ADVENTURE 7  
Game Type : Text Adventure (Rated Moderate)  
Author : Scott Adams  
Standalone Release(s) : 1984: MYSTERY FUN HOUSE, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

As Adventure 7 begins, you find yourself hopelessly lost in the middle of a carnival fun house. While escape may elude you, one thing is very clear - you're NOT here to have a good time!

Difficulty Level : Moderate.

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : MYSTERY FUN HOUSE (Adventure International) Back Inlay

**Reviews** : No Review Yet



# MYSTERY OF THE JAVA STAR

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure With Wire Frame Graphics  
Author :  
Standalone Release(s) : 1985: MYSTERY OF THE JAVA STAR, Shards, £8.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SHARDS, 189 Eton Road, Ilford, ESSEX IG1 2UG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Comprehensive four part educational adventure. Ideal fun for all the family. In high resolution graphics and text."*

100K adventure packed with puzzles, challenges and interesting facts. With three levels of difficulty and a score table at the end.

You have discovered an old map and a ship's log book indicating the existence of magnificent treasures (including a mysterious Java Star) aboard an 18th century sailing ship that sank in the Caribbean. You must organise an expedition, gathering resources and information, before making your perilous journey across the Atlantic...

## The Mystery Of The Java Star

This is an adventure in four parts, each of which loads separately. You may only progress to Part 2 when Part 1 has been successfully completed, and similarly with subsequent parts. You may, however, save the completion of Part 1 and/or Part 2, and start the adventure again from either of these positions on a later occasion. To do this you will need a spare blank cassette to act as the 'save tape'.

There are three levels of difficulty for the adventure, from which you choose one at the outset, and there are three different locations one of which is chosen at random, so that you are likely to undertake different adventures on each occasion you play.

The purpose of the adventure is to find the wreck of a ship which sank in 1767 in an unknown location, to search the wreck and recover a quantity of gold and a mysterious ruby called the Java Star, which has some strange properties. You finance your expedition with a sum of money at the outset and, as you spend money as you go along, more if you need a lot of help and less if you are more skilful and independent. In Parts 1 and 2 you have to gather together information and a map, and a notepad is useful to record the information as you assemble it. In Part 3 you have to use this information to locate the part of the world in which the ship was sailing, and then find the island near which it sank. In Part 4 you must find the location of the wreck, and then, using diving equipment which gives you enough air for ten minutes per dive, make a real time search of the wreck. You must take care not to run out of air before getting back to the surface for a new tank or to let yourself be trapped below decks by the hatches closing behind you.

If you find the ruby, you then have to make some decisions to solve the mystery. At the end of the game, scores for your performance in the skills used at various stages of the adventure are given.

The action codes used for playing each part are set out below.

## Action Codes

### Part 1



### **Bristol**

Sections 1 and 2

PRESS Letter (A to F) followed by  
Number (1 to 7) for each pair of sections to be exchanged  
H for Help

### **Part 2**

#### **London**

PRESS SPACE to identify location and stop the running menu.  
Also to restart the menu.

### **Part 3**

#### **Map**

PRESS Letter (A to K) followed by  
Number (1 to 9) to identify area to be searched.

### **Islands**

PRESS C - to continue.  
R - to change orientation,  
D will appear alongside R.  
N, S, W or E for direction towards which you want to fly.  
Z - to enlarge - followed by Number of Island (1 to 4).  
F - to signify FOUND.  
M - to examine map.  
R - to return from map.

### **Part 4**

#### **The Island**

PRESS ARROW KEYS - to move boat.  
SPACE - to identify close objects.

#### **The Wreck**

PRESS ARROW KEYS - to move diver (red cursor).  
SPACE - to identify close objects - ? - requests an action.  
U or D - for up or down steps.  
U - if on top deck, return to surface.  
O - open (Most objects have to be opened before contents can be shown).  
C - continue.

#### **If the diver is at the surface,**

PRESS S - to stay.  
D - to dive again.

**Instructions' Source** : MYSTERY OF THE JAVA STAR (Shards) Inner Inlay

### **Review (Electron User)**

This is an educational adventure in four parts. The purpose of the game is to find the wreck of a ship which sank in 1767. You then have to search the wreck and recover its cargo of gold. You are also seeking a ruby called the Java Star which is reputed to have strange properties.

You take the part of an adventurer in Bristol who buys an old chest and finds the torn pieces of an ancient map and a page from a ship's log. Your first task is to rearrange the pieces into something recognisable. When you have done this you find that you have a map of the island where the ship sank. There is also information on the approximate position of the ship in relation to the island at the time it sank.

You then load in the next program and find yourself in London seeking more information, such as ship's destination, weather conditions at the time and cargo manifest.

On completing this stage you jet off to the Caribbean to continue your search. There you check various islands until you find one nearest the map outline.



Now comes the final part of the game, where you have to use the page from the ship's log to locate the wreck. I failed dismally. Whatever I did, I couldn't find that wreck. I suppose that adage about teaching old dogs new tricks applies to sea dogs as well!

As I said, this is an educational program but, above all, it's fun! There are three skill levels and despite the fact that I stayed on the easiest one that map was different every time. An excellent educational program with something of interest to kids of all ages, including big ones.

Merlin, ELECTRON USER 2. 5

## Review (EUG)

With its title, accompanied by a box illustration of a model ship in water, one would assume the Java Star to be the vessel of the name. Not so. In fact, the adventure reveals that Java Star is a precious ruby the "size of a pheasant egg" that was lost en route from Cayenne, South America to Kingston on 16th September 1767. Its new home is a sunken wreck, the Sea Witch, beneath the Atlantic Sea. Intriguingly, you are invited to investigate all the elements of this last voyage then finance a one man mission to get your greasy hands on its secrets.

As in Shards' PETTIGREW'S DIARY, you are presented with a self-described epic adventure written in BASIC which loads in a number of parts; in JAVA STAR, this is four. "Epic" connotes in both that locations in separate countries must be traversed to complete them and the Elk versions are all fully compatible with the rest of the 32K BBC series.

If you were around schools in the mid-Eighties, you'll remember a variety of BBC only Mode 7 'adventure' games constructed in such a way as to be educational (eg. LITTLE RED RIDING HOOD, MAGIC GARDEN, WAGONS WEST) which loaded from 5.25" disk(s) - which only one teacher knew how to <SHIFT><BREAK> up! All such games usually had factors in common: The <BREAK> and <ESCAPE> keys were well protected so hands unaccustomed to the keyboard didn't ruin a session tapping them, games were simple and had all instructions on screen, lots of use was made of colour and sound and it was not possible to 'die' but only to fail by not noting or remembering info from ONE part of the game in a subsequent part.

Generally, this meant these games were intended for a young audience equipped with official photocopied log-books, or at the least a paper and pen. The relevance of all this history is that JAVA STAR is somewhat of a game of this age but set in Modes 1 and 5 instead of 7. You must equip yourself with a notebook and biro and be prepared to complete a series of puzzles before progressing on the search.

Earlier, the word adventure was used to describe this but it has **none** of the traditional elements (Unlike PETTIGREW where section two needed commands like NORTH, EAST, etc). You progress from location to location via reassembling graphical maps, answering questions correctly, buying an aeroplane ticket and choosing to cruise around the map's island. It all takes time; typically on tape over two hours. Half this with disk.

Although this all sounds complicated, it isn't because in all of the first three parts of JAVA STAR, the player is prevented from making any heinous mistakes by the program itself. In Bristol, which is where you discover the map indicating where the Sea Witch floundered - although what it's doing there is anybody's guess - you must simply piece it together to move onto London (and you can see the solution by pressing H).

In London, the nicest part of the game, you can visit many places of historical interest and, as well as discovering a lot about the weather and course of the ill-fated craft to transcribe, visit places such as the Old Bailey, the Stock Exchange and Buckingham Palace. After a set number of excursions, you need to gain a high grade on a quiz and buy a ticket to Jamaica to proceed.

A map of South America begins part three, presenting one relevant and many



irrelevant locations where you can begin to search. The correct co-ordinates are obvious if you've studied the earlier parts and "that seems like a good place" confirms them when entered. Unfortunately, trying elsewhere isn't accepted and the map remains until said grid coords are entered so, although the map detail is accurate and nicely drawn, it is otherwise a pointless scene. Fortunately, the bulk of the scene involves selecting an island to investigate. The screen shows four at a time, tilted through 90 degrees to make comparison with the map more difficult. The instructions for this part are meagre and it is not nearly as hard as it at first seems.

First, you need an isle with both a town and lake so discount any without. Then survey any island looking vaguely like the map by pressing F. I spent ages surveying different islands and discrediting any that even had one discrepancy such as "The bays are not opposite" fearing landing there would waste funds. Eventually I decided enough was enough and replied Y to the "Land?" prompt only to find that as there were less than SEVEN faults, I had probably chosen the correct one, and, when the island loaded, it was suddenly IDENTICAL to the map!

However, just when you're thinking JAVA STAR must be ridiculously easy, you come to the search of the island which is simultaneously very difficult and mindnumbingly snoozeworthy. The movement routine from PETTIGREW (that everyone hoped never to see again) is back! The area around the island is huge and moving the boat through it takes far, far too long pixel by pixel. Now with a confusing map and yrds scale to complicate the search further, selecting a location is pure guesswork and after a few unsuccessful dives, which again take too long, all your dosh will disappear. The tape version is bugged here too and locks up without displaying your score due to a combination of a CHAIN" " command and ON ERROR RUN statement.

Make the wreck and the added factor of a time limit and stupid controls worsen the affair still! Only with a lot of patience, and repeated dives is it possible to get the ruby and gold out. More players will tire of the slow movement long before they even find them.

JAVA STAR is a very early game, released in 1984, and is one on its own with an idea that is quite sound. Indeed, elementary mistakes like not clearing the keyboard buffer properly can be forgiven compared with its inventive and experimental content. It's also clever that a player's finances are limited, and shopping around in London can both deplete and increase them. But counter-balancing this are some irritating touches like the map which changes depending on the screen Mode - and senseless repetition of the "We Are Sailing" music in each part.

Were part four not so out of sync, slow, bugged and boring, this would be a viable educational title with which children (as it does protect the <BREAK> key) and adults could while away an hour or two. Its score breakdown on the disk version also makes for an interesting read. But, ruined by part four, it still falls into the same league as PETTIGREW. Hence, it is not recommended and will probably very rarely be completed.

Dave Edwards, EUG #52



# NETWORK

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Platform Style  
Author : Peter Scott  
Standalone Release(s) : None  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 15, Superior/Acornsoft, £12.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

### Instructions

The objective of the game is to construct the Flynche machine by collecting all 20 parts (light blue in colour), whilst avoiding or shooting aliens.

There are springs to bounce on, lifts and extending platforms to stand on and teleport machines (marked with a T) to transport you from location to location. When using a teleport machine, you must enter the number of the teleport machine to be transported to - so you must have been there before (try 21151 to get you started).

The red bar at the top of the screen indicates your energy; the yellow bar your laser gun energy. You start with 5 lives. If you score above 1000 points you will enter the high score table; enter your name when prompted.

### Game Controls

Z - Left, X - Right, <RETURN> - Jump, <SHIFT> - Fire Laser Gun  
? - Teleport, <SPACE> - Pause, Q - Quit Game (When Paused)

N.B. When using a BBC Master computer, always switch off the computer after playing the game before loading any other program.

**Instructions' Source** : PLAY IT AGAIN SAM 15 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# NIGHT STRIKE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Game  
Author :  
Standalone Release(s) : 1986: NIGHT STRIKE, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : CDFS E00, DFS E00

## Instructions

NIGHT STRIKE is a pure machine code program. The object of the game is to retrieve the stolen helicopter called Skyhawk. Guide your helicopter through the various screens, dodging the air mines, the poison clouds and the electrified hydrogen filled balloons. You take off from one HELI base and try to land at another. Watch out for the overheating engine!

## Game Controls

A - Up, Z - Down, < - Left, > - Right

**Instructions' Source** : NIGHT STRIKE (Alternative) Inner Inlay

**Reviews** : No Review Yet



# NIGHTMARE MAZE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1985: NIGHTMARE MAZE, Blue Ribbon, £2.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You are Sleepy Joe trying to collect enough keys to escape NIGHTMARE MAZE.

When you have the correct number of keys you must then get to the door. Trying to prevent you from completing your task are the monsters of the Maze...and a time limit of 60 seconds. If you drink the cup of black coffee, you wake up for a few seconds making the monsters disappear, but they'll be back!

## Game Controls

A - Up/Left, Z - Down/Right, \* - Up/Right, ? - Down/Left  
<COPY>/<DELETE> - Pause/Restart, Q/S - Quiet/Sound

**Instructions' Source** : NIGHTMARE MAZE (Blue Ribbon) Inner Inlay

## Review (Electron User)

NIGHTMARE MAZE, written by Mike Williams, is a descendant of Pac Man, which was popular ages ago in the arcades. Although it is easy to see the origins, the game is completely different to play. Instead of running around the maze in between the walls, you actually run on top of them. They are drawn in perspective, as if you were looking down at an angle.

There are four screens, each with a different maze and monsters. The first is inhabited by springy things, the second by bouncing balls, the third by deadly frogs, followed by hungry hoppers. I can't confirm the last two as I always got bounced on the second screen.

The object of the game is to collect a number of keys which appear around the maze. On acquiring the last you can unlock the door which leads to the next screen.

The inhabitants of the maze don't chase you, they move in fixed patterns. The routes taken are sufficiently complex as to make it very difficult to remember more than the first few.

Help is at hand in the form of a cup of black coffee. Drinking this awakens you from your nightmare and the nasties disappear. You soon start to dream again so you must rush round collecting the keys as fast as possible before they reappear.

The graphics are excellent and the animation very smooth with good sound to accompany the springy/bouncy hoppers. Having said that though, I honestly didn't enjoy playing this game, the reason being that it is just too frustrating, Maybe I'm just too old! Not one in three weeks have I made the high score table, not even the bottom position.

The man is difficult to control when the monsters disappear, often running straight



past the path you wish to turn and run along, and when you are caught, all the keys you have so painstakingly collected are lost and you must start again.

This game is for advanced arcadians only, providing an exciting new challenge to their skill. Us ordinary mortals haven't a chance, it really is a nightmare!

Roland Waddilove, ELECTRON USER 2. 3



# NIGHTWORLD

***Professional, Originally Released On Cassette Only***

Game Type : Graphical Adventure; Very Weird  
Author :  
Standalone Release(s) : 1984: NIGHTWORLD, Alligata, £8.95  
1989: NIGHTWORLD, Alligata, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : CDFS E00, DFS E00

## Game Features

Time Clock :Sun \* Lee Lance the human \* Moon \* Lee Lance the gargoyle \* Energy Level  
\* Secret Passages \* Secret Rooms \* Flying Harpies \* Mysterious Objects \* Deadly  
nasties \* Wall Climbing Abilities

## Instructions

You are Lee Lance the explorer. Find your way through the many vaults of this cavernous underworld collecting the objects that will lead to the final escape route and the magical golden fence. Beware the flying harpies as they drain your energy level. It can be replenished. How? That's for you to work out.

As the day passes to night your body transforms from human to creature and you take on the mysterious powers of a mutant gargoyle.

## Scoring

A percentage of how far you've gone is shown when your energy runs out.

## Game Controls

Z - Left, X - Right, <SHIFT> - Jump, <ESCAPE> - Re-run  
P/R - Pause/Restart, Q - Start Game  
Joystick Compatible

**Instructions' Source** :10 COMPUTER HITS (Beau Jolly) Inner Inlay

## Review (Electron User)

NIGHTWORLD is an arcade style adventure game where you guide explorer Lee Lance around the different screens by jumping on to platforms and avoiding the nasties flying around at random. Exits are at first quite obvious but as the game progresses you have to find hidden passages which take you on to further screens. The solid triangles help you increase your score, but beware, greed is often fatal.

The format is not new but there are some unusual additions. After a set amount of time you are changed into a gargoyle. This gives you super powers, immunity to the nasties, and the ability to jump twice the normal height.

Instructions are brief and concise. I think a few hints and tips on where to look and what to look for would have been an advantage. As it is I have not yet been able to find out how to replenish my energy.

I was not addicted to this game, but if you like arcade adventures you will find it interesting and different.

Sound ..... 5  
Graphics ..... 7



Playability .....	7
Value for money .....	6
Overall .....	6

David Richards, ELECTRON USER 3. 9



# NUMBER BALANCE

*Professional, Originally Released On Cassette Only*

**Disc compatibility** : ADFS 1D00, CDFS 1D00, DFS 1D00

NUMBER BALANCE

Two Educational Programs on cassette for the Acorn Electron

Copyright (C) E.S.M. 1984

ACORNSOFT Limited, Betjeman House, 104 Hills Road, Cambridge CB2 1LQ.

Telephone: (01223) 316039.

ESM, Duke Street, Wisbech, Cambs PE13 2AE, England. ES111E SLE08

Authors: Ann and Russel Wills

This pack contains two programs on cassette. All instructions are contained in the programs and are shown on the screen. These are pictorial programs for practising simple mathematical operations for numbers 1 to 99. The object of the exercise is to make a balance level by inputting the correct missing number into one side of a simple equation. Incorrect answers will tilt the balance in the appropriate direction; after two incorrect attempts the program responds with the correct answer.

The programs offer a high degree of user control over the exercises presented to the child. "Teachers' Notes" which appear at the beginning of each program give the user the opportunity to set the layout, difficulty, content and timing of the exercise before the child begins. Once these parameters are set, the program can be used by up to 20 children and their results will be stored for later recall.

## About The Authors

Russel Wills began his career in computing in 1966 when he joined IBM as a lecturer. He then worked in Africa for five years as a systems analyst returning to the UK in 1972 to take up his present post as lecturer in computer education in Dundee.

Ann Wills is head Teacher of a primary school.

## Contents

INDEX

ADD-SUB

MLT-DIV

Select the number of the program you want to load, and press <RETURN>. Normal cassette operating messages are given during loading. Once the correct position on the cassette has been reached, each program takes two to three minutes to load.

**Instructions' Source** : NUMBER BALANCE (Acornsoft/ESM) Back and Inner Inlay

**Reviews** : No Review Yet



# NUMBER CHASER

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Ages 5-12  
Author : Dan Walton  
Standalone Release(s) : 1984: NUMBER CHASER, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : Unknown

## Instructions

*Since calculators have become such common household objects, fewer people now resort to mental arithmetic. Children brought up on calculators may never acquire a feel for numbers. When multiplying using the calculator, they have no idea what size answer to expect, and may well make a mistake, arriving at a value that is much too large or too small without even realising.*

*Number Chaser is a race game, featuring advanced graphics and a choice of four different vehicles, corresponding to four levels of difficulty. You race against the computer's car, all the time estimating the answers to a series of multiplication sums. You may be able to win the race, but can you make it to world champion? Ages 5-12.*

## Introduction

Calculators are no inexpensive items and most households will have at least one. As a result, fewer people now resort to pen and paper, or do arithmetic in their heads. This means that children are less likely to develop a "feel" for numbers. There are particular problems with multiplication, in that the child may have no idea of what size the result is going to be. An extra nought inadvertently introduced may mean the answer is ten times larger or smaller than the correct one, and this may pass unnoticed.

Number Chaser is designed to develop those skills of estimation that children may not acquire when frequently using a calculator.

The game is a race between the player's vehicle and an opponent's vehicle (which pursues the former). In fact both vehicles are controlled by the player's performance: Enough correct answers, and the player wins the race, too many wrong answers and the vehicle behind will crash into yours.

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just received. Perhaps there was a typing error? In any case, to carry on, just press the space bar and try again.



<CTRL> All of our programs incorporate sound. There are various volume levels - holding down the <CTRL> key and pressing the <S> will change the level - keep pressing the keys until you are happy with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

### How to use the program

When you have loaded NUMBER CHASER, the program will start by asking you to choose what sort of vehicle you want to race with. The bicycle will give you the easiest problems and the racing car will give you the hardest. If you haven't played before, then it's best to start off on a bicycle. Choose the vehicle you want by pressing a, b, c or d and then the <RETURN> key.

You are now asked if you want to play using the keyboard or a joystick. Decide which you want to use, press 1 or 2 and then the <RETURN> key. if you are using the joystick, remember that it must be plugged into the "analogue in" socket in the back of your BBC.

The screen now shows a four lane race track. There are two vehicles on the track, one behind the other. The spacebar symbol appears. Press it, and you will see a multiplication sum at the top of the screen. Just below it are four numbers, one above each lane on the race track. These are the choices you've got as possible answers to the sum at the top. None of them are the correct answer, but one is closer to the correct answer than the other three. Estimate the answer, and decide which of the four numbers is closest to it. Now you must move your vehicle into the correct lane. If you are using the joystick move your vehicle by going left or right. If you are using the keyboard, just use the Z and X keys (left and right) to move the vehicle from lane to lane. As you move across the track, you will notice that the other vehicle is following you.

After a pause, the correct answer will flash. If your choice of the nearest answer was right, the speed of your vehicle will increase, and you will get further ahead of the other vehicle. You will now see another sum appear. Estimate the answer and choose the number closest to it, as before.

If your answer was not the nearest one to the sum's solution then the spacebar symbol appears; this will give you a chance to see what the nearest number to the sum's solution was. Check what it was that you did wrong. When you are ready, press the spacebar and you will be given a new sum. Watch out though, because your vehicle will have slowed down, and the computer's vehicle will be catching up with you!

The race can end in one of two ways: either you win by getting your vehicle right to the top of the screen, at top speed, or the computer's vehicle crashes into you - if you have let it catch up with you. If you win, the crowd come up to you, clapping their hands. The spacebar symbol will then appear. Press it when you are ready, and you will see the scorecard. This will show you your average speed and the level you reached. Can you become a world champion on your class of vehicle?

After the race has finished, press the spacebar to return to the beginning of the game.

### Educational notes

Most work in school 'paper and pencil' mathematics schemes reward the child who can plod meticulously through the mechanics of number manipulation, without any real idea of what the final answer should be like. Estimation, on the other hand, requires a quick grasp of the essentials of the problem, and the ability to round off numbers correctly in order to calculate an answer which gives the child a 'picture' of the kind of number which is a viable solution. This is a very important, but neglected skill, as it is very difficult to implement in the classroom using traditional teaching methods. Number Chaser is a game which is designed to try and fill this gap and which is fun both at home and at school.



In the classroom Number Chaser should be used alongside traditional or computer aided methods of learning tables, as a valuable extension of the work. It will be found that many children will select this program as an enjoyable game to play in their free time, acting as an incentive for them to develop their tables knowledge and estimation skills outside of the classroom situation.

**Instructions' Source** : NUMBER CHASER (Acornsoft/ASK) Mini-manual and Back Inlay

**Reviews** : No Review Yet



# NUMBER GULPER

*Professional, Originally Released On Cassette Only*

Disc compatibility : Unknown



# NUMBER PUZZLER

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-12  
Author : Mike Thorne  
Standalone Release(s) : 1984: NUMBER PUZZLER, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : Unknown

## Instructions

The four games in NUMBER PUZZLER are an exciting way of improving your ability at addition and subtraction. Three of the games are like noughts and crosses, but with the numbers up to 9 or 99, depending on the level chosen. You can play against a friend or the computer; the skill comes in developing a winning strategy. In the fourth game, Magic Square, you have to fill a square with numbers so that the rows, columns and diagonals add up to the same number. A self test is also provided as a means of checking how much you've improved.

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## Introduction

The four games in NUMBER PUZZLER are an exciting way of improving your ability to do mental arithmetic. Starting with easy one digit sums like  $7 + 2$ , right up to monsters like  $47 + 35$ , you play against the computer or a human friend if one is around. The winner is the one whose moves have been planned the most carefully.

Three of the games involve a sort of combined bingo and numerical noughts and crosses, where you can decide whether you want to do either you want to do either addition or subtraction, or both at the same time. You can also decide whether to play with numbers just up to 9 or up to 99. The fourth game involves building magic squares, given a board and one or two starting numbers, by making all the rows, columns and diagonals add up to the same total.



Test Yourself. One of the options in Number Puzzler is a self test. You can use it to see how you're improving.

### **How to use it**

The program starts by asking you to choose which of five different games you want to play.

ADDITION, SUBTRACTION and ADDS AND SUBS are all games based on numerical noughts and crosses.

In MAGIC SQUARE you have to complete a grid of numbers by making the rows, columns and diagonals add up to the same total.

In SELF TEST you can set yourself a test in addition, subtraction or both.

Select the game you'd like to play and then read on:

### **ADDITION, SUBTRACTION and ADDS AND SUBS**

For each of these games you must now decide who is going to play and which board size you would like to play with.

If there is only one player, he or she plays against the computer (called Me on the screen).

The board, made up of squares, can be 3 \* 3 or 6 \* 6. On a 3 \* 3 board, the numbers you play with range between 1 and 9. On the 6 \* 6 board the numbers go up to 99 and the game involves playing four separate 3 \* 3 boards at the same time.

Having decided all that, you are now ready to start, and your board appears on the screen.

The aim: In each game, whether you are using a 3 \* 3 or a 6 \* 6 board, you have to get three numbers in a horizontal, vertical or diagonal line to win. The first player to win five games is the overall winner and the game score is shown opposite the players' names.

### **The rules:**

ADDITION. Press the <SPACE> bar to start. In the two boxes in the bottom left hand corner, two numbers appear. You can either use these two numbers as they stand, or the sum of the two numbers. For example, if 5 and 2 appear then the player can either enter the two numbers (5 and 2), or the number '7', in the boxes on the right hand side.

SUBTRACTION: Press the <SPACE> bar to start. A number will appear in the box in the bottom left hand corner of the screen. This number can be used as it stands, or can be split up into two numbers that add up to it. Thus 7 could be split into 6 and 1, 5 and 2, or 4 and 3, or could be used on its own.

ADDS AND SUBS. Press the <SPACE> bar to start. Two numbers appear in the boxes in the bottom left hand corner. In this game, both numbers can be used as they are, or they can be added together (as in Addition), or EITHER number can be split up (as in Subtraction).

### **How to play:**

There are two boxes below the board on the right hand side. The colour of these boxes shows whose turn it is. If Player 1's name is in yellow and the boxes are yellow, it is that player's turn; if the boxes are green, it is Player 2's turn.

Select your first number, type it in, and press the <RETURN> key. It will now appear in the first box. If you are selecting another number, type it into the next box and press the <RETURN> key. These numbers are entered on the board and it is then the other player's (or the computer's) turn.



If your addition or subtraction is incorrect, the ? sign appears. Press the <SPACE> bar and you have one more chance to get it right. If you get it wrong again then the space bar symbol appears, after which you lose your turn.

If you try and select a number already taken by the other player, the space bar symbol appears and you lose your turn when you press <SPACE>. (You can however select a number that you have already taken.)

### **Magic Square**

First, choose a number between 3 and 20. A 3 \* 3 board then appears on the display with a few numbers on it.

The aim is to fill all the other squares so that the total of each column, row and diagonal is the same - or as many as you can. When the square is completed the lines you got correct will flash and "Your Score" is increased for every line you got right.

The "High Score" shows how many points you have got so far in the series of three games - the aim is to make this score exceed 100 points.

At any time you can press the S key and the computer will show you a solution (but you won't get any points for it!)

### **How to play:**

Use the space bar to move the flashing cursor to the box you want to fill. Type in the number and press the <RETURN> key. Continue to do this until all the boxes are complete.

When you have finished, your score is shown on the screen. Press <SPACE> to return to the main menu.

### **Self Test:**

Type in the answers to the various questions you are asked and then, when you are ready to start, press <SPACE>.

### **Educational notes**

With NUMBER PUZZLER, children have to form a winning strategy and pursue this strategy using skills in addition and subtraction.

Because of the two - and very distinct - levels at which the first three games in Number Puzzler can be played, we have found the program to be of use with both infants and juniors. We have found it ideal to have two people working on Number Puzzler at any one time. They could be two children, or a parent and child. In the early stages they give each other confidence in using the program. Later the pairing can lead to conversation about addition and subtraction, and general strategy, and thus mathematical vocabulary gets exercised in a natural way.

The fourth game is Number Puzzler - Magic Square - involves decomposing a given number into three parts under varying constraints. All children will be able to experience some success with this game, but even the most able will be taxed by this program if large "magic numbers" are used.

Self test is included to allow children working on their own with the program to get some feedback about their addition and subtraction skills. Generally, schools have available more subtle and reliable tests than this. However, like all of the options, it is available for teachers to use within their own teaching styles.

**Instructions' Source** : NUMBER PUZZLER (Acornsoft/ASK) Booklet and Back Inlay

**Review** : No Review Yet



# NUMBERFUN

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Ages 5 And Up  
Author :  
Standalone Release(s) : 1983: NUMBERFUN, Griffin, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : GRIFFIN, Ealing Road, Alperton, Wembley, MIDDLESEX HA0 1HJ  
Disc compatibility : Unknown

## Instructions

*"Your children need as much help as they can get when learning basic arithmetic. NUMBERFUN is a cassette containing two computer programs, NUMBERFUN 1 and 2, designed to aid in teaching the concepts of addition and subtraction in a lively and motivating way.*

*Both programs allow you to choose the size of numbers you want to work with, up to 99, and whether you wish to practice addition, subtraction or a mixture of both. A running score total is displayed with correct answers rewarded and wrong answers penalised.*

*After 20 goes your final total is shown on the screen in a novel way and you may play again. Simply follow the instructions given in the booklet included and let NUMBERFUN provide hours of educational activity in an entertaining way."*

## NUMBERFUN 1

Press (and if necessary hold) <SPACE> to start. You will first be asked if you want sound; you should press Y for yes or N for no, followed by <RETURN>.

You will now have to enter the type of questions that you want to be asked. If you press +, the questions will be on addition only. If you press -, the questions will be on subtraction only. If you press M, the questions will be a mixture of both addition and subtraction chosen at random by the computer.

You will then be asked to enter the size of numbers you want to deal with. You must choose a number between 5 and 99 inclusive, type it in and press <RETURN>. Any attempt to enter a number less than 5 or greater than 99 will be ignored.

If you choose 20, for example, then all the numbers you have to deal with in the game will be in the range 0-20 inclusive.

You will then see (for a moment) a summary of what you have typed (e.g. Mixed, numbers up to 20).

## Playing The Game

A sum will be displayed using numbers within the limits you have chosen. The object of the game is to bomb the correct answer. Press <SPACE> to drop the bomb. If you hit the right answer you receive a reward, but if you miss or hit the wrong answer you get a penalty.

You have 20 bombs altogether. Throughout the game, the number of bombs you have left is shown at the top of the screen.

When you have had your 20 goes, your score is displayed. If you have gained 100 stars, which is quite a good score, 100 stars will be printed on the screen.

You may then choose to play again by pressing <SPACE>.



## **NUMBERFUN 2**

The operation of the program is similar in almost all respects to NUMBERFUN1. The difference is that instead of dropping bombs from a plane onto tanks, NUMBERFUN2 involves shooting firework rockets from a milk bottle to hit clouds.

**Instructions' Source** : NUMBERFUN (Griffin) Back Inlay And Instruction Booklet

**Reviews** : No Review Yet



# OLYMPIC SPECTACULAR

***Professional, Originally Released On Cassette Only***

Game Alias : MICRO OLYMPICS  
Game Type : Arcade; Multi-load Sporting Challenges  
Author :  
Standalone Release(s) : 1985: MICRO OLYMPICS, Database, £9.95  
                              1988: OLYMPIC SPECTACULAR, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
                              Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : Unknown

## Instructions

*"Eleven great TRACK & FIELD events in this superb graphic simulation combine to make this the real 'MICRO' Olympic games. Choose between:*

- \* Five running events - 100, 200, 400, 800 and 1,500 metres.*
- \* Three throwing events - Javelin, Discus and Hammer.*
- \* Three jumping events - Long Jump, High Jump and Pole Vault.*

*In each event, you can compare against a 'World Record'. Full instructions on screen."*

**Instructions' Source** : OLYMPIC SPECTACULAR (Alternative) Back Inlay

**Reviews** : No Review Yet



# OMEGA ORB

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure  
Author : Peter Scott  
Standalone Release(s) : 1986: OMEGA ORB, Audiogenic, £7.95  
Compilation Release(s) : 1989: FAB FOUR VOLUME 1, Audiogenic, £9.95  
1991: OMEGA ORB, Atlantis, £2.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions (Original Version)

*"OMEGA ORB - new improved brain-straining arcade adventure - with added shoot-em-up Blast and Zap! And brought to you in glorious BLIPVISION!"*

*BLIP, the bouncing Omega Salesdroid, has been transported to the high-tech mining complex of Mynix. Help him find pieces of core material with which to repower his crippled cruise ship. The lives of a thousand space holidaymakers are in your hands!*

*Omega Orb has everything! An orgy of exploration and mapping; Code-doors; barriers; lifts and mind-warping puzzles to solve; mindless zapping of hostile droids; 146 Blipvision screens of brilliant graphic detail; 32 objects; Interactive communication with computer network; Buying and selling of lives; And guest appearances by Head Maxroom - and SPRECO, star of the Thunderstruck series."*

## Prologue

Advertising has an unsavoury public image. Most people simply don't like salespeople harassing them to 'buy this' or 'try that'. So by the 23rd century, humankind had delegated that thankless task to droids - friendly, cute, bouncing droids. It was found that the public responded better to these droids than they ever did to the dubious looking characters in loud suits that we know so well.

The Omega 'BLIP' class droid was a successful class of salesdroid (BLIP stood for nothing in particular, but sounded nice to those who decided such things). In an effort to make these as nice as possible, some grain of personality was programmed into them. In certain circumstances this could lead to something approaching 'soul' developing.

BLIP-QE-875523 was a case in point. In his job of enticing holidaymakers to part with their hard-earned credits he was well liked by those aboard the interplanetary cruise ship, Cyplex. The seeds of personality had led over the years into this BLIP evolving from his hard-selling, blandly cute beginnings into a genuine, caring chap - so much that his bosses, the UniStrad Corporation, were seriously considering replacing him!

But one day while undergoing a routine recharge, images of death and destruction started flying through BLIP's internals. And, sure enough, these premonitions began to come true. One by one the vital computer systems of the Cyplex began to fail. The EnviroPuter struggled to keep functioning, and with a last surge of power, BLIP was told that it was up to him to save the crippled liner. The teleport system functioned just long enough for BLIP to be transported to the nearby planet Mynix.

## Game Overview

Our hero, BLIP, the bouncing Omega salesdroid, finds himself on the planet Mynix, a planet consisting largely of a high-tech, computer controlled mining complex run by droids. BLIP is armed with a defence laser, charged up with a finite amount of energy, and carries 500 credits. His task is to find twelve vital pieces of a



special material that can be used to replace the energy core of his stricken cruise ship and save the doomed holidaymakers on board. There are other objects that he can pick up which can then be USED via computer terminals to solve puzzles or get by obstacles. Only one object can be carried at a time, so they must be USED (including core pieces) or dropped before you can pick up another. Pick up an object by bouncing on it. (If you don't want the object, the next bounce will drop it.)

### Computers

The computer network of the complex still functions, so BLIP can use it to help him. To activate the network, bounce on the floor of the computer cubicle or pod, pressing SPACE. The first number shown is the number of the terminal you are currently accessing. It costs 100 credits to access a computer - if you don't have enough, you can't use it!

You can interact with the computer network by entering the following commands...

CORE	-	tells you how many piece of core material you have. If the readout is 100% then you have completed the game and saved the Cyplex!
INFO	-	gives percentage of game explored.
HELP	-	well...try it out a few times!
BUY	-	buy an extra life for 1000C.
SELL	-	sell one of your lives for 900C.
MAP	-	gives a grid of the complex - solid blocks indicate screens you have explored, or non-existent screens.
CODE	-	used at terminals 0 to 3 - gives a code which will open doors at terminals 16 to 19.
INPUT	-	used at terminals 16 to 19 to enter the codes given at terminals 0 to 3.
USE	-	will use the object you are currently carrying. 250C and score will result from correct use.
PORT	-	some terminals, 20 to 27, some marked with a T, will allow you to teleport to others. You must have previously enabled the teleport grid.
QUIT	-	to leave the network.

Incorrect instructions are simply ignored, as you are supposed to be a Class A computer literate reboundoid!

### More Vital Information

You start with five lives. Lives can be bought and sold. The droids that run the complex don't like outsiders plundering their energy sources. You can shoot them with your defence laser (gaining 5C for each hit). Some emerge from generators - you can stop this by shooting the generator itself. Some generators are impregnable - simply get by as quickly as possible!

Don't hit the magnetised generators - your energy will rapidly drain. Some of the floors and walls are also magnetised - watch out for them! Some of these can also be shot - this will be necessary to progress in certain areas of the game.

There are lifts which can be used - press SPACE when on lift to activate. Two of the lifts need to be enabled by USING special objects.

When the title screen appears, press any key to load the rest of the program.

### Control Keys

Z - Left, X - Right, <RETURN> - Fire (Uses a little energy)  
<SHIFT> - Hyperbounce (Bounces higher and faster)  
<SPACE> - Activate computer or lift  
S - Sound, Q - Quiet, <COPY>/<DELETE> - Pause/Restart  
R - Restart Entire Game

**Instructions' Source** : OMEGA ORB (Audiogenic) Back And Inner Inlay



## Instructions (Budget Version)

*"A GREAT arcade adventure from Peter Scott, one of the best BBC/Electron programmers of all time. Crammed full of puzzles and arcade action, OMEGA ORB will give you hours of fun as you explore its numerous locations in an attempt to replace the energy core of your stricken space ship."*

BLIP the bouncing droid, is on the Mynix which has been turned into a vast high-tech mining complex run by droids. He must find twelve vital pieces of a special material to replace the energy core of his stricken ship. Other objects can also be found, many of which can be used to further the quest, but only one object can be carried at a time. Pick up an object by bouncing on it!

Mynix operates a strict capitalist system where almost everything is for sale - even lives can be bought and sold! The droids that run the complex will be out to get you - get them first with your laser and you'll earn five credits for each. Some droids emerge from generators - shoot the generators to stop them. Unfortunately some generators are impregnable - get out quick!

Generators and some floors and walls are highly magnetised - touch them and your resources will rapidly drain away. Some floors and walls can be shot - this will be necessary if you are to progress in certain areas. To use a lift will cost you 75 credits; press SPACE to activate the lift but get on first! Two of the lifts will only work if you find certain objects.

Blip can use the computer system in the complex. Activate it by bouncing on the floor of the computer cubicle or pod and pressing SPACE. The first number shown is the number of the terminal you are using; it costs 100 credits to access the computer. The computer uses a simple language:

CORE tells you how many pieces of core you have collected, INFO tells you what percentage of the game you have explored, HELP well...try it a few times, BUY buys an extra life for 1,000 credits, SELL sells one of your lives for 900 credits, MAP displays a grid-map of the complex - solid blocks indicate screens that you have explored, or which don't exist, CODE is used at terminals 0 to 3; it gives a code to open doors at terminals 16 to 19, INPUT allows you to input a code at terminals 16 to 19, USE uses the object you are carrying; correct use awards 250 credits and a score bonus. PORT terminals 20 to 27, marked with a T, allow you to teleport to others (you must have previously enabled the teleport grid), QUIT closes down the computer network. Incorrect instructions are simply ignored.

## Control Keys

Z - Left, X - Right, <RETURN> - Fire (Uses a little energy)  
<SHIFT> - Hyperbounce (Bounces higher and faster)  
<SPACE> - Activate computer or lift  
S - Sound, Q - Quiet, <COPY>/<DELETE> - Pause/Restart  
R - Restart Entire Game

**Instructions' Source** : OMEGA ORB (Atlantis) Back And Inner Inlay

## Review (Electron User) - "Challenging Adventure"

The latest arcade adventure from the prolific Peter Scott, author of THUNDERSTRUCK II and the recently re-released HUNKIDORY, is OMEGA ORB.

Peter's games always have a distinctive appearance and feel. This one is certainly from the same stable, although featuring a number of refinements on previous offerings.

You control the OMEGA ORB, a beautifully animated bouncing ball which is the cutest creature I've seen in a long time. I particularly liked the delightful squashy effect produced when the Orb hits the ground.



The object of the game seems similar to that of its predecessor, THUNDERSTRUCK II: Move the Orb through a variety of multi-coloured locations collecting core pieces - presumably to rebuild the core, although I have yet to find it. A number of other objects litter the landscape and it's up to you to work out what to do with them.

OMEGA ORB is however considerably more hectic than THUNDERSTRUCK II because each new location produces a number of evil-looking creatures with intentions to match.

Contact with any of them reduces them to a cloud of dust, but severely drains your energy.

Furthermore, the game has a nasty habit of leaving the dead creature's dust behind, which again reduces your energy to death level in seconds. Luckily you can rely on your trusty laser gun.

You can only carry one object at a time and collecting or dropping is automatic - you simply jump on it. If you haven't got an object you take it, but if you are already carrying one it will be exchanged for the new one.

If you pause more than about a second the new acquisition will be dropped again.

It is therefore very easy, and annoying, to bounce off with the wrong object, or even empty-handed.

I haven't managed to get very far into the game yet. However, the screens I have seen have been superb with large animated sprites, used for moving creatures and for many landscape features, allowing you to walk behind the scenery. The plot is a challenge to both mental and physical reflexes.

I found OMEGA ORB a little too similar to THUNDERSTRUCK II, but nevertheless it is a game well worth looking out for.

Sound .....	8
Graphics .....	10
Playability .....	9
Value for money .....	9
Overall .....	9

Martin Read, ELECTRON USER 4.10

**See also** : ELECTRON USER 7. 5 for a review of FAB FOUR VOLUME 1



# OMEGA PROBE

*Professional, Originally Released On Cassette Only*

Disc compatibility : CDFS E00, DFS E00

## **Review (Electron User)**

Tired of solving adventure games? Fed up with educational programs and glutted with amazingly boring utilities? Well why not go back to where it all began and zap aggressive aliens from a far off galaxy? And when you do, make sure that you have a go at Optima Software's latest Electron game, OMEGA PROBE.

The scenario is fairly familiar. You are in command of a drone ship investigating the Omega sector, the last great space frontier. The local aliens look on you as a hostile force and launch a mass unprovoked attack. You have to defend yourself as best you can.

What is unfamiliar is the speed. It's the fastest game yet for the Electron that I've come across so far. The aliens come at you thick and fast, sliding across the screen. Waster, Ouchers, Pursuit and Interceptor Drones hurtle at you as you do your best to fight them off. The graphics have to be seen to be believed.

The controls are well designed and easy to use. You even get the choice of using joysticks, both the Signpoint Joyport and the First Byte joystick interface work with the game. This adds a whole new dimension to the game (if that's possible).

It is engrossing and compulsive, the kind of game that you see someone playing and immediately want a go yourself. And if it's you that's playing you don't want to let anyone else have a go. Recommended.

Alan Coombes, ELECTRON USER 1. 9



# ONE LAST GAME

***Professional, Originally Released On Cassette Only***

Disc compatibility : CDFS E00, DFS E00

## **Review (Electron User)**

This is probably best described as a cross between Scramble and Galaxians. The ground below you scrolls smoothly from right to left, while the aliens line up on the right hand side. They peel off, in ones at first, then in groups later on, and blast your ship on the left.

You can move your ship up and down, dodging aliens and missiles as they swarm in from the right, and blast them with your laser, more points being scored if they are on the move rather than in the main formation.

There are 20 different screens with increasing difficulty - on the later ones the aliens can only be destroyed when they leave the main formation for their attack. There is the option to start on any screen.

There are a couple of unusual features. The game can be speeded up or slowed down with the joystick (plugged into the Plus 1), so you can whizz through the first few easy screen then slow down when it gets tough.

The second extra is the way it plays a tune to the accompaniment of a drum. The tune is played in the normal way, but as the Electron can only use one channel at once, how can it also play the drums? Have you noticed the click of the cassette relay when loading or saving programs? The author has very cleverly utilised this as a makeshift drum. By rapidly switching it off and on a drum solo is played. Ingenious. I hate to think what it's doing to the relay though.

I loved this game right from the start and have played it for hours. If you, like me, like the sort of games where you just blast everything in sight, then you will love this one.

Roland Waddilove, ELECTRON USER 2. 5



# OPERATION SAFRAS

*Professional, Originally Released On Cassette Only*

Disc compatibility : CDFS E00, DFS E00

## Review (Electron User) - "Licensed To Confuse"

It's always difficult to follow an outstanding success and with WOODBURY END Shards almost made a noose for its own neck - it really was that good. Hence I have to admit that I am a little disappointed - perhaps expectedly - with OPERATION SAFRAS.

"Your name is Rupert James Pettigrew. Your occupation, chartered accountant in the City of London. No particular vices or discernible marks. Single, aged 31, avid stamp collector ... in fact, a totally boring individual." Yet, as many readers will be award, Pettigrew is of course a secret agent extraordinaire!

You begin the adventure standing by a disused lift and a quick sortie EAST reveals a fiver. Keep this lucky find as it provides a means of bribing information from a tramp later in the game. Meanwhile, you soon discover a man standing in the shadows, but he's not there to make small talk. Questioning him elicits the response, "You can trust the triplets but beware of the one they call Iron Fist." One word of warning - the clues in this adventures are as cryptic as we have come to expect from Steve Maltz, but are totally logical in retrospect.

The aim of the adventure is to rescue five fellow agents who have been secreted in various corners of Great Britain. Then you must use the information gathered to find the Safras sword. An interesting transport system operates in this adventure, which I hope is expanded upon in future offerings. By pressing T you are presented with a map of this glorious country of ours, and using an unlimited rail ticket you are able to visit such tempting places as Carlisle or even Stockport!

In your travels you pick up various clues and hopefully unravel an intriguing mystery. If you succeed and register your name with Shards you could find that you are immortalised in their next blockbuster adventure.

I must admit that I found the wood in Newport a bit of a puzzle, but as usual X marked the spot. There was also an odd piece of head-banging to overcome in Dundee!

However, it was pleasant to be re-united with old friends like Annie Gramm again, even if I was more than frustrated on occasions.

The adventure claims to be a sequel to PETTIGREW'S DIARY but bears little similarity to that other Shards classic, either in make-up or plot. Don't get me wrong - I enjoyed OPERATION SAFRAS as a very professional and at times thrilling adventure. Perhaps I'm really waiting for RETURN TO WOODBURY END!

Presentation .....	8
Atmosphere .....	7
Frustration Factor .....	8
Value for money .....	8
Overall .....	8

Pendragon, ELECTRON USER 4. 4



# ORBITAL

***Professional, Originally Released On Cassette Only***

Game Type : 3D Arcade; 'Marble Madness' clone  
Authors : Jonathan Temple & Miles Burton  
Standalone Release(s) : 1988: ORBITAL, Impact, £4.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : IMPACT, Neepsend House, 1 Percy Street, SHEFFIELD S3 8AU.  
Tel: 01742 769950  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Poor old Ozzy the Orbital. He always gets the tough jobs. His latest mission has landed him in the weird worlds of the Octopodes and they are far from pleased to see him. Ozzy's mission is to collect the plutonium marbles that the Octopodes produce with their deadly tentacles. But why...? Because the Octopodes are hell-bent on annihilating the whole Orbital race by polluting their planet with the lethal marbles.*

*"Ozzy is going to need your help. There are twelve Octopode worlds to visit and Ozzy will have to work fast on each of them before the Plutonium dissolves him. The worlds have been designed to make capture of the marbles increasingly difficult and there are transporters with unknown destinations to both help and hinder him. Further problems are created by the patrolling Octopodes which are fatal on contact.*

*"The worlds are split into groups of four and once a group has been completed you can jump straight to another by using security passwords. Unfortunately for Ozzy he has not been told about the Octopodes contingency plan in the event of successful capture of all the marbles. They have a spare set of marbles and can make all the worlds invisible! The madness has just begun."*

You start the game with three lives. The worlds are in groups of four and after completing a group you are given a security password allowing you to skip a completed group. However, to complete the first part of the mission you must complete all twelve worlds from start to finish without using any passwords.

If you manage this feat then you will start with three lives again (if you lost any) and then will come the real challenge. You must now complete all twelve worlds again, only this time they will all be invisible and you will only see the marbles and the patrolling Octopodes!

The survival of the Orbital race is in your hands.

## Playing Guidelines

### Getting Started

When you first arrive on an Octopode world you should first of all try to work out a safe route to collect all the marbles. There are several ways to complete any world. However as there is only a limited amount of time it may be necessary to experiment to find a different route that is fast enough.

Ozzy can only fall a short distance without breaking into a thousand pieces. He cannot climb or fly so he should be careful about descending to lower levels.

### Octopodes

Octopodes are fatal on contact. They will always follow a set patrol route and you will need to remember their routes in order to avoid them on certain worlds.



### **Transporters**

On any world there will be one or more transporters. The destination of any transporter is fixed to the appropriate destination pad. If there is more than one transporter then the only way to find out its destination is to try it!

Transporters can be used as often as you wish and in fact it will be necessary to use certain transporters more than once.

When you transport it will take a little time to fully materialise at your destination. During this time you will be immune to the Octopodes.

### **The Orbital Snatch**

Some marbles may seem to be placed so that if they were collected you would not be able to continue. The solution is The Orbital Snatch.

The exact use of this is for you to discover but requires you to grab a marble from a lower level without actually moving down to that level.

### **Invisible Worlds**

The layout of the invisible worlds is identical to the visible worlds. Probably the best way to complete them is to draw maps of the visible worlds as you progress. Use the PAUSE key to give yourself time to do this.

### **Game Controls**

#### **Movement Controls**

A ..... Move Up Left  
K ..... Move Up Right  
Z ..... Move Down Left  
M ..... Move Down Right

#### **Other Controls**

S ..... Sound On  
Q ..... Sound Off  
COPY ..... Pause Game  
SPACE ..... Continue Game  
  
ESCAPE ..... Kill Yourself  
SHIFT/R ..... Restart Game  
  
P ..... Enter Password  
                    (Hi-score Table Only)

#### **Redefining Keys**

You can redefine the about keys at the start of the game by pressing R

N.B. The password for the first group of worlds is ORBITAL.

**Instructions' Source** : ORBITAL (Impact) Back and Inner Inlay

### **Review (Electron User) - "Antidote To Poison"**

Following the great success of CLOGGER and ZENON, Impact has produced a neat little game called ORBITAL and, while it is by no means a future classic, it does have quite a lot going for it.

It's simple to play but is difficult enough to keep you interested and entertained. The idea is that you move Ozzy the Orbital around the twelve tiny worlds that make up the home of the deadly Octopodes.

The fact that these worlds appear to be made up of building blocks is a bit disconcerting at first. But you don't really worry about that as you only have a limited amount of time to move around, collecting the plutonium marbles which are liberally sprinkled about. The marbles have been created by the Octopodes in order to poison the Orbital race. Also patrolling the world are some of the Octopodes, and they will kill Ozzy if they catch him.

As Ozzy, you move around the world and when you touch a marble, it vanishes. The problem is that you can only move along flat surfaces or drop down to a surface one layer below - fall too far and you shatter. The only way of regaining the higher ground is by moving on to a teleporter which transports you to a fixed point. It can be used as many times as you wish.



The twelve worlds are divided into groups of four. When you complete a group, you acquire a password which gains you entry into the next four.

Once all the worlds have been emptied of all their marbles - a task I have so far failed to perform - the Octopodes have a contingency plan. This involves them placing a replacement set of marbles and making the world invisible.

The game has neat graphics which look good in colour. There is the usual high score table which, when you start playing, is filled with the normal selection of witty names like J. T. Kirk and Old Reptonian.

If you like games which need a little bit of thought, this is one for you. It isn't complicated, but it contains a few interesting problems which should keep you amused for a few hours.

Llewellyn

### **\*\*\* Second Opinion \*\*\* (Electron User)**

Here's fun in the traditional arcade style. It reminds me of CRYSTAL CASTLES, and has its roots in that old chestnut, Pac Man. You race round a maze collecting marbles while avoiding the monsters. Special transporter squares must be used in the right order and working this out is a bit of a brain teaser.

Janice Murray

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	9
Overall .....	8

ELECTRON USER 6. 7



# OSPREY!

***Professional, Originally Released On Cassette Only***

Disc compatibility : CDFS E00, DFS E00

## **Review (Electron User)**

I was lucky enough to be able to spend two weeks in Scotland this summer and the highlight of the trip was my visit to see the nesting Ospreys at Loch Garten. So when OSPREY! arrived in the office, I grabbed it with enthusiasm. Produced in conjunction with the RSPB, and with an excellent 32 page colour booklet to complement the program, it's a fascinating simulation of the problems faced by the osprey as a Scottish breeding bird.

You take the part of the manager of a nature reserve where ospreys are nesting. The booklet has given you an outline of the history of the osprey and you have to pick which year you want the simulation to start. The earlier the year, the harder the game is. Your aim is to make sure that the birds successfully breed and rear their chicks. To do this, you have to decide what your limited number of wardens is going to do during the vital spring and summer seasons. Some are needed to chase away the egg stealers, while others have to manage the site and keep disturbance to a minimum. Also wardens have to be spared to make people aware of the ospreys and to encourage the public support.

And, just like real life, when you've made your choices and allocated your resources you have to sit back and watch what happens. The graphics are beautiful, painting a picture of the reserve and the nest site. You can watch the ospreys as they swoop down to fish and take them to the nest.

Sadly, if you haven't allocated enough wardens to guard duty, you can also watch the egg thieves at work. Even the visitors can be a nuisance, their cars disturbing the birds if you haven't picked the right number of site wardens.

And to make it worse, factors totally out of your control such as the weather affect the final result.

Your success or failure at one reserve is taken as representative of the whole of Scotland and after the spring season you're shown how the osprey population has fared under your protection. You continue until you reach the year 1981 or you've run out of ospreys - a horrible thought. You can then compare your efforts with the magnificent results the RSPB achieved in reality which are shown in the booklet.

It's a smashing program. The instructions, both in the booklet and on the screen are excellent. The graphics and animation are more than adequate and the whole package has the quality that we've come to expect from Bourne.

Even the fact that it's educational - the well-illustrated booklet has a history of the Osprey and a things-to-do section - doesn't spoil the fun. So if you haven't been to Loch Garten yet, you can console yourself playing OSPREY! until you get the chance.

Nigel Peters, ELECTRON USER 2. 3



# OVERDRIVE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Straight-Track Racing Game  
Author : Peter Johnson  
Standalone Release(s) : 1984: OVERDRIVE, Superior, £7.95  
Compilation Release(s) : 1988: SUPERIOR COLLECTION 3, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A multi-stage 3D race for the World Drivers' Championship! There are five different stages including night, snow, desert and riverside scenes. To qualify for the next stage, you must finish in the top twelve - this is indicated by the bonus going into the blue region on the indicator.

## Game Controls

Z - Left, X - Right, \* - Accelerate, ? - Decelerate

**Instructions' Source** : OVERDRIVE (Superior) Inner Inlay

## Review (Electron User)

Here's a game for all you budding world champions out there, just itching to climb into the seat of a fast, powerful car and drive to victory! In this motor racing simulation from Superior Software, you are in control of a potential race-winning car weaving through a seemingly endless field of cars through five different stages - rolling fields, night, snow, desert and riverside scenes.

Sounds easy? Well, believe me it isn't. To qualify for each stage you must finish within the top twelve, which is signified by the bonus going into the blue region of the indicator at the top of the screen.

This is no easy task. To qualify, you will have to compromise between speed and avoiding crashes which will reset your speed to zero, leaving you to start once more the steady acceleration up to a stomach-churning 225 miles an hour to reach the elusive goal.

To add to this the stages get progressively harder with the realistic effect of skidding on the snow and riverside scenes. The 3D graphic effects are superbly executed with sharply drawn mountains and pyramids staying elusively in the distance as your car eats up the miles.

The animation of the cars' movement is smooth and the good use of colours greatly enhances the effect, making your red car easy to pick out amongst your blue opponents.

The screen display is also very neatly set out with various indicators showing your speed, score and bonus. However, despite this I do have a few minor criticisms to make. The fact that I was given no option to turn the sound off proved to quite an annoyance, as when you accelerate and decelerate there are sounds moving accordingly in a chromatic scale. If you leave your speed constant the sound too remains constant, leaving an often piercing noise ringing constantly in your ears while you drive.



This is my main criticism although I would have also liked to have seen a few bends to negotiate and would have preferred a name input in the five-place high score table.

Nevertheless these criticisms do not detract from the enjoyment of the game. Although obviously it does not provide the realism of a steering wheel, the game controls are very simple. There are four keys - Z for left, X for right, \* and ? for acceleration and deceleration.

This ease of use and the smooth, well-executed graphics, together with it being, to my knowledge, the only motor-racing simulation on the Electron market, make OVERDRIVE well worth a look.

Ian Critchley, ELECTRON USER 3. 2



# OXBRIDGE

## *Professional, Originally Released On Cassette Only*

Game Type : Text Adventure With Graphics  
Author :  
Standalone Release(s) : 1986: OXBRIDGE, Tynesoft, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

### Instructions

*"AT LAST!! A FULLY ILLUSTRATED ADVENTURE FOR THE ELECTRON (200 LOCATIONS)*

*OXBRIDGE takes a light-hearted look at the world of higher education. The Cursor Keys move you about a beautifully illustrated landscape to meet various brain-teaser type problems. If you like puzzle books, you'll love this game. This is no marathon science-fiction epic taking hours to get into. You may progress within minutes and, as you play, you absorb the atmosphere and folklore of the world's most famous University.*

*Can you escape from the College, get served in the Pub, learn how to Punt, get cash from your Bank, locate an obscure book, find your way through the "Botanical Garden" Maze? The challenge of student life awaits you!!*

*Features include HELP facility, mobile talking characters (some famous personalities), single operation load, fully integrated graphics.*

*Nothing like it has ever been produced for a 32K machine!"*

The Loader program contains full instructions - 'HELP' lists the available commands at any time.

### OXBRIDGE - Hint Sheet Questions

1. I can't get out of the tower
2. The bees sting me
3. I can't capture the butterfly
4. I can't find a use for the picklock
5. I can't make the punt work
6. The barman in The Punter's Arms won't serve me
7. I can't catch the mouse
8. What use is the bulb?
9. What use is the box with the trefoil?
10. I get killed when I open the fume cupboard
11. I can't get through the college main gates
12. I can't work the service till in the bank
13. I get arrested in the museum
14. I don't get anywhere in the library
15. I get arrested for shoplifting in Harrods
16. I can't get into the Master's lodge
17. I can't get the furniture sorted out
18. I get stuck in the garden maze
19. I have scored maximum points but can't find the endgame

### OXBRIDGE - Hint Sheet Answers

1. You need the key to the back door, which is initially in the cellar. Take the ladder with you.



2. To collect the royal jelly you must first drop the marmalade in the vicinity to distract the bees.
3. There is a butterfly net somewhere.
4. It opens the front door in the tower.
5. You need a punt pole.
6. There is a hint in there somewhere. Remember to drink your beer.
7. There is a cat on a roof somewhere.
8. You must plant it in a suitable patch of earth.
9. It is valuable. Just resist the temptation to open it.
10. Leave the vicinity temporarily.
11. The barman in the pub knows something useful.
12. You need the card from the dining hall. The numbers on the blackboard in the maths room should give you a clue to the ID number.
13. The statue is on a weighbridge which rings an alarm when there is no weight on it. To avoid the guard, try the fire exit.
14. You must reach the end of the alphabet.
15. You must smuggle both items out in the lift. You must work out how to move the lift without being in it yourself.
16. Ring the doorbell.
17. You are advised to draw a diagram and try it with counters first.
18. The easy way to work out a route is with a chessboard, a knight and 64 numbered pieces of cardboard.
19. It's a place punters are normally barred from. Blowing your own trumpet a bit might help.

**Instructions' Source** : OXBRIDGE (Tynesoft) Back and Inner Inlay

### **Review (Electron User) - "Adventure Student"**

This adventure landed on my desk for review way back in July. It's not that I'm slow, but it has taken me a long time to complete the game and even longer to make decisions as to its merit. The adventure is an oddity as it is presented with simplistic, if sometimes crude, graphics. However, the adventure is ingenious and more about puzzle solving than true adventuring.

The cover instructions do give some warning concerning the contents: "OXBRIDGE takes a light-hearted look at the world of higher education. If you like puzzle books, you'll love this game!"

Those of you who have played Colin Jack's previous adventure, PROGRAMMER'S REVENGE, will have gained some insight into the sardonic wit and ingenuity which is present in this game.

Your object, as the hero is to escape from the college, get served in a pub, learn how to punt, get cash from your bank, solve numerous puzzles and generally cope with student life. My favourite part of the adventure involved the deviation on the old Chinese sliding-block puzzle. In this case, however, you need to sort out furniture into appropriate rooms. This is difficult to say the least but you are rewarded with a Rubik's cube.

I also loved the garden maze, which is solved using the Knight's Tour chess problem. Needless to say, chess players will find this easier than others.

Obtaining the manuscript from the library also involves a clever maze and requires very careful mapping. Look at the colours and lettering. I found the higher letters very difficult to locate.

Having played the 300 location BBC Micro version of this game, I found the watered-down Electron version which has 200 locations a little disappointing. I also found it more difficult, as a result of the paring of the game's structure.

The cassette inlay offers some help in solving the puzzles and if you really do feel like tearing your hair out, Tynesoft provides an excellent four page Puzzle and Solution leaflet.



As someone who loves mathematics and puzzle solving, I like this game though it does not follow that you will. Try before you buy is perhaps the best advice I can give.

Presentation .....	9
Atmosphere .....	6
Frustration factor .....	10
Value for money .....	9
Overall .....	8

Pendragon, ELECTRON USER 5. 3 (Dec 1987)



# PADDINGTON AND THE DISAPPEARING INK

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Age 7 to 9 years

*"This pack consists of a Paddington illustrated storybook and a cassette to run on your home computer.*

*"One morning Paddington was in the garden testing some tricks from his conjuring outfit when he came across one he hadn't noticed before. It was called magic disappearing ink and it looked very interesting indeed.*

*"So starts Paddington's encounter with the magic ink. Join him and help Paddington write his postcard.*

*"The programs continue Paddington's adventure and provide practice in basic letter writing skills and activities.*

*"The programs are: LETTER\* TYPEWRITER\* POSTHASTE\* WORKCHECK\* PERU"*

One morning Paddington was in the garden testing some tricks from his conjuring outfit when he came across one he hadn't noticed before.

It was called MAGIC DISAPPEARING INK and it looked very interesting indeed.

There were three bottles inside the box.

There was a black bottle which was full of everlasting ink that never disappeared; a red one containing some special ink which vanished soon after you had put it on; and a green bottle full of liquid which you brushed on to bring the words back again.

It sounded very good value indeed.

Paddington was very keen on trying anything new and he decided he would write a postcard to his Aunt Lucy telling her all about it.

Paddington's Aunt Lucy lived in the Home for Retired Bears in Lima and she liked getting postcards, although he wasn't able to send her one very often because the stamps were expensive and he didn't always have enough bun money left at the end of the week.

All the same, he felt sure she would like a 'magic' postcard.

First of all he wrote her address on the front of the card. He did it with the special everlasting ink in case the postman had trouble delivering it. It cost a lot of money to send even a postcard to Peru and Paddington didn't want to risk losing it.

Then he wrote what he wanted to say on the other side of the card. Most of the words he wrote in everlasting ink, but some he wrote with the magic disappearing ink, and sure enough, after a few minutes in the sun they had completely vanished.

'Dear Aunt Lucy,

'I am sitting in the garden writing this postcard with magic disappearing ink. The sun is shining. The flowers are out. I am well. I hope you are well 2.

'Love Padingtun.

'P.S. I have a jar of marmalade in case I get hungry.'

"Bear!" barked Mr Curry. "What are you doing, bear?"



Paddington nearly fell off his chair with alarm at the sound of Mr Curry's voice. The Browns' neighbour was well known for poking his nose into other people's affairs, and it usually meant trouble.

"I didn't know you were spying on me, Mr Curry," he began. "I mean..."

"SPYING?!" bellowed Mr Curry. "How dare you, bear!"

He glared at the bottle in Paddington's paw. "What have you got there?"

"It's some special 'magic' ink, Mr Curry," said Paddington.

"MAGIC ink, eh?" said Mr Curry. A crafty look came into his eyes. "That sounds just what I need for my garden labels. I've been planting some seeds and I don't trust the birds.

"I always tie the empty packets onto sticks to show where they are," continued Mr Curry. "But I'm sure they look at the picutres. There's one at it already. What I need is some ink that won't come off. Even birds can't read," he added with a chuckle.

"Oh, they won't be able to read this ink, Mr Curry," said Paddington truthfully. He was about to add that Mr Curry wouldn't be able to read it either, but before he had a chance to, the Browns' neighbour had grabbed the bottle.

"If all my seeds come up," said Mr Curry, as he let Paddington back into his own garden, "I MAY give you five pence, but THAT won't be for several weeks."

Paddington had a nasty feeling he would be hearing from the Browns' neighbour long before then, but he didn't stop to argue.

Once inside the safety of his own garden, Paddington consulted the book belonging to his conjuring outfit.

He was rather hoping there might be some instructions on how to make bears disappear, but he was out of luck.

In any case, he had hardly reached the end of the first chapter when Mr Curry's head reappeared over the top of the fence.

"Bear!" he bellowed for the umpteenth time that morning. "What trickery have you been up to now? All the writing on my lables has vanished! AND I've thrown the seed packets away. I shan't know where anything is now."

Paddington took a deep breath. "Well, Mr Curry," he said. "I've got some special liquid that will make it come back again. But I'm afraid it's expensive."

"Expensive?" repeated Mr Curry. "How expensive?"

"Very," said Paddington firmly. "But you can pay me for it in stamps if you like."

Mr Curry gave Paddington a long hard look and then took out his purse. He knew when he was beaten.

"If you like," said Paddington generously, "you can keep the bottle until the seeds start to come up before you use it. Then no-one will know which seeds are where."

Paddington had suddenly realised Mr Curry had done him a good turn. Unless he'd send the bottle to his Aunt Lucy, she wouldn't have been able to make the words reappear anyway.

He was about to fill in the missing spaces on his postcard with the everlasting ink when he had an even better idea.



He made lots of drawings instead.

'Deer Aunt Lucy,

'(Eye) am sitting in the garden writing this (Postcard) with magic disa(Paddington PEERING through a fence) ink. The (Sun) is shining. The (Flowers) are out. I am (Well). I hope you are (Well) 2.

'Love Padingtun.

'(Pea).S. (Eye) have a (Jar) of marmalade in (Case) (Eye) get hungry.'

Before he posted his card, Paddington added another postscript.

'(Pea).(Pea).S. Mr Curry very kindly paid for the (Stamp). I will tell you all about it one day.'

**Instructions' Source** : PADDINGTON AND THE DISAPPEARING INK (Collinsoft) Booklet



# PADDINGTON'S EARLY VISIT

**Professional, Originally Released On Cassette Only**

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

PADDINGTON'S EARLY VISIT

Age 4 to 6 years

*"This pack consists of a Paddington illustrated storybook and a cassette to run on your home computer.*

*"One day Jonathan and Judy gave Paddington a bedside clock as a present. "It's got special hands that shine in the dark," said Judy. "If you wake up in the night, you won't need a torch to see what the time is."*

*""Be careful, though," warned Jonathan. "It's very modern. It has lines instead of figures. But you'll soon get used to it."*

*"So starts Paddington's encounter with his new clock. Join him and help Paddington sort out the muddle.*

*"The programs continue Paddington's adventure and provide practice in telling the time and reading clocks.*

*"The programs are: WAYUP \* FIGURES \* DIGITAL \* CLOCK \* STOPWATCH"*

One day, Jonathan and Judy gave Paddington a bedside clock as a present.

"It's got special hands that shine in the dark, said Judy. "If you wake up in the night, you won't need a torch to see what the time is."

"Be careful, though," warned Jonathan. "It's very modern. It has lines instead of figures. But you'll soon get used to it."

Paddington thought it was the nicest clock he had ever seen and he went to bed extra early so that he could test it under the bedclothes. The only trouble was that being summer it was hot beneath the blankets, he soon fell asleep.

He dreamed he was shipwrecked on a desert island. It was very rocky and not at all comfortable.

When he woke he found to his surprise that he hadn't been shipwrecked at all. He had been lying on his new clock. It was little wonder that it had felt uncomfortable.

It was as he took a closer look at the clock in order to make sure it was all right that he had his second shock, for the hands said ten minutes to eleven. He must have overslept!

Paddington jumped out of bed and after a quick wash, hurried out of the house as fast as his legs would carry him. Every morning he had his elevenses' with his friend, Mr Gruber, and he didn't want to risk being late and finding his cocoa had got cold.

On the way to Mr Gruber's shop, he decided he wasn't the only one to have overslept that morning. There wasn't a sign of anyone else about.

Even Mr Gruber's antique shop still had its shutters up, which was most unusual, for Mr Gruber was an early riser.

Paddington tried throwing some old bottle tops up at the window to waken him.

When Mr Gruber finally appeared he looked most surprised to see Paddington.



"Is anything the matter, Mr Brown?" he asked.

Paddington held up his clock. "I think everyone must have overslept this morning," he exclaimed. "I'm just going to the baker's to fetch our buns!"

Mr Gruber looked at his watch. "I don't think you will be very popular if you do," he said. "I've heard of the early bird catching the worm but I doubt if the early bear will get many buns. It isn't even six o' clock yet!"

"I don't think you have overslept, Mr Brown. I think you have *underslept*. You had better come inside and have some breakfast."

Paddington settled himself on the horsehair sofa at the back of the shop and watched while his friend prepared some bacon and eggs, sausages, tomato and baked beans; not to mention a large plateful of toast and marmalade.

He licked his lips. "I think I might *undersleep* every morning, Mr Gruber," he announced.

Mr Gruber coughed slightly as he poured out some cocoa. He was a kindly man at heart and he didn't wish to sound unwelcoming. On the other hand, he didn't fancy the idea of getting up quite so early every day of the week.

"I think we had better solve your problem first, Mr Brown," he said. "May I see your new clock?"

As Mr Gruber examined Paddington's clock his face cleared. "I think I can see the answer," he said.

"You see...if I hold it this way it says seven o' clock. But you try turning it round the other way."

Paddington did as he was told, and then nearly fell off the sofa with astonishment, for his clock now said five minutes past six.

"That's the correct time," said Mr Gruber. "You see, Mr Brown, things aren't exactly what they seem - especially when it comes to telling the time. It depends which way you look at it. When you thought your clock said ten minutes to eleven it was really twenty past five."

"I think I shall use a sun dial in future, Mr Gruber," said Paddington. "They never go wrong."

"But not much good under the bedclothes," said Mr Gruber. "I have an even better idea." And he gave Paddington a special label to stick on the back of his clock. It showed a picture of a wine glass.

"It shows when things are the right way up," he explained. "It means the same thing all over the world, so you need never go wrong again - wherever you are."

Paddington thanked Mr Gruber for his help.

"I think I may stick one on my hat as well," he announced. "Just to be on the safe side. You never know - I may go to Australia one day!"

**Instructions' Source** : PADDINGTON'S EARLY VISIT (Collinsoft) Booklet



# PADDINGTON'S PROBLEM PICTURE

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Age 4 to 6 years

*"This pack consists of a Paddington illustrated storybook and a cassette to run on your home computer.*

*"One morning Paddington's friend Mr Gruber left him in charge of his antique shop while he went out to do some shopping. Paddington felt very important as he stood in the doorway waiting for his very first customer.*

*"So starts Paddington's adventure in the antique shop. Join him and help Paddington make things work out in the end.*

*"The programs continue Paddington's adventure and provide practice in basic shapes and colour skills as well as a TV paint box.*

*"The programs are: MATCH \* WORDS \* COLOURS \* MOSAICS \* SORTING"*

One morning, Paddington's friend Mr Gruber left him in charge of his antique shop while he went out to do some shopping.

Paddington felt very important as he stood in the doorway waiting for the first customer of the day.

He hadn't long to wait. Mr Gruber had only been gone a few minutes when a man stopped to look in the window.

"How much is that?" he enquired, pointing with his cane at a large picture of an old sailing ship.

Paddington peered at the price tag on the back of the picture, and as he did so he nearly fell over backwards with astonishment.

"It SAYS twenty pounds," he began. "But..."

"Good," said the man. "I'll take it, Have it wrapped for me when I get back in about half an hour."

Paddington could hardly believe his ears. Taking a closer look at the picture, he wouldn't have given twenty pence for it, let alone twenty pounds.

It wasn't even a proper paint. In fact, it seemed to be a collection of old bits of china stuck together with cement. He couldn't wait for Mr Gruber to get back so that he could tell him the news.

Paddington decided he had better wrap the picture quickly in case the man came back and changed his mind.

But as he carried it across the shop disaster struck. The picture was so large he couldn't see where he was going and he stepped straight into Mr Gruber's oddments tray.

It felt as though the whole world had turned upside down and was collapsing about his ears.



When he sat up again, Paddington found to his dismay that the picture had broken into thousands of tiny pieces. They were all different shapes, sizes and colours; round ones, square ones, triangular and oval; reds, greens, yellows and blues. It was like sitting in the middle of a gigantic jigsaw puzzle.

Doing jigsaws wasn't Paddington's strong suit. Although in the past he had tried his paw at one or two small ones, he had never come across quite such a big one before. There wasn't even a box with a picture on its lid to help him out.

Apart from that the pieces didn't fit together like they did with a normal puzzle. Even sticking them down with marmalade didn't help.

Paddington had to admit that he was in a bit of a mess.

In the end he decided to make some smaller pictures in some old frames he found at the back of the shop.

He made a railway engine, a lorry, two motor cars and a windmill.

He fully expected to be in trouble when the customer came back, but to his surprise the man seemed more pleased than ever at what he saw.

"I'll give you five pounds for each one," he said, shaking Paddington by the paw. "It isn't every day you have the chance to buy a young bear's originals. Especially ones that taste of marmalade."

Paddington thanked the man very much and then added his special paw print to the corner of each of the pictures - just to show they were genuine.

"I think I had better go out and leave you in charge of my shop more often," said Mr Gruber when he returned and heard the news.

"Perhaps I could drop some more of your pictures, Mr Gruber," said Paddington hopefully. "Bears are good at that sort of thing."

"No thank you, Mr Brown," said Mr Gruber hastily. "Besides, it wouldn't happen with a normal picture. That was what we in the trade call a 'mosaic'. It's meant to be made of hundreds of tiny pieces like these."

And to show how pleased he was, Mr Gruber gave Paddington the extra money he had earned on the sale as a reward.

And in return, to show Mr Gruber how grateful he was, Paddington made him a special picture reading 'Thank You VERY Much' with the pieces that were left over.

**Instructions' Source** : PADDINGTON'S EARLY VISIT (Collinsoft) Booklet



# PADDINGTON'S SHOPPING MIX-UP

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

(C) Michael Bond, Karen Bond  
(C) Collins/Paddington and Company Ltd.  
First published 1983. ISBN 0 00 197476-9  
Designed by The New Book Factory, London.  
Published by William Collins, Sons and Co. Ltd.  
Age 4 to 6 years.

*"This pack consists of a Paddington illustrated storybook and a cassette to run on your home computer.*

*"One day Paddington set out from number 32 Windsor Gardens and as usual, he had a label round his neck with his name and address on it in case he got lost on the way.*

*"So starts the shopping adventure of Paddington. Join him and help Paddington make the sums work out in the end.*

*"The programs continue Paddington's adventure and provide practice in simple addition, subtraction, multiplication and division.*

*"The programs are: GROCER \* WHICH \* DOUBLES \* SUMS \* LABELS."*

One day, Paddington set out from number 32 Windsor Gardens as usual to do the morning shopping.

And, as usual, he had a label round his neck with his name and address on it in case he got lost on the way.

With his blue duffle coat, his old hat, his shopping basket on wheels and the label, he was a well known figure in the Portobello Road and all the traders waved to him as he went past.

His first stop was at the greengrocer's barrow. There he bought four apples, five oranges and a lemon, making ten items in all.

Next, he went to the baker's for some buns. Paddington always had his 'elevenses' with his friend, Mr. Gruber, and he bought four buns - two for himself and two for Mr. Gruber.

Paddington was a very careful shopper and once outside the baker's shop he checked all the things he'd bought so far against his list in order to make sure he had the right number - fourteen.

His next stop was at the grocery shop where he bought a packet of coffee, making fifteen items in all.

Finally, he stopped outside the Supermarket where he always bought his marmalade. They had a special offer of two jars for the price of one, which sounded very good value indeed.

While he was reading the notice he ate an apple. All the shopping had made him feel hungry.

Paddington stayed chatting in the Supermarket rather longer than he had meant to, and when he came outside again he nearly fell over backwards with surprise. Instead



of there being one shopping basket on wheels parked on the pavement, there were four. Worse still, he couldn't remember which was his and they all looked alike.

Paddington looked at his list again. He felt sure Mrs. Bird wouldn't be at all pleased if he arrived home with the wrong shopping.

Then he had an idea. Counting his two jars of marmalade he should have seventeen items altogether. It would be a simple matter to add up the number of items in each basket in order to find out which was his.

But the first basket he tried only had fourteen items, making sixteen in all; and the second one had twenty three...

...whereas the third basket contained twenty-two and the fourth thirty. None of them made up a total of seventeen. It was all very strange.

Then he remembered. Before he went into the Supermarket he had eaten an apple, so he only had sixteen items. His basket must have been the one he tried first of all.

Out of the corner of his eye he could see people watching him.

"Oh, dear!" he said to the world in general. "I'm in trouble again!"

Paddington was very late reaching Mr. Gruber for 'eleveneses' that morning.

"I'm afraid it will be more like 'twelveses', Mr. Gruber," he said sadly, as he told his friend of all the things that had gone wrong.

"We mustn't let that happen again," said Mr. Gruber. "I think I know what to do. You have a label around your neck to show where you live. Why not put one on your shopping basket to show who it belongs to?"

Paddington thought that was a very good idea. And because Mr. Gruber had a packet of twelve labels, that meant there were eleven left over, so - taking away the four buns they had just eaten for their 'twelveses' - it would leave just enough to put one on each of the things he'd bought that morning.

But Paddington found he had made a mistake with his adding up. There was one apple left without a label.

So on the way home he ate it - just to put things right!

**Instructions' Source** : PADDINGTON'S SHOPPING MIX-UP (Collinsoft) Booklet



# PAINTBOX 2

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Review (Electron User)

BEEBUGSOFT have steadily gained a good reputation among owners of the BBC and Electron micros, and so I was pleased to receive this cassette for review.

There have been other drawing packages for the Electron, and it is perhaps important to look for enhancements and original features. One telling point for this program is that there are too many options to fit into the main menu, and so there are some placed in a secondary menu which has to be accessed from the first.

The options are "acquired" in a rather IKON-like style, with the cursor being moved by the keyboard or joystick to the symbol. Certain "dangerous" options have to be acquired twice by the Space bar, thus providing a safety net for unwary users.

Working in Mode 0, 1 or 2, there is a wide range of colours available with the most colourful screens being of course in Mode 2. Shapes can be drawn using a continuous row of dots, using any colour, with colour changes easily being made at any point. The dot can be replaced by a brush of variable width, and also variable shape, including a very powerful option to define your own shape of brush.

Just these few options kept me occupied for quite a while as I explored their potential by drawing variations of triangles, rectangles, circles and more complex shapes. As is almost standard now, there's a rubber band facility. This allows for accurate placement of shapes by showing what is about to appear on-screen just before the final selection is made.

Indeed, another colour may still be chosen while in this mode, thus increasing the possibilities. Shapes can be infilled, although complex shapes tend to need several attempts. Text can easily be interspersed with the graphics, and this is just one of the range of features whose use is clearly displayed in the accompanying 48-page booklet. This is essential reading if the true potential of this system is to be fully exploited and explored.

With GCOL options available, and the colour palette changeable, there is enough to bewilder or excite any user. I have used other drawing packages on the Electron, but I haven't found a better one yet.

Phil Tayler, ELECTRON USER 3. 3



# PALACE OF MAGIC

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure  
Author : Martyn Howard  
Standalone Release(s) : 1985: PALACE OF MAGIC, Superior/Acornsoft, £9.95 (Tape),  
£12.95 (5.25" Disc), £14.95 (3.5" ADFS Disc)  
1990: PALACE OF MAGIC, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 3, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Over 100 Screens full of Challenging Puzzles and Awesome Foes!"*

*By practising acts of benevolence and goodwill, you have offended the evil wizard Caldeti. Summoning forth his satanic powers in order to extract retribution, he has cast two powerful spells upon you: (1) you have been reduced to the size of a dwarf; (2) Caldeti has banished you to one of his old homes, the 'Palace of Magic'.*

*The palace and its surrounding land is littered with magical objects and mysterious creatures. It is rumoured that there is also a hidden transporter - your only means of escape from this enchanted place.*

*After exploring the rooms of the palace, you should venture forth through the enclosing woodland: towards the ancient church and the eerie dungeons, or over the river to the princess's house.*

*On your journeys, you will encounter many strange animals and people including rock monsters, gremlins, imps and guards. Some are good and some are evil. You will need to decide who you can trust to help you in this arduous quest."*

## The Objective

You have unwisely offended the evil wizard Caldeti and he has cast two powerful spells upon you:

- (1) You have reduced to the size of a dwarf;
- (2) Caldeti has banished you to one of his old homes, the "Palace of Magic".

## The Adventure

You start your adventure in the main hall of the palace. An energy bar is shown at the top-left of the game screen; if your energy reduces to zero you will soon die. Your percentage score, a counter, the room name and co-ordinates are also shown at the top of the screen. You can carry at most two objects at any time.

## Keys

Keys open doors of the same type as the key. When a door is opened, both the door and the key disappear.

## Objects

Only those objects found on coloured bases may be picked up. These include: keys, treasure chests and gold bars. Some of these will disappear when they are used. In some situations you may need to put down one object in order to pick up another object. Objects may only be put down onto coloured bases.

## Energy



Energy is gained by collecting the magical top hats. Energy is lost by colliding with adversaries, going through fire and by spending too long under water. Energy is also gradually lost as you wander around.

If you are losing energy quickly you will be magically transported back to the point at which you entered the current room. Almost all of the screens can be traversed without losing any energy. If you collect all of the top hats, you will have ample energy to complete the entire adventure.

### **Hints**

Draw a map and work out the most efficient routes. Try to find alternative routes which bypass aggressive adversaries.

Collect all of the top hats, but try to plan your routes so that you collect each top hat when your energy is getting quite low - in this way, none of the top hat's magic will be wasted. Take your time and use the "pause" key to plan your next moves.

Remember, no object is useless! With patience and careful thought, you should be able to logically solve all of the problems and puzzles that you encounter.

### **Game Controls**

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Jump  
<SPACE> - Pick Up/Drop Object

S/Q - Sound/Quiet, <COPY>/<DELETE> - Pause On/Off, <ESCAPE> - Quit Game

### **Review (Electron User) - "Palace Of Puzzles"**

PALACE OF MAGIC is the latest in a long line of arcade adventures from Superior Software. It's similar in many respects to an earlier release - CITADEL.

The scenario is quite simple: You have offended an evil wizard called Caldeti (an anagram of Citadel) and he has turned you into a dwarf and banished you to one of his old homes - The Palace Of Magic.

A transporter is your only means of escape. This is hidden somewhere in the palace and grounds which cover a total of 100 screens. You can move left and right and jump to twice your height to climb over obstacles. In addition, you can also shin up ropes and climb ladders to reach otherwise inaccessible levels.

Scattered about the palace are lots of coloured bases, some of which have keys, ropes, gold bars and other useful objects standing on them. You can pick up or drop objects while standing on one of these bases and you can carry two at a time.

The keys are letter coded and are used to open similarly coded gates which block your route through the palace. Your task is made a lot harder by the fact that you are not the only living creature - the palace is crammed full of all sorts of unusual and nasty monsters who are out to get you.

If you bump into any of these, you don't die immediately, but they drain your energy and when this reaches zero you perish and the game is over.

The maze is complicated and the puzzles are challenging, but not impossible. Some of the solutions are so obvious once you've discovered them you'll kick yourself for not working them out sooner.

The Mode 5 graphics are quite good and most of the objects look like what they are supposed to be, which is a big help when it comes to figuring out where they should be used.

One or two things are difficult to distinguish and I was stumped by a funny looking blob on the balcony outside the church - it turned out to be a Bishop.



There isn't a lot of sound in the game, but then it doesn't require much and I didn't miss it. The only real criticism I can make is that it doesn't have a save game facility.

I have to admit to being an avid arcade adventure fan. I haven't yet fathomed all the mysteries of CITADEL and I know there are a lot of people in the same boat.

Now with PALACE OF MAGIC to escape from as well, I foresee many more late nights of problem solving for a lot of adventurers.

Sound .....	5
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

Desmond, ELECTRON USER 5. 2



# PANDEMONIUM

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Authors : Peter Scott  
Standalone Release(s) : None  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 13, Superior/Acornsoft, £9.95  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated. Electron version does work on BBC.  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The objective of the game is to construct the core by collecting the 12 core parts (light blue in colour), whilst avoiding or shooting aliens.

There are springs to bounce on, lifts and extending platforms to stand on and teleporters (which look like telephone boxes) to transport you from one location to another. When using a teleporter, you must enter the number of the teleporter to be transported to - so you must have been there before. You collect objects simply by passing over them. There are extra lives, food, laser energy and exploration points to be collected (all light blue in colour). The traces at the top right of the screen indicate the laser energy and your energy. You start with four lives.

If you score above 1000 points, you will enter the high score table. Enter your name (maximum of nine characters including spaces (when prompted).

## Game Controls

Z - Left, X - Right, <RETURN> - Jump, <SHIFT> - Fire Laser  
D - Teleport, <SPACE> - Pause  
**While paused:** <ESCAPE> - Quit Game, T/N - Tune On/Off

**Instructions' Source** : PLAY IT AGAIN SAM 13 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# PANIK!

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game; MONSTERS Clone  
Author :  
Standalone Release(s) : 1986: PANIK!, Atlantis, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : Unknown

### **Instructions**

*"All the excitement of a great arcade classic. Screen after screen of evil looking monsters are out to get you. You're quite strong, you can move fast, and you are armed with a large shovel. But will this be enough? ... I doubt it."*

Clear each screen of monsters by digging holes to trap them, then hitting them over the head until they fall to the next level. Purple monsters need only to fall one level to be killed, but the red and green monsters need to be knocked through two and three levels respectively.

Points are scored for each monster killed (depending on its colour) and for oxygen remaining at the end of each screen. The top eight scores are kept.

### **Game Controls**

Z - Left, X - Right, : - Climb Ladder/Dig Hole, / - Descend Ladder/Fill Hole  
<COPY>/<DELETE> - Pause/Restart, <ESCAPE> - Quit Game

**Instructions' Source** : PANIK! (Atlantis) Inner Inlay



# PAPERBOY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author :  
Standalone Release(s) : 1986: PAPERBOY, Elite, £9.95  
1989: PAPERBOY, Encore, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128 (After \*CONVERT)  
Supplier : ELITE, Anchor House, Anchor Road, Aldridge, WALSALL WS9 8PW  
Disc compatibility : CDFS E00, DFS E00

## Game Features

- Game Of The Year
- Sold over 100,000 worldwide
- Held a Gall-up chart position for over a year
- Arcade action at its best from ATARI
- One of the biggest selling games of all time
- Officially licenced Arcade Game

Pick up your old Push Bike, put on your peaked cap and imagine yourself braving the streets of an American suburb. Only superb riding skills and a steady throwing arm can get you through your seven day week of hilarious action. Avoid cars, workmen, drunkards and lawnmowers all out to obstruct you in your pursuit of excellence. Score points by delivering to all your usual customers, but you can get sneaky bonuses by breaking the windows of non-subscribers.

It's a difficult task but your employer believes that practice makes perfect and generously provides a practice track where you can score valuable extra points. Get ready for the ride of your life.

## Game Controls

Z - Left, X - Right, \* - Accelerate, ? - Brake, <RETURN> - Throw Paper

**Instructions' Source** : PAPERBOY (Elite Systems) Back and Inner Inlay

## Review (Electron User) - "Not Such Good News"

PAPERBOY is a conversion of the arcade game of the same name. In your new job as local paperboy you must deliver your wares to all the regular customers, while at the same time creating as much damage as possible to the homes of non-customers.

The title screen - a highly detailed front page of a newspaper, embellished with several different typefaces - promises a graphical feast.

Press the spacebar to begin the game and you are faced with a two-colour, high-resolution stick man. Not only that, he flickers as he cycles up the street.

The game controls consist of left/right, accelerate/brake, turbo speed and throw. As play begins you are pedalling at full speed, which isn't particularly breathtaking. The only way to go faster is to press both the accelerate and turbo keys. After a short delay you will experience a startling increase in speed - and flicker! The delay may be due to turbo lag, but whatever the cause, it is responsible for many a tumble.

You begin your new job on the Monday. Cycling up the street you must throw a newspaper into mailboxes positioned outside some of the houses. Those without



mailboxes are fair fame for vandalism, so smash as many windows as possible while cycling past.

Each dirty deed is totted up as a bonus score and awarded at the end of the round. Be careful not to damage a customer's property or you'll lose every bonus point you have accrued.

So keen is your employer to improve your cycling skills he has constructed a BMX park, so at the end of each day's work, you go to the park and race against the clock for bonus points.

Life is not as simple as at first appears, because footpaths and roads are alive with obstacles. You can easily come to grief by hitting dogs, balls, workmen, radio-controlled cars, drunks and Sinclair C5s.

One annoying feature about losing a life is the fact that you are returned to the screen in turbo mode and the brakes don't work. It is not unusual to hit a second object before you have regained control of the bike.

If you feel that you need to have a copy be my guest, but please ask to see a demo before you part with your cash.

Sound .....	5
Graphics .....	6
Playability .....	5
Value for money .....	5
Overall .....	5

Steve Brook, ELECTRON USER 4. 9



# PARAS

## *Professional, Originally Released On Cassette Only*

Game Type : Strategy; War-Game  
Author : M. C. Lothlorien  
Standalone Release(s) : 1984: PARAS, Lothlorien, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

PARAS is a simulation of small unit actions in which a force of 15 men are under your direct control. You must decide what action each of these men will take each turn - there is a choice of up to 10 different activities. At the start of the game, your force has already been dropped by parachute.

The game comprises of two separate scenarios. In the first, you must eliminate all enemy forces in order to secure a safe route for your retreat. The objective for the second part is simply to destroy the bridge.

Note: All enemy need not be eliminated in this part, just the bridge.

### **Initial Set Up**

Each of your men must be placed in 'squares' in the bottom three rows, only having 1 man per square. At the start of Part 1, all the enemy are concealed in cover. In Part 2, some are concealed whilst others in full view.

### **Playing The Game**

PARAS is played in a series of same turns. Each turn has three separate phases:

- i) Choose actions for each man and carry out movement.
- ii) Carry out all attacks on the enemy.
- iii) Enemy action and fire.

#### **i) Player Action and Movement**

Each man must elect to perform one action per turn. These actions are selected by depressing the appropriate function keys.

- f0 **NOTHING** - Man does nothing
- f1 **MOVE** - Give the location of the intended move. In part 1 and 2, a man may not move to a 'square' occupied by either a friend or foe. In part 2 only, certain areas of the map may not be entered.
- f2 **FIRE** - Once chosen, this action is performed in the fire phase. Maximum weapon range is 7.
- f3 **MOVE AND FIRE** - Combines 1 and 2. A prone wounded man may not move and fire.
- f4 **FALL PRONE** - Standing men may fall to the ground thus presenting a more difficult target for the enemy.
- f5 **STAND** - Prone men may stand up.
- f6 **PREPARE GRENADE** - Before a hand grenade can be thrown, the normal weapon must first be shouldered and the grenade prepared for throwing.
- f7 **THROW GRENADE** - Only available to men with prepared grenades.
- f8 **LAY EXPLOSIVES** - Only used at the bridge demolition stage, and only if the man is actually standing on square H19. Once laid, the explosives may be detonated by any man at that location.
- f9 **DETONATE** - Any man on square H19 may detonate explosives, providing they have been laid previously. Detonation will destroy the bridge and your mission will be accomplished.



## **ii) Player Fire**

Beneath the map firing units, together with their locations are displayed. Colour coding is as follows:-

White - Fire

Yellow - Move and Fire

Black - Throw Grenade

**Opportunity fire** - At the start of the game, a number of enemy are hidden in cover and their locations are unknown to you. Their positions will only be revealed once they have fired. From then on, the man will be considered to have been spotted and his position will be constantly displayed until he is either killed or the game ended.

**Scatter** - Due to the nature of these weapons, they are subject to scatter - that is, the missile may not necessarily land at its intended target as it is liable to roll of fall short before exploding. Despite these drawbacks, grenades and bazookas are particularly useful in the end game, as they are capable of destroying the bridge at long range.

## **iii) Enemy Action and Fire**

During this phase, the enemy will perform its actions and attacks on your men.

## **Winning The Game**

For levels 6-10 all the enemy must be killed in part 1, and the bridge destroyed in part 2.

For levels 1-5, the mission is simply to destroy the bridge.

The portion of the bridge that must be destroyed is located at H19 and may be accomplished by one of three methods:-

a) explosives,

b) grenade attacks, or

c) bazooka attacks.

**Instructions' Source** : WAR GAMES PACK (Paxman Promotions) Inner Inlay

**Reviews** : No Review Yet



# PAUL DANIELS' MAGIC SHOW

*Professional, Originally Released On Cassette Only*

Disc compatibility : CDFS E00, DFS E00

PAUL DANIELS' MAGIC SHOW  
A Home Interest Package on cassette for the Acorn Electron

Author: Peter Killworth

## Instructions

The pack contains ten magic tricks and some simple props for you, the conjurer, to use. Ideal as a party piece or simply to baffle your friends, here are mind-reading, birthday-guessing, card-divining, money-making tricks, and more besides - all designed for the high-tech conjurer of tomorrow's world to challenge the credibility of what is possible and what your audience sees before it.

Let Britain's top showman magician lead you on a spectacular tour of computer magic, and let Britain's top micros take a bow. Together they prove an unbeatable duo.

## Introduction

This pack contains ten magic tricks performed by or with the Acorn Electron. To present these tricks, you will need, in addition to the things provided in the pack, some money (a £1 note or coin and the following coins 50p, 20p, 10p, 5p and 1p), a pack of playing cards, some paper and a pencil. You will also need your Acorn Electron User Guide.

Some of these tricks are self-working. In other words, the computer will perform them itself with no help from you; merely running the program will ensure that the trick works. Some require a little (secret) help from you to make them work. One trick will take a little patience to make it work - but the practice will be worth it! Another, just to be different, needs you to perform the trick with the computer helping.

An important rule to remember is that a good magician never repeats his tricks before the same audience. There are two different reasons for this: first, nobody really likes to see the same play ten times, and magic is no different; second, many people enjoy figuring out how magicians go their tricks and repeated presentation will enable them to figure out how the tricks are done.

## Loading Instructions

The cassette contains the files listed below. For more information about the file called ARRANGE, see 'Preparing your own Magic Show'.

MAGIC \* BIRTH \* BOOK \* CARD1 \* CARD2 \* MONEY \* NAME \* CLUE \* LIAR \*  
LETTER \* WORD \* ARRANGE

To load and run the program, place the cassette (fully rewound) in the cassette recorder, and type:

CHAIN "MAGIC"

and press <RETURN>; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the index to load; this will take approximately 30 seconds.

Once the correct position is reached, the first program takes one or two minutes to load. To go on to the next program, press the function key f0. This will automatically CHAIN in the next program providing you have run through the previous trick and it has finished.



NOTE: Programs can also be loaded and run in the usual way with the CHAIN command; to load and run the program CLUE for example, type:

```
CHAIN "CLUE"
```

and press <RETURN>.

### **Preparing Your Own Magic Show**

You probably won't want to perform all ten tricks in a single show, as they would take rather a long time. Three or four tricks, however, make up quite a reasonable show. You can design such a show in two ways on a cassette filing system.

The easiest way is to jot down where each trick you wish to perform is on the cassette, and simply CHAIN each program as you need it, winding the cassette as necessary between tricks.

You may prefer to prepare your own cassette with the tricks in a specific order, to avoid cassette winding. All but one of the programs can be copied by LOADING from the program cassette and SAVEing to your own cassette. WORD needs more care, as it possesses a directory stored after the program.

The ARRANGE program provided at the end of the cassette enables you to produce a new cassette of up to ten tricks in any order you specify. To run it, you should have both the original Acornsoft program cassette and your new cassette. Type:

```
CHAIN "ARRANGE"
```

which merely sets PAGE and CHAINs the main program, ARRANG1, immediately. You will then be prompted for the name of each trick in the sequence you desire (but you must have MAGIC as your first program), and instructed how and when to insert your cassettes.

### **Tricks**

BIRTH	(A birthday trick)	*
BOOK	(A book trick)	*
CARD1	(A card trick)	***
CARD2	(Another card trick)	**
MONEY	(A trick with money)	**
NAME	(A trick using names)	*
CLUE	(A murder mystery)	**
LIAR	(A test of lying ability)	**
LETTER	(A letter card trick)	*
WORD	(A trick with words)	*

\* Easy      \*\* Fairly Easy      \*\*\* More Tricky

### **Birth**

This trick is totally self-working. The program will divine the name of a playing card that someone is thinking of, together with that person's date of birth (which can be fictitious in the case of ladies!). Unlike some of the tricks, it may safely be repeated - but remember the boredom factor. The 'year of birth' may be entered as '1946' for example, or just '46' if you prefer.

### **Book**

This trick allows someone a free choice of a page, a line, and finally a word, in a book. The computer then reveals that it knows the word chosen. To guarantee that everybody has access to the same book, we're using the User Guide for the book, so have this available when you run the program. This trick, too, is totally self-working, but should not be repeated (or, if you do repeat it, not more than once at the most).

### **Card1**

This trick, a card trick, features the computer reading someone's mind and divining a card that they are thinking of. It needs a pack of playing cards, plus some practice. The plot is that the computer asks a person to shuffle a pack of cards, remove any five and place them in front of him. The person is asked to pick up just



one card and hold it. Next, the person types in the names of the four other cards. The computer, after a delay loop to heighten the drama, reveals which card the person is holding!

This sounds - and looks - quite impossible, and that's why the computer needs your help. Basically, you - without touching the computer - will tell it what the name of the chosen card is. Here's how.

First remove the Kings from the pack that you are using and put them away somewhere (we simply won't let the person use a King; this is done to make life simpler for you). Now run the program and take out five cards.

For example, let these be:

10 of Clubs, 4 of Hearts, Jack of Clubs, Two of Diamonds, 6 of Clubs.

Now choose one of these. Suppose, for the sake of explaining the trick to you, this is the 6 of Clubs. Next, the program needs to be told the names of the other four cards. and this is where you will signal the computer when you perform the trick. When, in the game itself, the cards are chosen by a person in the audience, they will all be put out in front of him and one card will be taken up and help by the person. When he or she has picked up that card (the 6 of Clubs in our example) you quietly pick up the other four. The order you pick these up will signal most of what the computer needs to know. Here's what you do.

The first thing you think about as you go to pick up the cards is the value of the chosen card. You immediately visualise the following diagram (which is why we're practising).

		SECOND CARD		
		1	2	3
FIRST CARD	1	A	2	3
	2	4	5	6
	3	7	8	9
	4	10	J	Q

This looks complicated but isn't. It's a four-by-three rectangle containing the card values Ace (A) to Queen (Q) in numerical order. After a few practices you'll have it committed to memory (and you must, as you can't look at it during the performance!).

The chosen card was the 6 of Clubs. Looking at the table, we see that it corresponds to the 'first card 2' and the 'second card 3'. What this means is the first card you pick up of the four left will be the second highest face value in numerical order (this is because it corresponds to the number 2 on the chart), in this case it will be the 4 of Hearts. Pick this card up and place it in your left hand (assuming you are right handed). Now going back to the chart, we want the 'second card 3' (which will be the third highest face value card of the three cards left). In our case it is the Jack of Clubs, place this in front of the 4 of Hearts (face up) in your left hand.

This will shortly signal to the computer the value of the card (a 6). But there are still two cards left. The card you pick up next depends on the suit of the chosen card, in this cases Clubs. There is a standard 'order of suits' used in many card games like Bridge, which is easy to remember as it's in alphabetical order! The order is Clubs, Diamonds, Hearts and Spades, with Clubs the lowest and Spades the highest. As you reach for the third card, as yourself whether the suit of the chosen card is one of the LOWER two (Clubs and Diamonds) or one of the HIGHER two (Hearts and Spades). In our example it's the lower. So you pick up the LOWER of the two cards left, which is the 2 of Diamonds and put it face up in front of the two in your left hand. Follow this with the only other card left (the 10 of Spades). Turn the four cards over, so they are face down and put them in front of the person.

It is most important that this is done absolutely casually. You know that you are doing something vital, but the onlookers must think that you are simply being



helpful and tidying up the other four cards. With ten minutes practice, you will be able to do the job in five seconds. Don't look worried, tense, etc, as you will convey the feeling that all is not well.

The computer will then ask for the names of the cards, and carefully fails to explain how they are to be typed in. So you explain - casually. And what you say will inform the computer of the colour of their suits. The key phrase is 'Black Suit'. (Think of a posh party to remember the phrase.) If the chosen card is black, the names of the four cards must be typed in SUIT first. If the chosen card is red, the VALUE of the cards must be typed first. Actually, the program only checks the first card entered, so if you or the first person forgets after the first card, it doesn't matter.

In our case the card is black (a Club). So tell the person to type in his four cards (casually point to the pile in front of him or her) the letter to be typed first for the suit and a number or a letter for the value (it doesn't matter about spaces in between, before, or after, but don't mention it unless asked). You can turn over the first card (being helpful) which should be the 4 of Hearts - which is typed in as 'H4' (rather than '4H'). Remind the person to press <RETURN> if they are unused to computers.

The person will then type in the cards, in this order, H4, CJ, D2 and S10. If the computer fails to understand, it'll ask for a repeat. Don't forget that after typing in the first card the suit-value order is not significant.

You have now done all the work and can sit back to watch the result. Try it now with those five cards.

For example, suppose the 10 of Spades had been chosen. Let's repeat the selection. First, the value. The 10 in the table corresponds to the 'first card 4, second card 1'. So we pick up the first card, the Jack which is the last highest card of the four left, then the 2 which is the first highest card of the three left. Spades is a high suit, so the third card is the 6 (the higher of the 6 and the 4), which leaves the 4 for the last card. Since Spades are black ('Black Suit') the cards go in suit first: CJ, D2, C6, H4. Now suppose, from the same five, that the chosen card was the 2 of Diamonds. The table gives 2 as 'first card 1, second card 2'. So pick up the 4, then the 10 (the 10 wasn't the second to start with, but became so after the 4 was picked up). It's a low suit so take the 6 next and the Jack last. The person should key in the cards values first as Diamonds are red.

One final time, suppose the cards are - an unlikely event - the four Aces and the 2 of Clubs, and that the 2 is chosen. How do we choose on the basis of numerical value when all the cards are worth 1 (ie Aces)? In such cases, the suit order determines the order; the Ace of Clubs is the lowest, the Ace of Spades the highest. The table then gives 'first card 1, second card 2' so we take the Ace of Clubs, then the Ace of Hearts. Clubs are low, so next the Ace of Diamonds, which leaves the Ace of Spades till last. Key them in suit first.

Please take some cards and the program and try out various combinations until you are happy with everything. Then try it on somebody and watch their reaction!

### **Card2**

This is another think-of-a-card trick, but much simpler for you. The person will be asked to name a card out loud. When he does so, you say, as if you'd just thought of it, either 'Oh, hit <RETURN> to continue' or 'Oh, hit the Space Bar to continue'. And here again you do the dirty work. If the card thought of is an 'odd red' or 'even black' (where again Aces are 1, Jacks 11, Queens 12 and Kings 13) you tell him to hit the <RETURN> key. If the card was an 'even red' or 'odd black' you tell him to hit the Space Bar. The rest is up to the computer. When it asks for the card to be typed in, use the same method (either order) as in CARD1, eg H4 or 4H, CJ or JC.

### **Money**



This trick involves a person moving money around according to the computer's orders, which have been dictated to it beforehand. No matter how this is done, the person ends up losing money - the computer knows best!

Provided with this pack is a strip of paper about one foot by five inches, marked with six equally spaced circles, each about two inches in diameter. These are labelled from left to right with bold letters A, B, C, D, E and F. The program will draw this for you as well. You will need the following cash: a £1 note or coin, 50p, 20p, 10p, 5p and 1p, and you're ready to proceed.

You have to help the computer just once here. When the program tells the person to set out five pieces of money, it will ask 'Have you done that?' You glance at the layout and see where the 50p coin was placed. If it was placed in an odd position (A, C or E) tell the person to type "Y" and <RETURN> (to remember this, "Y" has one letter and thus is rather odd!). If it was placed in an even position, tell the person to type in "YES" and <RETURN>. The trick will then work itself.

### **Name**

In this trick, the computer divines the one dead or imaginary name out of a list of nine names, all the others of which are alive, thought of by the person. The computer works the trick by itself. It is suggested that imaginary names should be used if children are taking part, and dead names for an adult audience.

### **Clue**

This trick, although it makes great use of the computer, gives you a chance to be the magician. During the trick, you will be sent out of the room while your audience decides, in a miniature graphics adventure game (a) which of six people they will be; (b) which murder weapon they will use; and (c) which room they will commit a murder in. You are then re-called, and demonstrate that somehow you know everything which has occurred in your absence!

Just as the computer has to work hard when it performs its tricks, you will have to do a little work during this one. First, you need to memorise three 'mnemonics' which are easy ways to remember complicated information. These mnemonics are:

ROOMS : 'BRISKLY CHOPPED'

WEAPONS : 'GRUMPY'

NAMES : 'BRUSH DOG'

These are all sufficiently silly phrases to be easy to remember. If you try running the program, you will notice that the initial letters of the nine rooms spell 'BRSKLCHPD' ('Bedroom', 'Reception', 'Study' and so on). With the addition of some vowels, the phrase 'BRISKLY CHOPPED' can be made, if one ignores the double 'P'! You should make sure that you can recall each of the nine room names from their initial letters - also that you can spell them, since the program is unforgiving.

Similarly, the names of the four weapons: 'Gun', 'Rope', 'Mallet' and 'Poison', form the consonants in 'GRUMPY' and the six names (Brown, Robinson, etc.) form the consonants in 'BRUSH DOG'. Again, make sure that you can recall the names from their first letters.

When you have practised remembering the rooms, weapons and names from their first letters you can try out the trick by yourself. Run the program, and choose for your practice the name 'Hughes'. Walk through the mansion and take the rope, and commit the murder in the lounge.

The computer will now be asking you the following question:

Where was the crime committed ?

Look very carefully at the layout of this question, as it is secretly telling you the answer (rather like you secretly told the computer things in previous tricks). You'll notice that there is a single space before the beginning of the question (this is easy to see, as the program uses a coloured background). There is also a double space before the question mark. How does this help you?



To determine which room is correct, you need your three times table. Take the number of spaces before the question (one in our example, but it may be zero, one, two or even three when you perform the trick) and multiply this value by three. Now add the number of spaces before the question mark (two in our example, but it may be zero, one or two when you perform the trick). This will give you a number from one to nine; in our case the answer is  $1 \times 3 + 2 = 5$ .

This means that the crime was committed in room 5. You now have to go through your mnemonic and count to room 5 to find out which it was. So you recite 'B.R.iS.K.L' to yourself. 'L' stands for lounge - which was indeed where the crime was committed!

This may sound a bit complicated: mental arithmetic to be performed while your audience is watching you! In fact, it isn't, because you have to sit down at the computer to type the answer to its question into it. So you have a perfect excuse for staring at the screen while counting and doing your sums.

The full list of nine possibilities is then:

Where was the crime committed ?	$0 \times 3 + 1 = 1$	(Bathroom)
Where was the crime committed ?	$0 \times 3 + 2 = 2$	(Reception)
Where was the crime committed?	$1 \times 3 + 0 = 3$	(Study)
Where was the crime committed ?	$1 \times 3 + 1 = 4$	(Kitchen)
Where was the crime committed ?	$1 \times 3 + 2 = 5$	(Lounge)
Where was the crime committed?	$2 \times 3 + 0 = 6$	(Cellar)
Where was the crime committed ?	$2 \times 3 + 1 = 7$	(Hall)
Where was the crime committed ?	$2 \times 3 + 2 = 8$	(Pantry)
Where was the crime committed?	$3 \times 3 + 0 = 9$	(Diner)

Type in the answer - in this case LOUNGE - in upper case. If you were correct, the computer will reply:

CORRECT!!

What was the murder weapon ?

(If you were wrong, it will also tell you!!). The layout for the second question is identical to the first, to avoid any suspicion from your audience. But the layout of the 'correct' (or 'wrong') statement again tells you the remaining information: in this case, the name and weapon. There will be between one and six spaces before the word 'correct', and these will tell you the name as follows: one space before the word 'correct' corresponds to the first name on the list (Brown), two spaces corresponds to the second name on the list (Robinson) and so on. In this case, there are four spaces, for Hughes. Finally, the number of exclamation marks tells you which weapon it was; in this case, two for the rope.

All you have to do is type in 'ROPE'. There will be another identical 'correct' and the final question, again using the same layout, 'Who was the murderer?' to which you can reply 'HUGHES' to a well-earned round of applause.

Of course, you should practise this trick before performing it in public. Let's take another example: Grimes, using the mallet, kills in the pantry. The first question is then:

Where was the crime committed ?

(Two spaces before, times three, is six; plus two after for a total of eight. 'B..R..is..K..Ly..C..H..oP' gives 'P' for Pantry.) The computer replies:

CORRECT!!!

(six spaces before 'correct' gives 'B..R..uS..H..D..oG' for Grimes, and three exclamation marks gives 'G..R..uM' or 'M' for Mallet). You now type in 'MALLET' and 'GRIMES' at the right times.



Remember again that you have to be staring at the terminal to answer the questions; you have plenty of time to think out the answers. Occasionally, you'll have to look carefully when there are a lot of spaces before 'correct', though they're easy to estimate, especially since lettering appears above them. This is a trick that can safely be repeated (once), as it is very difficult for the audience to notice the slight differences in layout between the two performances.

### Liar

In this trick, two members of the audience find out how good each of them is at telling lies to the other. Then they both try telling lies to the computer, but always get caught out at it!

The trick uses the ESP cards provided with the pack. These are cards which have been used since the 1940s to test whether extra-sensory perception exists. There are 40 cards altogether: 20 with red designs and 20 with black. There are five different designs, and four of each design in each colour to make up the 40.

To prepare, shuffle up the cards thoroughly and then arrange 20 of them so that the top card is red and the rest run black - red - black, etc, down to the twentieth card which will be black.

Take the other 20 and arrange them in exactly the opposite way, ie begin with a black card, then red, and so on until the last card (the twentieth) which should be red.

Put this second heap under the first to make a complete pack of 40 and the preparation is complete. To recap: the order should be red - black - red - black ... - red - black (end of first 20) - black - red - black - red ... - black - red; the only two cards of the same colour which are together being the two black cards in the middle of the pack.

To perform the trick, follow the computer's instructions. It will tell you to shuffle the cards. You should spread the cards face up in your hands, just to show that they are well mixed (as they are). While you do this, look for the pair of black cards together, and cut the pack between them ready for a shuffle. (So the two piles are back where they were when you were ordering them.)

Now perform a single rifle shuffle. It doesn't have to be neat. If you don't know how to rifle shuffle, you can hold one packet face down in each hand and then spread each packet across the table in a line towards you, making two wiggly parallel lines of cards. Then, using both hands, push the two lines into each other, and then scoop the (now single) line of cards towards you and square up the pack.

With either shuffle, the cards should now appear randomly mixed. And so they are, except for what is known as the Gilbraith principle. Each pair of cards, starting from the top, consists of a red and a black card. What they are, and which order they come in, is indeed random; but there will always be a red and a black together in the top two cards; a red and a black as the third and fourth cards, and so on throughout the pack. If you haven't come across this principle before, you should mix up the cards as instructed above and try it out.

Back to the performance: the computer will tell you to deal the cards into two equal heaps. Since the cards are arranged in red-black pairs, dealing them out ensures that the colour order of one pile is precisely the opposite colour of the colour order of the other pile. In other words, if pile 1 starts, say, red - red - black - red, then pile 2 starts black - black - red - black. Again, try this out for yourself.

Now let the audience follow the computer's instructions. Your sole job, apparently, is to act as scorekeeper with the computer. One person will be guessing whether the other is telling the truth or telling a lie (which involves telling the wrong colour and design). Each time the computer will ask whether he or she was correct, and ask for a Y/N response.



All they see - if indeed they are looking, as much amusement will be generated by people trying to tell lies and succeed! - will be you typing "Y" and "N" followed by <RETURN>. In fact, you're using this to tell the computer what colour the card actually was. If it was RED, after typing "Y" or "N" accordingly, press <RETURN> (RED RETURN will help you remember). In other words, just like a normal response to INPUT. If the card was actually BLACK, after typing "Y" or "N", you apparently press <RETURN> but really press the key above it (the <COPY> key). The computer will act just as if you'd hit <RETURN>, but will notice that you had pressed <COPY> and take action accordingly.

Having done this for each of the 20 cards in the first pile, the computer knows their colour, and therefore knows what each colour the cards in the other pile are. The computer will now use this knowledge to finish the trick; your work is over and you can enjoy the rest of the trick!

TO RECAP: If the first card was red, and guessed wrong, you would type "N" <RETURN>; if the next was black and guessed right, you would type "Y" <COPY>; and so on.

### **Letter**

The plot of the trick is simple. Out of the packet of letter cards provided with this pack, one is selected, the packet is then shuffled and cut, and the order of the letters typed into the computer, which instantly divines the selected card. The computer will offer to repeat this trick, because (a) it is possible for it to make a mistake, and (b) the mystery grows as the packet becomes more and more mixed up!

Almost no work is needed except to ensure that the fifteen cards spell out the 'PAUL'S DEMON TRICK' phrase from top to bottom, before the trick starts. The trick then works by itself. The method is to compare the order after mixing with the order before, 'scoring' each letter by how far it is from its two neighbours before the mixing. The card identified by the computer has the letter with the highest 'score'.

When the computer requests a rifle shuffle, you can use the table shuffle described in 'LIAR' if you find that simpler.

### **Word**

In this trick, a four-letter word held in memory and a freely selected longer word, are both divined by the computer. The trick needs no work on your part, and may be safely repeated.

**Instructions' Source** : PAUL DANIELS' MAGIC SHOW (Acornsoft) Back Inlay and Booklet

**Reviews** : No Review Yet



# PCW GAMES COLLECTION

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1984: PCW GAMES COLLECTION, Artic, £4.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CENTURY. No further information available.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"If you are a games addict continuously on the prowl for more and better games or looking for your first collection of BASIC listings - look no further. This sparkling collection will keep you busy for a long time. Some of the best programs that have ever appeared in the well-known magazine Personal Computer World have been converted for YOUR computer and put together here in this prize collection. Each game has been thoroughly tested and comes with full instructions. Test your reflexes on arcade-style games or test your wits on strategy games - there is something here for everyone.*

*Listings of these games are also available in a companion book which includes a useful description of the programmer's technique to help you pick up some hints as you go."*

**ROBOTANK** - use LOGO-style commands to program your tank to move and shoot on a battlefield

**GOLDEN FLEECE** - an adventure game with graphics and a surprise guest star!

**PURSUIT SHIP** - flying through the galaxy, shooting down enemy flying saucers, you have to conserve your fuel and dodge the enemy's fire

**MARTIAN ATTACK** - you have two missions: to shoot down the aliens with your plane and land your helicopter on the special pad

**HUNCHBACK** - save Esmerelda by leaping over the spears, avoiding the soldiers and boiling oil and ringing the bells...the bells.

**HUNGER ALLEY** - gobble up food pills, and killer skulls - but only after eating an energy pill

**DOGFIGHT** - a two player fight in the sky; choose to be a jet or a bi-place

**EULER'S TOURING KNIGHT** - visit every square on the board with your knight, but only once each

**MISSILE DEFENDER** - you have lasers to defend your five cities which are being bombarded by missiles

**BLACK HOLES** - catch the aliens and trap them in a grid of black holes

**MAP QUIZ** - guess the names of the towns from the computer-generated dots on a map

**TRANK** - steer your tank to chase a moving target and avoid the obstacles

**CITY SMASHER** - raze a city to the ground with your bombs and avoid the defending missiles

**BABY MONTY** - can you steer the mole out of the flooding caves and avoid the tumbling barrels?

**FLAPPA CATCHA** - save Ethel from the cannibal which, by catching birds in your hat

**FOUR IN A LINE** - get four of your counters in a row to win this game

**COLOUR CODE** - a Mastermind-type game where the computer thinks up colours and you have to guess that and where they are

**HELICOPTER RESCUE** - fly a helicopter into the gale, along a canyon, with a victim dangling beneath you

**ACE HIGH** - a Patience-like game where you shuffle the cards to put the aces at the top of the stacks

**SIMON** - the computer flashes a sequence of colours and sounds which you have to memorize, and copy.



**Instructions' Source** : PCW GAMES COLLECTION (Century) Back and Inner Inlay

### **Review (Electron User)**

This is a sparkling collection of 20 strategy and arcade type games, all written in Basic for the Electron. An accompanying book gives full instructions and detailed descriptions explaining how the programs work. However, although there is a great variety of arcade games their speed is generally slow. Their appeal is not great compared with the more sophisticated machine code games available, but they do provide a good insight into programming games in Basic.

It is an intention of the publishers that users would use the listings to pick up expert hints on programming their Electrons. The variety makes up for any loss in quality.

The strategy games are not affected detrimentally by the fact that they are programmed in Basic and not machine code. Speed of presentation and response is not important. The programs are available elsewhere in various forms; the ideas are not new. This collection enables users to find out how the programs work so I would seriously recommend it for budding programmers.

EULER'S TOURING KNIGHT is a particular favourite of mine. The problem is to move a knight about a chess board calling in at each and every possible square. The computer is programmed to demonstrate a solution then the user can try it out.

One of the other programs, ROBOTANK, requires Logo-type commands. ACE HIGH is a patience card game. Instead of manipulating your own pack you press a letter to deal and another to move the cards. I think I prefer to use real cards, but the simulation is a good one.

I can recommend this collection for those people who wish to increase their powers of programming by seeing how others do it.

John Woollard, ELECTRON USER 2.10



# PEDRO

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Overhead Maze Game In 3D  
Authors : Stephen Knight, Ally Noble and Dawn Jones  
Standalone Release(s) : 1985: PEDRO, Imagine, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : IMAGE, 5 Sir Thomas Street, Liverpool, MERSEYSIDE L1 6BW  
Tel: 051-236 8100  
Disc compatibility : Unknown

### Instructions

There'll be no siesta for Pedro, he's the busiest gardener South of the Border.

After many years of hard work and loving care, Pedro now has the most beautiful flower garden in Old Mexico. The trouble is all the animals for miles around have acquired a taste for Pedro's succulent blooms and are always looking for ways to break into his garden and eat them.

From dawn till dusk as Pedro slaves away, the animals never give him a moment's peace. He tries everything to stop them getting to his prize blooms, from blocking the garden paths with compost and bricks, to chasing them away and even jumping on them; but even so, some manage to get through.

Every time an animal gets into the garden and eats his flowers, Pedro has to plant more seeds. It's problem after problem, and as if things aren't bad enough, the village tramp keeps sneaking in to steal Pedro's seeds - so he has to be chased off as well!

What with marauding animals and thieving tramps, it doesn't look like you're going to get much of a siesta either. So look lively, you can't put things off till manana.

### Aim Of The Game

To stop the animals from eating his plants, Pedro must collect bricks or compost from the bottom corners of the screen and block the maze exits. He may not carry or place more than one object at a time.

Any animals getting into the garden will make for the plants and start eating them. You must decide on whether to block up the maze or stamp out the animals, then you must re-seed the gaps in the garden at every available opportunity.

ANIMALS : Appear on the screen at frequent intervals. They make their way through the maze at the top of the screen and then home in on the flower beds, where they consume plants. As the end of the game is the demise of all the plants in the garden, it is most important that you protect and replace the plants by planting seeds.

TRAMP : He appears on the screen at random intervals. He enters the garden from the side and immediately homes in on the seed box. You must run toward him and frighten him away, otherwise he will steal all your remaining seed.

### Pedro Play Notes

LEVELS : At the end of each level, a bonus is calculated on the number of plants left.



At the start of the next level, the number of seeds in the box will be increased by one seed for every plant left.

### **Game Controls**

The play keys have been laid out in a way so as to offer the player a wide variety of combination of keys to make the play as comfortable as possible.

MOVE LEFT : The keys to move left are all on the bottom row, beginning with SIFT, then every alternate key from theon. i.e. SHIFT, X, V, N, etc.

MOVE RIGHT : The remaining keys on the bottom row enable you to move right. i.e. Z, C, B, M, etc.

MOVE DOWN : Any of the keys on the second row up may be used to move downwards. i.e. A, S, D, F, G, etc.

MOVE UP : Any of the keys on the third row up may be used to move upwards. i.e. Q, W, E, R, T, etc.

JUMP/PICK & PUT : Any key on the top row or the space bar will enable you to jump on the invading creatures, also if you are standing close to either the compost heap, pile of bricks or the seedbox depressing any of the top row or space bar will enable you to pick up one of the items.

If you pick up either a brick or compost and wish to block one of the maze exits, take what you are carrying to the exit of your choice then press any key on the top row. Your brick or compost will be put down.

If you pick up a seed, take it to an appropriate gap in your flower bed and press any key on the top row. Your seed will then be planted and a flower will 'grow' to replace the one that has been eaten.

**Instructions' Source** : PEDRO (Imagine) Inner Inlay

**Reviews** : No Review Yet



# PEG LEG

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author :  
Standalone Release(s) : 1984: PEG LEG, IJK, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Ahoy there, me Hearties! Travel around the seven seas collecting pieces of eight and cannon balls for your pirate galleon. This highly colourful machine code arcade game will even have your parrot squawking for a turn."*

Your faithful pirate PEG has the task of collecting as many gold bars as he can. He must get these from the harbour and take them to the smugglers' cave.

However, there are many obstacles in his path. These include falling barrels and large cannon balls which must be avoided using the facilities provided.

These are as follows:

Use of a pirate ship to move from locations such as the harbour, ammunition dump and smugglers' cave.

Peg must avoid dangers by running and jumping but can also attack navy ships by firing cannon balls from his own ship. These are located at the ammunition dump.

## Scoring

Gold bar/cannon ball on ship .....	10 points
Gold bar at smugglers' cave .....	100 points
Hitting another ship .....	30 points

**Instructions' Source** : PEG LEG (IJK) Inner Inlay

**Reviews** : No Review Yet



# PENGI

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overhead Maze Game  
Author : F. Knock  
Standalone Release(s) : 1984: PENG1, Visions, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : VISIONS, 1 Felgate Mews, Studland Street, LONDON W6 9JT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Poor old PENG1 is locked up in the freezer again! Your job is to try and line up the three special "ice-diamond" blocks without being killed by the "snow bees" waiting for you at every turn.

One way to kill them is to kick the blue ice blocks at them, or alternatively you can entice them on to the fence - now you can electrify the fence by giving it a hefty kick - any bees on the fence will now be stunned, long enough for you to run over them and finish them off!

If you can avoid the bees long enough to try and line up the special "ice diamond" blocks (the white ones) then you are rewarded with bonus points; 10,000 for the blocks in the middle of the field, 5,000 points if on the fence.

## Game Features

1. Increasing difficulty with each screen (possible up to 20 screens)
2. Bonus points for lining up the white "ice diamond" blocks; 10,000 points bonus if aligned in mid-field, or 5,000 if lined up along the fence
3. Points gained for killing the "snow bees" (400 points each) (more bees to kill on each screen)
4. A time bonus is also given (bonus screen)  
1,000 pts if under 1 minute  
3,000 pts if under 40 seconds  
5,000 pts if under 20 seconds
5. Extra Life at 30,000 points
6. Bonus screens for lining up "ice diamond" blocks.

## Other Features

100% In/Code Arcade Action, Full Colour & Sound, High Score Table, On Screen Scoring: High Score, Constantly Updated, 20 Multicolour Sprites, Practice Mode - You Don't Get Killed!, On Screen Instructions, Sound Can Be Turned On Or Off

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Kick  
Note that the keys can be redefined.

**Instructions' Source** : PENG1 (Visions) Back and Inner Inlay

## Review (Electron User)

PENG1-type games have become quite popular lately with two or three software houses having their own versions on the market. The game is derived from Pac Man, but Visions' PENG1 is far superior to any Pac Man program.

You are in control of a cute little penguin who is trapped in a maze made up of large ice blocks inhabited by snow bees. The object of the game is to line up three



special white ice diamond blocks without being caught by the snow bees. Fortunately, these can be killed by squashing them with an ice block which slides along if you push it.

The graphics are excellent as is the sound, and I found it to be difficult enough just avoiding the snow bees, never mind lining up the ice diamond blocks. There is a high score table of famous penguins, on-screen scoring, re-definable keys and a practice mode in which you can't be killed. If you're into arcade games, you will love this one.

Roland Waddilove, ELECTRON USER 2. 4



# PENGWYN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1984: PENGWYN, Postern, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POSTERN, PO Box 2, Andoversford, CHELTENHAM GL54 5SW  
Disc compatibility : Unknown

## Instructions

*"As temperatures rise, strange happenings begin in PENGWYN's frozen world. An exceptional game of skill needing lightning fast reaction!"*

## Playing The Game

The object of the game is to position the flashing blocks, which are placed randomly, in a straight line anywhere on the screen. To do this PENGWYN can move in any direction by pressing the appropriate keys. If his path is barred by ice blocks, he can melt these by pressing RETURN or move them if there is a space available.

Unfortunately however, whilst PENGWYN is attempting to manoeuvre the flashing blocks into line, the temperature is rising as the 'NASTIES' melt the ice, behind which they are hiding before setting off in pursuit of our hero. His only defence is to outwit them or crush them with a block of ice.

If he succeeds in his task, he will earn a few moments respite, whilst his score, based on elapsed time, is calculated, before he is faced with a fresh phase to conquer.

Remember speed is essential as the number of 'NASTIES' will increase and the potential score decrease as time passes.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Move/melt block

**Instructions' Source** : PENGWYN (Postern) Back And Inner Inlay

## Review (Electron User)

When I first tried Pengwyn I wondered why the game was so ponderous. Then I spotted that the cassette is printed in identical fashion on both sides, but each side is dedicated to a different computer! While one side is indeed for the Electron I had mistakenly loaded the BBC version. Still, the slower speed enabled me to develop some tactics so that when I loaded the correct side I had managed to stay alive for a while.

Many of the best games are simple in concept, and one of my all time favourites has been Jet Pac, which I enjoyed when I had my S\*e\*t\*u\*. In Pengwyn, the storyline is equally simple. The feathered friend stands surrounded by blocks of ice and three vibrantly shining eggs. By melting and/or sliding the blocks, the Pengwyn has to get the three eggs in a straight line anywhere on the screen.

Sounds simple, doesn't it? The trouble is that a couple of yellow monsters melt out of the blocks and pursue the little bird, although their movements are predictable.



It's a lovely feeling when your Pengwyn slides a block which then crushes a monster flat - although another monster is always waiting to melt out.

What makes the program good value? I can't say it's the sound, which is barely adequate. But the animation is superb, with some delightful touches - like the bird's feet dancing around on the cold ice. When the poor creature is trapped, its look of total bewilderment and dejection is a masterpiece of comic pathos. With a high score table to keep tabs on your progress, it's the kind of program you will go back to again and again...and again.

Phil Tayler, ELECTRON USER 1.12



# PERCY PENGUIN v1.0

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Overhead Maze-Game  
Author :  
Standalone Release(s) : 1984: PERCY PENGUIN (v1.0), Superior, £7.95  
Compilation Release(s) : 1989: PRES GAMES DISC 6, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Double Review Of MR WIZ and PERCY PENGUIN) - "Wizard Of A Game"

Please see MR WIZ for this review.



# PERCY PENGUIN v2.0

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Overhead Maze-Game  
Authors : J. D. Llewellyn  
Standalone Release(s) : None  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 13, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Percy is trapped in an ice maze which is populated by deadly Snobeese. His only hope of survival is to squash them by hurling ice cubes at them. Unfortunately, whenever it seems that he was won, a deadlier breed appears.

To hurl an ice cube, press SPACE and a direction key simultaneously. Each snobee you squash gives you 100 points. If there is more than one ice cube in line, then the first ice cube will be melted (scoring 10 points), rather than hurled. You can also gain time bonus points.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Start Game  
Q/S - Sound Off/On

**Instructions' Source** : PLAY IT AGAIN SAM 13 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# PERPLEXITY

*Professional, Originally Released On Cassette Only*

Game Type : Arcade 3D Maze Game  
Authors : Ian Collinson  
Standalone Release(s) : 1989: PERPLEXITY, Superior/Acornsoft, £9.95  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 16, Superior/Acornsoft, £12.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated.  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The objective of the game is to complete all sixteen screens in sequence without using passwords. To complete a screen, you must collect all the diamonds on that screen. Some diamonds are available immediately, but most are obtained by pushing two boulders together.

Some boulders have question marks on them. These convert into one of the four mystery objects below. An HOURGLASS increases the time remaining by 50 seconds. Four MAGIC POTIONS give an extra life. A BONUS SCORE gives 500 extra points. A KEY SWAP reverses two or all of the movement keys. These mystery objects do not have to be collected to complete a screen.

There are also black boulders, which cannot be converted into diamonds, but are obstructive. Keys are pushed into doors to open them, but they must be facing in the correct direction (either left or right). Monsters prowl around some screens. Contact with a monster leads to loss of life. You start with four lives and with 500 seconds to complete each screen.

Each of the sixteen screens has a password, which is displayed at the start of the screen. To start a new game at a screen which has been previously reached, press the P key on the title screen, and enter the password.

MYSTERY OBJECTS: Hourglass, Magic Potion, Bonus Score, Key Swap

## Game Controls

Z .....	Move Left	X .....	Move Right
? .....	Move Down	* .....	Move Up
SHIFT-P .....	Pause Game	SHIFT-O .....	Resume Game
ESCAPE .....	Restart Screen	SHIFT-ESCAPE .....	Quit Game
SHIFT-Q .....	Sound Off	SHIFT-W .....	Sound On

**Instructions' Source** : PLAY IT AGAIN SAM 16 (Superior/Acornsoft) Inner Inlay

## Review (Electron User) - "Stand Aside, Repton"

How could the ever-popular REPTON series, with its combined puzzle and arcade action elements, be improved upon? The answer is PERPLEXITY, which could be described as a 3D version of REPTON.

When I first saw the cassette inlay I thought of Pacmania on an Archimedes. That's just a 3D version of SNAPPER, and while that's fast and colourful, PERPLEXITY shows that good games can be produced on the Electron and 32 bits are only an advantage, not a necessity.



In PERPLEXITY you wander around sixteen screens collecting diamonds, some of which are visible while others are formed by pushing two boulders together. Collect all the jewels on one screen and you move on to the next.

It sounds easy, but accidentally pushing one rock against a wall could mean going back to the start. On several occasions I wished I'd had a pull option as well as the push one! To add to your problems, a few monsters are lurking around.

Most of the boulders form diamonds when pushed against another but some, identified with a question mark, are mystery ones and form four other objects. They are positioned at different places in each game, so even if you know a particular screen well, you could still run into trouble.

While you must collect all the diamonds to complete a level it's up to you whether you collect the mystery objects which are created. Three of the four are useful but the other should, wherever possible, be avoided.

One certainly worth collecting is an hour glass which gives you extra time. With only 500 seconds to complete each screen, this is a welcome bonus.

Extra lives - always useful - can be obtained by collecting four bottles of the magic potion which are sometimes formed when the mystery boulders touch.

Don't collect the key swap object unless it's blocking your way and you have no option. Sometimes they swap the actions of all four keys, at other times they only swap two.

If you're forced to collect one you can look for another and, if you're lucky, it may reverse the original swap. I found that in the majority of cases all four directions were changed, so this method often, but not always, worked.

However, once one is collected, you may be doomed to pressing the right key for left and the left key for right. In this situation it's very easy to accidentally push a key or boulder against a wall.

The final mystery object is a 500 point bonus - always useful and produces a satisfying ping as it is collected. As well as the boulders, mystery boulders and monsters scattered around the maze you'll find a few other items.

Some of the passages are locked and you'll find keys scattered in the maze. Only ones facing the correct way will open a lock, so find it and push it round. Once it touches the lock the way will be cleared and you can proceed. There are only enough keys for the number of locks, so careful thinking about how to get the locks to the keys is essential.

If you block a key you may as well give up on a screen or use the remaining time to explore the maze and think of a strategy ready for your next game.

As well as the coloured boulders there are also black ones. They are just obstacles and can be pushed out of the way, but be careful not to push any into a position that will block you later.

Only the lower portion of the screen is used for the game, the top being used by the program as a workspace. The graphics are good and flicker free.

On the right hand side of the screen a lot of useful information is displayed, probably the most important being a scanner map which is constantly updating.

This shows your position in the maze together with all the diamonds and green boulders. Unfortunately it doesn't show things like the black boulders, keys or monsters. Nevertheless, it's very useful.



Also displayed are the number of diamonds and boulders, but I didn't find any use for this information because, once the number is low enough to concern you, you can clearly see the number and position of the few remaining on the scanner.

Of more use if the time - 500 seconds seems a fair old ration, but as you near the end of a screen they seem to tick away rather quickly.

The number of bottles of magic potion you've collected is also displayed and, once you have collected four, it shows zero again and your number of lives - also noted on the screen - will be increased by one.

PERPLEXITY is a superb game and will keep you glued to your keyboard for hours. There's only one real let-down - the sound. While it's adequate, it's nothing like as good as other games have shown the micro to be capable of.

It's good to see Superior still supporting the Electron market, especially with games of this quality.

Louise Colinson

### **\*\*\* Second Opinion \*\*\* (Electron User)**

PERPLEXITY is compulsive fun at its best. The first few screens alone are enough to keep you going for hours - the sixteen will keep you going for weeks.

The password system lets you practise the levels individually, but the object is to start on the first and work your way right through to the sixteenth. In an adventure where one false move can spell disaster - quite a challenge.

It's not a budget game, but well worth every penny.

Peter Davidson

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 7. 7



# PERSEUS AND ANDROMEDA

*Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #9  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: PERSEUS AND ANDROMEDA, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Take on the role of Perseus, son of Zeus and Danae. Bring back the head of Medusa the gorgon, whose very glance can turn a man to stone. Otherwise King Polydectes will have his wicked way.

**Instructions' Source** : PERSEUS AND ANDROMEDA (AInternational) Back Inlay

**Review** : No Review Yet



# PERSONAL MONEY MANAGEMENT

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Money Management  
Author :  
Standalone Release(s) : 1983: PERSONAL MONEY MANAGEMENT, Acornsoft, £11.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (ELBUG)

This is a useful money management package. The program initially assumes that you are an average person with a Current and Deposit account with the following expenses:

Car/travelling costs, electricity, gas/oil, insurance, mortgages, rates, subscriptions, telephone, standing orders and miscellaneous expenses.

You can then add or delete articles as you wish to tailor the package to your own requirements. This program handles the data for a whole year in monthly units and can give information displays of current savings, budgets, next month's spending, annual budgets and spending over the last twelve months. All entered data may be saved onto tape and re-entered at any time. Rating: \*\*\*\*

Philip Le Grand, ELBUG 1. 1



# PETTIGREW'S DIARY

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; War-Game  
Author : M. C. Lothlorien  
Standalone Release(s) : 1984: JOHNNY REB, Lothlorien, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SHARDS, 189 Eton Road, Ilford, ESSEX IG1 2UQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Epic three part family adventure spanning six countries in a search to unravel the secrets of the diary. In text and high resolution graphics."*

June 13th

At last the mysteries seem to be unfolding before me. Very soon, I sense, the ultimate secret will be mine. But also, I can sense the evil forces closing in. Every day, they seem stranger. It is my duty, then, to maintain this journal of events, so that it may guide he who may follow, if anything should happen.....

**Instructions' Source** : PETTIGREW'S DIARY (Shards) Back and Inner Inlay



# PHANTOM

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Dave Croft  
Standalone Release(s) : 1988: PHANTOM, Tynesoft, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon,  
TYNE & WEAR NE21 4TE  
Disc compatibility : Unknown

## Instructions

*"Voted 'Awesome' C.C.I. The Highest Award Of All"*

*"Something strange has been happening, something unnatural. At first no one took much notice, those who'd experienced it were considered crackpots by those who hadn't. But now people are noticing, the so called "crackpots" now outnumber the disbelievers.*

*"And so the scene is set. As a Professor of Astro-Physics with more than a passing interest in Psychoic Phenomena, you are well prepared for the situation. Equipped with your experimental nuclear accelerator, you must destroy all the Ghosts, Monsters and Transporters (large, evil looking apparitions) that live in the four buildings that you have been asked to visit.*

*"This brilliant game is one of the new breed of arcade games of the style that have rocked the Charts and the Arcades in recent months."*

Battle your way from room to room in an effort to get to the transporter on the bottom floor of each building. A bonus is awarded if all ghosts are cleared from a room before you leave. However, watch your reactor level. Isotope power packs are few and far between and a loss of energy at the wrong time is fatal - as is your E.C.G. rate if it reaches 100 B.P.M!!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Fire  
f0/f1 - Sound on/off, f9 - Suicide (while paused) <COPY>/<DELETE> - Pause On/Off

Upon initial start up enter either "J" for Joystick control or "S" for Keyboard. The game is compatible with the Electron First Byte interface.

**Instructions' Source** : PHANTOM (Tynesoft) Back and Inner Inlay

## Review (Electron User) - "Ghost Buster?"

When I heard that Tynesoft had released PHANTOM, described as one of "the new breed of arcade games". I expected an Electron version of the classic game THE GAUNTLET. As usual I was wrong.

The cassette inlay shows two players blasting a rather unpleasant looking, multi-limbed astral misfit and looks quite smart. The scenario is the present with the player taking the role of an absent minded professor of astrophysics with more than a passing interest in psychic phenomena.



He has long expected the impending catastrophe that is about to befall us - why else would he just happen to have a nuclear powered particle accelerator lying in his back yard?

The game loads and presents you with a start screen reminiscent of FUTURE SHOCK and just as beautifully designed. Score, reactor level, heart rate in beats per minute (BPM) and electro-cardiograph (ECG) displays are in a window at the bottom of the screen.

In PHANTOM, as in life, you only get one chance. Each time you bump into one of the ghouls and spectres of the game they give you a terrible fright which increases your heart rate. Being a bit of an old codger with one foot in the grave already, 100 BPM is a little too much for his old ticker and it'll give up the ghost.

Press S to start and after nerve shattering music enter Ye Olde Inn viewed from above, as in THE GAUNTLET. It all seems very quiet and peaceful, until you discover that the ale must have been like liquid dynamite as deceased customers are very fond of the old place. Needless to say, they're not too keen on strangers and as soon as you put your head round the door they descend like rampant bluebottles.

No problem: Just whip out your new iron cannon and start blasting. Zap! The spooks vanish in little clouds of ectoplasm. Neat little gadget this, since the beam can knock out several of them in one shot.

There is a snag though, and if like a good shoot-'em-up then you'd better think again. The backpack has a limited amount of power and once that's gone you'll have to wait until you find another isotope pack - it's the one with the coloured top: No other pack looks or lasts quite like it. A few are scattered throughout the game, but remember they don't last long.

To make matters worse your heart rate doesn't settle down from one level to the next. It does add to the fun and doesn't let you relax.

After battling through the four levels of the inn and cleaning up the ghouls you find yourself transported into the dungeon where a completely new set of nasties appear.

Luckily the journey between each new set of screens, which involves some loading from tape, gives your heart time to get back to normal. In all there are 64 rooms between the four houses, the ultimate being the castle, with the difficulty of maze and puzzle quality increasing throughout.

The graphics are superb: The characters are clear and well drawn and four colours of the Mode 5 display have been used to excellent effect. The animation is smooth and fast, and gets even faster as more spooks appear.

Soundwise the game is nothing to write home about, but this is a limitation of the Electron that has yet to be overcome.

Unlike most other games of this type, PHANTOM has another surprise up its sleeve. Whereas in THE GAUNTLET your objective was to hack through dozens of screens, in PHANTOM you have to figure how best to survive to the next level. Evasion seems to be the best tactic, shooting only when you have to. This adds greatly to the game's addictive quality.

There are only two very minor faults. First, the spooks can sometimes strike without you being able to shoot back, though this is not as bad as it sounds, and second the game is a bit slow to restart after you've been killed. This is annoying in such an addictive game.



Those minor criticisms apart, PHANTOM is without doubt one of the finest games I have ever played on the Electron and anyone, Tynesoft included, would be doing very well to better it.

Sound .....	7
Graphics .....	10
Playability .....	10
Value for money .....	9
Overall .....	10

"Electron User Golden Game"

Mark Smiddy, ELECTRON USER 4.10



# PHANTOM COMBAT SIMULATOR

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Aircraft-Simulator  
Authors : Nick Brown and Roger Selby  
Standalone Release(s) : 1984: PHANTOM COMBAT SIMULATOR, Doctorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : DOCTORSOFT, PO Box 66, Worthing, SUSSEX  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : PHANTOM COMBAT SIMULATOR (Doctorsoft) Back and Inner Inlay

## Review (Electron User)

Doctorsoft's PHANTOM is not one of your run of the mill flight simulator programs. The cassette carries two versions, one running in two colour Mode 4 and the other in four colour Mode 1. The former is slightly faster.

The game loads quickly, building up to comprehensive cockpit display of instruments, unique in that some information is given in analogue form as well as digital readouts.

I found that once the short but comprehensive instructions had been read and noted, flying the aircraft was a comparatively easy task. In the training mode the scoring is inhibited and crashes at supersonic speeds into the runway are allowed. You can have two or one joystick operation plus keyboard. I found that one joystick plus keyboard for the other controls was the best choice.

In the Form mode, which is automatically entered above 12,000 feet, the enemy aircraft are controllable from the keyboard should you desire, and can be shot down in combat or used to practise formation flying. The combat mode does not allow target control, but the scoring is enabled and kills are logged. Should you get to the stage where your own aircraft is so badly damaged that it can no longer be flown, the <ESCAPE> key allows you to eject, preserving your score.

The aircraft flies true and is very manoeuvrable and the enemy a real threat, as I found to my cost shortly after starting. Full marks to Doctorsoft. PHANTOM is better than I expected and well worth the money, whether you are a computer flier or an RAF pilot of the future.

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	8
Overall .....	8

Dave Richards, ELECTRON USER 3. 7

## Review (Electron User) - "Phantom Of The Skies"

This is the single computer version of a program demonstrated on BBC Television's Micro Live. You may have heard of Doctor Soft's now famous Double-Phantom flight simulator, where two BBC Micros are linked together via their RS423 ports.



Each computer controls a separate jet, but both occupy the same air space and each is visible out of the cockpit window to the other player.

PHANTOM COMBAT is the single player version of the same game - or should I say, single computer version, because PHANTOM COMBAT does support a kind of two-player option.

The instrument panel at the bottom of the screen is superbly drawn in full colour with analogue dials and digital readouts. I have never seen as good an instrument display on the Electron. There is also a black and white version of PHANTOM COMBAT further on the tape, in Mode 4 for extra speed.

Flying is easier said than done. Although the manual lists all the keys, I kept fumbling because of the illogical and confusing choice for pitch and roll. However, all the other keys were sensible enough.

The handling characteristics of the Phantom feel good and Mach II flight can be achieved very quickly. When in combat mode, your adversary appears a delta-wing shape.

The enemy planes are based on two real life jets - the Soviet Mig 21 and Su 15 - and supposedly mimic their big brothers' accurately. I couldn't really tell, but they are certainly deadly enough and quite intelligent.

The cassette inlay takes great pains to stress the fact that this is a proper simulation and doesn't rely on arcade sprites to depict the objects. Everything, we are assured is calculated and drawn on the screen at 15 frames a second.

I must agree that I wouldn't consider a game to be a true simulator either if the landscape and objects were drawn as sprites. But no flight simulator does this, so I can't see why Doctor Soft makes such a big thing of it.

And I must take issue with the claim of 15 frames a second animation. The flicker is dreadful. The techniques rather than the Electron's slow speed are at fault here - the display is constantly being drawn and wiped again, resulting in it being blank for 50 per cent of the time.

PHANTOM COMBAT is a good simulator, marred only by a flickering screen display and a brief manual. This is a program which probably only comes into its own as the dual computer BBC Micro version, but as a stand-alone Electron simulator it is a good buy.

Sound .....	2
Graphics .....	8
Playability .....	6
Value for money .....	7
Overall.....	6

Chris Nixon, ELECTRON USER 5. 7



# PHAROAH'S TOMB

*Professional, Originally Released On Cassette Only*

Game Type : Graphic Adventure  
Authors : Marian Clark & Brian Clark  
Standalone Release(s) : 1984: PHAROAH'S TOMB, A n F, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : A 'N' F, Unit 8 Canal Side Industrial Estate, Woodbine St  
East, Rochdale, LANCASHIRE OL16 5LB. Tel: (01706) 341111  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A desperate race against time to solve the anagrams and master-minded puzzles. You must find the pharaoh's mask and 500 pieces of gold before you can escape by returning to the start. Beware of the mummies and the spiders which will leap at you if you are too slow to open the various doors.

## Control Keys

After you have collected coins you may buy weapons and food for use on the journey. To use the items, or move around the pyramid use these keys:-

A - Use bow and arrows	I - Inventory
B - Go backwards	L - Use Lance
C - Use cross	S - Use Sword
F - Go forwards	T - Take Mask
G - Buy items (GET)	

CURSOR KEYS - Use these to collect gold or silver.

L/R - These keys may be used at the 'Goods for Sale' location to enter the pyramid.

**Instructions' Source** : PHAROAH'S TOMB (A 'N' F) Inner Inlay

## Review (Electron User)

I'M not much of an adventure game freak, having spent too many hours lost on the London Underground for caverns to hold much fascination. So it was with a distinct air of foreboding that I decided to have a go at PHAROAH'S TOMB, the "adventure style game" from A 'N' F.

I was entranced from the first moment. The game isn't really a true adventure. It's more a cross between a series of anagrams, mastermind-type puzzles and an arcade action game. A race against the clock is thrown in as well.

The idea is that you enter the Pharaoh's tomb in order to get hold of his mask and 500 pieces of gold. When you've got them you can return to the start (if you can find your way) and escape.

At least that's what the instructions say. I must admit that I haven't got that far. I usually starve to death.

On your way through the tomb, you are attacked by spiders and mummies, have to solve riddles to open doors and rush around collecting silver and gold coins. With the coins you can buy useful items like lances, swords and bows and arrows as well as food. Sadly, you can't bribe anyone to tell you how to get out.



I could tell you more about this game, but why should I give away my hard won secrets? Find you for yourself!

It's great fun. The instructions are straightforward, though the game seldom is. It's the type of program that has people looking over your shoulder giving 'helpful' hints. If you are tired of all-action games but are a bit wary of a full blown adventure, then PHAROAH'S TOMB may just suit your needs. And if you do manage to escape, let me know how.

Trevor Roberts, ELECTRON USER 1. 6



# PHILOSOPHER'S QUEST

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author : Peter Killworth  
Standalone Release(s) : 1985: PHILOSOPHER'S QUEST, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Welcome to the adventure! This pack contains programs on cassette plus instructions for *Philosopher's Quest*, an 'intelligent' adventure where the player explores a strange land full of weird and unlikely things, some dangerous, some even magical.

In this new and authentic game, the concept of the adventure is exploited to the full, and extended to include abstract thought as a means to progress and survival. However, wild speculation will get you nowhere - you have to use your wits!

The objective is to find all the treasures and bring them back to where you began, but in the meantime you have to sift clues, weigh up risks, spot magic words and remember which way you came!

## Loading Instructions

Once the adventure has loaded, you will be prompted to 'Position the database file'. This refers to the dynamic part of the database which attends to the general housekeeping (where you are, where the objects are etc). This file is called INIT and the starting version is provided just after QUEST on the cassette. So to load INIT, simply leave the cassette running. Once INIT is loaded in (loading takes about 15 seconds) the game will start.

Should you decide to SAVE a game, with the intention of returning to it later, you will be prompted to find a suitable area on one of your cassettes followed by the usual 'RECORD then RETURN' message. This will put the dynamic part of the database on to cassette, called INIT again, so you'll need to keep track of which SAVE is where. If you restart on one of these (separately saved) games, you should load this instead of the original INIT file.

Should you QUIT or die, you'll be asked if you want another game. 'Y' will require you to reload whichever INIT you wish to supply. 'N' will simply end.

## Game Play

The game starts with a description of your immediate surroundings, and a choice of objects which you can take with you (use TAKE followed by the name of the object) on your quest. Choose carefully, before setting off with a command such as WEST if you want to try going west, or NE to go to the northeast.

The computer becomes your eyes and hands. It will tell you what you can see and what is happening around you. You must tell it, in return, what to do (it prompts you with a colon). Use commands of one or two words.

The computer only looks at the first four letters of any word you type so that the command NORTHEAST must be typed in as NE to distinguish it from NORTH (or N - there are various abbreviations you will pick up as you go).

## Some General Advice



Tunnels bend sometimes, so going north from one room doesn't necessarily involve entering the next room from the south.

Most areas are not lit, and moving in the dark is rather dangerous, so you'll need a light source. Some objects (and treasures!) can have special priorities, as you'll find out: some of them are a help and some a hindrance. Nothing in the game is a red herring so read all the text carefully for clues to other puzzles.

Eating and drinking are not allowed by order. EH? means the computer doesn't understand and you should try saying something else.

### **Useful Words**

Part of the fun is finding out what words are understood! However, a short list of those you might not guess is given here:

To move in some direction, try something like MOVE UP, CLIMB, SOUTH, RUN.

To get or drop a book, for example, try GET BOOK, TAKE BOOK, DROP BOOK, etc. GET, TAKE and DROP alone pick up or drop the first object the computer sees.

To get a full description of the room you are in, use LOOK.

To get a list of your possessions use INV (inventory).

ON and OFF may be useful (hint).

To stop altogether use Q, QUIT or STOP.

To SAVE a game for later, use SAVE. (See above)

### **Scoring**

During the game, you can display your score at any time by entering SCORE and pressing RETURN. Finding treasures will earn you points as will depositing them in the shop, and you will gradually discover other ways of gaining points - there may be some surprises here!

The maximum score is 250; consider yourself a philosopher if you score over 200!

**Instructions' Source** : PHILOSOPHER'S QUEST (Acornsoft) Back and Inner Inlay



# PHILOSOPHER'S QUEST

*Professional, Originally Released On DFS 1900 Disc*

Game Type : Text Adventure; Disc-based; Revamp Of Earlier Title  
Authors : Peter Killworth  
Standalone Release(s) : 1987: PHILOSOPHER'S QUEST, Topologika, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

### About The Author...

By profession a theoretical research oceanographer - and an occasional anthropologist and magician - PETER KILLWORTH fell in love with adventures when he discovered 'Colossal Cave'. His own first attempt at this new art form ('Philosopher's Quest', originally published by ACORNSOFT) sold 25,000 copies.

'The programming,' he recalls, 'was totally functional, and fairly crude by my current standards. But the plot and puzzles were good. It's very easy to write a bad adventure (it just needs hard work); but a good one needs plotting like a novel, the appropriate writing skills, and the ability to create new puzzle types instead of just repeating old patterns'.

His family occasionally see him away from his computer terminal at home. They do NOT play adventure games.

### About The Adventure...

Magic wands can be dangerous things.

The one you found in the junk shop off Market Street was no exception. It was a mistake to wave it at all, let alone while the old shopkeeper's back was turned...

Instantly the atmosphere turned inside out, taking you with it.

Then it swirled back again, dumping you back inside the shop - but a strangely altered shop indeed... No windows, precious little stock - and no shopkeeper either! You were in part of a cave system...

"Go and seek the treasure, mortal, and bring it back here in payment for the misuse of my wand..."

GAME SIZE: Compact, but with unexpected twists.

RATING: Difficult.

### Also From TOPOLOGIKA...

'ACHETON' by Jon Thackray, David Seal and Jonathan Partington

A mysterious body - known only as The Ruling Council of Acheton - has issued a challenge to life-forms everywhere: "We hereby challenge the greatest adventurers in the universe to uncover the dread secrets of our Realm. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at... The rewards will be great: riches immense, and power supernatural, and the knowledge that you have succeeded where thousands have failed."

GAME SIZE: Expansive, with a wide range and very high standard of problems.

RATING: A real challenge.



Magic wands can be dangerous things. The one you found in the junk shop off Market Street was no exception. It was a mistake to wave it while the cranky old shopkeeper's back was turned... Instantly the atmosphere turned inside out, taking you with it. Then it twisted back again, dumping you back inside the shop - but a strangely altered shop indeed... No windows, precious little stock - and no shopkeeper either! You were in part of a cave system, to judge from the granite-grey walls, ceiling and floor.

As you paused, uncertain what to do, a voice seemed to weasel its way into your mind, crawling between the wet layers of flesh and skull:

"Go and see the treasure, mortal, and bring it back here in payment for the misuse of my wand. You will need every ounce of cunning to deal with the serpent in the Garden of Eden, the ancient mariner, the invalid old lady, the whale, and myriad other problems too difficult to mention.

"A word of warning - it is dangerous to travel in the dark!

"One final thing - READ MY NOTICE!"

As the words began to fade from your conscious mind, the temporary paralysis that had gripped your limbs since you waved the wand eased, and you began to realise that what happened now was up to you...

## Help Sheet

PHILOSOPHER'S QUEST comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints.

The following pages of this Hint Sheet contain a series of questions that players typically ask, like 'How do I find anything underwater?'

Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below.

The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

ALBATROSS	3	GRAVEYARD	19	SEA	44
AREA	15,23,50	INK	21	SHOP	36
BABEL	4	JUICES	18	SLAB	38
BATTERY	7	LADY	17,22,29,37	SNAKE	39
BENDS	6		45	SOLICITOR	28
BLACH	43	LAMP	30	SOURCE	53
BUCKET	38,52	LIGHT	23,53	STOMACH	42
CHEESE	8	MARINER	7,12	TEA	29
CUPBOARD	44	MAZE	16	TIME	30
DANGER	9,49	MOUSE	26	TOOTH	40
DARK	10	OBJECT	20,36,47	TREASURE	27,48
DOG	1,11,17,22	OCTOPUS	27	UNDERWATER	2,41
	37,46,51	OFFICE	28	WALK	33
DOOR	32	PAINT	31	WATER	35
EDEN	13,50	PANTRY	32	WEIGHTS	52
ELEPHANT	14,19	PASSAGES	25	WHALE	16,42
FRUIT	39	PLANK	5,33	WILL	45
GAME	24	POINT	24	YOU	15,23
GARDEN	13	PORTCULLIS	34		
GASTRIC	18	ROOM	9,49		

## Hint

1 How do I find the old lady's \*\*\*?

43



2	How do I see *****?	16
3	How can I drop the *****?	39
4	How do I do anything in *****?	22
5	How do I walk the full length of the *****?	21
6	How do I avoid getting the *****?	30
7	How do I avoid losing almost all my ***** time when I visit the *****?	36
8	How can I get past the *****?	15
9	How can I stay alive in the ***** **** the first time?	19
10	Why do I keep dying in the *****?	2
11	How can I find the old lady's ***?	31
12	How do I get past the *****?	34
13	How do I get out of the ***** of *****?	33
14	How do I get past the *****?	27
15	How can I escape the '*** don't exist' *****?	37
16	How do I get out of the ***** *****?	26
17	How can I ensure that the old *****'s *** stays alive?	35
18	How do I avoid being dissolved by ***** *****?	29
19	How do I get back safely from the *****s' *****?	32
20	How do I lift heavy *****s?	5
21	How can I get the *****?	6
22	How can I get back to the old ***** after getting her *** down safely?	41
23	How can I get ***** again after escaping the '*** don't exist' *****?	40
24	How do I finish the ***** and get the last *****?	50
25	I don't understand the M. E. *****	11
26	How can I pick up the *****?	24
27	How do I get the ***** chest from the *****?	23
28	What use is the *****'s *****?	4
29	How can I get the ***** her *****?	14
30	How do I avoid running out of ***** *****?	51
31	How do I use the *****?	47
32	How do I open the ***** *****?	7
33	How do I stay alive when *****ing the *****?	8
34	How do I get past the *****?	12
35	How do I enter the ***** safely?	10
36	How do I get more than two *****s out of the *****?	1
37	How do I find the old *****'s fourth *****?	44
38	How do I get the ***** out to the ***** without dying in the *****?	13
39	What do I do with the ***** and the *****?	25
40	How do I take the ***** safely?	28
41	How do I find anything *****?	17
42	How can I get dry things into the *****'s *****?	20
43	What use is the word *****?	49
44	How do I open the *** *****?	18
45	How do I make the old *****'s ***** valuable?	48
46	How do I find the old lady's second *****?	42
47	How do I enquire about the use of an *****?	52
48	How can I locate an item of *****?	53
49	How do I stay alive in the ***** ***** the second time?	45
50	How do I get out of the ***** outside *****?	38
51	How do I find the old lady's fifth *****?	46
52	How do I get the heavy ***** into the *****?	9
53	How do I find a ***** *****?	3

=====  
 "PHILOSOPHER'S QUEST" (C) Peter Killworth. Published by TOPOLOGIKA 1987

**Instructions' Source** : PHILOSOPHER'S QUEST (Topologika) Back and Inner Inlay

**Review (Electron User) - "Old Favourite Revamped"**



This adventure was originally published by Acornsoft in 1982 and sold 25,000 copies on tape and disc. You would imagine therefore, that there seemed little point in another company re-releasing it, as most respectable adventurers would already have a copy of the original.

However, it has been totally rewritten by its author, Peter Killworth, and in many respects is a different game from its predecessor.

PHILOSOPHER'S QUEST is now in disc form only, which means it is much larger with extra locations and a thicker layer of atmosphere, thanks to more detailed room descriptions.

The constant disc access slows down responses, but that gives you more time to think. PHILOSOPHER'S QUEST is not a difficult adventure by the standards of, say, ACHETON, but you will need to do a lot of head-scratching.

Magic wands can be dangerous things. The one you found in the junk shop off Market Street was no exception. It was a mistake to wave it while the cranky old shopkeeper's back was turned. One wave of that wand and you have been transported into a parallel existence in the same shop on another plane in a complex of caves.

A voice echoes in your mind: "Go and seek the treasure, mortal, and bring it back here in payment for the misuse of my wand. You will need every ounce of cunning to deal with the serpent in the Garden of Eden, the ancient mariner, and myriad other problems too difficult to mention".

So the scenario is set, leaving you as the hero to think, and, having thought, to act and think again.

All the familiar characters are still in the adventure - the old lady who has lost her dogs, the albatross and the whale - but the order in which you solve the game has changed quite dramatically. The M. E. passages are still bound to fox you and the solicitor's office will require a visit or two.

A novel and intelligent addition to this game is the facility to construct your own database disc and thus save wear and tear on the original copy. The game also comes with an excellent hint booklet, a leaflet all about playing adventure games and marvellous packaging.

PHILOSOPHER'S QUEST should appeal to a wide adventure-buying public. Whether or not you have played the original Acornsoft version of this game, I recommend this revamped escapade without reservation.

Presentation .....	10
Atmosphere .....	9
Frustration factor .....	8
Value for money .....	8
Overall .....	9



# PHYSICS

*Professional, Originally Released On Cassette Only*

## **Review (Electron User)**

Each year a crop of 16-year-old students get into a panic over O-level or CSE exams. The aim of this package is to assist pupils taking any exam in physics at age 16+. Its content has taken into account the new GCSE courses as well as the more traditional ones.

I was sent this package to review because I am a teacher of physics. The obvious course of action was to try it out on my present fifth year students. I was very pleased that the programs run on both the BBC Micro and Electron. Virtually every school, of course, has the faithful BBC Micro.

With two whole tapes full of programs on both sides, my pupils could not cover much of it in school time. We concentrated on the first program, called the diagnostic test.

This consists of forty multiple choice questions covering the full spectrum of physics work. It certainly seemed appropriate to the O level syllabus which I teach. If a pupil gets a question wrong, a hint is given. If the question still can't be solved, the answer is given.

At the end of the test, the pupil's performance is analysed. Areas of weakness are highlighted and a revision program is suggested. The verdict of my students was that this program was rather dull and needed a degree of dedication to work through. The analysis of their performance, however, was rated useful.

The next program on the first tape deals with relationships. If you think that sounds physical rather than physics, it really means equations.

In this section a number of graphs are drawn to show how one thing depends on another, such as volume and temperature. You then have to pick the correct relationship from a choice of four (volume is proportional to temperature).

A student who was really involved in revision would find this section useful but rather limited in approach.

The motion programs on side two of the first tape are very hard to understand, in fact I don't understand them myself. They are meant to cover velocity, speed, acceleration, force, energy, work, power and momentum. I can only recommend O level or CSE students to leave them well alone.

The program on ray optics is a good, tidy revision program. There is nothing startling about it though. It presents some information on reflection, refraction and eye defects. The problems which follow are neatly constructed, and even suggest that you should draw out ray diagrams on paper.

Turning to the second tape we come to the best program of the lot, on radio-activity. This topic is usually covered poorly in schools and little real practical work can be done. It simulates an experiment to detect the various forms of radiation. You have a source of unknown radiation and a Geiger counter.

These can be moved around the screen along with various blocking materials (paper, aluminium and lead) and a magnet. By reading the counter, with or without sound, it is possible to work out whether the source is emitting alpha, beta or gamma radiation. As an enhancement, you can use the information gained to work out decay products.



This particular program makes the user adopt investigative methods and is suitable for use in schools as well as by revising pupils. A multiple choice test on waves follows.

The help and hints are well put together and our revising pupil may well find them useful. The same could also be said of the two programs on electricity and magnetism. One is a multiple choice test, the other a lesson comparing the flow of electricity with that of water.

The last program is about heat. It is poor and the screen display is muddled - quite the weakest program in the package.

One criticism I have of the entire package is that the programs drive the operator. It would all be better if users could have some peace while thinking. The system of entering responses is distinctly poor. My pupils complained that they got answers wrong because the text cursor moved on to the next possible response as they pressed <RETURN>.

There's a lot of program here to summarise. The first point is that you get your money's worth as far as the quantity is concerned. It's a pity that a couple of the programs are very poor, but the package as a whole is worthwhile for 16-year-old physics students. Certainly a number of mine are going to buy it now they've seen it.

Rog Frost, ELECTRON USER 3. 5



# PHYSICS 'O'/'A' LEVEL

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Revision Aid  
Author :  
Standalone Release(s) : 1983: PHYSICS O/A LEVEL, Paxman Promotions, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PAXMAN. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

This package is designed to be of assistance to Physics students prior to taking their 'A' Level examinations but may also be of considerable help to CSE students although the content will exceed CSE requirements in some areas.

As a computer controlled revision program it makes use of wide-ranging multiple-choice questions to trigger memory refreshment of previously learnt material. It is aimed at reinforcing ordered recall as a suitable preparation for the examination and to help with conventional revision techniques.

Other packages in this series are available for Chemistry, Biology and Mathematics at 'O' level.

**Instructions' Source** : PHYSICS O/A LEVEL (Paxman) Inner Inlay

**Reviews** : No Review Yet



# PICTURE MAKER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Shoot-'Em-Up; DEFENDER-style  
Author : Neil Raine  
Standalone Release(s) : 1984: PICTURE MAKER, Acornsoft, £9.20  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (ELBUG)

The PICTURE MAKER, from Acornsoft, is a utility that enables the creation of complex screen displays. The pictures and designs possible are very impressive as proved by the demonstration files supplied. It is supplied in the usual Acorn card box with a comprehensive manual.

The PICTURE MAKER operates at two levels, Catalogue and Picture. The former takes care of housekeeping tasks including filing, naming, free memory and asterisk commands. The latter is concerned with actual creation of the 'units' around which the program is based. A unit can be anything from a single line up to a full screen picture. The program enables the user to draw and then manipulate units into other pictures, as each unit can be saved in its own right. This removes the need present in most graphics packages to save pictures as a whole. Now, the user can select elements as required from cassette and combine them to create new designs.

The Picture level includes a wide range of facilities including single points, full and dotted lines, triangles, arcs, sectors, circles, fill and text. These are all well implemented with the possibility to correct any mistakes. Although the delete command again fails to ask for confirmation, the effect here is to delete only the last element drawn, not the whole picture. It is only possible to draw in either Mode 4 or 5 due to the size of the program. This limits the colours provided for drawing but by using another supplied program, described later, all sixteen colours are available.

Shapes can be drawn and then filled with relative ease. Some very impressive shapes can be built up and then shrunk, expanded and distorted at will. The potential is enormous, limited only by the creative skills of the user. Text can be drawn at any size, angle or shape and slanted to give italic characters. The standard of text is not brilliant, as the larger shapes tend to emphasise the jagged edges of the normal fonts. Nevertheless, the scope is there.

PICTURE MAKER does not stop at creating units and pictures. Further programs are supplied to enable the units to be displayed in different modes and colours and to use the units in your own programs. The Showpic program enables a picture saved from Drawpic to be displayed in higher resolution or with more colours. Full instructions are provided for this, the only restriction being that large units from Drawpic may not fit into the 20K graphics modes. Datapic and Picdata deal with transferring pictures into data for incorporating in BASIC programs and then producing pictures from such data.

The documentation is very well written and gives a comprehensive guide to all the facilities available. It also has a clear tutorial section for each feature which makes this package, which is complex in places, easy to learn and use.



PICTURE MAKER is a fine piece of work, providing some very complex and sophisticated features with the minimum of fuss. This program is certainly worth the money and recommended.

Mike Siggins, ELBUG 2. 3



# PINBALL

***Professional, Originally Released On Cassette Only***

Disc compatibility : CDFS E00, DFS E00

## **Review (Electron User)**

You don't have to be a wizard to play the latest pinball. This is a simulation of the classic pre-electronic arcade game known to millions. I dimly remember spending my school lunch hours battling forth, pitting my wits against the machine. The ring of bells and beep of buzzers...oh memories! Since then I've grown old on Bar Billiards, then Space Invaders, and lately the dreaded adventure game - but mention pinball and my eyes mist over.

If you don't remember pinball or if you're of the Space Invader generation, then here's the problem. A silver ball bounces its way around obstacles on the top of a tilted table. Using two flippers, you have to stop the silver ball falling out of play at the bottom of the table.

By skilfully controlling them you can guide it towards the high-scoring areas. Lights, buzzers and bells show when and where the points are made.

This program has excellent graphics that bring the alive the thrill of the game. The ball moves realistically from buffer to buffer with that element of randomness always present in the original machines. Unfortunately, the sounds don't reflect the true pinball. I suppose that is the price of progress.

Gone are the solenoids and bells, buzzers and bumpers, and in return we have electronic noise.

My great enthusiasm for this game was slightly marred by the apparent slowness of its response. However, I feel that the computer is truly reflecting the pinball machine.

I regret to say that the first pinball was slow compared to our electronic entertainers. I guess it must have been the endurance of our concentration over spans of inactive observation that made it a challenge. There's no tilt to the game, so key-bashing won't be penalised.

There's no need for joysticks but it would've been better if the two fire buttons were used to operate the flippers. Generally this is a good game, certainly different from the usual arcade action. Disappointing to my sensitive memories, but entertaining all the same.

John Woollard, ELECTRON USER 2.11



# PINBALL ARCADE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Pinball Table Simulation; Built-in Screen Editor  
Author :  
Standalone Release(s) : 1985: PINBALL ARCADE, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : Unknown

## Instructions

Everything in PINBALL ARCADE is achieved by moving the white cross with the Z, X, : and / keys and the space bar.

There is a specimen board on the tape after the main program. Select LOAD and follow instructions to load.

Select PLAY to operate the game using Z and / keys for flippers and space bar to compress the spring. Press P for next ball. ESCAPE returns to the control menu.

Select build to either alter or build a board. Any of the six pages of shapes can be used by selecting the PAGE option. Simply manipulate the cross over the shape required, press the space bar the move to the position at which the shape is required. Press the space bar again to 'drop' the shape into position. To remove a shape, 'drop' into right-hand box.

Select SCORE or BOUNCE to change value, moving cursor to shape and 'fixing' with space bar. Press U or D to change and space bar to release.

Select TILT to alter the tilt of the table, using U or D.

Select FLIP to alter the flippers using U or D to alter the response.

Select SAVE to save your current board to tape, following instructions.

## Board Shapes

Page 1 and 2 are Bumpers. Bounce and score can be altered.

Page 3 are Wires.

Page 4 are Slings. Speed of release and score can be changed with bounce and score options.

Page 5 and 6 are Targets. Bumpers in this section light up when all numbers/letters are hit, giving a bonus. Both the score and bounce can be altered for the bumpers. The score of the numbers and the letters can also be altered.

**Instructions' Source** : PINBALL ARCADE (Kansas City) Inner Inlay

## **Review (Electron User)**

A computer version of a pinball machine might sound a little boring, but PINBALL ARCADE from Kansas is quite enjoyable, and makes a welcome change from blasting nasties out in space or being chased round a maze.

The interesting part is designing your own pinball machine from the five pages of bumpers, wires, slings and targets provided. When you are satisfied with the board



it can be saved on tape, to be loaded and used again. Quite a number of options are available - you can even alter the tilt of the bounce of the ball.

When playing, the only keys are Z and / for the left and right flippers and the space bar to compress the spring.

There are a couple of annoying faults however. Firstly, it will not run with the Plus 1 attached, and I am not going through all the bother of unplugging everything and unscrewing the Plus 1 every time I want to use the program.<sup>3</sup> The reason is simple - part of the code placed in page &D is being overwritten by the operating system, causing a whopping great crash when it is called by the program.

The second fault is the fantastic amount of flicker when the ball moves. Hasn't the author ever heard of \*FX 19? The addition of this command would make a world of difference. If Kansas cure these bugs and brighten up the loader a bit then it will be better value.

Roland Waddilove, ELECTRON USER 2. 5

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<sup>3</sup> It is probably unfair to cite the lack of compatibility with the Plus 1 as a disadvantage of the game, especially when many titles ELECTRON USER reviews are also incompatible but pass without it being mentioned.



# PIPELINE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author :  
Standalone Release(s) : 1989: PIPELINE, Superior/Acornsoft, £9.95  
1991: PIPELINE, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 11, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : Unknown

## Instructions

### Review (Electron User) - "Lo, Lo, It's Off To Work We Go"

PIPELINE is set in the far future where in an effort to supplement the Earth's dwindling supplies of sulphur, a mining operation was established on lo - one of Jupiter's moons. However, recent volcanic activity has surrounded the robot-controlled mining platform with a sea of burning sulphur.

So desperate is Earth's need for the precious element that you have been despatched to lo to collect every single drum of sulphur and close down all four mining platforms.

Arcade adventure games have become something of a trademark for Superior Software - classics such as RAVENSKULL and the REPTON series have proved popular with many Electron and BBC Micro users.

The dimensions of Pipeline make Repton look like a screen from Pacman. If you were impressed when you first examined the map of REPTON 3, prepare to be amazed by the PIPELINE layout - each of the four levels is twice the size of a REPTON scenario.

Ever conscious of the value for money that is offered by the budget software houses, Superior has beefed-up the PIPELINE program into a top notch all singing, all dancing software package. Not only do you receive the best arcade adventure game on the market, you also get character and level designers and a mission generator. Superior is even offering to market the best original game created with these utilities.

At first glance, PIPELINE very much resembles RAVENSKULL - the action is viewed from above while a space-suited hero scuttles around a beautifully drawn, yet frequently deadly, maze.

As you appear at the start of level one it doesn't take long for you to realise that you have materialised inside a completely sealed compound. Ignoring this fact for the moment you begin rounding up sulphur drums.

By the time you have collected all the available sulphur you have also found a remote control unit and a set of blueprints. The remote control has little effect, but the blueprints teleport you to the inner reaches of the mining platform.

The "inner reaches" in which you appear just happens to be a room with two exits - the first guarded by a control robot, the second blocked with a locked manhole cover. It is at this point that you are expected to discover the significance of the remote control unit - it moves manhole covers.



Examination of your immediate surroundings reveals a distinct lack of sulphur drums - it is now time to enter the pipeline. This is a complex network of pipes through which the sulphur is normally pumped. Since the platform is no longer active it can be used as a means of getting from A to B - unfortunately you have no idea where position B is located.

Grasping your courage with both hands you step into the pipeline. Using multi-directional scrolling of breakneck speed the display traces your passage through the twisted network of pipes. If you are lucky the terminus will not consist of a bubbling sulphur pit or an oncoming fireball.

There are 16 different objects to be found in a maze, including mallets, space burgers, spanners, magnets, lasers, explosives, detonators and one control robot. As you might expect, Superior is very cagey as to the function of these objects, but I managed to find a use for a couple of them.

My initial guess at the use of the space burger was that it would reset the countdown timer - it didn't. In actual fact it gives you the ability to manhandle the large wooden crates. Using your new found strength you can access previously blocked pipelines, or trap moving fireballs within alcoves.

Following a 10 minute session of bashing everything in sight with the mallet, it was the crates that proved susceptible to its subtle persuasion. The explosives/detonator combination proved singularly ineffective in every location that I tried - except one. And even then I couldn't see what I had achieved by blasting the wall concerned.

PIPELINE is a masterpiece of brain twisting entertainment. If Rubik ever turned his hand to computer programming he would produce something like this.

Sound .....	10
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

Jon Revis, ELECTRON USER 5. 2



# PIPEMANIA

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Race Against The Clock Pipeline Laying Race  
Author : David Lawrence  
Standalone Release(s) : 1990: PIPEMANIA, Empire, £12.95  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 16, Superior/Acornsoft, £12.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated. Electron version works on BBC.  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Promotional Material

PIPEMANIA is "a classic puzzle arcade game that is so addictive, it should come with a Government Health Warning!"

- C & VG Feb 1990

PIPEMANIA is a game of great ingenuity, simple in concept and fiendishly challenging to play. You'll need to act instinctively, but think strategically! One wrong move, one brief hesitation or mis-placed pipe section, and you'll drown in a sea of slime!

Forget Shoot-'em-ups and Beat-'em-ups, once you play this you'll know why. Buy it NOW!

"NOTHING ELSE COMES CLOSE IN ADDICTIVENESS"

AMIGA COMPUTING 95%

"ABSOLUTELY GUARANTEED TO DRIVE YOU ROUND THE BEND"

ZZAPP SIZZLER 94%

"PIPEMANIA : SET TO BE THE TETRIS OF THE 90'S"

ZERO HERO 92%

"A SUPERB GAME! GUARANTEED THAT THE MOMENT YOU BEGIN TO PLAY IT, YOU WILL BECOME INSTANTLY ADDICTED."

ACE 91%

"IF THERE'S LIFE AFTER TETRIS, IT'S CALLED PIPEMANIA"

THE ONE 89%

"PIPEMANIA IS A CONCEPTUALLY SIMPLE AND CHEEKY GAME WHICH IS INCREDIBLY ADDICTIVE"

ST ACTION 86%

"TERRIFICALLY ADDICTIVE - OUTLASTS ANY ARCADE CONVERSION"

C.U. SCREENSTAR 83%

"IT'S A FIRST CLASS PIECE OF SOFTWARE. PIPEMANIA IS A MUST AND WELL WORTH THE MONEY. PIPEMANIA IS ONE OF THOSE GAMES THAT GRABS YOU FROM THE VERY START AND KEEPS YOU PLAYING A BRILLIANT GAME!"

AMIGA ACTION 81%

"VERY ADDICTIVE AND PLAYABLE AND HEAPS OF THE 'ONE MORE GO' FACTOR"

AMIGA FORMAT 81%

"PIPEMANIA HAS GOT THAT TIMELESS QUALITY THAT'LL KEEP IT FRESH LONG AFTER THE LATEST BIG NAME LICENCES HAVE GONE OFF. IT'S A MUST"

C & VG HIT



## Instructions

PIPEMANIA starts on a playing grid that is empty except for the starting piece. The object is to score as many points as possible by constructing a continuous pipeline from the starting piece.

As you play, pipe sections appear in a dispenser to the left of the grid. You can place a pipe section anywhere you like, whether or not it connects with other pipe sections. In fact, you'll learn to place pieces in a pattern that anticipates connections five or ten moves in advance.

You can "bomb" any previously placed pipe section by placing a new section on top of it. The old pipe will spin and the new pipe appear in its place. There is a short delay for replacing pipes and a 50 point penalty.

Once a pipe piece fills with flooz, you can no longer replace it. At the start of higher levels, advanced pipe sections and obstacles will appear randomly on the grid. These pieces cannot be replaced by other pieces.

With each level you have a set amount of time in which to connect as many pipe sections as possible before the flooz starts to flow. This time decreases as you progress up through the levels. When the flooz reaches the end of your pipeline the round is over.

Once you've placed all the pipe pieces you can (or want to) press CTRL and COPY and the flooz will speed up and end the round quickly. You will score double points for each additional pipe section the flooz passes through.

## Advancing To The Next Level

In order to advance to the next level, the flooz must flow through a certain number of pipes. A counter in the upper right corner of the screen indicates the minimum number of sections that must be connected within that level. The countdown starts the moment the flooz starts flowing through the pipeline allowing you to keep track of how many sections still need to be connected. When the counter reaches zero, you qualify.

On higher levels, things change:-

- \* The flooz flows at a faster rate.
- \* Obstacles appear on the grid which you can't "bomb".
- \* Bonus pieces : Earn you extra points if the flooz goes through them.
- \* One-way pieces : Through which the flooz can only flow in one direction.
- \* End pieces : In addition to achieving the required pipeline length, the flooz must terminate in an end piece in order to advance to the next level.
- \* Reservoir pieces : Slow down the flooz giving you valuable extra time.
- \* There are sections of the grid that allow the flooz to exit one side of the screen and reappear on the opposite side.

## Playing Modes

PIPEMANIA has three playing modes: basic one-player, expert one-player and competitive two-player. There is also a training mode that allows you to play any of these modes at a slower rate of flow. In training mode it is not possible to enter your score onto the high score table.

**Basic One Player** : Pipe sections appear in a single dispenser on the left of the screen. You can always see the next five sections in the dispenser.

**Expert One Player** : Pipe sections appear in two dispensers on the left side of the screen, one above the other. The pipe sections nearest the middle of the screen are available to be placed on the grid. You can always see the next three sections in each dispenser.

**Competitive Two Player** : As in expert mode, pipe sections appear in two dispensers on the left side of the screen. Player one uses the pieces from the top dispenser and player two uses the pieces from the bottom one.



## **Pipe Sections**

You'll encounter a variety of pipe sections, obstacles and speciality pieces as you progress through the levels of Pipe Mania.

Basic Sections. The seven basic pieces conduct the flooz straight, around corners and back through itself in a loop. Remember, the flooz flows in a straight line unless it has no other choice.

Player Two Sections. They are just like player one's pieces, except for the identifying dots and/or colour differences, depending upon your computer system.

One Way Sections. The flooz can only flow in the direction of the arrow on the one way pipes. So be careful how you use them.

Start Sections. Soon after the round begins, the flooz oozes out of the starting section, identified by the letter "S", or an arrow.

End Sections. On some levels, you'll find an end piece identified by the letter "E" or an arrow. Try to build a pipeline that exceeds the minimum distance required and terminates in the end piece. When the flooz enters the end piece, you'll earn a 1,000 point bonus. If you don't finish in the end piece you lose that level.

Obstacles. You can't "bomb" them or go through them, so you'll have to go around them. Try to construct loops with the obstacles in the centre.

Reservoirs. These are very useful because they buy you a little extra time. The flooz has to fill the entire reservoir before it will flow out the other side. Use a reservoir before your pipeline reaches the minimum distance and earn 500 bonus points. After that, you'll earn 1,000 points.

Bonus Sections. Build a higher score by directing the flooz into a bonus piece. Before the minimum distance required, each bonus piece is worth 500 points. After the minimum distance requirement, each bonus piece is worth 1,000 points.

## **Scoring**

### **Basic Game Scoring**

- \* 50 points for each section the flooz flows through until the minimum is reached.
- \* 100 points for each extra section the flooz flows through.
- \* 500 points for each time the flooz crosses itself in a pipe section.
- \* 500 points for each bonus or reservoir section the flooz flows through.
- \* 1000 points for using the end piece.
- \* 100 point penalty at the end of each round for each unused piece left.
- \* 50 point penalty for each replacement made.
- \* After pressing the "Fast Flooz" keys, every pipe the flooz flows through earns you double the usual point value.

### **Expert One Player**

The basic scoring as above, plus:

- \* 100 bonus points are given away every time the flooz flows through pipe pieces selected from alternating (top and bottom) dispensers.

### **Competitive Two Player**

The basic scoring as above, plus:

- \* Points from the flooz flow, including the 500 bonus point for crossovers, are scored only by the player who placed that section.
- \* The 100 point penalty is taken only from the player who placed the pipe.
- \* The bonus piece points go to the player who placed the previous piece and connected it to the bonus piece.

## **Playing Tips**

- \* Use the training mode to become a good Pipe Mania strategist. Learn how to visualise the completed pipeline and place pieces accordingly.
- \* If you want a big score, don't be too eager to advance quickly to the next level. Earn as many points as you can on each level.



- \* Think ahead. If you don't need a piece right away, put it where you can connect it later. Blowing up pipes wastes time and valuable points.
- \* Use cross pipes wisely. You only get a limited number of them, and each one can earn you bonus points. Make sure you place them where there's room to loop back through.
- \* Even if you're way ahead of the flow, work fast. That way, you'll have time to figure out how to fill as much of the grid as possible; alternatively, you can press the CTRL and COPY keys to score bonus points.

## Title Screen Controls

BBC Micro/Master	Electron
f0/f1/f2 .....	Basic/Expert/Two Player ..... 1/2/3
f3/f4 .....	Normal/Training Speed ..... 4/5
P .....	Enter Password ..... P

## Game Controls

One Player Modes		Two Player Mode	
Basic	Expert	Player 1	Player 2
Z .....	Z ..... Left .....	Z .....	<
X .....	X ..... Right .....	X .....	>
* .....	* ..... Up .....	F .....	*
? .....	? ..... Down .....	C .....	?
RETURN .....	Select ....	SHIFT .....	RETURN
	+ ..... Select Upper		
	> ..... Select Lower		

BBC Micro/Master	Electron
TAB .....	Fast Flooz ..... CTRL & COPY
f8 .....	Music On/Off ..... 9
f9 .....	Sound Effects On/Off ..... 0
P .....	Pause On/Off ..... P
SHIFT & ESCAPE .....	Quit Game ..... SHIFT & ESCAPE

Joystick control can be selected for player 1 for the BBC Micro/Master and Master Compact versions. To select joystick for the BBC Micro/Master press the 1 and f6 keys simultaneously. To select joystick for the Master Compact, press the 1 and f7 keys simultaneously. To return to keyboard control, press the 1 and f5 keys simultaneously. If joystick is used in the One Player Expert Mode, Fire and Forwards is used to select the lower pipe and Fire and Backwards is used to select the upper pipe. If joystick is used in the Two Player Mode, player 2 uses the One Player Basic keys.

**Instructions' Source** : PIPEMANIA (Empire) Box And Inner Inlay

**Reviews** : No Review Yet



# PIRATE ADVENTURE

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 2  
Game Type : Text Adventure (Rated Beginner)  
Author : Scott Adams  
Standalone Release(s) : 1983: PIRATE ADVENTURE, Adventure International, £7.99  
Compilation Release(s) : 1988: SCOTT ADAMS SCOOPS, Adventure International, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal - recovering the lost treasures of Long John Silver.

Difficulty Level: Beginner

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : PIRATE ADVENTURE (Adventure International) Back Inlay

## Review (Electron User)

In this, the second in the Scott Adams series of adventures, your task is to collect and store treasures, though there are only two in this game.

You begin your quest in an apartment in London and an immediate search of the premises should be your first task. Strangely, there seems to be only one room though the stairs do lead to an alcove. The bookcase has only one book - well worth a read and then a second look.

The duffel bag is soon found and a window is very interesting. Don't try any magic yet unless you've realised that the ledge is very slippery.

Several things will be confusing you, but if you remember the sea shanty you may realise that the pirate runs true to form. That rug will have to be left until later and provides a key to the solution of a later problem.

By now you should be fully equipped to visit the desert island and so you go off to the main body of the adventure.

This is a beginners' adventure and classed thus by Scott Adams himself. Although it has only about twenty locations it has its full share of problems. This was one of the first adventures available for a home computer, and still manages to compare favourably with later ones.

An ideal adventure for the novice and one worth having on anyone's shelf. Recommended.

Merlin, ELECTRON USER 3. 5



# **PIRATE'S PERIL**

*Professional, Originally Released On Cassette Only*



# PLAN B

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Cross Monocromatic Shoot-'Em-Up;  
Author : Andrew Foord  
Standalone Release(s) : 1986: PLAN B, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

### Instructions

*"54 all action screens!"*

Plan A, to bomb the rogue central computer has failed. The next step is PLAN B ... you control a single war drone teleported inside the complex. Defeating the security system is enough but getting out again...?

You are in charge of a single war drone. The job, explore the Togrian Computer Complex. Destroy the computer parts, fight off the security robots and escape. To get out you will need to find other keys to open doors within the complex.

You start at the arrival lounge in the complex. You will see on the screen.

1. No. of keys collected and not used (1 key per door)
2. Energy level depleted by guards, gained by collecting spanners and oil cans.
3. Ammo ... can be collected around the building.
4. No. of computer parts undamaged, on reaching zero, run for it.
5. Score

### Game Controls

Z - Left, X - Right, <SHIFT> - Up, <RETURN> - Open Door  
P/O - Pause Off/On, Q/S - Sound Off/On

**Instructions' Source** : PLAN B (Bug Byte) Back and Inner Inlay

### Review (Electron User) - "Robotic Blockbuster"

Now and again a game appears on the scene that has that something special. This is one of those times and this is most definitely one of those games. The object is to guide your little robot on a mission through 54 screens which represent the different rooms of a Togrian Computer Complex, destroying the numerous parts of the computer as you go.

The golden rule to observe as you make your way from screen to screen, is that if it moves it must be an enemy, so you should either avoid it or instruct your little Rambo to blast it out of existence.

For a start it's a little difficult to classify what type of a game it actually is, but I suppose PLAN B qualifies as a multi-screen, shoot-'em-up, arcade adventure maze game. Each screen shows a room with many different puzzles to solve and nasties to blast. The nasties are different types of security guard that attack your drone. Each one causes a varying amount of damage, shown as a drain on your energy level.

Another problem is that the security robots are transported to the current room and the longer you spend there the more robots are beamed in as reinforcements. In fact



if you hang around too long in certain rooms they start to resemble Piccadilly Circus in the rush hour.

You are able to fight back but you'll need to top up your ammunition from time to time, when the chance arises. The energy level of your robot can be restored by maintenance, achieved by collecting the spanners and cans of oil you'll find on your travels.

Your passage from room to room is not always as straightforward as it appears. You will need to collect numerous keys and use them to get through locked doors in certain rooms. However, you will soon find that a door will not open if the correct key has not yet been collected.

In addition to the obvious routes through the screens, many of the walls conceal passages which will only be revealed when the wall is shot away. Similarly many of the passages contain barriers which can be destroyed only from a particular position on the screen.

A further complication to those bent on charging through and blasting everything in sight is that stray shots have a nasty habit of always hitting an ammunition dump or oil drum. While that does not do you any immediate harm it can be very frustrating to battle through a pack of security robots then find yourself without the means to reload.

The game appears to have something for everyone, from those who enjoy painstakingly producing those complicated maps and diagrams, showing us how to get from A to B in the easiest and most efficient manner, to those who just wish to work off a head of steam and spend an hour or so nasty-blasting.

The only minus point is that all the graphics are in black and white, but the quality more than compensates for this. They are extremely detailed and each screen seems to offer another example of superb design which is almost an artform.

Character movement is super-smooth and at times the action is not just fast, it's lightning fast. Sound effects are fairly good. A neat little tune is played between games, although this can be switched off if it becomes annoying.

Movement is with the Z and X keys for left and right with the <SHIFT> key producing lift up the screen. It's nice to see the <RETURN> key being given a rest and this is only used to open a door. The nasties are blasted with the spacebar. There is also a pause facility which can be used to examine a screen without being zapped.

The only criticisms are that you only get one life - you then have to restart - and the lack of colour. But ELITE proved it's not essential for a first-class game and that's certainly what you have here.

Bug-Byte has given us some very good games for the Electron in the past but this one is a real blockbuster. At the price it has to become a best-seller.

Sound .....	8
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

"Electron User Golden Game"

Beejay, ELECTRON USER 4. 8



# PLAN B2

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Cross Monocromatic Shoot-'Em-Up;  
Author : Andrew Foord  
Standalone Release(s) : 1987: PLAN B, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

### Instructions

The sequel to Plan B - "The Electron User Golden Game". Explore the computer complex, defeat the security system and escape.

You are back in charge of a single war drone. Your job is explore a Togrian Computer Complex, destroy the computer parts, fight off the security robots and escape. To get out you will need to find a number of keys to get the front door open. You will also need to find other keys to open other doors within the complex.

You start at the arrival lounge in the complex. You will see on the screen:

1. No. of keys collected and not used (1 key per door)
2. Energy level depleted by guards, gained by collecting spanners and oil cans.
3. Ammo ... can be collected around the building.
4. No. of computer parts undamaged. On reaching zero, run for it!
5. Score.

### Game Controls

Z - Left, X - Right, <SHIFT> - Up, <RETURN> - Open Door  
P/O - Pause Off/On, Q/S - Sound Off/On

**Instructions' Source** : PLAN B2 (Bug Byte) Back and Inner Inlay

### Review (Electron User) - "Red-hot Sequel"

Seven months after ELECTRON USER awarded PLAN B the title of Golden Game, Bug-Byte has released its red-hot sequel called, surprise, surprise, PLAN B2. So what novelties are in store for hardened fans of the original game?

Well, at first sight not a lot seems to have changed. To my disappointment there is still no use of colour, but I hadn't really expected Bug-Byte to have been able to do this and keep all the different characters moving around at the same incredible speed.

The plot in the inlay card looked familiar - which wasn't surprising, as it is identical to that of its predecessor. As plots go, it still holds up as a fairly decent scenario.

You are in control of a single war drone. Your job is to explore the Togrian Computer Complex, find and destroy all of the computer's parts, and escape intact. The objective is complicated by the fierce and persistent security robots which patrol the complex's many rooms. Nasty beasts, these - they can fire two dozen rounds of laser bolts quicker than you can say micro-processor.



Your drone is fully equipped with a rapid-fire laser, but your ammo is limited. Replacement stocks can be found in various locations, usually guarded by more security guards.

You have a shield too. This will absorb quite a number of enemy laser bolts, and you can even ram the security robots, causing them to disintegrate in a most undignified manner. Be careful, though, as repair kits for your shield are difficult to find.

In your search through the complex's many rooms careful thought is required to reach your objective. Some walls block your targets, making them appear seemingly unreachable. That is, until you realise that they will disintegrate under fire.

Not all walls are this obliging. Some have hidden weak spots which you must find quickly while the robot guards are going their level best to vaporise your shields.

There are sliding doors which can't be opened by anything short of a key. The keys are found dotted about, usually in the most awkward places, and come in four different types. It is most frustrating to battle your way up to a strategic door only to find the wrong key is in your sweaty clutches.

Oilcans and spanners sprinkled around the complex will replenish your shields, although more than once I was needlessly obliterated while trying for an unnecessary top-up.

The security robots are the bane of your life. No sooner has a whole batch been satisfactorily polished off - to the accompaniment of some very good sound effects - than an even larger horde materialises, drenching your drone in shield-depleting rocket fire.

This makes your quest to destroy the complex become almost secondary to hunting down the elusive cans of re-vitalising oil and searching out the odd pain-relieving spanner.

Upon being vaporised at the end of a fruitless game, you may object to the message that "You appear to have snuffed it", which is painfully obvious. But it's fun, all the way through.

The controls are identical to the original PLAN B, as has been everything described so far. So now to the differences:

Firstly, in the original game your drone could only wander over black backgrounds. In B2 a most amazing scenery-masking technique is employed, allowing you to drift over pillars, up walls and through certain floors.

PLAN B had fairly nice-looking large sprites which were not animated. The sequel features extremely detailed lovingly-crafted beasties, all of which are animated in some fashion. They tend to be smaller though, to allow for more speed.

One annoying feature of PLAN B was the bullets. These flickered at times. In PLAN B2 however, not only is every single object 100 per cent flicker-free, but the whole game is faster than the original.

Although in black and white, PLAN B2 exudes quality and craftsmanship from the high-resolution metallic-looking sprites to the textured background of the computer complex. Nothing seems to have been wasted here - every ounce of speed has been wrung out of the game, and at the expense of nothing whatsoever. I ran PLAN B2 on both a BBC Micro and a Master 128, with neither being any faster at all than my Electron.

Generally, all sprite movement has been improved immensely. You can have no real idea of just what this means until you see the game in action. It is probably the best showcase of what your Electron can achieve that I have ever seen.



Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

"Electron User Golden Game"

Chris Nixon, ELECTRON USER 5. 4



# PLANE CRASH

*Professional, Originally Released On Cassette Only*

Disc compatibility : CDFS E00, DFS E00

## **Review (Electron User) - "Jungle Struggle"**

PLANE CRASH is the first release from this new software house dedicated to producing top rate adventures for the Electron and BBC Micro. In this three-part undertaking you have the misfortune to play the only survivor of a plane which crashed in the jungle. Your task is to first escape from the wreckage and then survive the rigours of your environment.

The brutal beginning may have a few adventurers squirming - you find yourself trapped in your seat viewing the severed head of the air stewardess. You have to extricate yourself from your jammed seat belt before flames and smoke engulf you.

At this point a move counter is operating, so actions must be decisive. Life is never easy and you will need to have a knowledge of schoolboy Latin or a good English dictionary if you are to be successful.

Once free you must explore the cabin thoroughly and act quickly to avoid suffocation. The fire extinguisher must be saved as it will prove invaluable on more than one other occasion.

I have come across few adventures with as difficult a beginning as PLANE CRASH. Any mistake seems to result in an early transportation from the game to that great silicon paradise in the sky. Such difficulties may deter some beginners to adventuring, especially as Labyrinth discourages the user from asking for help.

As the game progresses you should LOOK at every opportunity and examine all you come across. In turn, open and look inside any artefacts such as the box and the survival kit. Do not sky away from looting corpses - there are some weird studies in bad taste. The program does not recognise the word SEARCH, which I found irritating.

There are a few other annoyances which should have been ironed out by a team of playtesters. On occasions flags are poorly set within the game and this leads to unnecessary frustration. For example, try taking the bag before you have Looked.

I have long groaned at having to type GO DOOR in order to progress in an adventure. I also found the absence of the facility to GET or DROP EVERYTHING hampered progress unnecessarily. However, the storyline is well constructed, the problems are difficult but logical and screen response is very fast.

I loved the clever addition of having to monitor your blood sugar count, which was essential to survival. Eat and drink at every opportunity, don't relax, and providing you can endure the blackness of the jungle night you will be well on the way to success.

Despite my reservations, I enjoyed this adventure and will await the next Labyrinth game with interest.

Pendragon

## **\*\*\* Second Opinion \*\*\* (Electron User)**

Adventure games aren't really my cup of tea. However, fans will find this an interesting fantasy. There are puzzles galore designed to give the old grey matter a thorough workout, and lots of atmospheric descriptions. The one or two minor bugs don't really spoil that adventure, so it's worth a try.

Janice Murray

Presentation ..... 7  
Atmosphere ..... 7



Frustration factor .....	10
Value for money .....	8
Overall .....	7

ELECTRON USER 6. 1



# PLANETOID

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Shoot-'Em-Up; DEFENDER-style  
Author : Neil Raine  
Standalone Release(s) : 1984: PLANETOID, Acornsoft, £9.95  
Compilation Release(s) : 1988: ACORNSOFT HITS 1, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Action stations! The Aliens are landing! Flying over the planetoid surface your laser-ship speeds to the rescue, firing laser missiles and dodging the enemy and their shell-fire. Save the life-forms while fending off raiders, mutants, bombers, cruisers, spores and megacytes. Lightning reflexes are required to play this game - the fastest ever seen on a micro!"*

*Complete with sound effects, full colour graphics and table of high scores."*

Your laser-ship is patrolling the surface of the planetoid. The scanner in the top section of the screeb shows the whole planet's surface, and can be used for long-range reconnaissance. The lower part of the screen displays the section over which the laser-ship is flying.

The raiders can be seen hovering around the surface on the look-out for life-forms, which they can drag off into space. As a raider ascends with a life-form, you can destroy it with your lasers, or with the 'smart bombs' which disintegrate everything hostile within sight. Having annihilated the raider, you can intercept the plummeting life-form and set him safely back down on the surface.

If you don't rescue a life-form before the raider carrying him reaches the top of the screen, the raider will mutate. You will then have to contend with a mutant, while also being attacked by bombers, spores and megacytes; all of which are to be avoided at all costs and killed before going on to the next wave. Cruisers are also dangerous, but don't have to be destroyed before you move on to the next wave.

When megacytes are destroyed, they release a cloud of spores - use the smart bombs wisely, as you only have three to begin with.

Look out when only one life-form remains, since if the raider abducting him reaches the top of the screen the planetoid explodes, and all the raiders become mutants. However, after every five attack waves, you get a new planetoid, and a new set of life-forms to defend.

You start off with three ships, but for every 10,000 points you score, you gain a ship plus a smart bomb.

## Scoring

Score 500 for each life-form caught in flight and 500 for each one safely returned to the planetoid surface.

xxx	XXX	BBBBBB			
xxxxx	XX XX	BBBBBBB	CCCCCCC		MM
xx x xx	XX X XX	BB BB	C C	SS	MMMMMM
xxxxx	XXXXX	BB B BB	CCC CCC CCC	SSSSSSSS	MMMMMMMM
xxx	XXX	BB BB	CCCCCCCC	SSSSSS	MMMMMM



x x x	X X X	BBBBBBB			MM
x x x	X X X	BBBBBB			
RAIDER	MUTANT	BOMBER	CRUISER	SPORE	MEGACYTE
150	150	150	150	250	1000

Bonuses for each surviving life-form at the end of each wave are as follows:

First wave	100	Fourth wave	400
Second wave	200	Fifth wave	500
Third wave	300	Subsequent waves	500

Three numbers are displayed at the top of the screen: the first shows your score and the second and third show the numbers of remaining laser ships and smart bombs respectively.

### Game Controls

To manoeuvre the laser-ship, use the following controls:

	A (up)	X		X	A (up)
		XXXX		XXXX	
		XXXX		XXXX	
		XXXXX	SPACE BAR	XXXXX	
SHIFT	XXXXXXXXXXXXX	(reverse)	XXXXXXXXXXXXX		SHIFT
(thrust)	XXXXXXXXXXXXX		XXXXXXXXXXXXX		(thrust)
	Z (down)			Z (down)	
	RETURN	- laser bolt	CAPS LK/FUNC	- smart bomb	

H - hyperspace (ship dematerialises, and materialises in another position)

**Instructions' Source** : ACORNSOFT HITS 1 (Acornsoft) Back and Inner Inlay

### Review (Electron User)

PLANETOID was one of the original BBC Micro games from Acornsoft and proved to be extremely popular. I must admit that I viewed the Electron version with some suspicion thinking that it may be slower in action or response. I was pleased to find that it is neither. The game performs to expectations and in addition has some facilities the BBC version lacked.

The objective is to patrol the surface of a planetoid and protect its lifeforms from the raiders. The raiders attempt to capture the life forms and carry them into space.

By use of lasers and smart bombs the raiders must be prevented from reaching outer space (the top of the screen). Failure causes the raider to mutate. Be warned. A mutated raider makes a normal raider look passive and harmless.

As if that wasn't enough, in addition to the raiders and mutants come the bombers, cruisers and megacytes. The latter are particularly nasty because they burst into a cloud of spores, each spore being extremely dangerous.

At the start you have three laser ships and three smart bombs, which kill all alien forms on screen at the moment of detonation.

The screen display is excellent. In addition to the surface of the planetoid, it also includes a long range view of the activities of the raiders, score updates and symbols representing the number of laser ships and smart bombs left.



Unlike my BBC version, this one has the ability to pause and restart - or to press <ESCAPE> and return to the start. The sound can be switched on or off at any stage.

It's fast and fun, annoying and addictive. In fact, it's one of the classic micro arcade games no Electron owner should be without.

Rog Frost, ELECTRON USER 2. 8



# PLANKWALK

***Professional, Originally Released On Cassette Only***

**Disc compatibility** : CDFS E00, DFS E00

Neil Cannon

*"You control SCAFFOLDING SID, our intrepid scaffolder. Unfortunately, the planks that Sid has erected around the building he is working on have gone BERSERK! Can you help Sid to jump from plank to plank without endangering his life? As if Sid hadn't got enough problems, he has to contend with sloping planks, fake planks, building blocks and monsters!(?)...But on the plus side there's always the cherries!"*

You control Scaffolding Sid who is fighting an endless succession of upward-moving planks. Survive by staying on the screen and avoiding the monsters, score points by falling through the building blocks and eating cherries.

You die if you are carried off the top of the screen by the planks, if you run off the side, or fall off the bottom of the screen. The MONSTER appears a few seconds after the start and chases you. Normally if he catches you, you will be killed. However, if you run into him at high speed, HE will be killed. He also dies if he leaves the screen for any reason.

If you land ON TOP of a block, you will pass through it, scoring points as you go. If you fall out of the side of a block instead of out of the bottom, you will fall all the way down the screen and die, so stay central as you fall through a block! Cherries are always on a plank and to eat them you simply move into them slowly.

SPECIAL PLANKS: Fake planks - these flash. If you hit one you will fall straight through. Sloping planks - black planks slope to the left. Magenta (light) planks slope to the right.

## **Game Controls**

Z - Left, X - Right, <SHIFT> - Jump, <RETURN> - Fast Move

The Direction keys move you in the stated directions and, if held down, your speed will build up. To decelerate, use the other direction key. The Jump key moves you to a plank immediately above you (if there is one).

The Fast Movement key accelerates you at great speed when one of the Z or X keys is held down. It needs to be pressed repeatedly and the faster it is pressed, the faster the acceleration. This feature uses power - the right-hand number on the screen shows the power level. The acceleration depends on the power level. Landing on a power tower refuels you slowly.

## **Scoring**

The score is the left-hand number on the screen. The scores at Level 1 are as follows: Block = 80, Monster = 100, Cherries = 200

The level advances automatically to level 10.

**Instructions' Source** : PLANKWALK (Virgin Games) Inner Inlay

**Reviews** : No Review Yet



# PLAY IT AGAIN SAM

*Professional, Originally Released On Cassette, ADFS 1D00 Disc And DFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1987: PLAY IT AGAIN SAM, Superior/Acornsoft, £9.95 (Tape);  
£11.95 (5.25" DFS Disc), £14.95 (3.5" ADFS Disc)  
Compilation Comprises : 1. CITADEL, Superior/Acornsoft  
2. THRUST, Superior/Acornsoft  
3. STRYKER'S RUN, Alligata  
4. RAVENSKULL, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Sam, an ardent fan of Superior Software's games, is always ready for a challenge ...and the tougher, the better! Here's four games that, as time goes by, he returns to again and again.

CITADEL, a fascinating arcade-adventure, features over 100 beautifully detailed screens of action. Computer Games reported : "The game is extremely good. Well worth the cash."

THRUST is simple and fun to play, yet incredibly realistic and highly addictive. "This game has class...try it!" urged Computer & Video Games

STRYKER'S RUN is a challenging action-packed combat game. "This game will impress you...the graphics are stunning...this should be in every collection," A & B Computing remarked.

RAVENSKULL is a massive arcade-adventure game, full of puzzles and problems to be solved. Acorn User commented "RAVENSKULL is a very good game and is destined to become another Superior classic."

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - Superb Quartet"

Despite what many people think, Bogey never uttered the words "Play it again, Sam". However, I suspect that if he'd been around to see Superior Software's latest compilation he'd have been sorely tempted to say "Let me play them again, Sam!"

The problem with compilations is that all too often they seem to be a vehicle to make money from useless games that didn't sell well the first time round, embellishing them with pretty packaging and offering them at bargain basement prices.

Superior Software's latest release escapes all of these criticisms because it really does contain what amounts to four of the best arcade games available for the Electron. And what's more, they are now available on disc too.

CITADEL starts this excellent collection of classics with a bang. The scenario casts you as an intrepid adventurer charged with destroying the teleport system created by Marduk the Dictator. He has established a base in a deserted castle and will soon be using his teleport system to bring his invasion force to Earth.



Your task is to prevent the impending invasion and you will have to do battle with the guardians of the castle. Some you can avoid, but the strange wandering monks can only be destroyed by a well-aimed magic spell between the yes. They soon reappear, however, so you mustn't hang around too long in any one room.

The castle itself consists of over 100 individually illustrated locations and the Mode 2 graphics are detailed and very colourful. Each room is complete with its own set of bad guys and useful objects to be collected.

Much of the game involves plodding around, collecting things and carefully planning your next move. For those of us whose fingers are not quite what they used to be, I have to admit this is a welcome respite. Fear not though, lightning reflexes do not go unnoticed.

The sound employed is a little basic and the graphics are starting to show their age slightly compared to others on this release.

This is most evident in the garbage that appears at the top and bottom of the screen - the game is so big it won't fit in the memory. This is something you'll just have to live with and you soon get used to it.

Despite that criticism though, the game still stands up remarkably well and is guaranteed to provide hours of fun and entertainment.

Second in the collection is THRUST. Not one for the faint of heart or slow of pinkies, it's a game of subtle control and careful manoeuvring.

Your job is to plunge into the depths of a high gravity asteroid and recover an energy pod vital to the resistance movement.

Pitted against you are the nuclear-powered automatic Limpet guns forming the asteroid's defence. By careful shooting you can either disable the reactor for a while or destroy the guns.

Too much energy punched into the reactor will cause it to explode and destroy the entire asteroid. This results in a loss of bonus - but it's a nice way of skipping screens.

There are 24 different asteroids and over seventy levels, some with increased gravity, reversed gravity and even invisible landscapes.

On the face of things, the graphics appear to be quite simple: This in fact disguises their real elegance. The scrolling is faultless as you manoeuvre your little spaceship around the tightest of corners.

This is one of those games which always seems to have just one more challenge lying in wait around the next corner and no matter how many times you get killed you always want that one last go.

Next in the line-up is STRYKER'S RUN, the game that took the charts by storm. You are Commander John Stryker. Your mission is to return top secret information to the allied forces' HQ.

While Stryker comes equipped with just a laser pistol and grenades, the Volgon enemy have mortars, mines, rocket launchers and SAM missiles so your task is going to be tough.

Stryker can run, jump and duck and you'll need these abilities to avoid the barrage of enemy fire, though along the way you may utilise the enemy's helicopters to complete your mission.

The scenery is breathtaking and what it lacks in playability is made up for by sheer fun. If you missed this one on its first release, don't miss it now.



Bringing up the rear is my old favourite RAVENSKULL - an arcade adventure of the highest calibre. You haven't lived until you've been killed in Castle Ravenskull.

At the start of the game you can choose to be a Wizard, Adventurer, Elf or Warrior. Your choice doesn't affect the way the game plays, it merely selects the graphics for treasure.

The object of the game is to collect and assemble the pieces of a silver crucifix. You start outside the castle, faced with the first puzzle of how to get in. This can take some time, not least because of the sheer size of the map.

Each level is no less than 64 times the size of the screen. Needless to say, with a map this large, getting from one place to another can take quite some time.

The inside of the castle is filled with a variety of objects and obstacles. Some - the pickaxes for instance - are helpful, but others are either a nuisance or just downright lethal.

The puzzles in RAVENSKULL are nothing less than complex: Make one mistake and you'll have to start again. There is only one solution to each level.

The overhead view graphics used are beyond belief and the four colours of the Mode 5 display used to excellent effect.

In conclusion I have to say that since every one of these games achieved number one in the software charts at the time of their release, this package represents unequalled value for money.

Although most people probably have at least one of the four, this is a stocking filler that everybody should have.

Sound .....	8
Graphics .....	10
Playability .....	9
Value for money .....	10
Overall .....	10

"Electron User Golden Game"

Julia Forester, ELECTRON USER 5. 3 (Dec 1987)



# PLAY IT AGAIN SAM 2

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1987: PLAY IT AGAIN SAM 5, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. REPTON 3, Superior/Acornsoft  
2. CRAZEE RIDER, Superior/Acornsoft  
3. GALAFORCE, Superior/Acornsoft  
4. CODENAME DROID, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Sam, an ardent fan of Superior Software's games, has been absolutely delighted by the success of his first selection of chart-topping Superior Software games. Now here's four more games that will keep you enthralled day after day - on that you can rely!

REPTON 3 is probably the best-loved of all Superior's games. Our endearing lizard, Repton, is trapped in a netherworld amidst falling rocks, fearsome monsters and haunting spirits. A superb strategic game which includes character and screen designers enabling you to create your own scenarios. A & B Computing reported: "This is top quality; arcade action at its very best."

CRAZEE RIDER is a fascinating motorcycle-racing game featuring seven international racetracks. "It's fast, challenging and there's plenty to keep you entertained. Thoroughly recommended" remarked The Micro User.

GALAFORCE is the thinking-man's alien-zapping game; fast and furious yet full of strategy. Oracle enthused: "You haven't lived until you've played this game. Buy it! - It's the ultimate in shoot-em-up. RATING 20 [out of 20]."

CODENAME: DROID is a challenging arcade-adventure. The quality of the graphics and animation must be seen to be appreciated. Electron User summed up the game by saying: "CODENAME: DROID is brilliant...it's worth every penny!"

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - "Quality Compendium"

This is Superior's follow-on to PLAY IT AGAIN SAM, and once more we have four classic hits packaged together for the price of one. First on the twin-cassette pack is REPTON 3, the sequel of the original smash hit REPTON, which helped make Superior what it is today.

REPTON is a great little game and probably needs little introduction to Electron owners other than to say that it is based on the original diamond digging arcade adventure BOULDERDASH - also reviewed this month.

REPTON 3 features the now famous little character who loves digging for diamonds. The object is to defuse a timebomb present in each of the 24 screens, but first every diamond in the screen has to be collected, as well as a fabulous golden crown.



The puzzles are many and varied, and there is also a deadly fungus to avoid. This grows and grows until you are eventually swallowed up and the only way to halt its progress is to surround it with rocks.

On the flip side of cassette one is CODENAME: DROID - STRYKER'S RUN PART 2 - there's a map to this in this month's Arcade Corner. STRYKER'S RUN was one of my favourite games, but until now I hadn't played its sequel - and I was impressed with what I saw.

For a start, Commander Stryker's animated figure moves even more realistically, if that is possible, and he can even crawl on his belly to negotiate low objects.

The plot behind CODENAME: DROID is, yet again, to foil the evil Volgans in their plot for world supremacy. This time your mission is to secretly land on the planet Volga and steal their revolutionary new spacecraft - Codename Z11 - from under their green noses.

To aid you, jet packs are to be found in various places to enable you to fly over obstacles and chasms. You also have a very sophisticated wrist terminal from which you can obtain lots of information about your current whereabouts.

To reach the enemy spacecraft, twelve levels of the complex must be descended. There are lifts, but you must first collect a security pass - which is only valid for transport either down or up one level.

Volgan guards abound and will shoot as you approach them. To keep you on your toes, the further into the complex you descend, the tougher their armour becomes, requiring more blasts from your laser to turn them into nicely animated skeletons.

This game is much more complex than its predecessor and so much is involved that I can do no more than recommend you buy this compilation and find out more.

The second cassette is devoted to games by Kevin Edwards, who first hit the charts with his excellent GALAFORCE, nearly two years ago (Doesn't time fly?) and it is now doing the rounds on this compilation.

If you didn't buy GALAFORCE the first time round, you must not miss this opportunity to play what is, in my opinion, the best shoot-'em-up for ever for the Electron and BBC Micro.

This praise is unqualified by any niggling moans. The game is sheer excellent programming, totally addictive and graphically stunning - you'll never see sprites this big move so fast on your Electron again.

Wave after wave of different aliens sweep down upon you in set patterns and the art of playing GALAFORCE is to memorise as many alien attack formation types as possible - if you don't, you won't last more than a few seconds in each zone.

I noticed that even the soundtrack has been faithfully copied from the BBC Micro version. Even though the Electron can't support more than one channel sound, the three-part harmony has been broken down, each part played in succession so you don't miss out on the full effect.

What surprised me was the scrolling star backdrop. I had assumed that its inclusion in the Electron version would slow things down. Nothing could be further from the truth. The action, while not quite as blindingly fast as on the BBC Micro, still comes thick and furious. I think the compilation is worth the cash for this game alone.

Moving on to the final offering on the reverse of the cassette two, CRAZEE RIDER, I was slightly disappointed. This is Kevin Edwards' second game for Superior, but it is - pardon the pun - streets behind GALAFORCE.



Faced with a motorcycle racing game, I was all settled in for an exciting session. The credits looked promising, fading in and out nicely and with mounting anticipation I pressed Space to start the race.

Well, try as I may I could only hit one or two other bikes, because my acceleration was so lousy compared to everyone else's that I couldn't match speeds with any other riders until the race was well underway.

I dare say that devotees of this game will just say hard cheddar for being a useless player, but as someone who could consistently win the race in REVS on the BBC Micro with a lap time in the top three best, I couldn't help but feel that there was something missing with CRAZEE RIDER.

Perhaps it isn't fair to compare a full racing simulation like REVS with that is obviously a knock-'em-off fun game, but it really lacked that satisfying feeling - for me, at any rate.

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	10
Overall .....	9

Chris Nixon, ELECTRON USER 5. 7



# PLAY IT AGAIN SAM 3

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: PLAY IT AGAIN SAM 3, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. COMMANDO, Elite  
2. PALACE OF MAGIC, Superior/Acornsoft  
3. KILLER GORILLA, Micro Power  
4. KILLER GORILLA 2, Superior  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. Incompatible.

## **COMMANDO, The Smash No. 1 Hit From Elite**

Super Joe - Crack Combat Soldier - fights a lone battle against overwhelming odds. All the action and tension of the World's Number One Arcade Game.

"Non-stop Commando action"

... The Micro User

## **PALACE OF MAGIC, A Superior Software Chart Topper**

Over 100 screens of challenging puzzles and awesome foes. Even better than CITADEL.

"This is excellent...I can't wait to get back to solving it!"

... A & B Computing

## **KILLER GORILLA, A Classic from Micro Power**

Scale the ironwork tower to answer the maiden's cries for help. Race along the girders, career along conveyors and jump on to moving elevators.

"KILLER GORILLA is an excellent version of the arcade game"

... A & B Computing

"A classic game"

... Acorn User

## **KILLER GORILLA 2, Superior's Authentic Sequel**

Climb the vines, chains and laser beams, avoiding the electric spikes and vicious aardvark birds. When first released, it was awarded a maximum \*\*\*\*\* by Home Computer Weekly.

"You need a lot of skill...the interest level remains high"

... Popular Computing Weekly

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

## **Review (Electron User) - "Blast From The Past"**



The SAM 3 compilation includes two games that did not originate in the Superior stable - Elite's COMMANDO and Micro Power's KILLER GORILLA. COMMANDO is the officially licensed home computer version of the arcade machine of the same name. For the information of anyone who has not been in an amusement arcade in the last few years, or who missed the game on its initial release for the Electron, COMMANDO is another of the one-man -against-the-odds combat games that have become so popular in recent years.

You are Super Joe, the commando of the title. Armed only with a submachine gun and half a dozen grenades, you must penetrate the enemy defences and destroy the fortress. Easy to describe, but of course, much less easy to do.

COMMANDO features a number of different screens. Once you have fought your way from the bottom of one screen to the top it scrolls down to reveal new hazards. You thus get the impression of fighting one continuous battle.

Every new screen brings a fresh horde of enemy soldiers streaming from all quarters. Your machine gun makes short work of them, and your grenades come in handy when their numbers become too great, but remember that they are equipped with similar weapons. One stray bullet or grenade can prove fatal, so keep a sharp eye about you.

This re-released COMMANDO incorporates one key improvement. When playing the original game you sometimes could not determine from the screen display when you have been killed. Now there is no doubt. A blinding white flash heralds your call-up to the ranks of the ex-commandos.

I have never been particularly impressed by COMMANDO. Its main drawback is that it comes off very badly from the dilemma that faces every programmer - weighing up the pros and cons of each screen mode and the conflicting features of screen resolution, screen size and available colours.

COMMANDO runs in Mode 5 which allows only four colours on screen at any one time. I found that many graphic features tended to merge into one another. Nevertheless, if you're a fan of shoot anything that moves' games you could do worse than pick this one.

KILLER GORILLA will need little introduction to the majority of Electron owners. It is an excellent implementation of the ever-popular arcade machine game Donkey Kong. Although it was released in the relatively early days of the Electron, I have never seen another version that surpasses it in quality and playability. When an officially licensed version did the rounds of the popular home computers a few years ago I was interested to see that no Electron version ever appeared - KILLER GORILLA got it right first time.

The game was inspired by the 1933 film King Kong. You play the part of Mario, a humble carpenter whose girlfriend the evil Kong has carried off the top of an unsteady tower of scaffolding. You have to climb it to rescue her.

You scale each section of scaffolding, avoiding the barrels that Kong throws in an attempt to dislodge you. Unfortunately, these barrels are by no means your only problems - fireballs and custard pies also threaten to send you to a sticky end.

However, help is at hand. Large hammers hang above your head at intervals. Jump up and grab one and you can destroy any moving hazard that comes within reach. However, their effectiveness quickly wears off, often at fatally inconvenient moments. Moreover, Kong will not willingly surrender your lady; just as you catch up with him at the top of one section he whisks her up to the next.

The game features four screens, each more difficult than the last. The first is a straight climb from the bottom to the top of the screen, the second introduces conveyer belts that keep changing direction. The third features lifts made of pieces of girder, and bouncing girders that can quickly cut down an inattentive carpenter.



The fourth and last screen looks perfectly straightforward, but is rapidly overrun with deadly fireballs. However, the screen also includes two hammers, and if you can reach them in time they will make short work of your fiery adversaries.

After you have completed this level and defeated the gorilla, you return to the first screen to find that things have changed, for the worse. The first screen now features gaps in the framework of girders - and you have to jump for your life. The conveyers on screen two move more quickly than before, as do the lifts on screen three. In all, the game has fifteen increasing difficult levels, enough to test even the most ardent hero. KILLER GORILLA is a classic game that still provides hours of amusement.

Just as KILLER GORILLA is an implementation of the arcade machine game Donkey Kong, KILLER GORILLA II is a version of the arcade follow-up Donkey Kong Junior. Older players may remember the game's original release, under the name of ZANY KONG JUNIOR. Unfortunately, that release had to be withdrawn for copyright reasons - I suspect that it was too good a copy of the arcade original.

In KILLER GORILLA II the roles have been reversed. Mario - now called Morris - has defeated Kong and rescued his girlfriend; however, in an act of revenge he has captured Kong. You, Kong Junior, must rescue your elder.

As in KILLER GORILLA Mark 1, you must make your way from the bottom to the top of successive screens, but there the similarity ends. You start off in the jungle, and manoeuvre yourself around a network of platforms, vines and creepers, to the top of the screen where your caged parent sits helplessly. However, no sooner do you reach the brutal Morris and the cage than they are gone. The chase is on.

Like its predecessor, KILLER GORILLA II features four different screens that repeat with increased difficulty. Unlike the original, the four screens don't follow a consistent theme. The first requires you to swing around a network of vines bridged by brick platforms.

Unfortunately, as usual, the screen is far from deserted. You soon discover that a number of disembodied snapping heads are travelling up and down the vines at great speed and doing their best to find out what baby gorilla tastes like. A single bite is fatal.

Pieces of fruit hand from the vines at regular intervals. You can buy time for yourself and your cause by dislodging them at opportune moments and crushing any hapless creature that may be underneath.

The second screen is totally different: the only way to reach the trailing chains way out of reach above your head is to bounce on a spring just in front of you. That obstacle cleared, you must now contend with a stream of giant parrots that home in on you relentlessly. Luckily there are a couple of usefully placed pieces of fruit to hand.

The third screen depicts the generator room where you scramble along electrical cables, avoiding the high voltage sparks that race around the circuit. This screen can be very difficult for so many sparks are speeding in different directions that even a small gorilla cannot evade them for long.

When you reach the fourth screen you long up to see Kong Senior's cage sitting on a girder high above your head where it is held in place by six ropes locked to the girder. The six keys are attached to chains hanging from the girder. Collect all six to release your parent.

You must now contend with both the snapping heads from the first screen and the giant parrots from screen two. As in KILLER GORILLA 1, once you have completed this screen, you are returned to a more difficult screen one to perform your feats of heroism all over again.



I found KILLER GORILLA II much more difficult than its namesake, but it certainly adds a bit of variety to a well-established formula.

The last title in the collection is PALACE OF MAGIC, an arcade adventure with more than 100 screens; it is very similar in appearance to Superior Software's classic CITADEL. PALACE OF MAGIC does not attempt to disguise the source of its inspiration - quite the reverse in fact. The plot of the game is that you have offended the evil wizard Caldeti - try rearranging the letters and see what comes out - who has shrunk you to the size of a dwarf and imprisoned you in the Palace of Magic. Your escape will not be easy.

As in CITADEL, you have but one life and only a limited amount of energy. This is depleted whenever you spend too long under water or when you come into contact with any flames or any of the Palace's animated inhabitants. You can, however, replenish your energy by collecting magical top hats dotted around and about.

I have heard that the more awkwardly-placed hats give greater rewards but this may be nothing more than a rumour. One point worth noting is that your energy level cannot be increased beyond its initial level. Do not pick up a top hat until you really need it, or you will waste some of its magic.

Like CITADEL, PALACE OF MAGIC features a number of adventure-style puzzles to be solved in the correct order before you can get into some of the more remote areas of the Palace and surrounding landscape.

For example, you may find that your path is blocked by a blue and cyan door<sup>4</sup>. Before you can progress any further you will need to find a blue and cyan key. Of course, you may need to solve other puzzles before you can get to the key. What must you give to the vicar before he will let you into the chapel? Who can you bribe with the gold bar? It is essential to plan ahead. As with any adventure, drawing a map will help.

If you like games that require a combination of logical thought and manual dexterity, PALACE OF MAGIC will provide a considerable test of both skills.

Martin Reed

### \*\*\* Second Opinion \*\*\* (Electron User)

The SAM series of compilations are simply superb value for money. The games were rated very highly when originally released and the quality is top notch. They provide endless hours of enjoyment for all the family.

The only problem with it (and this goes for all compilations) is that you may already have one or more of the games. However, even if you have two originals, the other two games still work out at under a fiver each which can't be bad.

Janice Murray

Sound .....	9
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 6. 4

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<sup>4</sup> This is inaccurate and is the case on the BBC Micro version, *not* the Electron one. Doors and keys are identically coloured on the Elk version but labelled with corresponding letters, eg A, B, C, D, etc.



# PLAY IT AGAIN SAM 4

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: PLAY IT AGAIN SAM 4, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. FRAK!, Aardvark  
2. SPELLBINDER, Superior/Acornsoft  
3. COSMIC CAMOUFLAGE, Superior/Acornsoft  
4. GUARDIAN, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. Incompatible  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00

## **FRAK!, The Unique No. 1 Hit from Aardvark**

One of the most original computer games ever devised. Propel our caveman Trogg about the weird world of Frak!

"Go out and see it as soon as possible."

...A & B Computing

"A superb game that will take you hours to master."

...The Micro User

## **SPELLBINDER, Superior's Bewitching Adventure**

A captivating 3D arcade-adventure full of problems to be solved by magical means.

"What is more impressive than the detailed graphics, is the sheer number of rooms comprising the two floor, three citadels, catacomb and dungeon."

...Electron User

## **COSMIC CAMOUFLAGE, A New Release From Superior Software**

An exciting, new sequel to Meteors, with many novel, advanced features including gravity levels. Steer your laser-ship through a hall of meteors and flying saucers, smashing them with your laser bolts. When the pace gets desperate, use your Radiation Bombs or go into Warp Drive. As a last resort, install your Camouflage Cover and become invisible to the cosmic debris.

## **GUARDIAN, An Alligata Software Hit**

A fast-moving spectacular. Test your skill and reflexes to breaking point.

"It's a classic defender game...and it's very good"

...A & B Computing

"A fast-moving space game, with striking graphics and excellent sound effects."

...Electron User

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

## **Review (Electron User) - "Compilation Capers"**



Like its immediate predecessor, SAM 4 departs from the standard set by SAMs 1 and 2 - that of re-releasing games from Superior's back catalogue. Two of the titles on offer were originally released by another software house and the third is a brand new game, never before available in any form.

This idea of including a previously unreleased game extends the compilation's appeal to a number of software buyers who may not otherwise consider the package if they already had some of the featured titles separately.

The term cartoon quality graphics has been much abused when applied to computer games, but any Electron arcade addict who was around in the heady days of 1986 will still remember the first game to which that overused phrase could justly be applied. At that time platform games were just starting to become a bit stale, and something a little different was needed. The first game on the compilation - FRAK! - went the whole way and provided something very different indeed.

What made it so, apart from its amazing graphics, was the way that so many totally incompatible concepts, creatures and objects were combined with wild abandon to produce a game that bore no resemblance to the platform genre of the time, or indeed to anything else.

The star of FRAK! is a delightful little caveman by the name of Trogg, one of the unlikeliest celebrities ever to grace the Electron. The aim of the game is simple: You, as Trogg, must jump and climb around the screen collecting the many keys dotted around. Sounds easy, but there are many hazards to overcome.

The game features 72 levels, plus a built-in competition section, each about three screens wide. As you approach the edges of the screen the backdrop scrolls to the left or right so you can always see what is in front of you. This feature comes in very useful for spotting distant hazards. As you make your way up the first ladder and on to the rock platform above, you set eyes on your first Scrubbly. These are large and furry, have long teeth and a permanent happy stupid smile. But don't be fooled - they are quite deadly.

The Scubblys don't move, but sit awkwardly in your way - no problem for a heavily armed caveman. Unlike your Neanderthal predecessors, however, your secret weapon is not a wooden club or stone axe, but a yoyo. With a quick flick of the wrist you despatch the offending beastie and your path is now clear.

Clear, that is, of Scrubblys - you still have to contend with daggers that rain down from the sky and balloons that fly up from the bottom of the screen. Both have a nasty habit of appearing at inopportune moments, but fortunately your yoyo works just as well against them as it does against your ground adversaries.

Each level features a time limit, and unlike most games you don't lose a life if you run out of time - you suddenly find that night has fallen and your yoyo no longer works. At this point all the daggers and balloons seem to gang up on you, and if you fall foul of any of the monsters or flying objects, or simply miss your footing on a jump, you swiftly go to your maker with a cry of "Frak!"

When you have collected all the keys from the first level you are promoted to the second, where the rock platforms, ladders and Scrubblys are replaced by logs, hanging ropes and small monkey-like creatures with the same fatal properties as the guardians of the first level. On the third level you make your way along a series of girders and up and down chains that hang from them. Your adversaries are now small squat creatures with bulbous noses.

After you have completed the first nine levels you are returned to level one to find that the screen has turned upside-down. Levels 10 to 18 are, in fact, levels on to nine upside-down. Levels 19 to 27 are further variations, levels 28-36 are levels 19-27 upside-down, and so on.



Level 73 is the first screen of Championship FRAK!, a very fast, difficult and thoroughly dagger and balloon-ridden version of the normal game. The competition associated with it has long since closed, but see how far you get anyway.

The game also includes a screen designer so you can dream up and save your own screens. It allows almost unlimited scope for producing difficult screens and nasty problems, and I think it is a pity no add-on screens were ever published.

The newcomer is an interesting variation on Asteroids and goes by the name of COSMIC CAMOUFLAGE. It is a sequel to Acornsoft's classic game, METEORS. Certainly first impressions of the game - a small triangular ship surrounded by asteroids - might make you think that it was unchanged.

COSMIC CAMOUFLAGE uses the same rotate, thrust and fire keys as METEORS, so any devotee of that game will feel immediately at home. However, the new version incorporates a number of 1988-style improvements over its predecessor.

Missing from METEORS, but features that have become standard in recent years, such as pause/restart, sound on/off and quit game, are present. Also, every hit has been spruced up with the addition of a four-pointed flash.

The game itself has also been radically improved. In COSMIC CAMOUFLAGE, a direct hit on a large asteroid does not always produce two smaller asteroids, it can produce an asterite and a Hermit Craft or occasionally two Hermit Craft. These bounce around the screen at high speed causing fatal damage if hit.

They are worth destroying - self-preservation apart - so you can claim their valuable cargo. A vaporised Hermit Craft leaves behind a small canister which increases your supply of radiation bombs, warp drives or camouflage devices.

A radiation bomb is in effect a smart bomb, and acts like a panic button, splitting all the asteroids and destroying all asterites and alien ships. If the asteroids and aliens are closing in too quickly you can jump to another part of the screen. However, you reappear at a random position, sometimes with fatal consequences.

The Camouflage Cover feature which gives the game its name is very similar to the shield option in the original Atari Asteroids. When selected, your ship disappears and aliens no longer home in. However, you are not invulnerable to asterites. Later attack waves introduce Octanoids, Starcraft and Decanoids which home in on you, but are fairly easy to blast. Starcraft and Decanoids produce spores when blown up which also home in.

COSMIC CAMOUFLAGE is a novel implementation of a classic, and if you enjoyed METEORS you'll love this upgrade.

The remaining games in the compilation are GUARDIAN - originally released by Alligata, but now re-released on the Superior label - and Superior's own SPELLBINDER. The latter is another Superior offering that falls into the popular arcade-adventure category. It is, however, rather different from the other games of this type in that it puts less emphasis on the arcade aspect and more on adventure.

You play Eldon the Spellbinder, one of the Magelords, a brotherhood of wizards who rule the land of Lorraine. For many years peace and prosperity reigned over the land, but now that tranquillity is being threatened by one of your own number, the renegade Zorn.

Naturally, as protectors of the land, the Magelords must act to thwart Zorn's evil plans before it is too late. Guess which one drew the short straw? You start on the drawbridge of Zorn's castle, and once you have ventured over the threshold there is no turning back.

The game features no material weapons, but a good wizard does not need any - you must fight Zorn using your own magical powers. However, before you can cast spells, you have to make them by mixing certain substances.



You start off with three spells in your armoury, but a good wizard does not need any - you must fight Zorn using your own magical powers. However, before you can cast spells, you have to make them by mixing certain substances.

You start off with three spells in your armoury, but you will learn others along the way. Burned ashes, sulphur, toad's legs and the other substances all have magical properties that, correctly combined, will aid you in your quest.

The graphic features have been very well designed, with suits of armour, wooden tables and dusty bookcases all lending authenticity to your surroundings. My only complaint is that the animation of the monsters is rather jerky.

The layout of the castle seems to have designed to confuse, and a map will come in handy. No medieval castle would be complete without secret passages and hidden doors, and the Castle of Lorraine is no exception.

As might be expected, Zorn is by no means the castle's only inhabitant. You will encounter a variety of deadly creatures, all of which deplete your precious energy by varying amounts if you don't protect yourself or avoid them.

These adversaries include zombies, flying eyes and winged skulls. You can cast a spell to immobilise or ward off some of them, but the supply of raw materials is not limitless.

The game is completely icon-driven. Press the appropriate function key to search an object, mix ingredients, cast a spell, and so on. Your surroundings are displayed in 3D, not using isometric projection, but viewed from the front.

SPELLBINDER runs in Mode 4, so only two colours are displayed on the screen at any one time. However, I found that this led to only a small reduction in visual clarity and I found no difficulty in keeping track of my surroundings.

SPELLBINDER is not quite my cup of tea, but it is certainly very different, and if you like mapping and solving puzzles it is worth a close look.

Alligata is one of the longest established names in the software world, but one that has been dormant of late. This is set to change with the signing of a contract that allows Superior access to Alligata's back catalogue. The first title to come from this union is GUARDIAN - an implementation of the coin-op classic Defender.

For the benefit of anyone who is not familiar with Defender - or its Electron clones, Acornsoft's PLANETOID and Micro Power's GAUNTLET - you are charged with the task of defending your planet against swarms of alien invaders who are intent on kidnapping its inhabitants.

Same old scenario certainly, but it was original at the time. Defender was different from all the other games of the period because it featured sideways screen scrolling. Along the bottom of the screen is a jagged line representing the surface of your home planet. Dotted at intervals along it are a number of blips which represent the planet's inhabitants stranded helplessly on the surface.

Even as you start, wave upon wave of aliens are appearing in the skies above you, intent on capturing the humanoids in your care. The aliens will attempt to swoop down, capture a humanoid and take him off to the top of the screen. If one manages this successfully it becomes a mutant and chases your ship at high speed.

You must either shoot it or use one of your precious smart bombs. This will destroy every alien ship on the screen in one fell swoop and can be used as a panic button.

You start off with three lives, but are awarded an extra one after every 10,000 points. Ideally you should shoot the alien before it manages to make off with its prisoner. When you have destroyed a complete wave of aliens you are awarded a bonus



according to the number of humanoids remaining, so you must learn to hit the aliens without damaging their captives.

If the alien is still near the surface of the planet, the humanoid will simply drop back to the ground unharmed. However, if the alien has managed to reach a considerable height above the planet, the humanoid will be killed on impact. Therefore, you must also learn the worthwhile skill of catching falling humanoids in mid-air and returning them to safety.

The displayed screen acts like a small window on the entire surface of the planet. Move left and right to cover the areas that are currently out of range. Fortunately, you have a long range scanner at the top of the screen to show where you are needed most. This shows the positions of all the humanoids and aliens.

On later levels when the screen can be overrun with many different types of alien, a smart bomb can clear the area - and amass a considerable number of points - in no time. GUARDIAN is an excellent implementation of a classic no Electron owner should miss.

Overall this is another impressive compilation from Superior. The oldies are classics, and the newcomer is a variation on a classic so it's a compilation not to be missed.

Martin Reed

### **\*\*\* Second Opinion \*\*\* (Electron User)**

Superior has come up trumps again and produced another hit compilation to add to your collection. The only cloud on the horizon is the fact that as these games were so popular when originally released you may already have one or two of them as singles. However, I still think the package is worth every penny. Recommended.

Janice Murray

Sound .....	9
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 6. 3



# PLAY IT AGAIN SAM 5

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1987: PLAY IT AGAIN SAM 5, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. IMOGEN, Superior/Acornsoft  
2. ELIXIR, Superior/Acornsoft  
3. BUG BLASTER, Alligata  
4. MOONRAIDER, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00

## **IMOGEN, Micro Power's Recent Hit**

This superbly animated adventure game, playing the part of Imogen the wizard with powers of metamorphosis, was highly praised when recently released for the BBC Micro. It is now also available for the first time for the Electron, having been specially prepared for this compilation. Both versions combine highly addictive and frustrating game-play with highly detailed graphics.

## **ELIXIR, Superior's Humorous Strategy Game**

Help poor Cyril to return to his normal size by finding the elixir. Keep clear of the lipstick missiles, dodge the acid and watch out for the "circulasaurus" creature.

"The logical puzzles are well thought out..and give players something to get their teeth into."

...Acorn User

## **BUG BLASTER, A Classic Hit From Alligata**

The best implementation of the "Centipede" game. (Even better than Superior's own version) Fast moving with very detailed graphics. Features include mushrooms, spiders and a mushroom-poisoning scorpion known as Brian. Nerve tingling excitement...the better you get the faster the action.

## **MOONRAIDER, A fast-moving and compulsive space spectacular from Micro Power**

"A good value game, crammed with action and needing skill to test the most ardent arcade fanatic."

...Electron User

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

## **Review (Electron User) - "Continuing Compilations"**

Superior Software's policy of buying up other companies or their software is having a noticeable effect upon the quality of its PLAY IT AGAIN SAM compilations. Its already impressive games portfolio has been swollen with top titles from Alligata and Micro Power - some of which are in evidence in this volume.



On receiving this package I was overjoyed to see that Micro Power's IMOGEN had been included. It was not originally released on the Electron and is an excellent game.

IMOGEN is a wizard who lost a few of his marbles as a result of a disagreement with a dragon. For his own safety, and that of the local community, he was incarcerated in a dungeon by the great wizard. He must earn his freedom by solving the dungeon's many puzzles and collecting the sixteen pieces of the Spell of Release.

One of Imogen's party pieces is transformation - he can change from a wizard to a monkey to a cat at will. Each form has a different ability - the wizard can use objects, the monkey is an expert climber and the cat can leap great distances. Your desired form is selected using a series of icons at the top of the screen.

There is no time limit on the game and the only stipulation is that the sixteen sections must be completed using no more than 150 transformations - if this seems generous let me assure you that it isn't. A few wasted changes as a result of badly-timed leaps can easily mean the difference between success and failure.

Puzzles range from traditional adventure game brain strainer to obvious, but difficult to execute, tests of manual dexterity. I would also add that a warped sense of humour is a distinct advantage.

Having got itself the basis of a superb game, Micro Power blended these puzzles with graphics of a quality that had never before been seen on the Electron. High resolution monochrome characters are animated with a grace and realism that brings them to life. IMOGEN is in a class of its own in the arcade adventure field.

ELIXIR is an arcade adventure that originates from the opposite end of the quality spectrum. This is most surprising as it is the only one of the four programs on the compilation to come from the Superior stable. It revolves around the exploits of Cyril the shrunken chemist as he strives to locate the elixir that will restore him to his former stature.

Cyril clammers about shelves on which stand bottles and jars of pills potions. The colour of a pill indicates the effect it will have upon him. His meanderings are interspersed with fatal falls, killer flash bulbs, acid drips and a runaway circular saw. This probably the weakest game in the package.

Leaving the arcade adventure field, we take a stroll down memory lane to an arcade game of yesteryear. BUG BLASTER from Alligata was, and still is, a first rate version of the insect extermination game, CENTIPEDE. Winding its way through a field of mushrooms is a giant centipede, and your task is to blast this megamyriapod before it gets you.

The rate of the beast's descent is determined by how many mushrooms it collides with. Each collision is followed by a change in horizontal direction and one step down the screen. The mushroom population increases with each new level.

Other hazards are supplied in the shape of falling fleas, bouncing spiders and an assortment of other members of the insect family who traverse the screen at regular intervals. BUG BLASTER is a rave from the grave that is still capable of setting the pulse racing as you fight for survival against mother nature's rejects.

The final game, MOONRAIDER, is a cracker. In this fast-paced horizontally scrolling shoot-'em-up you control a fighter plane raiding a heavily defended enemy base. Equipped with an assault ship and a full complement of bombs, you and your trusty laser cannon set out for the centre.

The hills scroll below as you fly over them straffing rocket bases, buildings, radar towers and so on. Bombing fuel dumps adds to your rapidly dwindling fuel supply - your ship is a real gas guzzler. Any rockets you miss launch as you approach. They must either be shot down or avoided.



On later levels you enter a large cavern which must be negotiated with considerable care. Fireballs must be dodged and bouncing aliens either shot or avoided. An option which pleased me was that you can jump to any stage of the mission.

PLAY IT AGAIN SAM 5 is yet another top quality Superior Software release that is destined for the charts, especially with the inclusion of IMOGEN.

Carol Barrow

**\*\*\* Second Opinion \*\*\* (Electron User)**

Another great compilation from Superior Software. Newcomers to the Electron games scene are having a field day with these top quality titles which work out at under £2.50 each. If you've had your Electron right from the beginning you probably already have two or three of these games, which would make it less of a bargain.

Janice Murray

Sound .....	8
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 6. 5



# PLAY IT AGAIN SAM 6

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1987: PLAY IT AGAIN SAM 6, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. GALAFORCE 2, Superior/Acornsoft  
2. HUNCHBACK, Superior/Acornsoft  
3. HOPPER, Acornsoft  
4. VIDEO'S REVENGE, Budgie  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. Incompatible  
2. CDFS E00, DFS E00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. Incompatible

## **GALAFORCE 2, New Release From Superior Software**

Everything that GALAFORCE was, and more - more aliens, more patterns, much more speed, more features (including collectable capsules - some help, some hinder), excellent sound effects and music.

"A wonderful shoot-'em-up - fast, furious, beautifully designed and stunningly compulsive. This will be one of the top three BBC games of the year - I promise."

...A & B Computing

## **HUNCHBACK, Superior's Authentic Arcade Conversion**

This superbly addictive and amusing arcade conversion is now available again for the BBC Micro and is available for the first time ever for the Electron.

"This game has excellent graphics and sound...a good addiction factor and is fun into the bargain."

...Micro User

## **HOPPER, Acornsoft's Classic Hit**

The best implementation of the "Frogger" game. (Even better than Superior's own version). Fast-moving with detailed, colourful graphics. Features include diving turtles, crocodiles, snakes and dragonflies.

"It's great fun...an excellent version of the arcade favourite. Highly recommended."

...Micro User

## **VIDEO'S REVENGE, An Action-Packed Alien Blaster from Budgie Software**

"If you can imagine Defender twisted on its side with the mentality of Rambo in a bad mood, then you are getting close to the destruction possible in Video's Revenge. Sprites are fast and furious...sound is wonderful."

...Micro User

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

## **Review (Electron User) - "All Arcade Action"**



This is the sixth package in the very popular PLAY IT AGAIN SAM series. Superior seems to be turning out these polished compilations at a rate of about one a month. The pack contains four great arcade games, two golden oldies and two newcomers.

The first title is HUNCHBACK, a classic from the early years of arcade machines. In it you take the part of Quasimodo and you must scale the battlements of a castle to rescue your beloved Esmeralda.

You start off on a flat wall and as you run across from one side of the screen to the other a boulder flies towards you. A quick tap on the <RETURN> key and you safely leap over it. As you reach the other side, the screen flicks to reveal the next.

Here a pit bars your way and you must run, jump and grab a swinging rope in order to cross it Tarzan-style. On to the next screen. Now there are small pits that can be jumped with a single bound. However a boulder flying towards you must also be dodged.

The next screen features guards with spears who stand in pits and attempt to jab you where it hurts as you leap over them. And so it goes on. There are three levels and eight screens to negotiate and you practise by opting to start on any particular screen.

The graphics are excellent, but the sound is sparse. I found it to be highly entertaining and frustrating, having that "just one more go" addictiveness.

HOPPER dates back to the earliest days of the Electron. The idea is to guide a frog across a busy road, over a dangerous river to your home pond, all within a time limit. As you progress through the levels the amount of traffic on the road increases and dodging the vehicles becomes more difficult.

You must be the only frog that can't swim, for when you cross the river you mustn't fall into the water. Floating logs can be used to step safely across, and you can ride on the backs of swimming turtles - watch out as they occasionally dive and you fall into the water and drown. Crocodiles patrol the river and their favourite snack is frog.

There is little depth to the game compared to many recent arcade adventures, but in spite of this it's fun to load up and play every now and then.

GALAFORCE 2 is the sequel to one of the best shoot-'em-up Galaxians type games ever seen on the Electron. The action is fast and furious as aliens stream on to the screen, swirl round and let loose showers of missiles.

Armed with your trusty laser base you wipe out wave after wave. Movement is mainly left and right, but some up and down leeway is permitted, allowing you to get 'em rather than waiting for them to come to you.

Capsules drop down the screen every now and then and these can be collected to provide you with extra firepower and more lives. The graphics are superb.

Finally in this compilation comes VIDEO'S REVENGE, a sort of PLANETOID set on its side. You are in control of a ship flying through space and hordes of aliens fly down the vertically scrolling screen. Needless to say, all are hostile and shoot carefully aimed missiles in your direction as they approach.

You can see what's coming by taking quick peeks at the long range scanner which runs down the right hand side of the screen. On this each alien is represented by a blob so you can't tell the type of enemy craft.

Some aliens are like seed pods which crack open when shot releasing half a dozen tiny craft. These little blighters can be quite a handful as they require a perfectly aimed missile to dispose of them.



Extra features are available in the form of an invisibility cloak and smart bombs. By blasting an enemy balloon twelve times and catching the energy pod released your firepower increases threefold.

Overall, PLAY IT AGAIN SAM 6 is yet another winner. The games work out at just under £2.50 each, which can't be bad. The quality is excellent, and though two of the games are re-releases of old titles, they are still fun to play. Recommended.

Roland Waddilove

**\*\*\* Second Opinion \*\*\* (Electron User)**

Another superb compilation from the Superior stable. Every game is addictive and fun to play. The only problem is that I've already got the two re-releases. However, even discounting these, the other two still work out at under a fiver each, which can't be bad. I like it - and think you will too.

Janice Murray

Sound .....	8
Graphics .....	9
Playability .....	10
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 6. 7



# PLAY IT AGAIN SAM 7

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: PLAY IT AGAIN SAM 7, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. FIRETRACK, Electric Dreams  
2. BONECRUNCHER, Superior/Acornsoft  
3. SNAPPER, Acornsoft  
4. GHOULS, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00

## **FIRETRACK, Electric Dreams' Smash Hit**

Micro User gave Firetrack a maximum \*\*\*\*\* rating and enthused that "Firetrack is for the player who thrives on danger, a pilot with nerves of steel and lightning reflexes".

This superbly addictive game, with beautifully detailed graphics, is now available again for the BBC Micro and is available for the first time ever for the Electron.

## **BONECRUNCHER, Superior's Humorous Soap Opera**

Play the part of Bono, a green dragon, who collects skeletons to make soap...but watch out for the spiders, monsters and glooks!

"With smooth four-directional scrolling and often fiendish puzzles...BONCECRUNCHER will delight game players of all ages. Another sure-fire hit"

...Micro User

## **SNAPPER, Acornsoft's Arcade Classic**

"SNAPPER is an excellent reproduction of the popular arcade game. Acornsoft have really excelled themselves yet again with SNAPPER. The maze is clear and the fruit are all very realistic. Summary: Totally excellent, classic game. Brilliant!"

...A & B Computing

## **GHOULS, Micro Power's Ghostly Hit**

"GHOULS is a delightful game set in a mansion on top of a creepy hill. The graphic quality of GHOULS is impressive. The sound in GHOULS is superb. Some of the noises are creepy, and would be well-placed in a horror film! GHOULS is a great game!"

...Acorn User

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

## **Review (Electron User) - "Hallmarked Golden Oldies"**

PLAY IT AGAIN SAM 7 is the latest in an ever-increasing line of highly successful compilations from the Superior stable. The package features three cracking games from the past plus a superb brand new offering.



Starting with the newcomer first, FIRETRACK is probably the ultimate shoot-'em-up. It features amazingly smooth vertical-scrolling arcade action that starts gently and speeds up at just the right pace until only the best stand a chance of surviving for more than a few moments.

You fly a space fighter low over alien worlds blasting the locals' power nodes, junctions and computer centres, finally destroying the Devil Rock's eyes for a bonus. The action is fast and furious.

The graphics are stunning and give an amazingly realistic 3D effect that I wouldn't have thought was possible on the Electron. What's more, for anyone who can spare the concentration, a number of familiar shapes can be seen in the landscapes - a Pac-Man chasing power pills, the number 42 and many more. However, I had to be told about their existence - I was too busy trying to avoid the squadrons of enemy ships swirling around me in weird and wonderful formations.

FIRETRACK takes the ever-popular concept of a shoot-'em-up, transfigures it and implements it faultlessly.

In BONECRUNCHER you play Bono, a little green dragon which lives in a castle by the sea. You have set up Bono's Bathing Company making skeleton soap, a commodity much prized by the giant sea monsters which bathe nearby. It's made from the bones of skeletons that can be collected from around the castle and boiled in your cauldron.

The castle is anything but a safe place. Not only are there trapdoors through which you can disappear without trace, but some skeletons haven't stopped moving yet and they're deadly. And giant spiders rush around the walls biting anyone who gets in their way. They will also eat any bones, so it's often a race to collect the skeletons before they do.

Finally, there are Glooks - large round ball-like creatures which love the smell of soap. When you have climbed up a stairway to supply another customer they - after a short delay - all move in the direction of the stairs.

Although a Glook is not in itself harmful, it will crush you if you get in its way when it's moving. They may also block your route. However, you can push one, or take advantage of its movement, to suffocate monsters and turn them into skeletons.

Fortunately Bono's Bathing Company is not a one-man show. Your partner Fozzy is strong enough to hold two monsters and spiders at bay, but he's not very bright. Always keep an eye on him to make sure he is not trapped or wandering around in circles.

BONECRUNCHER will delight game players of all ages.

SNAPPER, Acornsoft's implementation of the ever-popular Pac Man, was one of the first games ever released for the Electron. As the ever-hungry Snapper, you must make your way around a maze chomping all the dots. Pursuing you are four bug-eyed baddies that initially follow pre-programmed paths, but before very long begin to converge on you.

Fortunately, there are four power pills, one at each corner of the maze, which you can munch to give yourself a limited period of invulnerability. The baddies now turn blue with fear and you can eat them for bonus points. But strike quickly, because the effect of the power pills soon wears off.

SNAPPER's gameplay does not offer great variety, but it's still very addictive.

GHOULS is, to my mind, the only disappointment. Although popular in its heyday, it falls well short of the other offerings' standard. It is a very basic platform game, similar in design to Manic Miner, but features none of its finer touches. The graphics are simpler, the keyboard is over-responsive and the gameplay could be better.



Like Manic Miner, GHOULS features a number of different levels, but the only real difference between them is the layout - the graphic features seem identical from one screen to the next.

The sound effects are quite good, particularly when you lose a life and it also features a lively piece of music that plays when you complete a level and a haunting melody while waiting for you to enter your name on the high score table.

GHOULS may appeal to dedicated fans of platform games, but so many better examples are available that it must be considered a makeweight for the real stars of this compilation.

Martin Reed

### \*\*\* Second Opinion \*\*\* (Electron User)

Like its predecessors, SAM 7 is a superb compilation that is excellent value for money - even if you have already got one or two of the titles. The real gem is the previously unreleased FIRETRACK. This technically brilliant piece of programming makes a fine game which proves to be very fast and addictive. The other titles can be considered bonuses thrown in for free.

Janice Murray

Sound .....	8
Graphics .....	8
Playability .....	9
Value for money .....	8
Overall .....	8

ELECTRON USER 6. 9



# PLAY IT AGAIN SAM 8

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: PLAY IT AGAIN SAM 8, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. WINTER OLYMPIAD '88, Tynesoft  
2. QUEST, Superior/Acornsoft  
3. AROUND THE WORLD IN 40 SCREENS, Superior/Acornsoft  
4. MR WIZ, Superior  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. Incompatible  
2. CDFS E00, DFS E00  
3. CDFS E00, DFS E00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00

## **WINTER OLYMPIAD '88, Tynesoft's No. 1 Hit**

Brilliant programming gives a realistic and exciting feel to the six events: bob sled, speed skating, ski jump, giant slalom and biathlon. "The game is good fun and really gets you into the spirit of the Winter Olympics"

...Acorn User

## **QUEST, Superior's Smash Hit**

Over 90 screens full of tantalising puzzles and curious adversaries. "Quest has the polished graphics of a first rate arcade game and the frustration factor of a top class adventure. What more can I say?"

...Micro User

## **AROUND THE WORLD IN 40 SCREENS, The No. 1 Hit From Superior**

Forty superb screens of Repton action in Africa, the Arctic, the Orient, America and the Oceans - plus screen and character editors. "Repton has been let loose upon the world. Great fun for manic lizard fans."

...A & B Computing

## **MR. WIZ, Superior's Arcade Classic**

Will Mr. Wiz out-run the gremlins? Will the zig-zagging crystal ball kill the blue meanie? "Exciting and colourful...I can honestly say that this game is magic."

...Micro User

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

## **Review (Electron User) - "Sam Plays Doggedly On"**

Good old SAM is playing it for the eighth time on Superior Software's latest arcade game compilation. The first of the four titles is Tynesoft's blockbuster, WINTER OLYMPIAD '88, which was a big hit with it was released for the Electron last year.

It's a strange game to include in a compilation, because it comprises six events - separate games - in itself. A maximum of four players can take part, or the micro can control up to three opponents, the object being to win as many medals as possible.



In each of the winter sport simulations you take part in three heats with your best result being compared against those of the other three competitors.

In Bob Sled you drive a two-man sled down a twisting course. The faster you speed through the bends, the further up the side of the run your sled is forced and, if you don't use your brakes enough, you're in for a tumble. If you go to the other extreme and use the brakes too much your time will be slow. A bird's-eye-view of the course showing your current position on it, is displayed in a window on the right of the screen.

Next event is Speed Skating where you provide the energy to drive your skater round a large rink by hitting two keys alternately to make him pick up speed. Unlike other keyhitting exercises, timing is just as important as speed. If you've got a good sense of rhythm you'll easily win this one.

Ski Jump brings out the Eddie the Eagle in you. The event starts off with a rear view of your man waiting at the top of the hill. Once the tone indicates it is time to start your jump, hit Z and X alternately to get up a good speed. Once that is achieved a side-on view of the jump is displayed and you continue hammering the keys to increase speed.

Finally, there is a close-up view of your jumper as he leaps from the end of the ramp and flies gracefully through the air. Using the C and F keys you must keep his skis aligned in order to gain style points and be rewarded with a perfect landing, otherwise it's an ignominious rear-ender.

The Giant Slalom gives a 3D diagonal view of a skier speeding downhill, and you use Z and X to make him weave in and out of suspended poles. It's not too taxing but I've never managed a clear descent.

For me, Ski Slalom is one of the better events. You're given a view from behind the skier as he descends the mountain you guide him between pairs of poles. Sounds easy? Well, some of them are off the screen and an arrow shows which way you must head.

The best is saved until last. Biathlon is a fascinating sport involving long distance skiing interspersed with rifle marksmanship. Moving your skier between target ranges involves rhythmic key pounding. If you get out of synchronisation you rapidly lose momentum.

The shooting is simple, the cassette interface clicks to indicate the rifle being cocked - a neat trick - then a cross descends from the top of the target down through its middle. You hit the spacebar at the right moment to score a bull. Failing to hit the target centrally results in a time penalty. There are five targets to hit in each group.

In all but two events - Bob Sled and Ski Jump - you can abort the second and/or third heats. After each event is completed, the medals are awarded and a medals league table is displayed before you go on.

The graphics in all six events are excellent. They move smoothly and are usually accompanied by simple but effective sound effects. Between events you are treated to a fairly pleasant version of the theme music to the BBC Television programme Ski Sunday.

The second full game in the SAM 8 collection is QUEST, an arcade adventure following in the footsteps of PALACE OF MAGIC. You guide the hero, Walter Cobra, around a maze of rooms looking for 12 power crystals and the Golden Dragon. Your most useful item of equipment is a pair of jet boots which are automatically activated in rooms with triangular objects in them, allowing you to fly across the screen.

Other compilations involve force fields and their power plants which need to be deactivated with stun grenades, and computer terminals which have messages that can



only be accessed if you have the correct password. If you like tough adventures, this is one for you.

If you don't know who Repton is by now, where have you been? In AROUND THE WORLD IN 40 SCREENS you have to guide our little green friend around Africa, across the Arctic, America, the Orient and beneath the oceans.

Having wandered around these screens a little in the past I know they're competently designed and quite fun. The Oceans in particular has been put together by someone with a devious mind - the safe sprites are invisible. You've got the usual tune, of course, and the quality graphics.

The oldest game in SAM 8 this time is the Superior title MR WIZ which dates back to 1984. The scenario is simple, if a little bizarre. You must guide Mr Wiz around the orchard eating up cherries. Three nasties on the first level appear from beneath a mushroom and give chase. Normally they won't move through the earth, but will do so if they get annoyed.

Annoying them seems easy to do - just eat the cherries, or worse, their mushroom. You are not entirely defenceless, because you do have a crystal ball to throw at them. Overall it's a pleasant, smoothly programmed little game and, while the poor relation to the other blockbusters, it doesn't compare too badly.

SAM 8 is a reasonable collection although I've had enough of Repton. As usual if you lack just one of the games it's a good buy - if you're missing two or more it's a bargain.

Llewellyn

### \*\*\* Second Opinion \*\*\* (Electron User)

SAM compilations are superb and can't be bettered for quality of graphics, gameplay or value for money. For newcomers to the Electron scene they must be considered an essential buy, but old hands like myself have seen it all before. Yawn...

Janice Murray

Sound .....	8
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

ELECTRON USER 6.10



# PLAY IT AGAIN SAM 9

## *Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1989: PLAY IT AGAIN SAM 9, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. CAMELOT, Superior/Acornsoft  
2. STEVE DAVIS SNOOKER, CDS  
3. SPYCAT, Superior/Acornsoft  
4. THE LIFE OF REPTON, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. Incompatible  
2. CDFS E00, DFS E00  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00

### **CAMELOT, A New Release From Superior**

Sixty action-packed screens...battling with fireballs against demons, witches and the Knights of the Round Table. Can you find Excalibur and defeat the fiery dragon? CAMELOT takes over where CITADEL and QUEST left off.

### **STEVE DAVIS SNOOKER, The No. 1 Hit From CDS**

Play a friend or Steve Davis (i.e. your computer). Choose direction, speed, spin and power, then watch the balls slip in the pockets.

"There have been snooker simulations before...but this is the best."

...A & B Computing

### **SPYCAT, The Spycatching Smash Hit**

All the thrills and intrigue of the world of espionage...which even "the book" couldn't reveal!

"One hundred screens of fiendish puzzles and unusual adversaries...SPYCAT is a very amusing game."

...Acorn User

### **THE LIFE OF REPTON, Superior's No. 1 Hit**

Repton returns to star in 40 screens depicting his life-story, from baby to old-age pensioner. Also includes screen and character editors.

"A super game which will keep you busy for days - probably weeks."

...Micro User

### **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

### **Review (Electron User) - "Cool Hand Sam"**

PLAY IT AGAIN SAM 9 could probably be best described as the Superior collection for the more sedentary gamer. Consisting of three arcade adventure games and a snooker simulation, it is hardly the most exhilarating of compilations.



First is SPYCAT, a tongue-in-cheek tale of espionage and intrigue in the corridors of power. After fifty years of loyal service, Spycat hears rumours concerning his forthcoming retirement - due to government cutbacks his comfortable pension is to be slashed. Angered by the thought of impending poverty, Spycat decides to take out a little insurance in the form of three top secret research documents.

Your mission is to help Spycat to locate the documents, copy them to microfilm, obtain all of the relevant travel papers to escape to Greenland, fly there and write his memoirs and probably have them banned by the government.

Despite limiting himself to four colour Mode 5, the programmer has managed to create an impressive series of cartoon-like characters and backgrounds - Spycat is a superb Paddington Bear lookalike with a penchant for flashing when ignored for a few minutes. The game was a most enjoyable romp the first time around, and now constitutes a worthy addition to the ever expanding SAM series.

Snooker is a game that has yet to be realistically implemented on the computer screen and STEVE DAVIS' SNOOKER is the epitome of all that is wrong with this type of simulation. The balls are too small to allow for the accurate judgement of angles. Also, the micro is unable to keep track of such a large number of moving balls and as a result the speed varies according to the amount of on-screen activities.

It is played in complete silence and the micro-operated opponent manages the most impossible of shots with uncanny accuracy. Why anyone would want Sam to play it again I don't know.

The third game involves that mainstay of the Superior stable, Repton. No compilation seems complete without it these days. Starring in his autobiography - THE LIFE OF REPTON - our green-skinned reptilian buddy must negotiate 40 testing screens of fiendish action.

Based around the classic REPTON 3 program, the new collection of screens calls upon the different stages of Repton's life as a source of inspiration. The traumas of infancy form the basis of the first eight. In his search for missing teddy bears baby Repton is hounded by monster dogs and is likely to be crushed by the tumbling Humpty Dumpties.

Many lives will be lost in your first few attempts due to a lack of familiarity with the new game characters. To assist you Superior has thoughtfully provided a character comparison chart, with which you can determine which of the new characters corresponds to the eggs, diamonds, boulders and so on before you do something silly.

The subsequent stages of Repton's life story include school days, teenage traumas, work and his twilight years as an ageing reptile. The game's strength has always been its strategic content: Each screen conceals unknown terrors for the player. You are always aware that a single misplaced boulder can render a screen completely unplayable.

THE LIFE OF REPTON is by far the best program in this latest compilation - it even includes the screen designer utility.

SAM's final offering is the classy, colourful and previously unknown arcade adventure called CAMELOT. Your quest as King Arthur in this mythological tale is to search for Excalibur and use it to defeat a fiery dragon. You are hampered by the imposition of a time limit and the fact that nobody appears to respect you any more, the castle being overrun with witches, devils and enemy knights.

You have a single life, the duration of which is determined by the state of your energy level. Physical hazards such as fire, water and banks of vicious pointed spears place a tremendous strain on your well-being.

You are able to wipe out most of your enemies with your trusty zapper until, that is, you run out of zap. The meagre 50 rounds you begin with are soon expended and



new supplies are hard to locate. On the positive side your rapidly diminishing energy reserves can be replenished by opening one of the strategically placed treasure chests. First rate graphics and difficult gameplay make CAMELOT a suitable challenge for even the most accomplished arcade adventurers.

If you are looking for a compilation that gets away from the frenetic keyboard bashing of the FIRETRACK and GALAFORCE variety then get yourself a copy of SAM Volume 9. With the exception of Mr Davis' contribution, good old Sam's done it again.

Jon Revis

**\*\*\* Second Opinion \*\*\* (Electron User)**

Sam's now playing it for the ninth time in this excellent compilation of hit games. The weakest is STEVE DAVIS' SNOOKER, and the most outstanding CAMELOT - a new and challenging arcade adventure that's sure to have you hooked.

Forget the other games - they can be considered freebies - the main attraction is CAMELOT. I loved it.

Roland Waddilove

Sound .....	5
Graphics .....	8
Playability .....	8
Value for money .....	8
Overall .....	8

ELECTRON USER 6.11



# PLAY IT AGAIN SAM 10

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: PLAY IT AGAIN SAM 10, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. ZALAGA, Aardvark  
2. QWAK!, Superior/Acornsoft  
3. 3D DOTTY, CDS  
4. REPTON THRU TIME, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. ADFS 1D00, CDFS 1D00, DFS 1D00  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. CDFS E00, DFS E00

## **ZALAGA, Aardvark's Arcade Classic**

The award-winning, classic shoot-em-up from Orlando, the author of FIRETRACK and Frak! Fast, furious and graphically superb.

"Technically excellent...very addictive...one always feels compelled to play again to discover what the next sheet is like"

...Acorn User

## **QWAK, A New Release from Superior**

An action-packed game with 24 entirely different and very amusing levels of play. Collect the keys and fruit, shoot bubbles at the monsters and avoid the spikes...if you can! QWAK the duck takes over where the CHUCKIE EGGS left off.

## **3D DOTTY, The Smash Hit from CDS**

A very colourful and addictive 3-dimensional version of the arcade classic.

"Great fun...the practice option for all 8 screens gives you a chance to fine tune, before dazzling an audience with your skills. Recommended."

...A & B Computing

## **REPTON THRU TIME, Superior's No. 1 Hit**

Repton's greatest adventure, travelling through 40 screens from prehistory to the future. Also includes screen and character editors.

"Very brightly designed characters...it certainly grabs your attention. ELECTRON USER GOLDEN GAME"

...Electron User

## **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

## **Review (Electron User) - "Gaggle Of Games"**

Sam finally reaches double figures with a compilation consisting of ZALAGA from Aardvark, 3D DOTTY by Blue Ribbon, the ubiquitous REPTON with his time travels and a new arcade game called QWAK.



ZALAGA, a typical classic shoot-'em-up, is an early work from the keyboard of the acclaimed Orlando and is best described as an update of the old Galaxians arcade game. You start each level with a blank screen on to which aliens pour at incredible speed. By positioning your laser base correctly you can dispose of quite a few of them.

Once on screen they form a traditional space invader pattern, moving back and forth then diving down towards you in groups dropping bombs. Between every second screen there's a challenge where aliens stream on without dropping bombs - you must shoot as many of them as possible. You get a bonus depending on your success rate.

While ZALAGA is fast, colourful and furious the good-sized sprites tend to flicker, and although I've made it to level three, you'll need to be a really dedicated keyboard basher to want to play it a lot.

Next up is 3D DOTTY. I'd never seen it before and was pleasantly surprised. You are presented with a three dimensional view of three floors of a sort of multi-storey car park with the floor missing. Small white dots fill the narrow pathways and your little figure - a sort of pac-man with legs - has to go round and chomp them.

Three highly mobile fungi stream across the floor, and contact with them drains your energy. So you run across the floor surfaces avoiding the fungus - which chases you - trying to get every dot, some of which are hidden behind pillars. For your defence you have three blocks that will prevent the fungus following you.

The game is fairly simple, the graphics small but adequate, the sound uninspired and irritating but can be turned off. It makes a refreshing change after the stresses of ZALAGA.

REPTON THRU TIME hardly deserves a mention - you get the game, the 40 screens and the editor. Apart from that it's just more REPTON 3 fun, but we've seen it all before too many times. Sound and graphics are what you've come to expect from this game.

I'm in two minds about the final offering, a new release called QWAK. By itself it's not worth the price of the compilation so if you've got the other three games you're paying over the odds. Then again, it is very smoothly programmed and has a sense of humour.

You control Qwak, a little duck, in a simple levels game in which you collect all the keys on screen and make your way through a door to the next. You can move left, right and jump plus send out a bubble to dispose of baddies. However, completing a screen peacefully - without bubbling a baddie - earns you a nice bonus.

You also get points for various other objects picked up and collecting seven flowers gives you an extra life. The graphics are detailed and the sprites' movement is quite smooth. Unusually for an Electron game, it is in Mode 2 and the extra colours make it very colourful.

As with the other SAM compilations, its value for money depends on how many of the other re-releases you've got. If you're missing two or three of these games then SAM 10 is recommended.

Lazarus

### \*\*\* Second Opinion \*\*\* (Electron User)

The only new game for me is QWAK, an entertaining and addictive, if old fashioned, levels game. I liked the gameplay and the colourful Mode 2 graphics. The other re-releases were all excellent titles in their day, but I'm now bored with Repton. Let's see something a little different on the next SAM compilation, Superior.

Roland Waddilove

Sound .....	7
Graphics .....	7
Playability .....	8
Value for money .....	9



Overall ..... 8

ELECTRON USER 6.12



# PLAY IT AGAIN SAM 11

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1989: PLAY IT AGAIN SAM 11, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. BARBARIAN, Superior/Acornsoft  
2. PIPELINE, Superior/Acornsoft  
3. BARON, Superior/Acornsoft  
4. MONSTERS, Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. Incompatible  
3. Incompatible  
4. ADFS 1D00, CDFS 1D00, DFS 1D00

## BARBARIAN

The brilliant No. 1 hit game from Superior. A very realistic and exciting sword-fighting game, with one and two player options and keyboard or joystick control.

"Very enjoyable and sometimes frustrating"

... Acorn User

## PIPELINE

The widely acclaimed arcade adventure from Superior, with a games designer included.

"PIPELINE is a masterpiece of brain-twisting entertainment. 10/10"

... Micro User

## BARON

A brand-new, mind-boggling arcade adventure from Superior, set in the Baron's forbidding castle. BARON has 133 action-packed screens with 49 different objects to collect and use. Shoot the Guards, but how do you get past the Bear, Mouse, Dog, Rabbit and Wolf?

## MONSTERS

The highly amusing, classic game from Acornsoft. Pursued by monsters along walls and up and down ladders, your only hope of survival is to outwit them by trapping them in holes you dig in their paths.

"This game will drive you up the wall!"

... Acorn User

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - "Baron The Bore"

Good Old Sam is playing them yet again in his eleventh compilation of golden oldies, plus a newcomer not seen before. The latest addition to the Superior stable is an arcade adventure in the CITADEL mould called BARON.



In it, your father, the king, has heard that his best friend, the wizard, has been kidnapped by an evil baron. Your father fathers his army and marches towards the baron's castle to rescue his friend. You, the prince, have taken a short cut and sneaked into the baron's castle to rescue the wizard by yourself.

This is the scenario for a rather poor follow-up to the very successful CITADEL and PALACE OF MAGIC. You wander from screen to screen climbing ladders, jumping from level to level and zapping a variety of dangerous creatures.

There are many objects to be collected and some to be avoided, as they sap your strength. Lose too much energy on a screen and you are sent back to the point at which you entered.

Some creatures bounce up and down or sideways, while others, like the guards follow you closely, depleting your energy. Fortunately, they can be shot, but this is difficult as you have to hit them right between the eyes and as they are sometimes taller than you this has to be done while jumping.

The Mode 5 graphics are quite poor by current standards and are shown up by the other games in this compilation. The characters are exclusively ORed on to the screen and whenever they pass in front of an object you just see garbage on the screen. Surely a proper sprite routine could have been used?

There isn't much sound to speak of. Again, another let down, and running in Mode 5 where there should be memory to spare, so there's no excuse.

If you are addicted to this type of arcade adventure BARON is worth a look. However, it's not the best of its type and I think many will give it a miss.

Best of this compilation is the outstanding PIPELINE. Released over a year ago, it never made much of an impression on the software chart. It deserved to do much better.

PIPELINE is set in the far future at a sulphur mining station on Jupiter's moon, Io. Volcanic activity as surrounded the robot-controlled mining platform with a sea of burning sulphur. So desperate is Earth's need for it that you have been despatched to Io to collect every single drum of sulphur and close down all four mining operations.

The dimensions of PIPELINE make REPTON look like a screen from Pacman. If you were impressed when you first saw the map to REPTON 3, prepare to be amazed by the PIPELINE layout. Each of the four levels is twice the size of a Repton scenario.

The action is viewed from above as you control the hero who scuttles around a beautifully drawn, complex and often deadly maze. The screen scrolls in four directions - like REPTON - as you move about. Not only do you receive a top-quality arcade adventure, you also get character and level designers, and a mission generator.

Sam slays it again with the highly controversial BARBARIAN, notorious for featuring the ample assets of model Maria Whittaker. In this one or two player game you fight the ten minions of the sorcerer Drax, and finally, Drax himself.

You have a choice of either combat practise or the game itself, which is a fight to the death. The former allows you to perfect your attacking and defensive moves against a passive opponent. The slain opponent's body is dragged away by a goblin in a highly amusing scene.

In the fight to the death you start off against a fairly good, but easily beaten sword-wielding barbarian. After twelve hits, or after being decapitated, he falls to the ground and his place is taken by a slightly more skilled opponent.



The only disappointment is with the lack of variety in the graphics. The quality is excellent, but the game lacks quantity. The sound effects are as good as can be expected bearing in mind the Electron's limited capacity for special effects.

The final offering, MONSTERS, has been dredged up from the mists of time. It was a hit way back in the very early days of the Electron's history, when it was one of the best ladders and levels games around. But today it is merely run-of-the-mill.

Run up and down the ladders and along the brick levels, dodging the marauding bug-eyed monsters. You have a pick axe with which to defend yourself, but it's not to hit the poor blighters with, you use it to dig holes. Wait for a monster to fall in, then scamper up and fill up the hole, burying the monster. Leave it too long in the hole and it will escape and turn into a very angry, vicious green monster. These are best avoided.

MONSTERS is a simple, undemanding game that can be used to pass away an afternoon or two. It's not in the same league as PIPELINE, but good fun all the same.

BARON alone does not justify the asking price of SAM 11, so if you've got the other three games in this compilation, SAM 11 can't be recommended. However, if you haven't bought BARBARIAN or PIPELINE separately this compilation becomes a must.

Roland Waddilove

### \*\*\* Second Opinion \*\*\* (Electron User)

A very mixed bag of games in Superior's latest SAM compilation, ranging from the superb PIPELINE to the ancient, but good, MONSTERS and the brand new, but disappointing, BARON. Its value for money must depend on how many of the other titles you have already collected.

Janice Murray

Sound .....	6
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	8

ELECTRON USER 7. 3



# PLAY IT AGAIN SAM 12

## *Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1989: PLAY IT AGAIN SAM 12, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. THE LAST NINJA, Superior/Acornsoft  
2. BY FAIR MEANS OR FOUL, Superior/Acornsoft  
3. SKIRMISH, Go-Dax  
4. BLAGGER v2.0, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. Incompatible  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00

### **THE LAST NINJA**

The state of the martial arts...fighting with fists, swords, numchukas and skurikens, through six puzzling levels. The top BBC/Electron game of 1989.

"Ninja is fast, furious and totally addictive"

...Micro User

### **BY FAIR MEANS OR FOUL**

A realistic and entertaining boxing simulation. You can even cheat...if the ref's not looking! Have you the skills and cunning to become World Champion? Keyboard or joystick controls.

"Excellent boxing game"

...Micro User

### **SKIRMISH**

A brilliant, full-feature version of the classic joust game, with beautifully animated sprites. 1 and 2 player options.

"I can recommend Skirmish wholeheartedly. It is one of the most playable games I have ever seen"

...Micro User

### **BLAGGER**

A new, much-improved version of the classic Alligata Software game, with twenty tricky, but highly amusing levels.

"The game is a winner...very enjoyable, sure to give many hours of entertainment"

...Electron User

### **Instructions**

Please see individual entries for each standalone title for complete playing instructions.

### **Review (Electron User) - "Four Square Compilation"**



The rate at which SAM is churning out compilations is phenomenal and he is now up to number 12. Unlike previous offerings, this latest four-game box of fun does not feature anything new, and all the games have at some time been released before. In fact, some are quite recent releases.

The first game, SKIRMISH, is a trip into a fantasy world in which you sit astride a giant ostrich and engage in medieval-style jousting contests with opponents riding giant buzzards. Weird!

It sets itself apart from other games by taking the idea of a two player game one stage further - you play not only against another human player, but also against a number of other computer opponents. Thus half a dozen combatants can be on the screen at once.

To joust you must fly into an opposing player making sure your lance is higher than his. A vanquished human opponent loses a life and re-appears somewhere else on the screen. A computer opponent however, falls off his mount and turns into an egg, while his riderless buzzard flies off into the distance. You must grab the egg quickly or it will hatch spawning a rider of the next grade.

SKIRMISH features three different types of computer-controlled rider - the bounders, wearing armour, are easy to defeat; the hunters are more cunning and the shadow lords are almost impossible to dismount.

When all the computer-controlled riders have been dismounted the next wave begins. Later stages add even more nasties: The lava troll that stalks along the bottom of the screen ready to grab any foolhardy contestant who comes too close, and the indestructible pterodactyl that flies backwards and forwards until the wave has ended.

The controls are simple: Left, right and flap. The last command causes your bird to flap its wings once. Press it repeatedly to hover and for all your worth to gain height.

THE LAST NINJA is a story of jealousy, power and revenge - of good versus evil and one man's struggle against overwhelming odds. It is easily the best martial arts cum adventure on the market (except for the recently released LAST NINJA 2).

An evil Shogun slaughtered the Ninja community on its once-a-decade visit to the sacred island of Lin Fen. A solitary Ninja had been left behind to guard the shrine, feed the cat and other such tasks. Now he has sworn to avenge the deaths of his comrades and re-build the Ninja empire.

You play Armakuni as he begins his assault on Lin Fen. There are 16 locations on the island and you must kill every guard and collect all available objects on each level before moving on to the next.

Level one is set in the wilderness, a barren wasteland of rocks, bushes and paths, but it is patrolled by the Shogun's warriors. Initially unarmed, you must pummel your opponents using only your fists and feet. Things become a bit easier as you round the first corner and find an abandoned sword - the first of five weapons. The instructions advise you to use the same weapon as your opponent, but I found the sword to be effective against most adversaries.

THE LAST NINJA is quite a departure from programmer Peter Scott's traditional style - the prolific author of countless cute platform games had really come up with the goods this time. NINJA is fast, furious and totally addictive.

In spite of its rather peculiar title, BY FAIR MEANS OR FOUL (BFMOF) is in fact, a boxing game. It allows you to execute a variety of boxing moves, including body blow, uppercut, standard punch and duck punch.

You can also move backwards and forwards and block your opponent's blows by engaging either a high guard or a low guard. These are the fair moves, but you can also



execute foul ones - head butt, knee kick and groin punch. The fights are supervised by a referee who will try to ensure a good clean fight. However, there are times when his attention wanders, so if you want to play dirty, that's the time to act.

The probability of executing a foul move without attracting the referee's attention is indicated by the colour of a box below your score. If it is red then you will almost certainly be spotted, while red/white indicates that you stand a reasonable chance of getting away with it. A white silhouette gives the all clear for all manner of foul deeds.

Rounds are one minute long, and the time can seem to go very quickly when you are losing. If neither player manages a knockout, the one with the higher energy level at the end of the round is the winner. The defeated player loses a life. If you manage to defeat your opponent five times you go on to fight a tougher opponent.

The ring scene graphics are not particularly impressive and the game seems rather devoid of colour. However, the animation of the two boxers is very lifelike, as they swing their arms and jump around on their toes.

BY FAIR MEANS OR FOUL is the result of a well-used idea approached from a different direction and, as such, has been implemented well.

Feel in the mood for a bit of thieving? Like to rob a safe or two? Well, BLAGGER gives you the chance. This is by far the oldest game in the compilation, first reviewed in the September 1984 issue of ELECTRON USER.

As Roger the Dodger, intrepid master burglar, you have four lives and 20 different screens to search for golden keys in houses, shops and banks. It's nothing if not addictive and a great deal of patience and thought are required to work out how to get through each scene.

Some surfaces melt as you walk over them, mysterious gooseberry-like objects kill you if you touch them and sundry nasties such as spaceships, humbugs, gnashing teeth, locomotives and RG signs (the author's initials) must be avoided.

After collecting all the keys on the screen you make your way to the safe which will then open and let you move on to the next screen. However, this is difficult if you have eroded away the only escape route while collecting the keys. There is also a time limit in which to complete the screen.

The game is a winner and is very much a just-one-more-go piece of software. The program makes good use of colour and graphics, though the sound can sometimes be a bit irritating. BLAGGER is very enjoyable and sure to give many hours of entertainment.

Overall, this is yet another winning compilation from the Superior stable. The individual games were all once full priced and sold extremely well. As part of a compilation they are unbeatable.

Julie Boswell

### \*\*\* Second Opinion \*\*\* (Electron User)

Once more Superior Software has produced a compilation of superb quality. The games can't be faulted and for just under a tenner represent good value for money.

The only cloud on the horizon is that as these games were so popular when first released, you may already have one, two or even all four of them. Each game that already have diminishes the value of this unimaginative PLAY IT AGAIN SAM 12 compilation.

Roland Waddilove

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	10



Overall ..... 9

"Electron User Golden Game"

ELECTRON USER 7. 6



# PLAY IT AGAIN SAM 13

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1989: PLAY IT AGAIN SAM 13, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. BARBARIAN II, Superior/Acornsoft  
2. HYPERBALL, Superior/Acornsoft  
3. PERCY PENGUIN v2.0, Superior  
4. PANDEMONIUM, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. CDFS E00, DFS E00

## BARBARIAN II

Have you the skill and strategy to reach the Dungeon of Drax? Twenty gruesome monsters to defeat in an 80 screen maze.

"The monsters are spectacular in size and depth. A most impressive and playable game."

...Acorn User

## HYPERBALL

A brand-new release by Superior. The best version ever of the classic 'bat-and-ball' game, with 6 levels and a massive total of 120 screens. Special features include: infra-red scanners, 8-ball splitters, aliens, cannons, weapons' purchase, bonus rounds and screen-jump options.

## PERCY PENGUIN

The classic and highly addictive game by Superior. Percy must kill the Snobeys in the frozen maze by hurling ice cubes at them, but deadlier breeds then appear!

"Enjoyable to play with good graphics and sound"

...A & B Computing

## PANDEMONIUM

A brilliant 'Top Ten' game by Peter Scott featuring teleporters, lifts, springs, weird aliens to shoot and lots, lots more, as you attempt to construct the core.

"Eighty screens of fun make this game my favourite"

...Micro User

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - "It's Lucky Thirteen"

Superior Software certainly shows no signs of superstition as it launches number thirteen of what is easily the longest running series of compilations for the Electron. Four more programs from the recent, and more distant, past - two of which were coded by the ubiquitous Peter Scott.



HYPERBALL is a game of the Breakout genre. You'll probably remember the Breakout revival of a couple of years ago when straightforward brick busting gave way to a more sophisticated game with feature bricks and bonus levels. HYPERBALL is one of these.

With a comprehensive set of feature bricks at your disposal you could be forgiven for thinking that the game was going to be a piece of cake - well, don't you believe it. This is one of the most formidable Breakout clones that I have encountered on any machine. Combine this degree of difficulty with the fact that there are 120 arenas to complete and you could be faced with hordes of Hyperballers.

Thankfully the programmer has anticipated this problem and split the 120 arenas into six groups of 20, allowing you to start on any one of the six. At least in this way you will get to play on a minimum of six different arenas.

Catching a dislodged feature brick activates one of the eight possible special effects, the majority of which work in your favour. Catching the Detonator brick allows you to split the ball into eight separate fragments with a press of <RETURN>. This is most effective if you have just manoeuvred your ball behind the wall. The Slowball brick is self-explanatory, as is the Stickball one. Infrared changes the colours on the screen, making otherwise invisible bricks appear again.

A little firepower is introduced with the inclusion of a Laser brick, and Indestruct increases the mass of your ball, giving it the ability to plough effortlessly through even the most robust of brick walls. Smart-block is a bit of a sneaky inclusion: If you are able to collect three of these special pieces of masonry without losing a life you can move straight on to the next arena.

This sounds hunkydory until you begin collecting these blocks. I am certain that the program drops them in such a way that you are tempted into lunging for that third elusive block, inevitably losing a life in the process. The final variety of brick is disguised as an alien and, if collected by accident, has unfortunate effects upon the wellbeing of your bat.

A touch of originality is injected between rounds. The successful completion of an arena is rewarded with a simple bonus routine. A flashing bat appears on the screen and all that you have to do is press the Spacebar when it is visible and you earn yourself bonus points. OK, so it's hardly an Earth shattering bonus round, but what is useful is what you can do with those points once you have won them.

If you aren't too concerned about achieving immortality in the high score table you can trade points for three types of laser cannon, a warp drive or an extra life.

HYPERBALL is one of the biggest and best versions of Breakout on the Electron, and a most worthy inclusion on this compilation.

PANDEMONIUM, second in the compilation, is unmistakably from the keyboard of Peter Scott, the prolific author of countless platform games, most of which look just like this one.

On this occasion you are faced with the task of collecting all 12 parts of a core. The instructions are pretty vague so we must assume that some sort of nuclear reactor is involved. Armed with a laser, a healthy jump, the reflexes of a cat and the intellect of Einstein you set out into a hostile world that is literally teeming with alien beings and nasty stinging plant-like things.

To make things easier, anything you are supposed to collect is coloured blue. In addition to the core parts you will find food, laser energy and extra lives.

PANDEMONIUM is a highly polished example of Mr Scott's work. As usual, lateral thinking should be used at all times. Identify the most logical route from A to B then ignore it completely, select what appears to be the most unlikely of directions and you won't be far wrong.



Apparently impossible jumps between platforms can often be negotiated by having at least one foot standing on thin air before you take off. Impressive vertical jumps can be achieved by standing on one of the many large springs.

Worthy of note are the phone box teleports, which can provide a speedy means of transport in an otherwise hostile environment. The only snag is that you must know the code number of your destination teleport before you can operate the device. In other words you have got to have reached the far teleport on foot before you can take a short cut.

This is not a program that pushes back the frontiers of platform gaming, but what it does, it does well.

PERCY PENGUIN is a version of a game that was a moderate success in the arcades back in the mid-eighties. Unfortunately it isn't the best of the arcade conversions that reached the Electron.

It is set in a maze-like arctic wilderness constructed of blocks of ice. The inhospitable landscape is inhabited by Percy Penguin and a swarm of Snobeas, stinging creatures that have an insatiable appetite for penguins.

As luck would have it, Percy has left his mega-turbo laser pistol back in the igloo, so he must improvise if he is to survive. The aim is to rid the maze of Snobeas, the numbers of which increase as you progress through the levels.

The penguin is an inventive little critter and Percy soon realises that an ice cube weighing several hundred kilos takes a heck of a lot of stopping once it gets moving. Using a combination of careful positioning and some pretty good timing you can help Percy puree the Snobee population.

As a game, PERCY PENGUIN falls down in several areas. Response to the controls is poor, the fluidity of the action suffers in proportion to the degree of on-screen activity, and there is no indication as to where the new Snobeas will appear.

In the original game the inactive Snobeas were encased in blocks of ice, so you knew where to stand before killing your next one. In this version the newly hatched bees appear at random, but more often than not, random means right beside Percy and you're minus one life.

I suppose that if you haven't been spoilt with the original then you won't notice the discrepancies, but you'll still have to thump the push button until you get a response. For me this is the weakest of SAM's offerings, but one out of four isn't too bad.

Sam's final tid-bit is BARBARIAN 2. In the first episode of this hack and slash extravaganza Mr Barbarian took on all comers in his valiant bid to free Princess Mariana, alias the curvaceous Ms Whittaker, from the clutches of the evil Drax. Drax escaped justice and fled to the deepest recesses of his lair. If the world is to sleep easy in its bed the Barbarian or Mariana must venture forth into this hostile land and seek out the coward. Yes, she is just as likely to kill the dinosaurs as he is!

BARBARIAN 2 employs a different format. The straightforward fight to the death has been replaced by an arcade adventure type scenario. The game is still packed full of hacking and slashing, but this time you also have to walk about and find objects.

Spread over four levels, with roughly 26 screens each, the Drax domain is quite extensive. An additional element of difficulty is introduced in the form of changes in direction as you step from one screen to the next.

It may appear that you have merely moved by one screen to the right, but don't you believe it. If you keep an eye on the compass arrow at the bottom of the display you will find that you have turned through 90 degrees. As the instructions state, a map



is pretty useful if you are to collect all of the objects and then find your way back to the exit.

Keyboard controls are used throughout: These are extensive, complicated, and one of the biggest difficulties you will encounter in playing the game.

Our hero or heroine can perform six directional and four aggressive moves, the latter being initiated by pressing <RETURN>, plus any one of four direction keys. For a long time I found myself turning around or jumping into the air when what I actually wanted to do was decapitate my opponent with a flying neck chop. Most of the humanoid opponents have been replaced by horrible nasty creatures that snap and bite, plus an oversized yellow dinosaur with a taste for musclemen.

Various objects must be collected en route, many of which have magical properties, without which your quest is doomed to failure. The orb and shield guard against death from Drax's magic and the demon's fire, while other trinkets boost the usual parameters such as strength and resistance to damage.

BARBARIAN 2 gives you very little time to ponder your current predicament. If you stand around for more than a couple of seconds there is a puff of smoke and some slobbering beast starts lumbering in your direction.

How you are supposed to sit with pencil and paper and map each level I don't know. I spent most of my time trying to avoid the monsters, rivers and those infernal bottomless pits.

With patience, and a fair amount of effort, you will eventually master the complex control combinations that are the key to success in BARBARIAN 2 - from then on things really begin to get difficult.

It would appear that Superior has come up trumps again with yet another cracking compilation. Thirteen may be an unlucky number for some but certainly not for Sam.

Jon Revis

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 7. 9



# PLAY IT AGAIN SAM 14

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1989: PLAY IT AGAIN SAM 14, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. PREDATOR, Superior/Acornsoft  
2. BALLISTIX, Superior/Acornsoft  
3. SUPERIOR SOCCER, Superior/Acornsoft  
4. STAR PORT, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00

## PREDATOR

Nothing like it has ever been seen before! You've heard about the Schwarzenegger film PREDATOR...now you can play the leading role. Fight your way through the South American jungle, but, beware the mysterious alien...

"A fun game having a lot of the feel of a Schwarzenegger film"

...Micro User

## BALLISTIX

It's whole new ball game! The fastest, wackiest, toughest computer game yet to appear. Play against a friend or the computer...60 different screens.

"BALLISTIX is original, fun and very addictive. Each new level is a challenge which brings a new court layout with several surprises"

...Electron User

## SUPERIOR SOCCER

An action-packed arcade game, with realistic graphics, or a challenging football management game...or, for the ultimate in football excitement and realism, you can play a combination of both!

"Puts you in the role of football player/manager, combining on-the-field action with strategic planning just like the real thing!"

...BBC Acorn User

## STAR PORT

A brand-new arcade-adventure with 60 action-packed screens, written by the author of QUEST and CAMELOT. Rescue the medical supplies from the strange triangular space station...but only if you can solve the increasingly difficult letter-puzzles on each level.

## Instructions

Please see individual entries for each standalone title for complete playing instructions.



# PLAY IT AGAIN SAM 15

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1990: PLAY IT AGAIN SAM 15, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. LAST NINJA 2, Superior/Acornsoft  
2. CYBORG WARRIORS, Superior/Acornsoft  
3. NETWORK, Superior/Acornsoft  
4. RICOCHET, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00

## LAST NINJA 2

The Last Ninja is back with a vengeance! Battling with fists, shuriken stars, swords and lots of other devious weapons, against the evil Shogun in downtown New York.

"Animation is excellent and there's lots of detailed scenery. The puzzles are quite fiendish" ....Micro User

## CYBORG WARRIORS

A brand-new release by Superior. A multi-level, sideways scrolling shoot-em-up, with lots of weird robots and monsters to shoot, and tokens to collect which can give more powerful weapon systems. The BBC Micro/Master version has a joystick option, which allows two players to battle together.

## NETWORK

An action-packed 'Top Ten' game by Peter Scott, featuring teleport machines, lifts, springs, strange aliens and lots, lots more. Shoot your way through more than 100 different screens as you attempt to collect the twenty parts of the 'Flynche' machine. Nerve-tingling excitement.

## RICOCHET

A massive arcade adventure with brilliant graphics, as you control SPRAT, the Small Partially Robotic Alien Time-Traveller. Five different levels: FORTRESS, TECHLEV, DERELICT, THE UFO and ANCIENT.

"A superb problem-solving game. A must for your games collection"

...BBC Acorn User

## Instructions

Please see individual entries for each standalone title for complete playing instructions.



# PLAY IT AGAIN SAM 16

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1990: PLAY IT AGAIN SAM 16, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. HOSTAGES, Superior/Acornsoft  
2. VERTIGO, Superior/Acornsoft  
3. PERPLEXITY, Superior/Acornsoft  
4. PIPEMANIA, Superior/Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : 1. CDFS E00, DFS E00  
2. CDFS E00, DFS E00  
3. CDFS E00, DFS E00  
4. CDFS E00, DFS E00

## HOSTAGES

Commando action and strategic planning. Place your snipers, abseil down the Embassy and smash through the windows to rescue the Hostages. Suberb graphics and sounds. Keyboard or joystick control.

"We are used to big blockbuster games from Superior, and Hostages is no exception"  
...Micro User

## VERTIGO

A brand-new release by Superior. Five levels of fun and frustration as you try to balance your way around fifty different weird and wonderful structures. The addictiveness of play that makes for a classic. Superb music and sound effects. Joystick option (BBC Micro/Master version). Enhanced BBC Master disc version.

## PERPLEXITY

Three-dimensional strategy game for all Repton and Pacman fans. Puzzle your way through 16 graphically brilliant mazes with keys, magic potions, mystery boulders and monsters.

"A classic for your collection, but you may end up smashing your Beeb in frustration"  
...BBC Acorn User

## PIPEMANIA

The brilliant and highly acclaimed game from Empire Software. Frustration as you try to join the pipes and let the flooz flow. Joystick option (BBC Micro/Master version). One or two player options.

"A classic puzzle game that is so addictive, it should come with a Government Health Warning"  
...Computer & Video Games

## Instructions

Please see individual entries for each standalone title for complete playing instructions.



# PLAY YOUR CARDS RIGHT

*Professional, Originally Released On Cassette Only*

Game Type : Chance Game Based On TV Show  
Author : Unknown  
Standalone Release(s) : 1986: PLAY YOUR CARDS RIGHT, Britannia, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BRITTANIA, Unit M28, Cardiff Workshops, Lewis Road, CARDIFF  
CF1 5EB  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"BASED on the highly successful TV game. The TV game is a London Weekend Television Production, made in association with Mark Goodson and Talbot Television."*

Based on the highly successful TV game. Hosted by Bruce Forsyth and adapted for your home computer.

It is a game for two players, or a single player playing against the computer, attempting to achieve maximum points by doubling your points on the turn of a card, just like the TV game.

**Instructions' Source** : PLAY YOUR CARDS RIGHT (Britannia) Back and Inner Inlay

## Review (EUG)

As the software house suggests, this is an ultra-rare BBC/Electron game. As the software title suggests, it is (or at least was at one time) the official home computer conversion of the popular Bruce Forsyth game show in the days when points "made prizes" (not "rich people"). Of course, most of the show's continuing success to this day lies in the fact that a) Bruce Forsyth presents it and b) it is a very simple game based in large part on luck.

Bruce grins cheekily at you from the cassette and disk covers above the old kaliedoscope jack logo of PLAY YOUR CARDS RIGHT but, as you might suspect, he makes no actual appearance in the game itself (via a graphic representation, that is). Therefore, after the instantly recognisable jam of PYCR music has been emitted from your micro, you fall back onto the simple higher/lower five card walk across the screen - the winner winning two of three games! - and the final gamble for big points if the cards go in your favour.

Initially it sounds like a fairly simple program to write but if you think hard about the game show format, you quickly realise that there are many rules to consider. Happily, the author appears not to have neglected any and, after inputting whether you are playing against the machine or a 'friend', you are presented with a screen asking you "We asked 100 men/women/married couples in their 20's/30's/40's" followed by a series of imaginative survey questions. By the millennium, the show's questions had become much sillier than when this program was written and the game doesn't present any strange surveys involving Bruce's sexual magnetism or entertainment value (or lack of them as is usually implied). Disappointing news for most.

As is the norm, player one can guess any number from 1 to 99 people who answered in a certain way and player two can guess either <H>igher or <L>ower. The input of numbers is shown in a way similar to the TV's desk counter with big digital numbers and (flashing) arrows pointing up and down. Unlike the TV show, the winning number is not displayed but the reasoning why not is sound as, with a limited supply of



questions, this lengthens the number of times the same questions can be attempted. An exception is when the guess is "bang on"! For the next question, it is player two who guesses first, with player one bidding all the numbers higher or lower.

The card board is as you would expect with two lines of cards, the first turned over, and the options <H>igher, <L>ower, <F>reeze and <C>hange card (if the rules permit). Whoever has won the question - and it is almost invariably the player with the question's <H>/<L> option - can try and advance to the last card "by predicting whether each of the cards is higher or lower than the preceding one. Whoever turns over the final card wins the game."

The strategy couples usually employ on television is to think in terms of the number of the cards in the pack higher or lower than the one they are currently staring at. Hence, on a three, four or five (of whatever suit), they never go lower and likewise with the cards towards the top of the pack (the Ace counts as high!), they never go higher. As we all know though, this does **not** work with computer random numbers and, when employing the same strategy as game player, the cards become real b\*\*\*\*\*s - all too often seeming to give out unrealistic shuffles.

Despite this, progress can be made by following the tried and tested method (it just takes longer!) and it's hard not to hear Bruce reading out the questions in your head as you read them. There do seem to be a number of times when the gameplay just doesn't suit the rules though and, considering Britannia just assume we've all watched the TV show and just drone on about the game's copyright on all the inlay covers, it's impossible to check whether the rules were different on the older TV shows than they are now.

For instance, guessing wrongly usually gives the opposing player a "free go" on TV. In the game, this is also the case but, for some odd reason, if it is the very last card that is incorrectly guessed the freebie is forfeited. There seems to be no logical reason why.

While the rules on changing cards are correct (in that you can only change the card if you "freeze" the game then answer another question correctly to get control again **or** have won a question and are beginning at card one for the very first time), when the computer "freezes" then regains control, its attempt to change the card fails due to a bug in the program code. This means the real player has a very unfair advantage and to get around this, it's best to choose a two player game, choose which player you want to be and then best guess for both players. Doing this also means you always get to try for big points too!

Probably the best part of the game is this straightforward big points gamble, which dispenses with questions but simply gives you 200 points to gamble over seven cards. In the television show the object is to gain a certain number of points by a certain card but this is not implemented here, although you can always choose to play it that way if you wish.

You choose to bet anything from 50 points to whatever you're holding on whether the next card will be higher or lower. Although you're not gambling with money, it's surprisingly tense - especially when you build up a fortune in points and decide to risk it all! Your points then becomes the high score if appropriate.

Although PLAY YOUR CARDS RIGHT does well, certain improvements to the change card (and possibly free go forfeit) bugs and a more realistic routine for getting cards would help its playability. Plus, of course, it's annoying that there are a limited number of questions. Other titles in the same league (e.g. BLOCKBUSTERS, BULLSEYE and TREASURE HUNT) all come with sets of **question files** which increase lastability by a good measure. As the game was officially available on disk, these would have been an even better idea than with most - as loading time would be far shorter! Another irk is the message "You're score =" which is totally unacceptable, full stop.

Finally, the only join-in audience shout incorporated is the "Nothing for a pair - not in this game!" one and, as the many more are all part of the game's atmosphere, these should probably have been included too. Still, despite these criticisms, it's good for a few hours' fun.



Dave Edwards, EUG #53



# PLAYBOX

***Professional, Originally Released On Cassette Only***

Game Type : Educational Games  
Author :  
Standalone Release(s) : 1984: PLAYBOX, Comsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 218  
Supplier : COMSOFT, 67 Kent Road, Harrogate, N YORKS HG1 2NH.  
Tel: 0423 57464  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

Instructions currently unavailable.

## **Review (Electron User)**

This superb tape, containing three separate programs, will be a valuable and popular addition in many schools and homes. I would certainly have spent my money on it even with only two of the three games - the third is the icing on the cake!

Hangman must have been played in every home and school as it's a superb way of stimulating young children to think about their spelling vocabularies without it ever appearing to be work. The trouble with some implementations I've seen for micros is that the graphics tend to either be very poor or to emphasise the gory ending of the game.

Here the graphics are bold, colourful and friendly - not even the youngest child would be frightened by them. There are a variety of vocabularies built into the program, sorted either by age or by subject category. There is also a most useful option, in which the teacher could input words for the child (perhaps related to a reading scheme or current topic), or two or more children could try to outwit each other. Although many educationalists frown on competition, children revel in it and the competitive angle is a strong stimulus for some.

The second game is called Memory and is a version of the old but enjoyable game of pairs, played with playing cards. Here two children play against each other, turning over two cards to reveal pictures and shapes. When a pair is matched, that child scores a point, the cards are left revealed and the game continues.

The method of entering the chosen cards is simple and fairly young children will soon grasp the idea. Although the graphics are less impressive than in Hangman, they are quite presentable and clear.

Phil Tayler, ELECTRON USER 2. 1



# PLUNDER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Strategy; Elizabethan Trading Game  
Author : D. G. Evans  
Standalone Release(s) : 1984: PLUNDER, CCS, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CASES COMPUTER SIMULATIONS, 14 Langton Way, London SE3 7TL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"A game of Elizabethan strategy. The year is 1587 and Spain is preparing a massive Armada. To finance this enormous fleet, the Spaniards are running gold from the American continent back to Spain. Your task is to patrol this area and prevent the gold reaching Spain in the time allocated. Ferocious sea battles are enacted. After each salvo, damage and casualty reports are shown so that you may decide to re-engage the enemy or retreat. If you win you will need the gold you plunder to pay for the damage to your ship and shanghai more crew. You are determined to be more successful than your hated rival Sir Francis Drake. There are three levels of difficulty and two types of game."*

## 1. Object Of The Game

You are the captain of a British galleon. You have been commissioned by Her Majesty to stop the Spaniards running gold from the New Lands to Spain. To earn a knighthood you must achieve one of the following:

		Gold pieces stopped
<b>Short Game</b> (60 turns)	Level 1	20,000
	Level 2	40,000
	Level 3	60,000
<b>Long Game</b> (120 turns)	Level 1	40,000
	Level 2	60,000
	Level 3	120,000

## 2. Information Available

A high resolution chart of the Atlantic Ocean is displayed showing your position. Continuous reports showing:-

GOLD ST	-	Number of gold pieces stopped.
URNS	-	Number of turns elapsed.
GOLD	-	Number of gold coins on board.
WEATHER	-	Weather conditions in the area of your ship.
MORALE	-	Number of victories. This factor will affect the morale of your crew and their fighting effectiveness.
WEAPONRY	-	The number of annons operational. Note: maximum number allowed is 30.
MEN	-	Number of men on board. Note: maximum number allowed is 400.
SHIPS	-	A measure of the soundness of the ship.
CAN'LOST	-	Number of cannons destroyed in last attack.
MEN LOST	-	Number of men lost in last attack.
D.P. LOST	-	Number of Damage Points lost in last attack.

## 3. Decisions Required

When to attack or not.

Whether to fire cannons or go alongside and board the enemy vessel. (If the enemy is too damaged the enemy will sink and the gold will be lost.)



When to return to a port to make repairs and replenish the crew.  
Whether to explore uncharted islands or abandoned ships.  
Whether to trade in the bazaars of the port.

#### **4. Playing The Game**

When the game starts you are in command of a ship which appears on a high resolution map of the west of Europe, the Atlantic, northwest Africa and the east coast of America. Through use of the cursor movement keys, you ship is manoeuvred about the map. What the weather is like determines how easy it is to find the Spaniards. When one is found though (and there are four types of ships) the lookout informs you that one has been spotted. You are then given the option of attacking/retreating and then firing/boarding. If you decide to attack a graphic display of your choice of combat is then enacted. The fight is conducted over a number of rounds. At the end of each a result of the action is shown.

Dotted around the map are seven ports masked in red. On entering the location of a port a graphical representation of the harbour is displayed. The player must then manoeuvre his ship through the other ships in the harbour and land against the dock. At the dockside is a marketplace where various services/goods can be purchased. The various prices are all set up at the start of the game and vary from port to port. Trading goods from one port to another is one way of obtaining gold to finance repairs.

#### **5. Hints On Play**

If your ship has less than 11 Damage Points left, it will sink. If your crew falls below 20 then the crew will lose control of the ship and the ship will sink. Spanish ships are easier to find when the weather is calm or mild than when the seas are stormy.

Spanish warships have more fire power than galleons or merchant ships or troop ships. Avoid engaging in early stages of the game.

**Instructions' Source** : PLUNDER (Cases Computer Simulations) Back and Inner Inlay

**Reviews** : No Review Yet



# **PLUS THREE GAMES DISC**

*Professional, Originally Released On ADFS 1D00 Disc*



# PODD

## *Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-11  
Author : Don Walton  
Standalone Release(s) : 1984: PODD, Acornsoft/ASK, £9.95  
Compilation Release(s) : 1985: BEST FOUR - LANGUAGE, ASK, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : APPLIED SYSTEMS KNOWLEDGE, 68 Upper Richmond Road, LONDON  
SW15. Tel: 01-874 6046  
Disc compatibility : CDFS E00, DFS E00

### Instructions

*"Podd has a secret. When you find out, don't tell anyone. Podd can do lots of things that you can do but this adorable character can also perform many unusual actions. Podd actually knows 120 words but isn't going to tell you what they are. You have to find them. You'll probably have to think very hard about the action words that you use. You may want to ask your friends or even use a dictionary for some ideas. Podd will fascinate you, frustrate you, charm you, make you laugh and give hours of fun. Make a friend. Play with Podd! Ages 5-11"*

PODD is a fascinating character who can do many things. When you type a word describing an action such as "run" or "jump", Podd does it. Podd's antics are great fun. But Podd is still a stranger to the world of boys and girls and has not yet had time to learn any actions connected with objects. For example, Podd can't ride a bike or play with a ball or read or write, but Podd does know how to do some unusual things entirely alone. Podd actually knows 120 words but isn't going to tell you what they are. You have to find them. When you do, keep them a secret!

### In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

### How to use the program

The program tells you what to do at each stage.



In game 1, Podd does single actions. In game 2, you can ask Podd to do several actions, one after another. To select either game, type 1 or 2 and press the <RETURN> key. If this is the first time that you are playing, try game 1.

### **Game 1:**

Podd appears with the words, "Podd can...". The computer is waiting for you to type in a word. Now think of something you would like Podd to do. When you have decided, type in the word, press the <RETURN> key and see what happens.

If Podd knows the word, Podd carries out the action. When Podd has finished, Podd will be ready for the next word. Once again, "Podd can..." appears at the top of the screen.

If you use a word that Podd doesn't know that Podd doesn't know, the words, "Oh no I can't!" appear under the first sentence. The space bar symbol appears at the same time. Press the space bar.

Podd appears again with the words, "Podd can...", so that you can try another word.

When you want to try game 2, press the <ESCAPE> key to go back to the beginning of the program.

### **Game 2:**

Type in the number of actions that you would like Podd to do (between 2 and 5) and press the <RETURN> key.

Type a word into the first box and press the <RETURN> key. If Podd knows the word, a little smiling face and the space bar symbol appear. Press the space bar. Type in the next word and press <RETURN>.

If Podd doesn't know the word, the message, "I do not know that word!" appears at the top of the screen. The space bar symbol appears at the same time. Press the space bar and try another word.

Remember to press the <RETURN> key after each word. When you filled in all the boxes, press the space bar, sit back and let Podd entertain you.

At the end of the sequence the space bar symbol will appear. When you press the space bar you will be taken back to the beginning of the program.

### **Educational notes**

Children learn through play. Playing is experimenting with the world. Through this children begin to learn to control their environment and they discover the most powerful method of self expression and control, language.

Podd has been designed as a program which uses the power of play to promote language development. The incentive of being able to control Podd will draw on the vocabulary that they know already and encourage them to search for new words. Podd knows 120 words, some of which are synonyms and can help as clues to other words.

If things become rather frustrating, a suggestion about possible words to try, will inspire new ideas. A dictionary will be very useful if children are going to make the best use of this program. They will undoubtedly go to friends of all ages for ideas as well. It might be useful to suggest they keep a written list of the words that Podd knows.

Assistance with spelling might be required. Podd will not recognise actions if they are mis-spelt. It may be a good idea to write the word down and to help the child to memorise it. It could then be typed into the machine or written down on the list by the child. This could encourage accurate spelling.

As another activity, children might like to devise their own Podd booklets of action sketches or cartoon strips with lists of words. They will find it easy to draw a satisfying picture.



**Instructions' Source** : Podd (Acornsoft/ASK) Back Inlay and Booklet

Reviews : No Review Yet



# POKER

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Superb Graphical Poker Simulation  
Author : Tom Pinone  
Standalone Release(s) : 1986: POKER, Duckworth, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DUCKWORTH, The Old Piano Factory, 43 Gloucester Crescent,  
LONDON NW1 7DY  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"You are in a noisy, smoky saloon bar with six seasoned poker players. One of them, maybe evil-looking, cigar-smoking Black Jake, deals out seven hands of five cards each. From then on you are on your own with \$1000 dollars to lose. First the betting goes around the table until everyone has stopped raising the stake or dropped out of the game. Then you can change up to three of your cards to make a better hand, and the betting continues. When the betting is over, the cards are shown and the best hand wins. If everyone else has thrown in their hand the last player wins but won't show you his hand. The next round then starts with another dealer. Moll, the attractive barmaid, serves the drinks and also gives advice if asked!"*

*"Full instructions and rules of play are provided in the game and the computer will even decide which of your cards to change should you wish to change them. A word of warning: don't assume that your fellow players are beginners - they probably bluff and double-bluff far better than you ever will! Warning - this game can seriously damage your wealth!"*

*"ISBN 0 7156 2138 6. In UK Only £5.95."*

**Instructions' Source** : POKER (Duckworth) Back and Inner Inlay

### **Review (Electron User) - "Poker Comes Up Trumps!"**

The smoke hangs heavy in the still air of the Wild West saloon. With an evil glint in his eye Black Jake raises the stakes once more. Is he bluffing? Can you afford to find out? Just two of the nail-biting questions you will ask yourself as you play POKER from Duckworth. Here is an opportunity to pit your skills against six of the meanest players in a game of five card draw poker.

Instructions on how to play the game are provided within the program, so even if you have never played poker before you will be able to hold your own with the best of them within ten minutes of loading the game. Play is simplicity itself. Whenever you are due to make a move a menu of the available choices is displayed. The micro even sorts your cards into the right order.

The dealer deals six hands face down and one for you face up, this being followed by the first round of betting. Stakes are raised in multiples of eight dollars, with no upper limit.

You begin the game with 1,000 dollars. You can stick, throw in your hand or discard up to three cards. Any new cards are dealt and the second round begins. Betting continues until all remaining players have agreed to see each other's hands. At this point the computer announces each hand in turn and pays out the winner.



If you are new to the game you may be unsure of the best move to make so you can have a quiet move with Moll the barmaid who will make suitable suggestions.

On occasions it can be quite rewarding to bluff your way through a hand. Your opponents are all experienced players and will often do the same thing. There is nothing worse than chickening out only to find that Billy the Kid only had a pair of twos!

I found POKER to be totally absorbing. Even though the money wasn't real I still got a thrill from collecting a big win.

Sound .....	5
Graphics .....	7
Playability .....	9
Value for money .....	9
Overall .....	8

Steve Brook, ELECTRON USER 4. 2



# POLAR PERILS

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Review (Electron User)

What's your attitude to polar bears? Do you think that they're sweet, cuddly things, wrapped up snugly in white fur jackets looking like something off a Christmas card? That used to be my opinion until I played POLAR PERILS.

The action is set in the Arctic and your job is to guide your eskimo through the icy wastes, safely. Easier said than done!

The first screen has the eskimo at the top of the screen facing the cold Arctic waters. He has to get to the other side by leaping onto a passing ice floe. The trouble is that these floes move randomly and there's no guarantee that the one chosen will take the eskimo within leaping distance of the other shore. Happily you do have three eskimos, but it's amazing how fast you use them up.

To make things worse a polar bear is also leaping from floe to floe looking for its dinner (the eskimo). You have to guide your little man to one of the two islands, grab the spear you will find there and kill the bear.

Next comes a trip across the ice, which is so thin that in places it can't bear the eskimo's weight. The bears can't wait either and try to devour him while he's attempting to collect rocks which can be used to map out a path through the thin ice and so to the other side.

Once there the eskimo faces a journey in a fragile kayak through iceberg infested waters. Apparently, he has to collect six blocks of ice to build an igloo but I've never got that far (thanks to the bears).

It's a smashing game; addictive, irritating, amusing and frustrating in turns, the sort that has your family giving you queer looks as you scream at the Electron. I can't remember when reviewing a game gave me so much pleasure. Thoroughly recommended.

Nigel Peters, ELECTRON USER 2. 5



# POOL

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Game; Machine-code Pool Table  
Author : Unknown  
Standalone Release(s) : 1984: POOL, Dynabyte, £7.95  
Compilation Release(s) : 1986: SUPERSELLERS: THE DYNABYTE COLLECTION, Dynabyte, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : DYNABYTE, 31 Topcliffe Mews, Wide Lane, Morley, LEEDS  
LS27 8UL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Inside the smoke-filled Pool Hall, you carefully line up your cue. Good judgement is essential as you want to avoid being hustled in this game.

You shoot gently this time, and just kiss the black into the corner pocket. The game is won and you get ready for the next challenger. POOL is a realistic representation of the real thing using super smooth colour graphics for accuracy and detail. You control the cue angle and strength of shot and the computer does the rest together with keeping track of penalty shots and the score.

**Instructions' Source** : DYNABYTE SUPERSELLERS (Dynabyte) Inner Inlay

**Reviews** : No Review Yet



# POSITRON

*Professional, Originally Released On Cassette Only*

Game Alias : POSITRON INVADERS  
Game Type : Arcade Shoot-'Em-Up  
Author : Gary Partis  
Standalone Release(s) : 1983: POSITRON, Micro Power, £7.95  
Compilation Release(s) : 1987: PRES GAMES DISC 3, PRES, £9.95  
1988: MICRO POWER MAGIC, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Only the quickest can survive in this super-fast 'zap-em' game requiring superior reflexes. The future of the galaxy is in your hands as the ruthless invaders from NGC 891 crash through the ionosphere.

Starting with just three lives, you must destroy each wave in turn. A life is lost if you are hit by the enemy fire or if the enemy manage to get past your craft. A bonus life is awarded every 100,000 points. Behind the last wave of enemy craft hides the mothership. This must be destroyed so that you may advance to the next level.

A hi-score table records the top eight scores.

## Game Controls

<CTRL> - Left, A - Right, <RETURN> - Fire

**Instructions' Source** : POSITRON (Micro Power) Inner Inlay

## Review (ELBUG)

This is a very fast Space Invaders type of game, requiring superior reflexes if you are to prevent the aliens from landing. The game is not that original as computer games go, but worth buying if you like the adrenaline draining 'blast and zap 'em' type of game. Rating: \*\*\*

Alan Webster, ELBUG 1. 3

## Review (Electron User)

You've seen it all before. The space invaders tramp predictably across the screen, edging relentlessly earthwards. You wipe them out mercilessly with your quick firing laser base, rapidly clearing the first screen. It appears all too easy - then all hell breaks loose...

The second wave doesn't follow a set pattern. They swarm about all over the place setting up defensive boxes. If you don't break them up they will be your downfall. Moving quickly earthwards they have landed before you can gather your shattered wits. And that's only the second wave - there are nine in all, each progressively worse.

POSITRON is a fast moving, colourful and satisfying game. So sharpen your wits, tighten your sweatband and give it a whirl.

Adam Young , ELECTRON USER 1. 8



# PREDATOR

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author : Peter Scott  
Standalone Release(s) : 1988: PREDATOR, Superior/Acornsoft, £9.95  
1990: PREDATOR, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 14, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

### Instructions

Your objective is to destroy the alien creature that is hunting you, within the allocated mission time. You will have to fight your way through four increasingly difficult levels of play, before finally facing the alien and destroying it. It's gonna take all of your survival skills to outwit whatever it is that's lurking out there...and perhaps a small nuclear device!

### Status

The status area of the screen is broken into sections.

At the top left of the screen, a display shows the number of lives you have remaining (large blocks), with an energy level indicator beneath (small blocks). Six small blocks of energy are equivalent to one life. When the display shows no lives...it's all over for you!

The weapon you currently have is shown at the top of the screen below the PREDATOR logo, together with its ammunition level. The number of grenades you have remaining is shown at the top centre-right of the screen. You start with three grenades.

Your overall score is shown in the display at the top right of the screen, with the time remaining shown below the score. You must complete your mission within the allocated time, that is, before the time reading falls from the initial level of 4500 to zero.

### Gameplay

When you start the game, you have just descended from the helicopter. Your team mates have already dashed off into the jungle. From here on, it's up to you. Take each step with great caution, remembering you're in uncharted jungle, where anything can happen. And it will!

You start the mission with a weapon. You may drop the weapon and pick up another if you find one on your mission. There are four different weapons, each with different firing characteristics. Choose and use your weaponry with great caution.

You'll find more of your team as you progress further into the jungle - nearly all horribly mutilated. Remember, survival is the name of the game, so look at any weapons you may find of theirs and decide if you'll need to swap it for your current one. If you manage to survive longer than your team mates obviously have, you'll need to make the best use of the jungle elements in order to outsmart your enemy. Bullets won't solve all your problems in this neck of the woods! Grenades are bound to come in useful if you find yourself helplessly ambushed.

Remember that strange rustling in the bushes? You hear it every now and again but can see nothing. Well, there is something out there and it is most definitely after you. It can track you using its heat detecting eyesight, and every now and again,



the screen will change colour. This is the creature's viewpoint of you running through the jungle. Beware - it's on to you! A triangle will form on the screen - this is the cross-hairs of the creature's weapon, if you get caught within the triangle, you'll be killed...unless you can outwit the creature, of course...

### Game Controls

Z - Run Left, X - Run Right, \* - Run Up, ? - Run Down.

Use left/right keys in conjunction with up/down keys for diagonal movement.

\* - Jump, ? - Crouch, <SPACE> - Throw grenade, P - Pick up/Drop weapon.

When holding a weapon, use <RETURN> to fire across or <RETURN> and \*/? to fire up or down.

When not holding a weapon, use <RETURN> to punch and <RETURN> in conjunction with \* to kick and with ? to block.

H/R - Hold/Restart, S/Q - Sound/Quiet

<SHIFT> and <ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 14 (Superior/Acornsoft) Inner Inlay

### Review (Electron User) - "Alien Violence"

The Predator in the title isn't the beefy Arnold Schwarzenegger - he's the bait. The plot, which is taken directly from the film of the same name, involves an alien creature which is hunting Arnold and his pals and killing them in most unpleasant ways. The climax of the film involves our hero surviving an explosion which even three yards of lead shielding would object to.

Basically this is a sideways scrolling shoot-'em-up with you controlling Schwarzenegger in the starring role. Our hero moves from left to right past parallax scrolling scenery - the bushes in the foreground move faster than the trees further away. Shoot the enemy soldiers coming at you from all directions, and even popping up from camouflaged holes in the ground.

The basic controls are standard Z or X for left and right plus \* to jump and ? to crouch. Holding down the direction controls and pressing \* or ? moves Arnie diagonally up and down the screen. Pressing <RETURN> fires his gun either forwards or diagonally, again dependent on the up and down keys. This gives a great deal of control over what is, essentially, a simple game.

There is also the option to drop the gun you're using and pick up a new one, but so far I've not come across one that's loaded. If you're not carrying a gun you can resort to punches and kicks, but they're not very effective against half a dozen gun-slinging soldiers charging at you.

Your final weapon is the grenade, of which you have three. You have to be very accurate when lobbing them, and in the thick of the action it's not worth the time or effort.

The enemy soldiers are quite stupid and you actually have to get in their way for them to shoot you. And - at long last in an arcade game - if they do get in each other's way their bullets have a similar effect on their pals. I've been waiting a long time for a game that does that.

The soldiers that pop out of the ground, fire and then duck down again must be in trenches, but as long as you hit the right area of ground you can knock them out even if they are not visible.

However, the killer geese that fly across from time to time are more lethal. Of the three or four groups that appear on the first level most can be dodged, while one or two can be ducked - no pun intended.

At intervals, the screen turns blue and the sights of the alien's weapon slowly move across the jungle scene towards you. If you are hit you're dead. There is a way to escape, but I'll leave you to discover it.



The graphics are effective given the limitations of the four-colour Mode 5 screen. Apart from a preponderance of green - what do you expect in the jungle? - everything was clearly outlined and looked good. Not only that, but when our hero was hiding behind a bush or running behind a foreground mesh you still see him through the gaps.

There isn't much sound - gun shots, ones to indicate Schwarzenegger has been hit plus one for the alien and an end of game tune that really wasn't worth the effort. However, as this was a pre-release version it may improve.

This is a fun game having a lot of the feel of a Schwarzenegger film loadsa violence - and the fact that this is another Peter Scott work, coming hard on the heels of BARBARIAN II, guarantees that it's as good a rendition on the Electron as could be achieved.

Lazarus

### \*\*\* Second Opinion \*\*\* (Electron User)

Another cracking game from the Superior stable, and infinitely preferable to the old re-releases on the SAM compilations.

The sideways scrolling is smoothly executed and the graphics are well defined. It's addictive and fun, so get your combat gear on and save the human race from that alien predator.

Janice Murray

Sound .....	5
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 6.10



# PRES GAMES DISC 1

*Professional, Originally Released On ADFS 1D00 And DFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1987: PRES GAMES DISC 1, PRES, £9.95 (3.5" Disc), £9.95 (5.25" Disc)  
Compilation Comprises : 1. BANDITS AT 3 o'CLOCK, Micro Power  
2. BUMBLE BEE, Micro Power  
3. CROAKER, Micro Power  
4. ELECTRON INVADERS, Micro Power  
5. FELIX IN THE FACTORY, Micro Power  
6. JET POWER JACK, Micro Power  
7. KILLER GORILLA, Micro Power  
8. STOCK CAR, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : PRES, PO Box 319, Lightwater, SURREY GU18 5PW  
Tel: 01279 72046  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

PRES GAMES DISC 1 was supplied as a disc only product with no paper-based documentation.

## Review (EUG)

What the PLAY IT AGAIN SAMs did for tape compilations, PRES hoped to do for disc with the GAMES collection. The natural advantage being you don't have to wait around for a few minutes while each game loads in with a disc. Each disc in the GAMES collection, of which this is the first, contains eight different computer games, instantly selectable from a PRES MENU which has been quite blatantly gleaned from the loading screen to the Micro Power series of games.

Indeed, PRES GAMES DISC 1 contains eight computer games which were ALL released under the Micro Power label on cassette in 1983 and 1984 - the old favourites BANDITS AT 3 o'CLOCK, BUMBLE BEE, CROAKER, FELIX IN THE FACTORY, ELECTRON INVADERS, JET POWER JACK, KILLER GORILLA and STOCK CAR. All of them are machine code games with multi-coloured sprites and nice colourful screens. They were popular for years after their original release.

BANDITS AT 3 o'CLOCK is a dogfight for two players and is probably one of the weaker games on the disc. CROAKER was publicly acknowledged to be "not as good as HOPPER" [by Acornsoft] and is nothing special. INVADERS and STOCK CAR are similarly uninspiring tried-and-tested formulae that will lose your attention quickly.

Luckily the other four make up for their failings. BUMBLE BEE is a whole new idea where you control a very smooth scrolling bee whizzing around a maze, eating honey and luring the chasing spiders into the obstacles set for them. The walls of the maze are mounted on hinges so you can walk through walls (in a sense) to perfect your escape.

FELIX IN THE FACTORY is the first of three FELIX games, which are all pretty good. It's a platform game with Felix's only objective being to keep the generator at the bottom of the screen topped up with oil. The bottom level of the screen is pretty safe but the levels above are teeming with all kinds of cutesy little nasties which you need to slither past to get the oil can. You also have to contend with a sweet



little mouse that scurries across levels at random with a "scurrying" scale of notes accompanying it - when you hear it, get on a ladder! You can grab a sandbag and trap the mouse for bonus points, or a pitchfork to stab the other nasties for loadsa points, but this must be done with an ever-watchful eye on the oil level of the generator. You simply don't have the time to do everything!

KILLER GORILLA is another ladders-and-levels game in which you are pitted (not altogether unsurprisingly) against a gorilla. Not that the gorilla seems to do much in itself; the hero is likely to be more concerned about the barrels and flames which come cascading down from the top of the screen where the gorilla is holding his girlfriend captive. It's a tad slow and has some annoying problems such as the hero not being able to climb ladders while holding the hammer. It's entertaining in the extreme though.

JET POWER JACK is one of those games which looks easy but just isn't. The idea is for Jack to work his way from the top to the bottom of the screen by 'boosting' over the gaps on each level. Unfortunately, the jetpack is very difficult to operate correctly and Jack frequently finds himself dead.

The disc is protected up to the eyeballs and won't play on any of the other BBC-series computers beside the Electron. Attempts to load any individual files also result in a tirade of abuse from the Operating System. Understandable precautions against the pirate, of course, but having the side effect of preventing a user from either loading in a cheat routine before the game or an upgrade such as KILLA (which solves the ladder 'bug').

Also because of this, you cannot speed up the menu system which is ridiculously slow, taking about a minute to display the screen and not allowing any input until it has. This rather defeats the object of discs taking a shorter time than tapes and is completely unnecessary.

Instead of getting the instructions on an inlay card, PRES have put them on the disc along with the games. Thus, if you forget the objective or the keys, you have to turn off and reboot it. The discs actually retailed at £9.95 each originally so not to get a box or instructions seems a bit lame. A remedy could have been to allow the user to print out the respective instructions but there is no such option and once again, the protection keeps you from putting in your own.

However, although none of the games were unique to PRES, they do all work with all Elk systems (including the ones setting PAGE to &1D00) and, as none of them are available on disc elsewhere, they are certainly worth having.

Dave Edwards, EUG #46



# PRES GAMES DISC 2

*Professional, Originally Released On ADFS 1D00 And DFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1987: PRES GAMES DISC 2, PRES, £9.95 (3.5" Disc), £9.95 (5.25" Disc)  
Compilation Comprises : 1. CYBERTRON, Micro Power  
2. ESCAPE FROM MOONBASE ALPHA, Micro Power  
3. FELIX AND THE FRUIT MONSTERS, Micro Power  
4. FRENZY, Micro Power  
5. MOONRAIDER, Micro Power  
6. RUBBLE TROUBLE, Micro Power  
7. SWAG, Micro Power  
8. THE MINE, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : PRES, PO Box 319, Lightwater, SURREY GU18 5PW  
Tel: 01279 72046  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

PRES GAMES DISC 2 was supplied as a disc only product with no paper-based documentation.

## Review (EUG)

The second of PRES' eight game compilations is another outing of games originally released under the Micro Power label; retaining the slow menu system and complete disc protection of the first one.

Blasting in first is CYBERTRON (aka CYBERTRON MISSION) which is one of those games that, although impressive when first released, has not aged gracefully. The idea is to work your way across the screen from left to right without touching the aliens or the side of the maze you are trapped in. It's not easy and the 'aliens' are pathetic, although it is written in Mode 2 and has a nice display of colours.

FELIX AND THE FRUIT MONSTERS is the second of the FELIX games and has more or less the same sprites as the FACTORY jaunt. It's a variation on the SNAPPER/PAC MAN theme with an almost identical maze-screen yet there are no dots or pills to eat. Instead, floating around the maze are three fruits which you must prevent the monsters from eating. You can do this by dropping an 'ether' in their path - this will root them to the spot if they pass over it. Or you can try to pick up the item of fruit which has floated dangerously close to a monster and move it as far away as possible. Needless to say, contact with the monsters results in death; what your objective is is to keep the monsters and fruit apart for the length of time denoted at the top of the screen. It's not easy.

FRENZY is a great arcade action game where you simply draw lines from one side of the screen to the other trying to trap a row of dots in the smallest part you define. Unfortunately, the game crashed when I reached about level twelve and gave a 'Bad program' error. I had got much further on the tape version so there is a software error involved in PRES' conversion to disc.

THE MINE is one of those games that is so simple yet timeless that it is available even now for the mainstream computers. You are 'boxed in' by a wall of sludge which fills the whole screen. As you walk in one of the four directions, this sludge



disappears and you create a makeshift maze. More or less in the corners of the maze are monsters which have just enough breathing space to pace backwards and forwards and plot how to reach and kill you. If you walk into their domain, destroying the sludge between them and you, you can shoot them or run away. Shooting is best on the red monsters which can't similarly retaliate. The green dragons breathe fire which reaches further than your laser beam, so running away from these is advisable. You can create a path underneath a rock and providing the dragon's hot on your heels, he will soon find himself crushed under the yellow cloud. Beware though: monsters left boxed in too long will simply float over the sludge to a point where getting you is easier!

ESCAPE FROM MOONBASE ALPHA is sometimes billed as an adventure, but is not the NORTH, SOUTH, EAST affair. You are lost in a maze of rooms searching for a doctor and collecting bags of gold. There are a large variety of monsters (generally one to a room), mystical characters and objects about. You will need to fight any monsters before you can pick up gold in that room - and you will probably be turned into a frog by a mad television set at some point. (I kid you not!) Fortunately, you can tell whether or not you will win the fight by comparing your strength with that of the monster. If it looks doubtful, run away or eat a hulk pill to multiply your strength by five for just enough time to beat up the foe. A side effect of this is when you return to normal, you will be a seven stone weakling! If you think this sounds like a bit of fun, it is...for a while. It's a very different game but a little too slow and if you succeed, it depends on pure luck.

The game MOONRAIDER is present on so many compilations it beggars belief but smooth-scrolling shoot-'em-up games don't come any smoother! It nicely demonstrates some of the appeal of 8-bit computer systems while being very addictive and beautifully presented.

RUBBLE TROUBLE is the pick of the bunch, written by P. A. Morgan (who also wrote the fantastic DRAIN MANIA) and involves running around a maze hurling the maze's rocks at the mutant Krackats. There are a few other games of this type available (PERCY PENGUIN and MANGO) but this is the best because a) the Krackats take a good few seconds to 'hatch', hence your caveman hero has enough time to work out a strategy for dealing with them before they attack; b) if you push the rocks and miss, they come hurtling back towards you, so you've got to remember to get out of their way, c) there are some special effect options: Hayfield where the screen is covered with rocks and Invisible where the maze flashes on and off at regular intervals and d) the instructions are accompanied by some of the best music ever heard on the Electron. A very professional game.

SWAG is a game about dodging policeman and robbing banks and is not up to the standard of the rest. It's a two player game ONLY so you can't play alone and the rules are very weird, as is the action. It seems to meander on forever and soon loses your interest.

In conclusion, GAMES 2 has stronger games than the first. Although it still has the flaws of the slow menu system, the lack of an option to print out the instructions for each game and the added glitch of the FRENZY bug, it was actually released on the same date (with GAMES 3) so this is understandable. Even if you forget CYBERTRON and SWAG too, this compilation is value for money.

Dave Edwards, EUG #47



# PRES GAMES DISC 3

*Professional, Originally Released On ADFS 1D00 And DFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1987: PRES GAMES DISC 3, PRES, £9.95 (3.5" Disc), £9.95 (5.25" Disc)  
Compilation Comprises : 1. ADVENTURE, Micro Power  
2. CHESS, Micro Power  
3. DANGER UXB, Micro Power  
4. FELIX MEETS THE EVIL WEEVILS, Micro Power  
5. GALACTIC COMMANDER, Micro Power  
6. GHOULS, Micro Power  
7. POSITRON, Micro Power  
8. SWOOP, Micro Power  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : PRES, PO Box 319, Lightwater, SURREY GU18 5PW  
Tel: 01279 72046  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

PRES GAMES DISC 3 was supplied as a disc only product with no paper-based documentation.

## Review (EUG)

What's your favourite Micro Power game? FELIX IN THE FACTORY? You need PRES' first disc, mate. MOONRAIDER? Disc number two. CYBERTRON MISSION? Get a life. But if you're personal fave hasn't yet been covered by those PRES compilations, the chances are you'll find it on GAMES disc three - shipping you on eight more stops around the Micro Power office!

Actually, this compilation is the strongest of the three reviewed so far [There are six in total! - Ed] and has a greater "variety" factor - instead of eight arcade games, you get an ADVENTURE, a CHESS simulator and the tricky DANGER UXB puzzle plus some of the faster and more challenging arcade jaunts; namely GHOULS, POSITRON, SWOOP, FELIX AND THE EVIL WEEVILS and GALACTIC COMMANDER (in order of their playability).

GHOULS is a Mode 5 platform game with four screens to complete. It is easily the best title Micro Power ever produced even though it is not very big. [The Electron version of IMOGEN was produced by Superior - Ed] You control a creature which bears more than a passing resemblance to Pac Man with legs and you must get from the bottom to the top of the screen by climbing/jumping from platform to platform. A simple idea but one done with a lot of style.

While you are grounded by gravity, floating around above you is the Ghoul (One of those from the title - his friends join him when you start getting too good!). He tries to 'home in' on whenever you're standing so you frequently need to lure him somewhere unnecessary then make a run for the jewels, eating any Pac Man style edibles on the way! Your progress is also hindered by huge bouncing spiders, retracting floorboards and moving platforms. An interesting effect regarding gravity is that if the ground underneath you IS moving, YOU must also move WITH it - that is, if you want to avoid plummeting to certain doom! It's a trick that's easily learned but then becomes difficult to pull off sometimes.



There's also a power pill which makes the ghoul(s) disappear for a bit. Sometimes you need to think strategically when eating it though as the Ghoul will continue to move. He just can't pop you off until he re-appears (after a short period of time). Sometimes it pays to keep an eye on his position and avoid the pill.

POSITRON (INVADERS) is an early Gary Partis game which is a manic space-invaders affair. You swing from left to right and zap merrily until you either die or you get to level eight and you are presented with the message "No FOR at line 34213, Bad Program". This bug is present on the tape version too and is connected with the Plus 1 interface. On the tape version, you can disable it and then the game works fine. But it's tragically easy to reach the bug here and it appears PRES were operating a conspiracy when this made it onto a format where the Plus 1 HAS to be connected!

SWOOP is another space-invaders game. This one is a variation on the ARCADIANs theme and doesn't compare too favourably with the best of its type on the Elk. You are at the bottom, they are at the top...yeah, zzz. But watch out for "their" missiles. Instead of disappearing when they miss you, they remain active for a while and pose a constant hazard - maliciously sitting there waiting for you to crash into them.

FELIX has gone through a shrinking machine! AND THE EVIL WEEVILS, it seems, are cyan-coloured worms! Now, you're stuck in another factory, trying to spray them to death with Weevil-killer while treading on a maze of conveyor belts. Weird beyond belief but, that stated, quite good. Its "evil" weevils, named Sluggies and Zippies, are a departure from its two prequels and don't look evil at all!

The weakest arcade game is GALACTIC COMMANDER, where you must guide your ship through nine phases of simulated space. Luckily, what it lacks in colour is compensated for by DANGER UXB, a Mode 1 arcade game set on a puzzle grid. You must defuse (move over) a number of bombs before your time runs out. Each time you cross a square, it disappears and a note is played. You cannot move over the hole it leaves so you to get back you can either run around it OR use the 'slide left' and 'slide right' keys to rotate the ROW on which you stand left or right.

It's not particularly hard for the first few screens on the low skill level though harder skill levels introduce some boots set on squishing you which usually succeed. The notes played encourage quick movement (so you can hear your Electron playing The Sting!) and another nice feature is a dropping man bonus game.

The more mentally taxing games are not the best of their type. CHESS is a very slow adaptation of that Game of Kings where moves can take upwards of an hour [Get COLOSSUS CHESS 4! - Ed] and the computer always wins. Frustrating in the extreme.

ADVENTURE is, not unsurprisingly, reliant on NORTH, SOUTH, EAST and WEST commands. Yet it has an added feature in that you can play as a "Wizard" (and, amazingly, a French one!) once you've completed it once! It is an early adventure and not as well presented as it could be; the screen displaying white text on a blue background in Mode 6. But it's not bad as beginners' adventures go.

And so another of PRES' superb compilations brings us a lot of retro games we thought were only available on tape. However, the same flaws as the first two discs are present again - a very slow display of the menu system, a virtual force-field around the disc disallowing cheats or upgrades to the programs and the odd bug in the games themselves. But it's the only way to get GHOULS on disc and, for this alone, I can highly recommend it.

Dave Edwards, EUG #47



# PRES GAMES DISC 4

*Professional, Originally Released On ADFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1989: PRES GAMES DISC 4, PRES, £9.95 (3.5" Disc)  
Compilation Comprises : 1. ARCADIANS, Acornsoft  
2. BUG BLASTER, Alligata  
3. MAGIC MUSHROOMS, Acornsoft  
4. METEORS, Acornsoft  
5. MONSTERS, Acornsoft  
6. QWAK, Superior/Acornsoft  
7. SNOOKER, Acornsoft  
8. VIDEO'S REVENGE, Budgie  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : PRES, PO Box 319, Lightwater, SURREY GU18 5PW  
Tel: 01279 72046  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

PRES GAMES DISC 4 was supplied as a disc only product with no paper-based documentation.

## Review (EUG)

By the demand of all those Electron owners who bought a disc interface only to find the market sadly lacking in disc games, PRES acquired the rights to more top games and released compilation four. This was released in 1989, over a year after the Micro Power bundles of discs 1 to 3, and that software company was well and truly exhausted.

One assumes that a reshuffling of copyrights was going on at the time - Superior Software, to whom PRES are indebted for all PRES GAMES 4's contents, had bought the rights to Budgie's VIDEO'S REVENGE, Alligata's BUG BLASTER and many of Acornsoft's introductory titles including ARCADIANS, METEORS, SNOOKER, MAGIC MUSHROOMS and MONSTERS. As every good Elk-boy knows, Superior were also developing their own games for many years after 1989 and one of their new games QWAK also made it onto this disc.

The format of the new disc is unchanged, apart from the very slow menu system being exchanged for a much quicker menu (At last!). But as you'd expect from PRES, you get these eight games instantly selectable - but in no way copy- or alter-able!

VIDEO'S REVENGE, from the earlier tape version, is a colourful space-ship scroller with a mass of animation, parallax stars and 100% machine code throughout. PRES' version makes it obvious too that somewhere in this code is the equivalent of ON ERROR RUN. And in their version an error occurs. In fact, it occurs as soon as hit ANY alien! If you were only wanting this one on disc, cross through the compilation immediately. In the worst bug ever on a PRES disc [And there have been several others! - Ed], the 'game' is rendered completely useless! Each time you hit an alien, it restarts (with the ironic opening screen 'TESTS SHOW SYSTEM OK') and each time you hit an alien, it restarts and...

BUG BLASTER. This is one of the famous Elk Centipede-clones, with a long Centipede winding its way down through a field of mushrooms to your pod at the bottom. You must manoeuvre left and right and eliminate all the sections of the beastie before it gets you. Each time you hit a section, it disappears and the long centipede



breaks into two smaller ones. Suddenly there are bug sections scooting all over the place and you also need to whizz up and down to avoid contact.

There are several other versions of this game available (Superior even made its own!) but the sprites in this one are 'neatest', although the flashing spider looks a bit trippy. The action never drags, there is adequate variety through a colour-switching palette and a wonderful sequence of notes to indicate you have just gained an extra life.

The best of the bunch is ARCADIANs; one of those rare games that will never age. The smoothest, clearest, most electrifying game of space invaders produced for the Electron. The aliens glide in on you pixel-perfectly and it's as addictive today as when it was first released.

The other Acornsoft games haven't aged so well. METEORS is a bird's eye view of your craft in space and you're surrounded by transparent cartoony clouds; the meteors of the title, no less. You must avoid them and shoot them whenever possible. A bullet splits them in half, so you need to plan your shots to avoid the screen being full of meteors after a few seconds. The smallest meteors (halves of the halves of the halves) disappear when shot, so pick them off first. It's a neat idea and done quite well but its monochrome screens look old fashioned and there's a lack of variety even though the action is quite smooth.

Playing SNOOKER on a computer is always a weird experience and on the Electron you have the choice of two bad simulations of Snooker. This is seen as the better of the two available but it does rely on different skills than the real thing hence doesn't score very highly. However, it too is smooth - and very nicely coloured, animated and presented.

MONSTERS is truly awful. Beyond tedious, this game is set on four levels where you, as the hero, must dig holes for the monsters to fall through. Unfortunately, despite being so blind that they stagger through holes willy-nilly, the monsters are curiously nimble and always grip the side of the hole they fall into. This necessitates you rushing back and sadistically bashing them with the spade until pain and gravity send 'em down to doom. Some monsters need to fall through more than one level but basically, that's all there is to this game. And it's plain boring.

Evidently tiring of this, the red monsters invade MAGIC MUSHROOMS; a unique game that consists of twelve screens where you need to collect all the mushrooms on flat surfaces. You run and bounce around, accompanied by manic scurrying sounds, bounding across every conceivable type of terra firma (of which some isn't firm at all) and must figure out the best route across each screen. It's a fantastic Mode 2 piece that includes a screen editor and load and save facilities. But you need the instruction manual to use it properly - and PRES don't supply it!

QWAK is the most modern of the games and comes second best. Based on the "Bubble Bobble" idea, all its graphics are cute but deadly. It's not hard but it's fun and after each screen you get a password to stop you needing to play screens you've completed over and over again!

The verdict on this one is harsher than the previous ones as, in its day, Acornsoft titles were compatible with joysticks plugged into a Plus 1. ARCADIANs, MONSTERS and METEORS are pure arcade games that benefited enormously from joystick control. Joysticks do NOT work with this disc.

Sloppily though, the routines FOR joystick control have NOT been removed and neither have screen prompts for the fire button. So follow the prompt, press it and your machine will have a mental breakdown!

It is inevitable that a disc system taking a huge chunk of memory for its operation won't interfere with machine code games (that expect that memory to be free) but the sacrificing of the joystick options should be explicit in PRES' advertising and on the disc itself. Not doing so makes it look very disreputable and, although four of those other games are great, this compendium is the worst so far.

Dave Edwards, EUG #48



# PRES GAMES DISC 5

*Professional, Originally Released On ADFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1989: PRES GAMES DISC 5, PRES, £9.95 (3.5" Disc)  
Compilation Comprises : 1. CONSTELLATION, Superior  
2. COSMIC CAMOUFLAGE, Superior/Acornsoft  
3. FRAK!, Aardvark  
4. GUARDIAN, Alligata  
5. KILLER GORILLA 2, Superior/Acornsoft  
6. MAZE, Acornsoft  
7. PLANETOID, Acornsoft  
8. STARSHIP COMMAND, Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : PRES, PO Box 319, Lightwater, SURREY GU18 5PW  
Tel: 01279 72046  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

PRES GAMES DISC 5 was supplied as a disc only product with no paper-based documentation.

## Review (EUG)

PRES' fifth compilation is another disc of numerous games from differing software houses. STARSHIP COMMAND, MAZE and PLANETOID were old Acornsoft favourites; COSMIC CAMOUFLAGE, CONSTELLATION, KILLER GORILLA 2 and FRAK were fairly newish (for the disc's original 1991 release) releases from Superior Software and GUARDIAN a so-called Alligata Hit from the mists of time. So there's a fair arcade feel to this compilation with its familiar format.

Actually, it may be incorrect to state KILLER GORILLA 2 as new. The same game went by a 1983 title of ZANY KONG JUNIOR and had languished in Superior's office for seven years after DONKEY KONG's copyright holders forced its withdrawal. No real changes were made to it apart from the addition of a colourful loading screen and so this 'new' Mode 1 arcade jaunt as a baby gorilla is really a title from 1983!

For this reason, despite its name, KILLER GORILLA 2 is nothing like its Micro Power predecessor. Your gorilla, controlled with the keyboard, does no killing whatsoever. Quite the reverse. HE is often the one killed - by falling off vines or being bitten by patrolling teeth. The controls are fiddly as well although the knack comes with a little time. There's adequate sound and nice sprites but only four screens.

COSMIC CAMOUFLAGE is Superior's sequel to Acornsoft's METEORS (see PRES GAMES DISC 4) and is far better than the original. It retains a monochromatic Mode 4 screen but the foreground colour varies as you attain different sectors, which is appreciated. Of course the essential components of the METEORS game are still there: It's still a game about shooting rocks that divide into smaller and smaller pieces; these pieces then weaving about the screen until you disintegrate the smallest one or they smash into your ship.

Your ship has a number of improvements though. A welcome one is that your ship does not continue to thrust after you release the key - it comes to an almost immediate halt. This allows you to frantically weave in and out of the meteors with more ease. And you'll need to as there are variants of the meteors present on screen too. These



variants behave differently, while cleverly not distracting from the theme of the game.

Some home in on you and some ricochet around the screen (whereas a meteor floats off one side and onto the other). When they hit you, your ship is quite spectacularly annihilated! There's also a loading screen.

FRAK [This f-word title was a new way of swearing when your caveman was killed but, as it didn't catch on, you can download an Internet BBC version with the recognisable one - Ed] is the story of a yo-yo-ing caveman who must get from one side of the screen to the other, collecting all the keys he finds. It's a platform game with a difference.

The sprites are VERY large and the caveman you control is hindered in his progress by the Scrubblies. They don't do very much except block the way and a swift yo-yo is enough to knock them off their perches. However, you need to find a platform close enough to them and use the yo-yo strategically. Daggers fly randomly from top-right to bottom-left of the screen too so you need to bear these in mind.

You start on the left and when you reach the right, the screen, in a rather 'lumpy' fashion, scrolls so you are at the left of the next one. You must navigate several screens to reach the far-right and win the level.

CONSTELLATION is a program about heavenly bodies and allows you to view points in space as they would have looked at a particular point in time. It's hard to judge how accurate it is unless you're an astronomer and it's not as well presented as Century's STARFINDER.

MAZE is very dire and comes as standard with PLUS THREE GAMES and ACORNSOFT HITS 1 already. It's slow, it's boring and every room looks the same - making it very difficult to navigate your way around yet it has a bit of colour and is one of only two commercial maze programs.

With this in mind, it's hard to believe STARSHIP COMMAND came from the same people! This too was one of the first Acornsoft games but the difference between it and MAZE are staggering. Here, the graphics are crisp (even if monochromatic), the game is very smooth, it incorporates a staggering amount of options and performs the perfect arcade/strategy balancing act. But, it too is not only included on ACORNSOFT HITS 1 but also available on ROM Cartridge!

GUARDIAN and PLANETOID are parodies of one another and to include them both on the same disc is a bad move. They are both Electron versions of the 'Defender' game - the scrolling line hills with floating life forms (stalagmites) and aliens intent on carrying a life form to the top of the screen and mutating. If they manage to do so, they become virtually unstoppable so the object is to either shoot them on sight or shoot them in the act of abducting the life form then catch IT as it plummets earthwards and set it down gently.

In both, and all, you are an aeroplane-type craft and the action is viewed from the side. It's not possible to choose the better of these two versions (But again PLANETOID has been duplicated in the PLUS THREE GAMES compilation!) - the best is Micro Power's THE GAUNTLET; the only one missing from the first PRES GAMES DISCs!

Once again, those games that claim to be joystick-compatible on screen aren't and cause the system to crash if you try it. Once again, you can't print out the instructions - and the entire screen editor in FRAK's original documentation is completely dispensed with!

The disc also fails in that, this time, every game except KILLER GORILLA 2 is available unprotected elsewhere. You're left with this, FRAK, COSMIC CAMOUFLAGE and CONSTELLATION. They justify this disc's existence only by a very narrow margin.

Dave Edwards, EUG #49



# PRES GAMES DISC 6

*Professional, Originally Released On ADFS 1D00 Disc*

Game Types : Arcade  
Release Information : 1989: PRES GAMES DISC 6, PRES, £9.95 (3.5" Disc)  
Compilation Comprises : 1. ALIEN DROPOUT, Superior  
2. CENTIBUG, Superior  
3. FRUIT MACHINE, Superior  
4. INVADERS, Superior  
5. PERCY PENGUIN, Superior  
6. STRYKER'S RUN, Superior  
7. WORLD GEOGRAPHY, Superior  
8. ZALAGA, Aardvark  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : PRES, PO Box 319, Lightwater, SURREY GU18 5PW  
Tel: 01279 72046  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

PRES GAMES DISC 6 was supplied as a disc only product with no paper-based documentation.

## Review (EUG)

We've come quickly to the last of PRES' disc compilations for the Acorn Electron feeling deflated after the fifth effort. But the magic words "Superior Software" [The most well respected company for the Elk - Ed] could offer hope to ADFS gamers with a disc chock full of their earliest releases...and one brand new release thrown in too!

First on PRES' by now standard menu system is STRYKER'S RUN. You are John Stryker and, as the name suggests, you run. From left to right in fact. And across a war ravaged landscape patrolled by guards, planes and spacecrafts and your own forces.

Straight running across the screen doesn't take very long and you have a supply of bullets and hand grenades to help you deal with the various threats you encounter. Hand grenades are most useful when your way is barred by a landmine as the grenade will destroy it and aid your safe passage. As you near the right hand side of the screen, there is a short pause and you begin on the left hand side of the next screen. The background is a long screen and the landscape cleverly 'continues'.

This, and the colourful screen (Mode 2!), 'cartoony' characters and animation, make the game one of Superior's most famous. But although it's certainly visually pleasing, the means of implementing a playability factor doesn't really work as well as it should. One example is that your character will often find an abandoned helicopter/spaceship and you can choose to board it and fly across as many screens as its fuel will allow. But propulsion of both John on terra firma and the airborne hero are slow - and the planes flicker dreadfully!

Another, as if to lay home the point, is your bullets and those fired by your enemies, move at the same frame rate as the "run"ning man! As the bullet disappears a short distance from where it is fired, you can outrun it! This makes the game feel surreal. Not necessarily that this makes it easy though. It's not.

Next on the list is ZALAGA, originally released by Aardvark; a brilliant Space



Invaders clone with loads of sprites, intricate and very varied attacking patterns and levels of ever-increasing difficulty. It and STRYKER'S RUN were both the most recent, and the pick, of all the games on this disc; released first in 1987 and compiled by professional machine code programmers.

The rest of them date from the 1983 days when Superior's software was on small blue inlayed cassettes. There's another two Space Invaders clones - ALIEN DROPOUT and the aptly-titled INVADERS, a FRUIT MACHINE simulator, maze with a birds eye view PERCY PENGUIN and CENTIBUG, the traditional caterpillar blaster. The eighth title is a quiz called WORLD GEOGRAPHY, notable today not for its map of the world but all its out of date information. Hazard a guess at the population of WEST Germany?

Whilst evident that not nearly as much time went into their preparation, all are fair and some of them are quite good. First, ALIEN DROPOUT is an interesting space variant requiring phenomenal speed on the keys: Non-firing bugs fall from the top of the screen into boxes one by one, and each of the ten boxes can hold five bugs. You must shoot as many peacefully-boxed bugs as you can as the sixth bug into a box will push out the first one and it comes out MEAN! Of course, while it distracts you (or kills you!) the 'box'ing goes on and you must try and blast away a set number of bugs (increasing in proportion to level) before there are so many free bugs that there's nowhere to hide! If you reach this target, you must destroy the bug's mothership, which rains down a constant stream of bullets throughout each game to keep you on your toes!

PERCY PENGUIN is also a fast and nicely presented number - and this is the only place to get it on disc - where you control a pretty penguin in an expanse of ice-cubes. You must hurl said cubes at the Snobeys before your time runs out and collect all the cherries on each screen. It's a game like PENGWYN and RUBBLE TROUBLE but it's a little different and all three are addictive and challenging!

But the remaining four aren't anything to get excited about: FRUIT MACHINE is a very slow one armed bandit simulation which is about as exciting as cow dung - but the Master RAM Board helps a bit; CENTIBUG is admitted to be vastly INferior to Alligata's BUG BLASTER [PRES GAMES DISC FOUR, Reviewed in EUG #48 - Ed] and WORLD GEOGRAPHY is bleak even if you are interested in world population and country identification.

INVADERS, different to ELECTRON INVADERS on PRES GAMES DISC ONE, is quite playable although nothing you won't have seen before. Many of these games ask 'Do you want sound?' before they begin and this gives a clue as to the level of programming involved. The majority of professional software allows you to alter sound DURING game play. Our Superior Software's beginnings were indeed humble.

It's not an overly impressive disc but there are no errors and the first two games and PERCY PENGUIN really make the difference. The rest become drôle after a short time especially when you know better versions are out there. Still, loading is very quick and Michael Hutchinson's ZALAGA loading screen is quite impressive.

Of course, that PRES' non-cataloguable disc "feature" is there and you have to REMEMBER the instructions as they aren't supplied or printable from screen! Still, overall, the conclusion of the PRES series is adequate and salvages them from a "Their last releases were very poor" label.

Dave Edwards, EUG #50



# PRIMARY TIME

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Telling-The-Time Guide  
Author : C. J. Dawson  
Standalone Release(s) : 1984: PRIMARY TIME, Alligata, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The fun-filled way to learn to tell the time. The combination of sound and simple display complement each other to produce a very easy to use teaching package.

Simply select from the five alternatives shown, the correct time as displayed on both the analogue and digital clocks, then wait and see! But why the mouse and grandfather clock? Well you know how the nursery rhyme goes...

"Hickory dickory dock, the mouse ran up the clock..."

Featuring personalised command details. Instructions are available in the program at any time. High resolution graphics and imaginative sound effects. Age: 4 Plus.

**Instructions' Source** : PRIMARY TIME (Alligata) Back Inlay

## Review (Electron User)

Telling the time has never been easy for children. These days they can get meddled with the mixture of analogue clocks and digital watches. PRIMARY TIME from Alligata is designed to help children from about four upwards to overcome the problems and become expert time tellers.

The format of the program is very simple. A clock is drawn with its hands set to a random time. The same time is also displayed in digital form. Five possible answers are given and the user to select the correct one.

The program starts with an instruction page indicating which keys are needed. It then waits for a name to be entered. Next comes the main menu from which various options can be selected. The simplest only gives o'clock times and then come half pasts, quarters and minutes.

On the o'clock times the computer beeps the correct number of times as an extra help. As for all options, the possible answers are written up the side of a grandfather clock. The cursor that has to be moved is a mouse. Unlike some time-telling programs, this one does not require pin point accuracy when selecting an answer, which makes the package suitable for young children provided they can read.

A pleasant touch is that if the clock shows 1 o'clock the mouse falls down with a musical flourish.

Ten questions are set on the chosen option. Correct answers are rewarded with a Well done. If the child makes a mistake, he or she is given the correct answer. A score out of ten is given at the end. The graphics make good use of the Electron's high resolution capabilities. They are rather slow because the program is written in



Basic. The various sounds are pleasing enough, but there is no option to turn them off.

The programmers obviously understood the nature of small fingers. The <ESCAPE> and <BREAK> keys are programmed to re-start the sequence. It needs a <CTRL>/<BREAK> to exit the program.

One minor problem is that the correct answer flashes once when it appears. I don't think many children would notice this.

Children between the ages of four and ten who need help with telling the time could benefit from using this program. The younger ones will need help from a friendly adult. If used sensibly, this is a valuable and worthwhile program.

Sound .....	6
Graphics .....	8
Playability .....	7
Value for money .....	9
Overall .....	8

Rog Frost, ELECTRON USER 3. 8



# PRO-BOXING SIMULATOR

*Professional, Originally Released On Cassette Only*

Game Alias : BY FAIR MEANS OR FOUL  
Game Type : Arcade; Boxing Bout  
Author : Michael Simpson  
Standalone Release(s) : 1990: PRO BOXING SIMULATOR, Codemasters, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CODEMASTERS, PO Box 6, Southam, WARWICKSHIRE CV33 0SH  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently available.

Review : No Review Yet



# PRO GOLF

***Professional, Originally Released On Cassette Only***

Game Type : Golf Simulation  
Author :  
Standalone Release(s) : 1990: PRO GOLF, Atlantis, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

"A GOLF SIMULATION FOR 1 - 4 PLAYERS : SUNNINGDALE (ENGLAND) and PEBBLE BEACH (USA)  
"Driving rain, freezing cold, almost dusk? No problem because now you can play two of the world's greatest golf courses without leaving the comfort of your own home."

PRO GOLF is a golf simulation for 1-4 players and features two famous courses, SUNNINGDALE (England) and PEBBLE BEACH (USA). Both courses are recorded on each side of the tape, with Sunningdale recorded first on one side and Pebble Beach recorded first on the other.

## Game Options

Single Round:- (1-4 players). Choice of championship or medal tees. Scorecards displayed between holes.

Practice:- Get to know the game. Practice any hole from any tee using any wind or ground conditions.

WIND:- 0 (no wind) to 20 (severe wind). Constant:- Player chooses wind conditions and they remain constant throughout the round. Variable:- Computer decides wind conditions and may alter these slightly between strokes.

GROUND:- Wet, Normal or Dry. This may be a random choice by the computer or user defined to last one complete round. Ground conditions will effect bounce and putting. If playing on wet or normal ground with a high wind (variable), the ground may begin to dry out before the end of the round.

BACKSPIN:- (Irons only) the ball will not bounce as far when using backspin. In most cases, it will move backwards after the first bounce.

## Playing The Game

Fairways:- Choose club, direction and strength of shot (with reference to the Club/Distance and Hazard effect tables). Press and release the space bar to start your swing and press the space bar again to hit the ball. Too early or too late and the ball will be sliced, pushed, pulled or hooked. All distances given are from tee to centre of green.

Greens:- Choose strength and direction of shot with reference to ground conditions and slope of green. Slope is between 1 (gentle) and 10 (severe). Arrow points downhill. Slope will have a progressively greater effect as the ball moves across the green. Press and release the space bar to start your swing and press the space bar again to hit the ball. Too early and the strength of shot will decrease, too late and the strength of the shot will increase. As the ball travels across the green the strength of the shot decreases. The strength remaining must be less than 24 for the ball to drop into the hole. If it is 24 or greater, the ball will continue with a slight random variation in direction. For any given strength, the ball will move roughly twice as far in dry conditions as in wet, with normal conditions lying half way between.



### Club/Distance Table (Assumes Good Shot and Full Strength)

Club	Distance (yards) travelled in air from		Max % diff. due to wind	Max allowance needed	Bounce Normal ground
	Tee	Fairway			
1 Wood	260	221	21%	12 degrees	7-37
2 Wood	244	207	23%	13 degrees	7-35
3 Wood	228	196	25%	14 degrees	7-33
1 Iron	218	196	36%	20 degrees	7-29
2 Iron	200	180	40%	22 degrees	7-28
3 Iron	184	166	44%	24 degrees	7-27
4 Iron	170	153	49%	26 degrees	7-26
5 Iron	154	139	53%	28 degrees	7-25
6 Iron	138	124	57%	30 degrees	7-24
7 Iron	124	112	62%	32 degrees	7-23
8 Iron	110	99	67%	34 degrees	7-22
9 Iron	94	83	72%	36 degrees	7-20
10 Sand iron	72	65	78%	38 degrees	7-18

Bounce varies with strength of shot. Wind has no effect on bounce. Ball will bounce further on dry ground, less on wet. Ball will only bounce on green or fairway, hazards immediately stop ball.

### Effect Of Hazards

Type of hazard	Type of lie	Allowable clubs	Reduction in distance	Random variation in chosen direc- tion plus/minus
Heavy rough	Good	4-10 irons	33%	10 degrees
Heavy rough	Bad	5-10 irons	48%	20 degrees
Light rough	Good	3-10 irons	20%	5 degrees
Light rough	Bad	4-10 irons	36%	10 degrees
Trees	--	3-10 irons	17%	5 degrees
Bunkers	--	10 iron only	33%	20 degrees
Edge of a bunker	--	all	17%	5 degrees
Edge of water	--	all	17%	5 degrees
Stands	--	all	36%	5 degrees

Out of bounds - Penalty stroke if ball lands out of bounds  
 Water - Penalty drop if ball lands in water  
 Banks - Ball bounces in a random direction when landing on any bank.

Using wrong club from a hazard will not move ball but will cost a stroke.

### Game Controls

O, P and <RETURN> keys to select CLUB, DIRECTION and FORCE. Other keys as indicated in the game. Press and release SPACE to start your SWING and press SPACE again to hit the ball.

**Instructions' Source** : PRO GOLF (Atlantis) Inner Inlay

**Review** : No Review Yet



# PROJECT THESIUS

*Professional, Originally Released On Cassette Only*

Game Alias : RICK HANSON 2  
Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1985: PROJECT THESIUS, Robico, £9.95  
Compilation Release(s) : 1986: SAGA OF A SPY, Robico, £24.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ROBICO, 3 Fairland Close, Llantrisant, MID GLAMORGAN CF7 8QH  
Disc compatibility : Unknown

## Instructions

*"PROJECT THESIUS: RICK HANSON 2 is a text only, machine code adventure for the BBC B and Acorn Electron. The game has been written with the aid of MIDGE The Message Compression System. It has over 200 atmospherically described locations, hundreds of messages, devious problems, many objects to collect and examine and other characters to meet. The amount of text crammed into the micros has to be seen to be believed!"*

## Entering Commands

PROJECT THESIUS has an advanced command line interpreter which allows you to type, in upper or lower case, unpunctuated sentences and multiple statements. The program analyses your command and acts on certain "key" words.

FROM TIME TO TIME, THE MESSAGE "I need more information" MAY APPEAR. This means that the computer understood part of what you typed but needed an extra word or phrase to carry out the command. For example, GIVE HELMET would not be sufficient. The correct phrase might be GIVE THE HELMET TO THE MAN or GIVE THE MAN THE HELMET.

To enter multiple statements simply leave a SPACE between each set of commands. For example, to go north then west you could type NORTH (SPACE) WEST on the same line.

Most words may be abbreviated. For example, GET becomes G, LOOK becomes L, EXAMINE becomes EX, NORTHWEST becomes NW and DOWN becomes D. Keep commands simple as it is usually the case that two or three "key" words need to be linked to carry out the desired action.

The program has a limited understanding of the words IT and THEM. They act on the last object mentioned on the current line. For example LOOK AT THE SHOES THEN WEAR THEM. To repeat a complete command line, press the TAB key.

The following are examples of command lines to help you during play. Some of the object names may have been changed so as not to spoil your enjoyment of the adventure.

LIST POSSESSIONS	INVENTORY
SWITCH ON THE LIGHT	TURN OFF THE LAMP
OPEN DOOR	EMPTY THE CHEST AND GET
LOOK AT THE DIVING SUIT	EVERYTHING
DROP THE HAMMER	TAKE ALL
EXAMINE THE FLIPPERS AND THEN	GO EAST PICK UP THE BOOK AND
WEAR THEM	READ IT
PUT THE PACKET IN THE BIN	THROW EVERYTHING
KILL THE MAN WITH THE CARVING	REMOVE THE DINING SUIT
KNIFE	CLOSE THE DOOR
TIE THE ROPE TO THE HANDLE	UNTIE THE ROPE
SHUT THE DOOR	PRESS THE BUTTON



The following system commands may also be used:

SAVE : Save current game position to cassette or disc  
RESTORE or LOAD : Load a previous position from cassette or disc

CLS : Clears the screen  
TEXT 0-7 : Set text colour  
SCREEN 0-7 : Set background colour  
QUIT : Start again

### The Dossier

"One of our most reliable sources has sent word that the enemy has made a major breakthrough in particle beam technology and is currently developing an Adventure Weapons System. This work is being carried out under the code name Project Thesius. If we are to retain the balance of power, it is imperative that we find out more about Project Thesius.

It is my considered opinion that we send an agent in, undercover, to obtain as much information as he can about the A.W.S. One of our submarines will beach the agent at Fisherman's Cove and will remain in the surrounding waters awaiting the agent's return. Further information will be provided once the agent has landed - some in subtle form so as not to raise the suspicions of the local authorities.

This mission will require the services of our most intrepid agent: Rick Hanson.

AGENT CHUCK REDHOUSE

### Hints

Make a map. Remember that all the puzzles in this adventure have logical solutions and there is no 'magic'. Read descriptions carefully as they may contain clues.

### Helpsheet

To use this help sheet, find the question to which you require either a hint or answer in the list below. [The original help sheet is set out in a different format which is more problematic with a text file format]

How do I dry myself?

H: Find something absorbent

A: Remove the flippers and diving suit then dry with the towel

How do I stop myself tripping on the path?

H: Don't be so clumsy!

A: Remove your flippers!

What should I do in the cave?

H: The sand is soft!

A: Dig

How do I open the chest?

H: Type a numeric code

A: Read the page torn from the directory. Note that "Billy" can only relate to "W. Short 640". Go to the cave, dig up the chest and then type 640

How do I use the telephone?

H: Read the notice

A: Lift the receiver, insert the coin into the slot and dial 640

How do I pass the guard post?

H: Obey all the rules!

A: Ensure you are dry and that no swimming gear is present. Give the guard the beach pass (from the overalls)

How do I map the village?

H: Make each location different. [Read the descriptions carefully]

A: Drop objects



How do I pass the dog?

H: Draw the dog's attention away from yourself

A: Drop the rabbit before opening the gate

What should I do in the field?

H: Read the location description carefully!

A: Drop snare, leave the field then return to the field to find a rabbit.

Where is the carnation?

H: Where do flowers sometimes grow?

A: The carnation is in the flower bed in the cottage garden

What use is the cheesewire?

A: Make a snare. Make sure you are not wearing the gloves!

What use is the name tag?

H: Read it for a clue

A: "Billy" gives a hint to the 'phone number and the chest code

What does the message in the newspaper mean?

H: It is a coded message!

A: The cinema name refers to the end of the forest road which lies to the east of Witherton. Go north into the forest from the end of the road. The times refer to directions. Imagine a clock face where the numbers are translated into directions. 12 would be north, 3 would be east. Therefore 3.00 would be northeast, 3.15 would be east, etc.

How do I pass the wild boar?

H: Don't hang about!

A: Use the directions from the coded message in the newspaper

How do I leave the clearing at the end of the forest?

A: Jump!

How do I work the helmet?

H: Find a source of power

A: Insert the battery into the helmet. Switch the light on/off

How do I cross the high wall?

H: Climb something nearby

A: Climb the tree. Make your make to the topmost branch. Tie the sheet to the branch and then climb down the sheet to the far side of the wall.

How do I avoid the bees?

H: Hide somewhere

A: Go into the water trough

How do I enter the castle?

H: Avoid the obvious route!

A: Wait for the helicopter to fly over for a second time. Go to the eastern area of dusty ground and a trapdoor into the castle sewers will have been revealed. Open trapdoor with a spanner then enter

Where is the spanner?

H: The village!

A: Remove your overalls in the village and wait!

The helicopter kills me. How can I avoid it?

H: Don't hang about!

A: Enter the castle

How do I prevent the guards from noticing me?

H: Stop making your presence obvious!

A: Turn the lamp on your helmet off



How do I leave the courtyard?

H: Avoid the obvious route!

A: Climb trellis

How do I work the dumbwaiter?

A: Raise or lower the dumbwaiter.

Why am I captured in the corridors?

H: You obviously don't work in the castle!

A: Wear the mask and the lab coat

How do I open the sliding door?

H: Type a password into the computer

A: Go to the alcove nearby and wait for someone to use the door

How do I open the laboratory door?

H: Find an electronic device to open the door

A: Take the weighing scales to the door and stand on them

How do I get the plans?

H: Who do you think has them?

A: Kill the professor

How do I kill the professor?

H: Strangle him

A: Wear the gloves. Strangle the professor with the snare

How do I stop the alarm going off?

H: Turn it off

A: Pull the lever in the storeroom

How do I map the mined beach?

H: Look in the security room for a clue

A: Examine the map in the security room

When I reach the jetty, nothing happens. Why?

H: Signal your colleagues

A: If your boat is not waiting, you have failed to signal the submarine

What should I do at the pinnacle?

H: Signal your colleagues

A: Signal with the helmet at the pinnacle overlooking the sea!

How do I escape the guards and dogs?

H: Don't hang about!

A: Keep moving to evade them! Remember you're a super-fit secret agent!

How do I see in the dark?

H: Shed some light on the problem!

A: Light the helmet

How do I stand on the wall?

A: You can't

How do I signal the helicopter?

A: You can't

**Instructions' Source** : FIVE STAR GAMES 3 (Beau Jolly) Inner Inlay

### **Review (Electron User)**

After playing the first Rick Hanson game, I couldn't really see that Robico could improve the quality of their games. I was wrong - they have. The dossier that comes



in the game's packaging outlines Rick Hanson's latest mission. The enemy has made a breakthrough in an advanced weapons system using it.

Rick's mission is to discover as much about it as he can, which will require him to get the plans for the system. A submarine drops him at Fisherman's Cove, a secluded spot on the enemy shoreline. The submarine will stay in the area until Rick has finished his mission and will then pick him up.

To help him, various undercover agents in the area have left instructions - some in the form of subtle clues - and others will meet him to aid him in his task. You start on the beach at Fisherman's Cove. It is very cold and the first thing you should do is find something to help you get dry.

When you find it, removing your wet clothing first will help and if you wipe the towel rather than yourself you should find that you can start to concentrate on your mission.

Examining the towel will provide a clue, and you should now look for a telephone box. Examining everything when you get there will give you some numbers to try if you go back to the cave and dig.

One of them will provide you with some clothing. A visit back to the telephone box, now that you know which number to use, will allow you to hear a message giving details of the location where you will meet your first contact.

You can ignore the helicopter for the time being, and an examination of your clothing will find you on the outskirts of Winterton, the village where you are to meet your first contact.

While PROJECT THESIUS isn't the hardest adventure I've ever played, it is the most enjoyable. The location descriptions are full with masses of detail. A superb game that I can highly recommend.

Presentation .....	9
Atmosphere .....	10
Frustration factor .....	8
Value for money .....	10
Overall .....	9

Paul Gardener, ELECTRON USER 3.12



# PSYCASTRIA

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Scrolling Shoot-'Em-Up  
Author : Gary Partis  
Standalone Release(s) : 1985: PSYCASTRIA, Audiogenic, £7.95  
1990: PSYCASTRIA, Alternative, £1.99  
Compilation Release(s) : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
1987: FIVE STAR GAMES 2, Beau Jolly, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The Psycastria have constructed four different types of installation, one on land, one at sea on a giant carrier ship, one on the surface of the moon and the final one in deep space. It is in these installations that they store their energy supplies in circular pods. You, now endowed with the skill and cunning of the famous Boggles, are in charge of a highly manoeuvrable craft capable of stunning mid-air changes of direction. Using just your basic astro cannons, you must attack each installation in turn, avoiding the high buildings that stand up from the surface. However, the Psycastria will put up a strong defence with their bizarre shaped fighters. You can cause as much damage as you like to the installations, but your main aim to destroy the ten circular energy pods then land on the main landing strip, signified by the leading arrows on the left hand end of the strip. Once you have landed, there is a sub-game in which you can try for a bonus by destroying aliens that fly across the screen. When that is over, you can take off for the next screen.

You start with three lives and get an extra one for every 30,000 points, and your points score determines your eventual rank (10 levels from Novice upwards).

The game starts as soon as you press 1-4 for the number of players.

## Game Controls

Use the following keyboard controls...

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire

Cursor Down/Cursor Up - Pause/Restart

**In Pause Mode:** S - Sound, 0 - Force Demo

**Instructions' Source** : ELECTRON POWER PACK 2 (Audiogenic) Inner Inlay

## Review (Electron User)

Yes, folks. It's time once again for some good old zap and blast. Why communicate with alien life forms when you can incinerate them? The alien command bases are located on land, at sea, on the moon and in space. Your task is to decimate all four.

Play is limited to a narrow window in the middle of the screen, best described as Zaxxon viewed from directly above the ship. This provides you with a bird's eye view of the buildings and weapons which constitute the enemy base.

Your ship, always positioned mid-screen, is allowed to move from side to side in order to avoid buildings. The screen scrolls continuously from right to left or vice versa, depending on which way you are facing. Scenery and enemy forces are drawn using good detail and are animated faultlessly.



You begin your attack from the left of the command base, flying at ground level dodging to each side, shooting tanks and ammo dumps. If you haven't destroyed everything by the time you reach the right of the base your ship flips over automatically and you return to destroy the remaining defences.

The enemy is present in the form of numerous fast moving UFOs which come screaming in trying to ram or shoot you down. Owing to their high speed you cannot wait to see the whites of their eyes before firing. Adopt the age old technique of continual rapid firing whether the enemy are on the screen or not.

While on the subject of the enemy craft, do watch out for the tail gunner. On several occasions I nipped into an alien's slipstream only to receive a laser salvo from its rear end.

An annoying feature is that when your ship is destroyed you are returning to the start and all the enemy tanks and ammo dumps are replaced. This means that the only way you are going to reach screen two is to wipe out the enemy using a single ship. There is no way you are going to achieve this in your first few minutes. The aliens come thick and fast, and their aim is deadly.

PSYCASTRIA is a very good arcade game let down by rather difficult play.

Sound .....	6
Graphics .....	9
Playability .....	7
Value for money .....	8
Overall .....	8

James Riddell, ELECTRON USER 3.10



# PSYCASTRIA 2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'Em-Up  
Author : Gary Partis  
Standalone Release(s) : 1990: PSYCASTRIA 2, Atlantis, £2.99  
Compilation Release(s) : 1989: FAB FOUR VOLUME 1, Audiogenic, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : Unknown

## Instructions

*"Aliens from the planet Psycastria have built powerful space platforms from which they are attacking the smaller planets of the galaxy. The consequences of a Psycastrian victory are too terrible to contemplate. They must be stopped at all cost."*

Start the game by pressing 1-4 to select from 1 to 4 playres. (If you want to use a joystick, press FIRE first). You start with three lives but gain an extra life for 30,000 points.

You must destroy the ten circular energy pods to be found on each level then land on the main landing strip, signified by leading arrows on the left hand side of the strip. The Psycastrians in their strange shaped space craft will do their best to stop you - and you must take care not to crash into the high buildings dotted throughout the space platforms.

In between levels there is a bonus game in which you destroy aliens which fly across the screen.

The consequences of a Psycastrian victory are too terrible to contemplate. They must be stopped at all cost.

Good Luck!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire

Or use BBC compatible joy-stick.

Cursor Up/Down - Pause/Restart. Press S whilst paused to toggle sound off/on.

**Instructions' Source** : PSYCASTRIA 2 (Atlantis) Back and Inner Inlay

**Review** : No Review Yet



# PUNCMAN

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Review (Electron User)**

PUNCMAN is a software package containing two programs that aim to help children from the age of eight upwards learn elementary punctuation in an enjoyable way. Puncman, a sort of educated Pacman, writes a short story on the screen and a character called Noshier swipes the punctuation marks.

In Puncman 1 it's the capital letters and full stops that he takes. With Puncman 2 he becomes bolder and takes the commas and question marks as well. The pupil has to help Puncman replace them all correctly by guiding him, using the cursor keys.

There are seven stories in each game, each of a different level of difficulty. A good feature is that you can choose the story level you want without having to go through the others. One criticism is that it would be nice if you could jump back to the instructions from the game. It would also be nice to have the option of varying the speed of Puncman who might be too slow for some children, too fast for others. Having said that it's a nice program well written and instructional.

Nigel Peters, ELECTRON USER 1. 5



# PYRAMID OF DOOM

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 8  
Game Type : Text Adventure (Rated Moderate)  
Author : Scott Adams  
Standalone Release(s) : 1983: PYRAMID OF DOOM, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This is an Adventure that will transport you to a dangerous land of crumbling ruins and trackless desert wastes into the PYRAMID OF DOOM! Jewels, gold - it's all here for the plundering - IF you can find the way.

Difficulty Level : Moderate

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : PYRAMID OF DOOM (Adventure International) Back Inlay

**Reviews** : No Review Yet



# Q-BIX

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author :  
Standalone Release(s) : None  
Compilation Release(s) : 1986: ACTION PACK 2, Alligata/WHSmith, £3.99  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Kolly Kevin is trapped in a strange world of cubes - a myriad of shapes, a host of sizes. Can you help Kevin escape by changing the colour of all the tops of the cubes? Can you help Kevin avoid the bouncing balls, snake and roaming robot in his dash for freedom. You have four lives.

## Game Controls

< - Left, > - Right, A - Up, Z - Down  
F - Freeze, R - Restart

Playing Hint: When available, use the spinning lifts - as your enemies cannot use them.

**Instructions' Source** : ACTION PACK 2 (Alligata/WHSmith) Inner Inlay

**Reviews** : No Review Yet



# QUEST

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author : Tony Oakden  
Standalone Release(s) : 1987: QUEST, Superior/Acornsoft, £9.95  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 8, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

### **The Scenario**

You play the role of Walter Cobra, a clever but absent-minded young lad who has two favourite hobbies: exploring and inventing. One day you stumble across a faded old map which shows the route to a buried object marked as "The Golden Dragon". The starting-point on the map is a wishing-well located a couple of miles from your home.

The next day you amble over to the wishing-well and climb down the walls of the well. Eventually you reach the bottom. You then suddenly realise that you have left behind a very important item: the map.

You decide to press on regardless. You remember some of the places shown on the map but, bearing in mind the size of the map, this quest will surely be the greatest challenge of your life!

### **Your Objective**

Your objective is to seek and find the legendary Golden Dragon. En route you must collect twelve power crystals and destroy three reactors. You must investigate: the Chapel, the Joke Shops, the Elephant House, the Armoury, the Ghost Maze, the Music Rooms and the Time Warps.

### **Energy**

At the beginning of the quest your energy is at its maximum. Energy is lost by:

- (1) encounters with creatures and robots,
- (2) falling from a great height,
- (3) colliding with the wall at high speed,
- (4) falling into the vats of acid,
- (5) stepping into electrified spikes.

Energy can be replenished by: (1) solving puzzles,  
(2) collecting the power crystals.

If, at any stage, you are losing energy very quickly, you will automatically be transported away from the danger.

If your energy reaches zero, you will be unable to continue and you will die. However, before you die try pressing certain keys simultaneously - and you may be able to live again. Of course, nothing lasts forever and you will, at most, be offered the opportunity to reincarnate four times.

You must complete the quest without the use of reincarnation in order to see the congratulatory message which finally appears.

### **Using Your Jet Boots**



Your jet boots are a fantastic invention, enabling you to fly for short periods of time. The jet boots' thrust is controlled by two keys:-

- ? - gives half thrust - allowing you to sustain a steady velocity or hover, and
- \* - gives full thrust.

Pressing both keys simultaneously produces a powerful 'hyperthrust'.

However, the jet boots can only be used in locations where there is a large triangular object present. This object is a transmogrifier - providing power for the jet boots. You will notice a large triangle on the starting screen; therefore, you are able to fly by using your jet boots on this initial screen.

Sometimes it is possible to thrust at high speed on one screen, and then coast through the next screen. It is also possible to jump from some screens - where there is no transmogrifier - onto the next screen, and then use the jet boots to thrust away.

### **Stun Grenades**

You start your quest with eight stun grenades. These are represented by small triangles on the console at the top of the screen. They may be used to:

- (1) stun some of the creatures and robots,
- (2) blow up the reactors,
- (3) exorcise the ghosts.

The grenades may be replenished by logging on to the terminal in the Armoury. One extra grenade will be granted each time - at the expense of one unit of energy.

### **Collectable Objects**

There are many collectable objects to be found lying around. These can be picked up by standing upon them (exactly in the centre of the object) and pressing the 'P' key. At most, two objects can be carried at any time. The objects currently being carried are shown at the top-right of the screen along with a brief description.

### **Power Crystals**

There are twelve power crystals to be located. A power crystal is indicated on the console at the top of the screen by a small diamond. They must be collected by walking or flying towards them. Each time a crystal is collected, a diamond on the console will disappear and you will receive an energy bonus. When all twelve crystals have been collected, a force field which blocks your route will be destroyed.

### **Reactors**

You must locate the three reactors. These are represented on the console at the top of the screen by small canisters. All three of the reactors must be blown up. This is accomplished by getting into the reactor and firing a stun grenade. The reactor will then close down, one of the canisters on the console will be removed, and a force field will be destroyed.

### **Terminals**

There are eight terminals to be interrogated. To operate a terminal, you must stand at the edge of it - and you must also be carrying a certain object. To receive a message from a terminal, you need to have the correct password. You should find the appropriate passwords as you wander around. The password for the terminal in the Armoury, for example, is to be found just to the west of the Chapel. Once you have seen a password, it will be automatically remembered.

The terminal display shows:-

- on the left - message from the system,
- on the right - a list of the passwords obtained.



Each of the eight terminals needs to be interrogated. If a terminal's function is not immediately obvious, try exploring further before you operate it. To log off from a terminal, press SPACE.

### **Doors**

You will come across many doors during your quest. Some of them can be opened by keys. At the bottom of these doors you will see a small symbol which corresponds to the shape of the handle of the appropriate key. But beware because there are duplicate keys, and using the wrong key to open a door may result in the quest being impossible to complete.

### **The Clock**

On the left of the console is a real-time clock. This starts at 10:45 and runs continuously throughout your journey. You will notice that time passes more quickly in the Time Warps. Certain puzzles are time-related, so it's wise to keep an eye on the clock.

### **General Hints**

All the creatures and robots you meet follow a predictable pattern of movement. If you can discern the patterns, it is possible to complete the entire quest without losing any energy. Try not to use a stun grenade unless it is essential to do so - a robot may be left blocking a passage and a ghost can reappear at an inopportune moment. Only four stun grenades are needed.

Try to map the scenario. As you move around, you will see several location signs. These show your current sector and level. Sector A is at the extreme left, and Sector H is at the extreme right. These signs should assist you with your orientation.

Some creatures will turn and attack you if you get too close; others will run away and hide. So try to figure out how each creature behaves. You will usually be able to outpace them with vertical movements, but not necessarily with horizontal movements.

### **Game Controls**

Z - Walk/Fly Left, X - Walk/Fly Right

\* - Use Jet Boots, Full Thrust, ? - Use Jet Boots, Half Thrust

<RETURN> - Jump/Swim, <SPACE> - Fire Stun Grenade

P - Pick Up Object (When Standing On It)

S - Sound, Q - Quiet, <COPY>/<DELETE> - Pause On/Off, <ESCAPE> - Exit game

**Instructions' Source** : PLAY IT AGAIN SAM 8 (Superior/Acornsoft) Inner Inlay

### **Review (Electron User) - "Spring Into Adventure"**

Releases from Superior's stable are always to be taken seriously, and the latest game, QUEST, is no exception. It is an arcade adventure - always one of Superior's favourite themes - in which you play the part of Walter Cobra, a clever but absent-minded young chap who has two favourite hobbies - exploring and inventing.

One day you stumble across a faded old map which shows the route to a buried object marked as the Golden Dragon. The starting point is a wishing well located a couple of miles from your home.

The next day you amble over to the well and climb down it. Only after reaching the bottom of the well do you remember the map, which is still at home. However, having come this far you decide to press on regardless and so - according to the cassette inlay - begins the greatest adventure of your life.

The objective is to seek and retrieve the legendary Golden Dragon shown on the original map. In the process, twelve power crystals must be collected and you must destroy three reactors. Destroying a reactor is achieved by getting inside it and firing a stun grenade - one of Walter's little inventions.



You control Walter with three keys: Left, right and jump. He is equipped with another of his little inventions - a pair of jet boots which will only function in rooms containing large triangular objects called transmogrifiers.

A great deal of the game's strategy derives from how you use these boots. Some rooms are so lethal it is safer if you fly through them. But no transmogrifier means you have to build up each momentum from a neighbouring location to literally coast across in free fall.

Scattered throughout the maze are eight computer terminals, which can be interrogated if you are carrying the right object and know the password.

I played this game for a long while without ever encountering a terminal, let alone a crystal. This goes to show just how large the adventure is, and it should certainly keep the old grey matter buzzing for a long time.

QUEST lacks the clean-cut feel present in some of Superior's other games. While remaining an extremely challenging and very stimulating arcade adventure, little things niggled me. The screens are very clustered and sometimes it's not too clear just what is going on.

Some floors can look solid, but you will fall through them because the screen seems to contain some actual program data, which lies across the bottom of the picture.

Summing up, QUEST is a nice arcade adventure, following in the footsteps of CITADEL and PALACE OF MAGIC. The addition of gimmicks like the jet boots and computer terminals keep the interest up and I can certainly recommend it for its addictiveness alone.

Sound .....	5
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	8

Barry Wood, ELECTRON USER 5. 7



# QUEST FOR FREEDOM

*Professional, Originally Released On Cassette Only*

Game Alias : THE LAST OF THE FREE  
Game Type : Arcade-Adventure; Manic-style  
Author : Peter Scott  
Standalone Release(s) : 1986: QUEST FOR FREEDOM, Strobe/IJK, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : Unknown

## Instructions

This tremendous new machine code arcade adventure features 55 totally different complex screens, 32 aliens, 60 backgrounds, 80 walls, 32 objects, cartoon-style graphics, many puzzles, doors, teleports and much, much more!

The game involves you, as one of the last of THE FREE, trying to escape the planet via the teleport.

The usual left, right and jump controls apply, except you can fall any distance and steer yourself while doing so. Touching an alien or poisonous platform depletes your energy.

The puzzles range from simple to complex. To open a door, which shows which key you need, simply enter the screen with the door, and press the 'use' key (\*). The door opens, and the key disappears.

Some puzzles involve standing on or near objects, and dropping objects near obstacles, but more are solved simply by using the object on the correct screen.

## Game Controls

Z - Left, X - Right, \* - Use Object, ? - Pick Up/Drop  
<RETURN> - Jump, Q/S - Sound Off/On

**Instructions' Source** : QUEST FOR FREEDOM (IJK) Inner Inlay

**Reviews** : No Review Yet



# QUEST FOR THE HOLY GRAIL

*Professional, Originally Released On Cassette Only*

Game Alias : EPIC ADVENTURES #2  
Game Type : Text Adventure  
Author : Melvyn E. Wright & Dave M. Johnson  
Standalone Release(s) : 1984: QUEST FOR THE HOLY GRAIL, Epic, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : EPIC, 10 Gladstone Street, Kibworth Beauchamp, LEICESTER  
LE8 0HL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been used to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, colour, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

A Full-scale adventure in which you have to search the forests and wastelands around Camelot in your attempt to find the Holy Grail and return it to King Arthur.

"So you want to become a Knight of the Round Table?" boomed King Arthur. "Well, I can't bestow a knighthood on everyone who strolls in here looking for fame and fortune. First you must prove that you are worthy of such an honour."

Arthur scratched his head and paced the room for a few minutes.

"I have decided that your quest will be to find the Holy Grail and bring it back here to me."

There were gasps of amazement from all the knights gathered there.

"Impossible," shouted someone.

Arthur continued, "You will face many dangers on your journey but look for the Magic Fruits of the Forest. They will be of great help to you but use their powers only when there is no other course of action open to you."

You leave Camelot feeling more than a little apprehensive. Where will you begin your seemingly impossible quest?

## Playing Instructions

Commands may be entered in the form of complete sentences. It is usually only necessary to enter the first two or three letters of most words, but if this doesn't produce the expected result, retype in full.



The program has a vocabulary of approx. 140 words and it is part of the game to discover what these are. However, some words that you will need to know are listed below. Most of them have single letter input.

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT

TAKE - To pick up an object

DROP - To drop an object

INVENTORY - To list your possessions

LOOK - To describe your surroundings

SCORE - To obtain your score

SAVE - To save the current game on tape

LOAD - To load back a SAVED game

QUIT - To end the current game

During the game you will need to use a torch. Use the words LIGHT TORCH to work it and OFF to extinguish it.

## Helpsheet

This is an alphabetical list of all the locations, objects, characters and items referred to in QUEST FOR THE HOLY GRAIL. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how you use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our produces, there may be minor differences in detail between these clues and your version of the game.

## Hints On Playing The Game

During your travels you will encounter various problems which can only be solved by the use of an object from a later stage of the game. When this happens, ignore the problem for the time being, and carry on until you find the object required. You should then be able to return to the problem by means of the transport mechanism provided.

**AISLE:** Inside the monastery.

**ALCOVE:** Inside the castle, to the east of the courtyard.

**ALTAR:** Inside the monastery.

**APPLE:** In the storeroom. See Fruit.

**ASHES:** In the huge cave, after killing the dragon. Not used.

**AXE:** In the woodcutter's shack. You must not let the woodcutter see you stealing his axe, so take it then hide it before you leave the shack. See Woodcutter. Use the axe to chop down a small tree. See Trees, Scoring.

**BALE OF HAY:** See Hay.

**BANANA:** At the foot of the vine. See Fruit.

**BARN:** In one of the forest clearings. Go in. See Loft.

**BARREN WASTELANDS:** See Wastelands.

**BEAUTIFUL: GIRL:** See Girl.

**MAIDEN:** See Maiden.

**BENCH:** In the barn. Not used.

**BLACK KNIGHT:** To the east of the crossroads. See Knights.

**BLACKBERRY:** In the small room at the east end of the hallway. See Fruit.

**BLANK WALL:** At the end of the dark tunnel. See Tunnels.



**BLUE KNIGHT:** To the north of the forest. See Knights.

**BRIDGE:** Across the valley. You can only cross this from south to north.

**CAMELOT:** On the top of the hill, at the start of the adventure. You must return here with the Grail, to finish the game.

**CANDELABRA:** In the small room in the monastery. You must light the candles with your burning torch. See Monk.

**CANDLES:** See Candelabra.

**CASK:** On the pass. See Vat of Oil.

**CASTLE:** To the east of the swamp, past the lawn. This is surrounded by the moat. See Drawbridge.

**CATTLE:** On the hill. For atmosphere only.

**CAVES:** **HUGE:** To the north of the pass. See Ladder.  
**SMALL:** Above the huge cave.

**CELLS:** In the dungeons. There are six of these, three to the north and three to the south of the corridor. You must pull the ring in the south, central cell to find the secret tunnel.

**CHURCH:** See Monastery.

**CLEARING:** There are two, both in the forest.

**CORRIDOR:** In the dungeons. See Cells.

**COURTYARD:** Just inside the castle adventure.

**CROOK:** To the north of the castle. You will need this to reach the lever.

**CROSSROADS:** To the east of the forest.

**DARK ALCOVE:** See Alcove.

**DEADMAN'S END:** To the south of the swamp.

**DIAMOND NECKLACE:** See Necklace.

**DINGY STOREROOM:** See Storeroom.

**DOORS:** **COURTYARD:** Surrounding the courtyard.  
**GREEN:** At the top of the spiral staircase. Go in. See Small Rooms.  
**MONASTERY:** See Hallway.  
**OUTSIDE TOWER:** See Tower.  
**RED:** At the top of the spiral staircase. Avoid it.  
**YELLOW:** At the top of the spiral staircase. Go in. See Small Rooms.

**DRAGON:** In the huge cave. Throw the cask of oil at it.

**DRAWBRIDGE:** This is used to bridge the moat. See Lever.

**DUNGEONS:** Underneath the castle. Down the steps to the south of the courtyard. See Cells.

**EBONY SWORD:** On the Island. Not used. Note, it does not kill the black knight. See Knights.

**EMERALD SWORD:** In the long grass next to the lawn. See Swords.

**FALLEN: ROCKS:** At the end of the pass. You cannot get past these.  
**TREE:** At the end of the sloping passage from the small cave. See Lance.

**FLINT:** Near Deadman's End. Use it to light the torch.

**FOREST:** To the east of Camelot.

**FRUIT:** There are four of these. Most of them provide a transport mechanism when eaten, as follows:-  
**APPLE:** Returns you to the castle entrance.  
**BANANA:** No effect.  
**BLACKBERRY:** Returns you to the crossroads.  
**RASPBERRY:** Returns you to the north side of the bridge.



**FURNITURE:** In the shack. For atmosphere only.

**GIANT OAK TREE:** See Oak Tree.

**GIRL:** On the island. Give her the necklace and she will offer you the Grail, and one sword. Take the sapphire one.

**GLOWING OPAL:** See Opal.

**GOLD: SWORD:** In the barren wastelands. See Swords.

**THRONE:** See Throne.

**GRAIL:** See Girl, Scoring.

**GRASS, LONG AND SHORT:** Next to the lawn.

**GREEN: DOOR:** See Doors.

**KNIGHT:** At the castle entrance. See Knights.

**HAIRY PAW:** Underneath some of the iron rings. You've lifted the wrong ring! See Rings.

**HALLWAY:** At the north end of the monastery. There is a door at each end. The door at the west end is the main exit from the monastery. Go out. You will need the large key to open the door at the east end.

**HAMMER:** In the barn. Not used.

**HAY:** In the loft. Use this to feed the horse. See Scoring.

**HEDGES:** In the forest. For atmosphere only.

**HILL:** See Camelot.

**HOLE IN ROOF:** In the huge cave. See Caves.

**HOLY GRAIL:** See Girl.

**HORSE:** Near the barren wastelands. See Hay.

**HUGE: CAVE:** See Caves.

**STONE:** At the east end of the valley. See Opal.

**IRON RINGS:** See Rings.

**ISLAND:** In the lake. See Raft. Tie the raft to the saplings before leaving it. See Rope.

**JETTY:** To the north of the lake.

**KEYS: LARGE:** At the top of the spiral staircase. See Hallway, Scoring.

**SMALL:** On the path to the north of the undergrowth. See Witch, Scoring.

**KNIFE:** In the small room at the top of the castle. See Rope, Scoring.

**KNIGHTS:** There are five of these, each of a different colour. You will need to find the appropriate sword to deal with each knight, as follows: Blue knight - sapphire sword; Red knight - ruby sword; Green knight - emerald sword; Yellow knight - gold sword; Black knight - you cannot kill the black knight with any sword.

**LADDER:** In the barn. After using it to climb up to the loft, carry it with you. Use it to reach the hole in the roof of the huge cave. (You will have to drop it again before you can climb it!) See Scoring.

**LAKE:** To the east of the path through the undergrowth. See Raft. Sail east to get to the island, and north to the jetty.

**LANCE:** In the alcove. Use this to move the fallen tree.

**LARGE: KEY:** See Keys.

**OPAL:** See Opal.

**LAWN:** To the east of the swamp, in front of the castle.

**LEAFY PLATFORM:** Up the oak tree. Go east towards the trunk of the tree and climb down the vine. You cannot climb back up here.

**LEVER:** At the front of the castle, pull this to lower the drawbridge. You cannot stretch across the moat to reach it. See Moat.

**LOFT:** Climb the ladder in the barn.



**LOGS:** Made by sawing up the tree. See Trees.

**LONG: GRASS:** See Grass.

**ROPE:** See Rope.

**MAIDEN:** Behind the green door. You are advised not to listen to her!

**MOAT:** Surrounding the castle. If you walk around the castle to the east side, you can then get down the bank of the moat and wade through it. You will need to do this in order to be able to reach the lever, but see Crook.

**MONK:** He appears when you light the candles. See Opal.

**NECKLACE:** Given to you by the witch when you release her. Give it to the girl.

**NICHE:** See Huge Stone.

**OAK TREE:** In the forest to the south of the crossroads. Climb this until you reach the point where the branches spilt, then take the west one until you fall onto the leafy platform. In early versions of the game, a wrong move was fatal. See Trees, Leafy Platform.

**OIL:** See Vat of Oil.

**OLD BARN:** See Barn.

**OPAL:** Given to you by the monk. Place it in the niche in the huge stone at the end of the valley.

**PASS:** At the east end of the valley, beyond the huge stone.

**PASSAGE:** See Sloping Passage.

**PAW:** See Hairy Paw.

**PILE OF: ASHES:** See Ashes.

**LOGS:** See Logs.

**PLANK:** In the barn. See Stepping Stones, Scoring.

**PLATFORM:** See Leafy Platform.

**RAFT:** You have to make this yourself. See Trees and Rope. Use it to sail across the lake to the island. (Drop it then type the direction you wish to go.)

**RASPBERRY:** In the narrow passages next to the small cave. See Fruit.

**RED: DOOR:** See Doors.

**KNIGHT:** Above the valley. See Knights.

**RESURRECTION:** If you get killed, you can choose to be resurrected up to a maximum of three times. You will lose points for this which you cannot regain, so you are advised to load back a saved position whenever possible, instead of opting for resurrection.

**RINGS:** In the dungeons. See Cells.

**RIVER:** At the northeast edge of the forest. Use the raft to cross it on the return journey. (Type Wait when the program suggests that you wait.)

**ROCKS:** At the end of the pass. See Fallen Rocks.

**ROOM:** See Small Room.

**ROPE:** At Deadman's End. You can cut this in half with the knife. One half is used to tie the logs together to make the raft. See Trees. The other piece is used to tie the raft up to the island.

**RUBY SWORD:** In the forest. See Swords.

**SAPLINGS:** On the island. Tie the raft to these. See Island.

**SAPPHIRE SWORD:** On the island. See Swords.

**SAW:** In the barn. See Trees.

**SCORING:** Apart from scoring points by solving the various puzzles etc, you also score points for picking up the following objects: Grail, axe, plank, ladder, knife, all the swords and keys. Note that you do not need all of these objects in order to complete the game.

**SHACK:** In one of the forest clearings. Go in. See Woodcutter.



**SHEPHERD'S CROOK:** See Crook.

**SHORT: GRASS:** See Grass.

**ROPE:** See Rope.

**SILVER SWORD:** On the island. Not used.

**SLOPING PASSAGE:** Next to the small cave. You will have to crawl along part of this.

**SMALL: CAVE:** See Caves.

**KEY:** See Keys.

**ROOM:** 1) At the top of the castle, overlooking the monastery.

2) Behind the door at the east end of the hallway in the monastery.

3) At the top of the spiral staircase. These contain the witch and the maiden.

**SPIRAL STAIRCASE:** Inside the tower.

**ST. BENEDICT'S:** See Monastery.

**STAIRCASE:** There are a number of these inside the castle. See also Spiral Staircase.

**STEPPING STONES:** These form a path through the swamp. The most southerly one is just out of reach, and you must drop the plank here to bridge the gap.

**STEPS:** On the north side of the valley. See also Staircase.

**STONE: HUGE:** See Huge Stone.

**TOWER:** See Tower.

**STOREROOM:** To the north of the courtyard.

**SWAMP:** To the south of the forest, beyond the large oak tree. See Stepping Stones.

**WORDS:** These are used for dealing with the knights. You can only carry one at once. See Knights, Scoring.

**TABLE:** In the small room in the monastery. You cannot do anything with this.

**THRONE:** On the island. For atmosphere only.

**TOOLS:** In the Barn. See the entries for the individual tools.

**TORCH:** In the oak tree. You can see in the dark by lighting it with the flint. You will also need it to light the candelabra.

**TOWER:** At the west end of the valley. Go in the door at the bottom.

**TRANSPORT MERCHANT:** See Fruit.

**TREES:** In the forest. Most of these are for atmosphere only. If you have the axe, you can chop down one of the small trees to the east of the crossroads, then saw it up into logs with the saw. See Raft. There is one large oak tree in the middle of the path to the south of the crossroads. See also Oak Tree and Fallen Tree.

**TUNNELS:** Underneath the dungeons. These emerge behind the monastery wall. Push the wall and go north to enter the monastery. After you do this, the wall will close again.

**UGLY WITCH:** See Witch.

**UNDERGROWTH:** To the north of the fallen tree.

**VALLEY:** To the east of the barren wastelands. This is spanned by the bridge.

**VAT OF OIL:** In the barn. You cannot do anything with the vat itself but when you have the cask of wine, empty it and fill it with oil. See Dragon.

**VINE:** Up the oak tree. Climb down this. See Leafy Platform.

**WALL:** At the end of the dark tunnel. See Tunnels.

**WASTELANDS:** To the north of the monastery.

**WILD HORSE:** See Horse.

**WINE:** Do not drink it.

**WITCH:** Behind the yellow door. Release her with the small key. See Necklace.



**WOODCUTTER:** He will appear when you leave the shack. Do not let him see you leaving with his axe.

**WOODEN: BENCH:** See Bench.

**SHACK:** See Shack.

**WOODWORKING TOOLS:** In the barn. See the entries for individual tools.

**YELLOW: DOOR:** See Doors.

**KNIGHT:** On the path to the north of the undergrowth. See Knights.

### **Review (Electron User)**

Yet another superb adventure from Epic. This time you aspire to join King Arthur's round table at Camelot. Unfortunately, it is not quite as simple to join as you thought. In fact Arthur decides that you will have to perform an deed of valour to prove your worthiness. After much deliberation he decides that the task you will have to perform is to find and return the Holy Grail.

To this there are gasps of amazement from the assembled knights and one even shouts "Impossible!" How right he is! I've been trying for the last two weeks so I should know!

You start your quest on a hilltop outside Camelot. Your first task is to explore the surrounding forest. You will find various objects scattered around here and two very annoying knights who won't actually attack you but do insist on refusing to let you pass.

You eventually come to a large tree. You can climb it with a ladder and a plank (hint!) and even fall partway down through the branches before climbing down to the ground. But unless I'm missing something, you can't then climb back up it!

Your next task is to find your way through the swamp. Here the save game facility is a life-saver, literally! Once through the swamp you have another one of those knights to thwart. But providing you have successfully investigated the surrounding countryside you shouldn't have any real problem here.

Once the knight is vanquished you have a magnificent castle to explore, complete with dungeons, secret passageways leading to mysterious and distant locations and doors that refuse to open. I shan't tell you any more about the adventure - I couldn't if I wanted to. This is where I got stuck!

Suffice it to say that there are about 230 locations, of which I visited about 100, a maximum possible score of 8,000 (I got 2,000) and about 140 words recognised by the program. The puzzles are superb and I think praise is due to the program's writer.

As is usual with Epic, a small cassette insert gives general instructions and a synopsis of all their other adventures. The game loads in three parts. The first program displays the Epic logo and produces a merry little tune. The second gives background information on the scenario, with some simple commands to get you started and then loads the main program.

Overall, while I wouldn't recommend it to an absolute beginner, it is a superb adventure and excellent value for money. Compulsive! I think having now tried all three of the Epic adventures, that they must be the yardstick by which all future adventures for the Electron should be judged.

P.S. If anyone gets those doors open, please let me know how you did it!

Merlin, ELECTRON USER 1. 9



# QUICK THINKING PLUS

***Professional, Originally Released On Cassette Only***

Game Type : Educational  
Author :  
Standalone Release(s) : 1983: QUICK THINKING PLUS, Mirrorsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Two mind-stretching games by Widgit Software*

*SUM VADERS - armed only with mental power and nimble fingers you eliminate invading alien robots by adding or subtracting vital numbers. But the alien forces continuously speed up their invasion. Can you survive and save the world from a robot invasion?*

*Several levels of difficulty and a two-player game with a handicap option make SUM VADERS an equal challenge for all family members, from 8 years to adult.*

*ROBOT TABLES - control a machine processing raw material into a sequence of perfect robots. Do you know enough arithmetic to set the machine to the right process? The automatic factory won't stop if you give the wrong instructions.*

*Several levels of difficulty and a choice of speed makes ROBOT TABLES an ideal way to exercise multiplication tables both for early learners and more advanced children. Recommended from 6 or 7 to 12 years old and beyond.*

There are two great games on this cassette - SUM VADERS and ROBOT TABLES. They are taped in this order on Side A, with back-up copies in the same order on Side B.

You can avoid long waits by running the tape through on Fast Forward or Rewind until you find the program you want. If you have a tape counter on your recorder you can use it to locate the programs easily if you note the readings at the start of programs, having first set the counter to zero at the tape start.

You are automatically given the choice to load ROBOT TABLES when you take the exit option from SUM VADERS.

## Playing The Games

### Sum Vaders

Alien invaders in numbered space ships fly into vision, hover and drop an invading robot, also bearing a number. The aim of the game is to eliminate the robot before it lands on Earth. In the Adding version of the game this is done by adding the two numbers together. In the Subtracting version the Robot's number must be taken away from the space ship's number.

Typing in the correct answer before the robot lands destroys the robot.

If you are wrong or too late, the robot will land. The correct answer is displayed.

After you have entered a number of right answers the game speeds up, the space ship flies at a lower level, and you get a shorter time in which to answer. As the speed increases the score given for each correct answer also goes up.



The game ends when give robots have landed. In each game session the best score is recorded on the screen.

The game can also be played by two players, each choosing a different level of difficulty. This allows a child to play an adult and still have a chance of winning. In the two-player game, high scores are separately recorded for each player.

At the end of each game there is a choice to play again at the same level (press <1>) or return to the choices at the start of the game (press <0>).

At the start of the game these are the choices you will be offered:

#### **Adding or Subtracting**

- \* press <A> for adding sums
- \* press <S> for subtracting sums

#### **Instructions for players**

- \* press <N> to see illustrated instructions
- \* press <1> for one player
- \* press <2> for two players
- \* press <0> to stop

#### **Level of Difficulty**

- \* press <1> :only numbers up to 9 are used
- \* press <2> :one number is in multiples of 10, and the other is a single digit (eg  $30 + 7 = 37$  or  $50 + 2 = 52$ )
- \* press <3> :two digit numbers may be used, but a carry is not produced
- \* press <4> :any numbers up to 99
- \* press <5> :as choice 4, but the action can get very fast!

When there are two players, Player 1 chooses the level of difficulty first, as shown in the on-screen instructions.

#### **Robot Tables**

You are in charge of a robot making machine and your aim is to make a sequence of ten perfect robots. The raw material you need to make each robot in the sequence is fed automatically to the machine. Each lump of raw material carries a number and you must tell the machine whether or not the number on the lump is next in the sequence.

Only two controls are used:

- \* press <1> if the raw material number is the next (or first) correct number in the sequence
- \* press <SPACE> if the raw material is NOT the correct number in the sequence

#### **Which number is right?**

You find out the right numbers in the sequence by working out the multiplication tables in your head. A panel on the front of the machine shows which multiplication table is being used for a sequence.

For example, if the panel shows that the multiplication table is 3, the raw material you accept for the machine to make the first robot is 3. All other numbers must be rejected. Raw material for the second robot must be numbered 6, for the third, 9 and so on.

The multiplication table in use might be any number up to 12, depending on which level of difficulty you have chosen.

#### **What does the machine do?**

Suppose we are still on the three-times table and we are starting to make the first robot.

If the raw material is numbered 3, which is the right answer, and you accept it (press <1>), the machine makes a perfect robot. If you reject it (press <SPACE>), the machine makes a damaged robot.



But what happens if the first lump of raw material is not numbered 3, let's say it's 4, for example? If you accept it (press <1>), the machine burns up the raw material. If you reject it (press <SPACE>), the machine recycles the raw material.

### **Scoring points**

You score points for making good robots and for recycling material. You lose points for bad robots and wasted material. A panel on the right of the machine records your score. You earn bonus points for every sequence of ten perfect robots.

The machine's speed is fixed and you must answer while the indicator light is green, before the raw material enters the main machine. There is a warning sound before the light turns red and you miss your chance to answer.

### **Learning and Testing**

There are two modes for the game - Learning and Testing.

Learning mode displays the number sequence of the table before the game starts. There is a generous response time and answers are displayed after each robot is made.

Testing mode has a shorter time in which to respond and answers are not displayed until the end of a sequence of ten robots. However, more points are awarded for correct answers (and lost for wrong ones!)

At the start of the game these are the choices you will be offered:

### **Instructions and mode**

- \* press <N> to see instructions
- \* press <S> for the Learning mode (slow)
- \* press <F> for the Testing mode (fast)
- \* press <0> to stop

### **Groups**

- \* press <1> for two-times table only
- \* press <2> for 2, 3 and 10 times tables
- \* press <3> for 2, 3, 10, 5 and 11 times tables
- \* press <4> for 5, 11, 4, 6 and 9 times tables
- \* press <5> for 6, 9, 8, 7 and 12 times tables

**Instructions' Source** : QUICK THINKING (Mirrorsoft) Back Inlay And Booklet

### **Review (Electron User)**

This package by Mirrorsoft contains two games for youngsters, SUM VADERS and ROBOT TABLES. Both programs are designed to give practice in number skills.

SUM VADERS requires you to use some quick thinking to stop the invasion of robots. Addition, subtraction, multiplication and division problems are presented and you have to get the answer right first time. An alien spacecraft bearing a number moves across the screen. It releases a robot invader which also has a number.

The object of the game is to destroy the robot before it reaches the ground. To do that you have to type the correct response to the sum. In the addition option, you have to add the two numbers, while the subtraction option has you taking the smaller number from the larger.

The product is entered in the multiplication option and the smaller number is shared into the larger in the division option. As your skills increase, so does the difficulty, the attackers coming in lower and faster. Your turn ends when five aliens get past and land on Earth.

There are five levels of difficulty for the adding and subtracting options. Only three levels are available in the multiplication and division options.



A nice feature of this program is that two people can play in competition, each player at his own level of difficulty. This enables a child to compete with an adult, yet still be able to win. In the two-player game, high scores are separately recorded.

The second program, ROBOT TABLES, is based upon a manic machine designed to frustrate the would-be mathematician. The aim of the exercise is to create robots - in contrast to SUM VADERS, where the object was to destroy them.

The robots are produced from lumps of raw material that is fed in from the left-hand side. Each lump contains a number. You have to decide whether that number is the next one in the sequence that is displayed below. If you reject good material - a correct answer - or if you accept bad material - a wrong answer - the machine makes a damaged robot.

If the material is OK and it is accepted by you, a perfect robot is produced. If you correctly reject bad material, it's recycled. Points are credited for material recycled and each undamaged robot produced.

Bonus points are given for every sequence of ten robots that are created. There are two modes for the game - learning and testing. In the learning mode the correct sequence of numbers is first displayed. There are much longer response times and answers are displayed after each robot is made.

The testing mode is much faster and points are lost for incorrect responses. I'd be happy to use the programs with most youngsters.

John Woollard, ELECTRON USER 3. 3



# QWAK!

## *Professional, Originally Released On Cassette Only*

Game Type : Platform Game With Cute Characters  
Author : Jamie Woodhouse  
Standalone Release(s) : None  
Compilation Release(s) : 1989: PRES GAMES DISC 4, PRES, £9.95  
1990: PLAY IT AGAIN SAM 10, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### Objective

You take on the role of QWAK, a highly intelligent and athletic duck. The objective (on each level) is to collect all the keys, then go to the door to exit from the level. You should collect the fruit as you go along for extra points. There are 24 levels of play. If all 24 are completed, the levels repeat but are more difficult.

You must avoid the monsters and the spikes. You can shoot bubbles at the opposing monsters. When a monster is hit by a bubble, the monster will disappear for a short while. When it reappears, it moves at twice its original speed and is then immune to bubbles.

### When you collect a potion bottle:

if there is any fruit remaining, the fruit and spikes will be swapped;  
if there is no fruit remaining, the monsters will be stunned for a short while.

You start with 3 spare lives. An extra life is awarded for every 8 flowers collected.

If you complete a level without killing any of the monsters, the message "PEACEFUL!" is displayed and a bonus of 100 x number of the level is awarded.

## Game Controls

CTRL - Left, A - Right, <RETURN> - Jump, <SHIFT> - Shoot Bubble  
S/Q - Sound/Quiet, <COPY>/<DELETE> - Pause On/Off, <SHIFT><ESCAPE> - Quit Level

<SPACE> - Start Game at Level 1 (3 spare lives)

<ESCAPE> - Start Game at last Level recorded (0 spare lives)

P - Enter password (0 spare lives)

Passwords allow immediate access to levels 2 to 21, but you will have no spare lives. The passwords will allow you to practise the levels. To achieve the maximum score (and level) it makes sense to play the game from the first level.

**Instructions' Source** : PLAY IT AGAIN SAM 10 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# RANSACK

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Sideways Scrolling Shoot-'Em-Up  
Author : Peter Scott  
Standalone Release(s) : 1987: RANSACK, Audiogenic, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

*"Peter Scott, the wizard of arcade adventures, presents his first all-action shoot 'em up! You control AL, the globular droid, in a revenge mission against the eight rebellious planets of the Ryvian system. Beware the electric spikes on the surface of the planet, avoid the evil aliens disguised as cuddly computer characters. Collect the laser weapons and bombs as they float past, otherwise you won't survive the hazardous conditions on the planet surface. RANSACK is a high-speed arcade extravaganza that will test your skill and reactions to the limit!"*

"We want revenge!" - that was the surprising decision of the Democratic Council of Planets, normally a friendly bunch of well-meaning but ineffectual representatives.

The Ryvian system of planets had refused to pay its share of the council budget, and then had the nerve to eat the council representative sent to negotiate with them! So, reluctantly, the council invoked the so-called 'Ransack' clause, which allowed them to punish defaulters. Unfortunately, due to the budget shortfall they could not afford to send a battle fleet, only a second-hand and somewhat battered AL (artificial lifeform - the words ROBOT and DROID are regarded as discriminatory, and are no longer used).

## Playing The Game

You control AL, who owing to a stabiliser systems failure can only bounce along, as he wreaks revenge on the eight planets of the Ryvian system. Although you set out with a limited supply of weapons further supplies are teleported onto the planet's surface, where they get swept up by the violent winds that sweep across all of the planets in the system.

Their weapons are contained in protective metal cases, which are marked on the outside with a symbol indicating the type of weapon inside. These include multi-directional and multiple pulse lasers, smart bombs and random bombs (marked with ? to confuse the enemy).

Watch out for the electrified sections of the planet's surface which will drain your energy, and beware the weird alien lifeforms sent against you by the Ryvians. Though they take the disguise of cuddly characters from well-known computer games underneath they're 100% solid evil. Ignore your better instincts and blast them!

Your remaining energy is shown as a series of blocks beneath your score; each hit costs half a unit of energy to be lost. Bombs that you collect are shown on a monitor display to the right, whilst weapons are displayed on the left; only one bomb or weapon can be maintained at a time.

## Hints And Tips From Peter Scott

Learn the planet surface. Stay away from the edges of the screen. Some spikes only take energy if you are moving when you hit the ground.



Conserve your smart bombs: they are usually only given if needed! In the bonus game at the end of each screen you should fire constantly; when the X1 spaceship changes direction an alien will probably appear.

### Game Controls

Z - Left, X - Right, <RETURN> - Fire weapon shown on left hand monitor  
<SHIFT> - Activate the bomb on right hand monitor  
<COPY>/<DELETE> - Pause/Restart, <ESCAPE> - New Game  
Q/S - Sound off/on (when the high score table is showing)

**Instructions' Source** : RANSACK (Audiogenic) Back And Inner Inlay

### Review (Electron User) - "Fun On A Pogo Stick"

It seems just yesterday that I was enthralled with Peter Scott's OMEGA ORB. Like an old friend, Mr Scott is back again with something resembling a space hopper on a pogo stick.

However, Al is not your average toy, but an artificial left form - terms like robot and android having long since been abandoned on grounds of mechanical discrimination. Initially, he's just armed with a front firing laser, but has the ability to collect a myriad of different weapons, including four types of smart bomb and six types of laser.

The scenario is a good old shoot-'em-up, with plenty to shoot at. There are 44 different aliens with 200 attack patterns, all spread over eight planetscapes. Each planet (named after a popular arcade game) is no less than 104 screens wide, giving an action-packed 832 screens.

At the end of each level you are awarded a bonus screen. You have to bounce on top of an alien spaceship while shooting the baddies. I haven't managed it yet.

The scrolling landscape moves at a devilish speed and you'll have to practice hard to see the end of each level.

What makes RANSACK so challenging is a feature that is very easy to miss when you first play the game, especially when, like me, you don't read the instructions.

The landscape is not just scenery - it's a hazard. As you bounce along merrily blasting away at every mild mannered alien in sight, you might fail to notice the appearance of electrified spikes, which have quite a shocking effect on your energy level.

The spikes can be neutralised by a certain type of smart bomb - you will have to discover which one yourself. The problem with smart bombs, and other armament for that matter, is that they fly through the air along with everything else and are liable to be shot by a stray laser bolt, so beware.

The sound employed by RANSACK is just what you'd expect from this type of game, with lots of atmospheric pops, bangs and whizzes. While the title tune sounds familiar, it's unusual and witty.

This is one for every collection. Now where did I put my multi-function, ultra-cluster, auto-sighting, hyper-ranging pogo stick?

Sound .....	8
Graphics .....	9
Playability .....	8
Value for money .....	8
Overall .....	8

Guilder, ELECTRON USER 5. 3 (Jan 1988)



# RAPE OF THE ALECTRO MODULE

*Public Domain, Originally Released On DFS E00 Disc*

Game Type : Erotic Horror Slideshow Based On UROTSUKIDOJI III (18+ Only)  
Author :  
Standalone Release(s) : 1999: RAPE OF THE ALECTRO MODULE, The Horny Elk, PD  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE HORNY ELK. No further information. First released on  
www.stairwaytohell.com.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00



# RAVAGE

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Space Shoot-'em-up; CYLON ATTACK clone  
Author :  
Standalone Release(s) : 1985: RAVAGE, Blue Ribbon, £2.50  
1986: RAVAGE, Blue Ribbon, £1.99  
Compilation Release(s) : 1986: BLUE RIBBON GAMES DISC 1, Blue Ribbon, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Your aim is to obliterate all the enemy ships on the scanner and then dock with your mothership, without running out of fuel.

Use your scanner to locate enemy ships. They appear as blue or yellow dots. Your mothership is indicated by a green dot. Fireballs appear as red dots until they either hit you or burn out. The bottom right hand corner of your cockpit is equipped with a movement scanner.

Once an enemy ship gets within range, it starts to generate fireballs which if avoided eventually burn out. If they do hit you, your fuel is lost. When your fuel starts to run low, a warning siren can be heard.

When each level has been successfully completed, you are given a rating. How quickly can you attain the rank of 'Captain'? (Start level 1).

The game is over if you run out of fuel or if your mothership sustains four hits. Fuel is renewed at the start of every level.

## Control Keys

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire.  
S/Q - Sound/Quiet, <ESCAPE> - Quit Game.

Use 1-9 before the game to select the start wave. The default is one.

**Instructions' Source** : RAVAGE (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# RAVENSKULL

***Professional, Originally Released On Cassette Only***

Game Alias	: CASTLE RAVENSKULL
Game Type	: Arcade Adventure
Author	: Peter Scott
Standalone Release(s)	: 1984: RAVENSKULL, Superior, £9.95 1990: RAVENSKULL, Superior/Blue Ribbon, £2.99
Compilation Release(s)	: 1987: PLAY IT AGAIN SAM, Superior/Acornsoft, £9.95
Stated compatibility	: Electron
Actual compatibility	: Electron, BBC B, B+ and Master 128
Supplier	: SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH LINCOLNSHIRE DN20 9AX
Disc compatibility	: ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

## The Objective

Ravelskull Castle consists of 4 levels, each exactly 64 times the size of the screen. To complete the adventure, you must work your way through each of the 4 levels collecting the treasure you find and assembling the mystical silver crucifix. Each levels holds one part of the crucifix; you may pick this up only after you have found all the treasure on that level. You are able to pick up various objects throughout the castle.

Most of these objects are helpful to you, but some are a hindrance and some are even deadly!

After picking up an object, you may attempt to utilise it by following this procedure: (a) check that the object is positioned in your hand by using the "<" and ">" keys; (b) press the RETURN key to use the object. Some items may only be used in certain locations. You must logically deduce where and when you should use each item.

## Castle Objects

<u>Ravenbees</u>	- The deadly castle guardians
Acid Pools, Spiked Disks, Man-Eating Plants	- Contact with these is fatal
Spiked Gates, Cell Doors/Bars	- Some of these can only be opened with a key
Wooden Casks	- They may be pushed, but only after the player has a Strength Scroll
Time Door	- An enchanted door which opens and closes by itself regularly
Time Shaft	- A special area on the final level. The last part of the crucifix has been carefully hidden by Baron Strieg in another dimension

By pushing 4 wooden casks into its 4 alcoves, the time shaft can be opened, revealing the last part of the crucifix. Other castle objects include : coffins, earth, stone pillars and the treasure.

## Quest Objects

These objects may be picked up, used and dropped as explained earlier. The quest objects include : keys, pick-axes, dynamite, detonators, scythes, spades, hand-axes, bows and arrows, bells, food and wine (Beware! it may be poisoness or have strange side-effects), magical scrolls and potions.

## Magical Scrolls

- (1) Strength - Reading this scroll allows the player to push wooden casks.
- (2) Time Chime - Synchronised with the time door.
- (3) Lightning Strike - This scroll is fatal!
- (4) Enchanted Door - Causes a door to open somewhere in the castle.
- (5) Teleport - The player is instantly teleported to an otherwise inaccessible area.



- (6) Super Speed - An interesting scroll which allows the player to run about five times faster than normal.
- (7) Energy Drain - Another dangerous scroll.
- (8) Dispell - This scroll simply dispells the effects of the last scroll used.

### **Magical Potions**

- (1) Speed - Drinking this potion enables the player to run twice as fast as normal.
- (2) Slow - Causes the player to run about four times slower than normal.
- (3) Poison - This is a powerfully poison which is fatal, instantly.
- (4) Strength - The player increases his health by drinking this potion.
- (5) Loser - Causes the player to lose all the objects he is carrying.
- (6) Dispell - Dispells the effects of the last potion.

### **Game Controls**

* .....	Run North	COPY .....	Freeze on
? .....	Run South	DELETE .....	Freeze off
Z .....	Run West	< ..	Move hand left (to select object)
X .....	Run East	> .	Move hand right (to select object)
P .....	Pick up object	E .....	Examine object
(You cannot carry more than 3 objects at a time)		J ...	Level jump (only available after completing the previous level without losing a life)
RETURN .....	Use object	S .....	Sound On
D .....	Drop object	Q .....	Sound Off
1 .....	Kill yourself		
ESCAPE .....	Restart game		

**Instructions' Source** : PLAY IT AGAIN SAM (Superior/Acornsoft) Inner Inlay

### **Review (Electron User) - "A Castle With Style"**

The evil Baron Strieg has stolen the silver crucifix. Without its protection, the village of Austburg is powerless against the zombies which inhabit the local swamp. To save the village you must enter Ravenskull castle and locate the four parts of the crucifix.

Before starting this arcade adventure you select whether you are to be an elf, wizard, warrior, or just an ordinary run-of-the-mill adventurer. This appears to determine what sort of treasure you collect as you explore the castle. Wizards collect crystal balls, warriors get shields, and so on.

The screen display is divided into two main areas. The first is the status section, which shows your score, health rating, number of lives and what you are carrying. The rest of the screen forms a large window into the castle and you are treated to an aerial view of yourself and your immediate surroundings.

As you walk in one of the four possible directions the screen scrolls smoothly in that direction revealing more of the castle. The graphics used are some of the best I have seen on the Electron. The playing area is 64 times the size of the action window. There are four levels to the castle with one quarter of the crucifix hidden in each and you can only pick up a piece of crucifix when you have collected every item of treasure on that level.

As you might expect, the castle is constructed like a giant maze, with sections closed off by different types of door. Some of these can be opened using keys, but although they all look the same each one will only open one specific door.

Every time you play the game the objects are in the same position so you quickly learn where to find them.

Apart from keys you will find magic scrolls and potions which will give you special powers - or poison you!



Some of the castle's nastier residents are the ravenbees. These follow specific routes along some of the corridors, and you will need split second timing to avoid these little beauties.

I loved RAVENSKULL - there is a genuine feeling of satisfaction when you guess the correct use for an object or gain access to a new section of the castle. The puzzles are devious and the correct route is not always obvious but you know instinctively when you're on the right trail.

Sound .....	4
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

Steve Brook, ELECTRON USER 4. 4



# READ RIGHT AWAY PACK 1

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Review (Electron User)**

Highlight Software aims this pack at five to eight year olds and it's designed to help develop reading skills. There are two programs on the tape, and each can be played by an individual or by up to four people in competition.

The first game is called Splashdown and the idea is to collect a letter to complete a three letter word. You have a boat with two letters already in it. When an aeroplane flies over, flashing in your colour, you must press a letter that will complete a word.

If correct, the letter drops into the boat, which then sinks. Sink five boats and you are the winner. Any player who completes five words in the same round is a winner, and is rewarded by having a submarine pull a "win" banner to his name.

This program is well constructed and seems to have a good vocabulary. Different skill levels refer to the number of permitted mistakes. There is also an option to give each player the same two letters - all of which make a different word when completed.

One other very useful option is the choice of which of the three letters is missing from a word. The graphics are pleasing and good use is made of double-sized lettering. A good program.

The second program, Firefight, is probably aimed at the eight year olds rather than the fives. You play the part of a fireman who must rescue a girl from a burning house. To reach her you must cross some burning gaps. These can be bridged by selecting the appropriate two letters to complete a word.

There are four gaps to fill, and then the fireman can reach the girl and carry her to safety. As in the first game, there are good graphics and double-height text and a useful range of consonant blends to practice with.

One gripe with this program is the use of cursor keys, which are too near <BREAK>. This is a bad mistake in software designed for young children.

A problem with both programs is that the auto repeat is left on. Again, youngsters are inclined to be heavy-handed on the keyboard and this little bug can cause frustration.

Overall, though, this is a good package. It appeals to children, and people looking for educational software could well consider this one, especially as there are three more packs in the series. These aim to develop word-building skills with six to eleven year olds.

Rog Frost, ELECTRON USER 2.11



# READ RIGHT AWAY PACK 2

***Professional, Originally Released On Cassette Only***

Disc compatibility

: ADFS 1D00, CDFS 1D00, DFS 1D00



# READ RIGHT AWAY PACK 3

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Review (Electron User - Double Review Of PACKS 3 and 4)**

READ RIGHT AWAY is a series of four packs each containing two programs designed to give children practice in reading. Here I'll be reviewing the packs for older children. Pack 3, aimed at ages 7-10, contains two programs, Magic E and Break-in. The two programs in Pack 4, Sortout and Letterbugs, are aimed at 8-11 year olds.

The teaching is based upon the phonics approach of sounding out individual letters to make a complete word. The first pack I tried had an exercise with magic e's, that trailing vowel that changes the vowel sounds of bit into bite and hat into hate.

The object of the game is to rescue a damsel from the top of a tower by building a ladder of four of these magic e words. The program contains a vocabulary of over a hundred words, divided into fifteen groups. The random selection guaranteed that repetition was not a real problem.

The sexist nature of the presentation appals me and is quite unnecessary. The teaching of reading does not have to portray the inequalities of sexual stereotypes.

Break-in, on the other hand, makes a mockery of the police. If the child succeeds in helping them capture the four burglars, the policemen dance up and down the screen...

The educational principle is sound. The child has to discriminate between the soft and hard g and c sounds. This program, like the others, requires the use of the RETURN and cursor keys.

However, there's been no attempt to protect the BREAK key. Touching it causes the program to be totally lost, not even OLD and RUN will rescue it. This is very poor as the program is designed for use by young children.

The fourth pack in the series follows the same format as the others. The two programs are contained on both sides of a cassette. The box, although of a high professional standard, contains only the minimum of details. There is no information about the number, variety and selection of words within the programs.

However, the screen displays are of the same bold, clear and interesting format. Sound is used throughout to stimulate and help the user of the program.

Sortout is an exercise in putting letters and words into alphabetical sequence. The child has to control a lift using the up and down cursor keys.

There are three types of problems and two levels of difficulty. As with the other games, up to four children can play in competition with each other. However, all players must be at the same level - it's not possible for an older child to play with a younger in fair competition.

I found the Letterbug program most frustrating. Seven words on a particular theme are represented as blocks - one for each letter. The child has to guess at the letters.

I found that when more than one player was using the program attempts to complete words low down on the screen wiped out the words above. This made it nearly impossible to complete the exercise. I had to introduce the rule that each word had to be tried in turn starting at the top. It's obvious that such a restriction was not intended by the designers of the package.



Delving into the program itself, I discovered the extent of its vocabulary.

There are fourteen sets of words with between eight and eleven words in each set. The topics include trees, boys' names, metals, pets, insects, countries and planets. The variety and grouping of words is rather restricted. It would have been an advantage if phonically related words had been grouped together. There is no facility for new sets of words to be added to the program.

Computers have a lot to offer the teachers of reading. They should also play an important role in the home. This program has some serious drawbacks that professionally-produced, teacher-inspired programs should not have.

However, it's better than nothing. If the program creates a situation where parent and child work together in reading, where the child can show off his or her ability and where reading can be fun, then that must be a good thing. Despite my reservations, I'll use these programs with my kids.

John Woollard, ELECTRON USER 3. 1



# READ RIGHT AWAY PACK 4

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

**Review (Electron User - Double Review Of PACKS 3 and 4)**

Please see READ RIGHT AWAY PACK 3 for this review.



# REALM OF CHAOS: VILLAGE OF THE LOST SOULS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : Glen McCauley & Martin Moore  
Standalone Release(s) : 1987: THE HUNT: SEARCH FOR SHAUNA, Robico, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ROBICO, 3 Fairland Close, Llantrisant, MID GLAMORGAN CF7 8QH  
Disc compatibility : Unknown

## Instructions

*"An aura of doom hangs low over the mediaeval world of Albion, a primitive, mysterious world where magic still exists. Magic may only be used by the Order of Leofric, Patron of Magic and discoverer of the Thirteen Realms of the Arcane.*

*"As Nathan, Inquisitor of the Order of Leofric, you have been informed that the Lord Talent of Dinham is believed to be attempting to open a portal into the forbidden Thirteenth Realm, the Realm which brings terror and disorder - The Realm of Chaos...*

*"This superb Robico adventure features approximately 200 locations, over 100 objects, exquisitely written text, a plethora of perplexing puzzles, an exciting and original storyline, roving characters, wit and humour, an advanced sentence interpreter, thrills, spills, magic and mystery... In fact, it should give you hour upon hour of mind manipulating, brain-teasing entertainment."*

Albion is a mediaeval world where magic still exists. However, it may only be used by those gifted with The Talent.

All use of magic is controlled by the Order of St. Leofric, Patron of Magic and Discoverer of the Thirteen Realms of the Arcane.

Talents working outside of the Order in the world of the Mundanes are overwatched by the supervisors and may only operate by the good will of The Order. They must regularly undertake examination by an Inquisition to ensure that contact with the Arcane has not caused corruption of mind, body and soul.

The Council of Twelve are a group of the most powerful Talents in Albion. Each member holds a key to one of the Twelve Realms of Order.

As Nathan, Inquisitor of The Order of St. Leofric, you have been summoned to the study of Father-Magister Alian to commence an investigation for the Council of Twelve. Father-Magister Alain informs you that the Lord Talent of the Village of Dinham is believed to be attempting to open a portal into the forbidden Thirteen Realm - the realm which brings disorder - THE REALM OF CHAOS!

Father-Magister Alain closes his eyes, his face cloaked by the gentle mist which rises from the ice-blue slab at his feet. He raises his hands and the azure cloud of the Transmission Spell billows around you...

## Playing The Game

VILLAGE OF THE LOST SOULS uses an advanced sentence interpreter which is able to understand full sentence commands, typed in upper or lower case, as well as multiple statements. Multiple statements may be used by typing AND, THEN, or comma (,) or full stop(.).

HELP prints out a list of useful verbs. This is not a complete list but should assist you during play. LOOK prints a description of your surroundings, EXAMINE



takes a close look at an object, INVENTORY prints a list of your possessions. OPEN/CLOSE acts on doors, GET etc. picks up objects, DROP etc. leaves objects behind and SCORE informs you of your current progress.

NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN and OUT may be used as directional commands. ALL and EVERYTHING may be used in conjunction with BUT/APART/EXCEPT.

Pressing the TAB key repeats the last command line. OG (go backwards!) or OOPS allow you to retract a move you would rather not have made. SAVE/LOAD/RESTORE may be used to save or load your position.

**Instructions' Source** : VILLAGE OF THE LOST SOULS (Robico) Back And Inner Inlay

### **Review (Electron User) - "Revitaised Soul"**

Way back in 1985 I came upon a game which heightened my whole perception of text adventuring. That adventure was released by the small, and now defunct, Magus Software - its title, VILLAGE OF LOST SOULS.

It was, indeed, the most sophisticated and atmospheric text adventure which I had ever seen. My only regret was that it was a BBC Micro-only offering, and though an Electron version was promised, it never materialised.

That is, until now. The master of silicon suspense, Robert O'Leary, thankfully bought the rights to VILLAGE OF LOST SOULS and it is now available under Robico's own label for the Electron.

This version is complete, not only with scintillating new packaging, but in a much improved and revamped form including Robico's superb advanced parser, and written using Martin Moore's Amulet machine coding. What's more, the text has been lengthened to add even greater atmosphere to the game.

The adventure includes the command OG which means if you are killed, or you did something you later regret, you can return to the position you were in before the mistake was made.

The Help facility within the game is a marvellous aid if you really do become stuck with some of the extremely devious puzzles.

LOST SOULS is set in a medieval world in which magic exists, but may only be used by those with a touch of the Talent. All use of magic is controlled by the Church, represented by the Order of Saint Leofric, Patron of Magic and discoverer of the Thirteen Realms of the Arcane.

As Nathan, Inquisitor to the Order of Saint Leofric, you have been summoned to the study of Father-Magister Alain to commence an investigation for the Council of Twelve, who hold the keys to the twelve realms of order.

Father-Magister Alain closes his eyes, his face cloaked by the gentle mist which rises from the slab at his feet. He raises his hands and the blue cloud of the Transmission Spell billows around you.

You are transported to the Village of Dinham where the Rector of the Church has requested the assistance of an Inquisitor, since he believes the Lord-Talent of the Village to be attempting to open a portal into the forbidden thirteenth realm, the Realm of Chaos.

The atmosphere has to be smelt to be believed - just try this offering: "There is an unkempt pack of curs here snapping and fighting among themselves ... woof ... bark ... snarl!"

The puzzles are ingenious, often complex and at times excruciating, but all are logical in retrospect, and enjoyable in every aspect.



This is an essential purchase for any serious adventurer. Indeed, in my humble opinion this is the best cassette-based text adventure available for either the Electron or BBC Micro.

Presentation .....	10
Atmosphere .....	10
Frustration factor .....	10
Value for money .....	10
Overall .....	10

Pendragon, ELECTRON USER 5. 3



# REBEL PLANET

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Rated Moderate)  
Author : Brian Howarth  
Standalone Release(s) : 1986: REBEL PLANET, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : Unknown

## Instructions

*"Fighting "Fantasy/Adventure International UK Ltd.*

*"As the might of the alien Arcadian Empire tightens its hold on our galaxy, the leaders of the secret Earth organisation, SAROS, gather their slender resources into one last daring and foolhardy mission to strike at the heart of the invaders' home planet.*

*"YOU are their last hope. Equipped with a forbidden laser sword, your mission is to seek out the underground resistance and piece together the vital code you need to destroy the enemy. But time is running out and only YOU stand in the way of the Arcadians' complete domination of the galaxy!"*

## Mission Background

As the mighty alien Arcadian Empire tightens its hold on the galaxy, the leaders of the secret Earth organisation SAROS gather their slender resources into one last daring and foolhardy mission to strike at the heart of the invaders' home planet.

Preparing for your secret mission has been a long and patient task. The Search And Research Of Space organisation (SAROS) has had to change; although it has been doing all it can to overthrow the strangle-hold of the Arcadian Empire.

A full scale military attack is out of the question and the only hope of success is a solo mission to destroy the Arcadian's queen computer which controls and organises the minds of the Arcadian troops.

You are the perfect choice for the mission: you are courageous, resourceful and dedicated to liberation.

Your cover is excellent; you will travel as a merchant to the planets Troops, Halmurus and Arcadion all of which form part of the Arcadian Empire.

On board the merchant ship CAYDIA you will discover many useful items for your mission, not least of which is a laser sword. (Warning - deactivate the laser when not in use!)

SAROS has been able to send spies on ahead to gather information before your arrival - find these contacts for new data.

The building that houses the queen computer on the planet Arcadion can be entered by using a numerical code of nine binary digits. (Binary digits are either 0 or 1; so, 110 would be three binary digits.) The underground spy networks may know something to help you discover these digits.

You must locate the rebel leaders, learn the digits, then destroy the queen computer before it destroys you!



### **Conducting Your Mission**

REBEL PLANET has an extensive vocabulary of words (approx. 400) which you can use to enter player COMMANDS.

To enter a COMMAND, just type in what you want to do, to give you an example, some possible commands are listed below:

GET SCANNER	DROP THE CARD
EXAMINE THE SCREEN	WEAR THE LIMCOM
GO WEST AND EAST THEN OPEN THE DOOR	REMOVE THE LIMCOM
PRESS THE RED BUTTON	CLIMB THE STAIRS
ATTACK THE POLICER WITH THE LASER	DROP WENCH IN THE KUBE
ASK THE DROID FOR HELP	TALK TO THE HOTELIER
GET CAPSULE FROM KUBE	

These are just a few simple COMMANDS but as you can see, they range from simple two word (VERB-NOUN) instructions to multiple action COMMANDS. Phrases of multiple nouns should be separated from each other with the use of AND or by a comma:-

GET THE DELTRACTOR AND THE DISK  
GET THE WRENCH, THE CRYSTAL AND THE BOOK

Several separate actions may be included in one COMMAND but actions should be separated by a comma or the word THEN. If a noun is repeated in an action, the noun may be replaced with the word IT:-

GET THE BATTERY THEN EXAMINE IT  
DROP THE LASER AND THE TICKETS THEN GO DOWN  
DROP ALL THEN GO SOUTH  
OPEN THE DOOR, GET THE GRENADE AND THEN PULL THE PIN

The use of the word THE is optional and no full stops are needed to end a COMMAND. If you are new to playing adventures then stick to two word (VERB/NOUN) COMMANDS until you get the feel of the game; you will then find that the computer will soon tell you if you type a COMMAND it doesn't understand.

### **Special Command Words**

LOOK - This will redescribe your current location. (For a close inspection of an object use the word EXAMINE then the name of the object)

I or INVENTORY - This will tell you what you are carrying.

WEAR - This together with an object name allows you to wear an item.

REMOVE - You can remove a worn object with this command.

QUIT - This command will ask you if you want to play again and also ask if you want to RESTORE a saved game.

SAVE GAME - This allows you to save the current game position. The saved game position may be reloaded by using the quit command, the answering YES to "Do you want to restore a saved game mission?"

WAIT - There are times in the game where being able to wait has distinct advantages. This command will let the game move on one move - longer waits can be entered by WAIT 5; WAIT 10; WAIT 20: These commands can be useful when you have missed the pneuma-tube on Halmurus.

ADVANCE CT & RETARD CT see hints on play.

### **Travelling And Exploration**

We have already seen examples like GO NORTH AND THEN WEST but to save on the old fingers abbreviations can also be used for directions:- N, S, E, NW etc. also U for up and D for down.

### **Hints On Play**

The Caydia has a pre-programmed flight plan (examine screen for further data) which is controlled by CAYDIA TIME or CT for short. So; not only are you fighting to accomplish a dire mission but you have the CT factor to consider as well - the Caydia could take off without you! You will find that you have the means to monitor



CT but you will also have two special COMMANDS that could be invaluable as the game progresses.

#### ADVANCE CT and RETARD CT

The ship's clock can, at certain times, be adjusted to speed up or slow down the CAYDIA's countdown sequence. ADVANCE CT will move time on, RETARD CT will move the clock back.

WARNING: RETARD CT can only be used once during your mission to delay the ship's take-off to the next planet! This is due to the Zorton crinium configuration or put another way, we don't want to make things too easy now, do we?

Ensure that both personal status levels are replenished before leaving the ship, carrying a spare HCAP is recommended.

The ARCADIANS have banned humans from carrying weapons, therefore unless you plan on using a weapon, keep it out of sight of the Officials.

Remember to TALK to people (even some ARCADIANS might listen to you). At times this can give you valuable clues.

Finally, examine everything for clues or information on use etc. Brains can sometimes be more effective than brawn, and lets face it, SAROS reckon you are their number 1 agent, so take it away MAESTRO!

### **REBEL PLANET "How?" Cheat Sheet**

Look up the item you are stuck on in the index of objects. The description will describe what each object does. But, for the real cheats out there, I tell lies!

	HOW?
ARCESS CARD	Insert to purchase
ALLOY STRIP	Soft and bendable
ANALGESIC AMPOULE	A comfort to the dying
ARCADIAN PATROL	Best avoided if the odds are against you
ATOMIC BATTERY	Needed in the Queen Computer Room
ARCADIAN BIBLE	Reading material for a lonely galactic traveller
AGRICULTURAL STATION	You'll need directions to get there: probe ahead
ARCADIAN OFFICER	Do your duty. Pay taxes and do exactly as they suggest
ANGRY ARCADIANS	Impress them with your generosity. Give tickets
ARSENAL	Attack with burning laser
BLACK BOOK	Interesting reading
BRANCH	Carrying this will be good exercise
BONES	A mouth-watering treat for someone
BUTTONS	Avoid the red. Examine all openings before you enter
BASE FENCE	Needs disabling & cutting. Meet Professor first!
BATTERY	Remove from Limcom. Implant in Elmonite
COFFEE	Tastes like all vending machine coffee - treacely mud!
COS-MOP	Buy everything
CABLE-CUTTERS	Easy!
CONSOLE	Contains an exit
CRYSTAL	A sonic opener. Tap with the fork
CAYDIA	Don't change course
CRAG-SNAPPER	Likes a good tune
COMPUTIK	Insert card in Computik
CELL	Bend bars with wrench & leave with burning laser
DISPLAY CASE	The glass will melt. Use sword
DELTRACTOR	Removes covers especially in vandalised visiphone booth
DYING MAN	Inject ampoule into man
DROID	Programmed to maintain functioning star-ship
DORADO	The shadow will help you with the password



DISPENSER	Insert card into dispenser - regularly
DUSTMAN DROID	You'll never catch him - he cleans away items left in the complex
DISK	Insert in vandalised visi-phone
ELMONITE	The answer to your problems
FUEL CAPSULE	Will refuel a domian rat trap - but little else
GRILLE	Can only be opened by pressing yellow button. Examine the passage first
GUARD MUSEUM	Easily bribed with the chuckling stuff
GUARD ARSENAL	Attack with burning laser
GRAVITY BOMB	Not to be used in normal gravity
HATCH	Press I.H. which means Inner Hatch to open and close O.H. which means Outer Hatch
HAL-WOLF	Hungry - but short on patience. Give dog a bone
HOTEL RECEPTION (TROPOS) desk	Help the wounded. Examine the fist and even the
HOTEL RECEPTION (HALMURIS)	Read the adverts on the pneumo-tube
HCAP	Concentrated protein. Carry a spare
HALMURIAN BREW	Don't drink it! Give it to someone who needs a laugh!
HALMKEY	Opens alcove
HOVER CAR	A quick ride home. Do as you're told
IMPALED HEAD	Wear mind-probe after making sure you have all you need to continue
IMPERIAL CODE BOOK	Unbelievably difficult to find, good thing you won't need it. Now stop cheating!
JET PACK	Refuel - wear, pull joystick to cross river, get to cave and get to small building.
KEY (HOTEL)	Would you believe it unlocks the hotel room?
LIMCOM	Press button. S.S for Ship Status, P.S. for Personal Status, I.H. for open and close Inner Hatch and O.H. for open and close Outer Hatch.
LIMPET MINE	Kills 99% of household limpets!
LITE KUBE	Examine it to set what's inside. Drop things in the kube. Get things from the kube. Anti-gravity makes them lighter so you can carry more!
LASER SWORD	Activate to use, de-activate when not in use to avoid over-heating and exploding
MIND PROBE	Wear it when with impaled head to communicate
MESSAGE FROM UNDERGROUND	Follow the message after viewing tropean temple which has five circles over the door (00000 = X010X = 010)
MUSEUM	Don't fight here!
OPENING IN SEWER	Fire rope gun and climb
PASSENGER	Talk to the poor, demented alien twice then ask for help
PNEUMA-TUBE	Buy a pass, get on and wait for your stop
POLICIER	Odds on you'll have to be prepared to attack before he summons help! Activate the laser before you get here
PASSAGE FROM INTEROGATION GATION	Examine before entering
PHOSPHATE STROBE	Serpents hate intense flashing lights - so switch it on!
PAPER	Read it in the precinct and muse
PHASER	Dr. Spock probably beamed up without it!



PHOTON GRENADE	Limited explosion. Perhaps a little too limited!
PHONIC FORK	Try tapping the crystal in the presence of sonic sensors
PANTANIUM POWER PAK	Aids fence disablement
PASSWORD (DORADO)	Shadow has it - Give Staff
PASSWORD (TROPOS)	Well, who did send you?
QUEEN COMPUTER	Set your explosive, get out fast and wait for the sound of the explosion before you return
ROPE GUN	Shoot it when you come across an opening
RIVER	Cross with Jet Pak
REGENERATION UNIT	Use it to build up energy. The unit burns up protein so be sure your protein level can take the strain!
ROTUND HOTELIER	Ask for... (Read the ad on the Pneuma-tube)
SPACEPORT	Go Caydia - if it's still there!
SEWERS	Remove sewer cover in visi with the deltractor
SERPENT	Switch strobe on - or run for it!
SECURITY ROBOT	Throw blanket over the robot
SCANNER	View scanner in dark cave
SCOOTER	It's not functioning - no parts availble - besides, you won't need it on this trip
SEWER COVER	Remove with deltractor. The question is which one?
SMALL DISK	Insert in vandalised visi-phone
SHINY METAL	Grag-snappers like collecting rubbish
STAFF	Give to shadow
SPY MISSILE	Crag-snappers like collecting rubbish
SHADOW	Give Staff
TICKETS	Give to impress angry arcadians
TWEEZERS	Bend strip - will fit battery back in Limcom
TUBE PASS	To ride
TIN	Fuel for jet
TRAVEL VALET	Talk to Valet
UNIVERSITY DOOR	Tap crystal with fork
UNDERGROUND	H.Q. Climb rope
VALET	Talk to Valet
VISI PHONE	Insert card and give number required. If listed, you'll be connected. If not, it will be foxed
WRENCH	Bend bars in the cell with the wrench and climb out
WIRE	Connect to power pak at the fence
ZELTA BLANKET	Throw over security robot

WARNING: Over-indulgence can spoil your fun!

### REBEL PLANET "Where?" Cheat Sheet

Look up the item you are stuck on in the index of objects. The description next to it will describe where each particular object can be found. But, for the real cheats out there, I tell lies!

	WHERE?
ARCESS CARD	Goodies from the Travel Valet
ALLOY STRIP	In Cargo Hold
ANALGESIC AMPOULE	Goodies from the Travel Valet
ARCADIAN PATROL	In Restricted Area
ATOMIC BATTERY	Inside Limcom (Remove Back)
ARCADIAN BIBLE	Hotel Bedroom, Halmuris
AGRICULTURAL STATION	On the Tundra, Halmuris
ARCADIAN OFFICER	At the Customs, Tropos
ANGRY ARCADIAN	Space Complex, Tropos



ARSENAL	In the Queen Computer Building, Arcadion
BLACK BOOK	Examine the decapitated police officer
BRANCH	By the river, Tundra
BONES	Under the museum. Melt glass with laser.
BUTTONS	Policer's Desk
BASE FENCE	One location from Tundra Station.
BATTERY	On your wrist. Remove Limcom and remove back!
COFFEE	In the University
COS-MOP	N, NE from Sewer cover
CABLE-CUTTERS	In the University
CONSOLE	Policer's Desk
CRYSTAL	In the museum
CRAG-SNAPPER	In the cave across the river
COMPUTIK	On the station platform
CELL	Exactly where you don't want to be
DISPLAY CASE	In the museum
DELTRACTOR	In the cos-mop
DYING MAN	In the hotel, Trosleeze
DROID	On board the good ship Caydia
DORADO	Outside the agricultural station
DISPENSER	On board the good ship Caydia
DUSTMAN DROID	It moves around a lot
DISK	In the dead man's fist
ELMONITE	In the arsenal
FUEL CAPSULE	In the lite kube
GRILLE	In the interrogation room passage
GUARD MUSEUM	Guarding a door beneath the museum
GUARD ARSENAL	Guarding weapons arsenal
GRAVITY BOMB	In the arsenal
HATCH	On board the good ship Caydia
HAL-WOLF	Across the river, Tundra
HOTEL RECEPTION (TROPOS)	In the hotel, Trosleeze
HOTEL RECEPTION (HALMURIS)	In the hotel, Zoddi
HCAP	In the on-board refreshment dispenser
HALMURIAN BREW	In the alcove at the Zoddi hotel
HALMKEY	Hidden on the stone steps
HOVER CAR	Outside the agricultural station
IMPALED HEAD	Across the river, Tundra
IMPERIAL CODE BOOK	Hidden in the Romantio Gardens
JET PACK	In the lite kube
KEY (HOTEL)	The Rotund Hotelier has it
LIMCOM	On your wrist. Remove Limcom and remove back!
LIMPET MINE	In the arsenal
LITE KUBE	In the passenger cabin
LASER SWORD	In your cabin
MIND PROBE	In the crag-snappers' lair
MESSAGE FROM UNDERGROUND	In the Underground H.Q.
MUSEUM	South from Hallis



OPENING IN SEWER	From your fall SE, N, N, E, S.
PASSENGER	On board the good ship Caydia
PNEUMA-TUBE	Calling at all stations, Halmuris
POLICIER	The interrogation room
PASSAGE FROM INTEROGATION	Press blue button
PHOSPHATE STROBE	In the cos-mop
PAPER	In the Underground H.Q.
PHASER	In the arsenal
PHOTON GRENADE	In the arsenal
PHONIC FORK	In the alcove at the Zoddi Hotel
PANTANIUM POWER PAK	In the passenger cabin
PASSWORD (DORADO)	With the shadow
PASSWORD (TROPOS)	Obvious!
QUEEN COMPUTER	On Arcadion
ROPE GUN	In the cos-mop
RIVER	On the Tundra, Halmuris
REGENERATION UNIT	In your cabin
ROTUND HOTELIER	In the hotel Zoddi
SPACEPORT	Where the Caydia docks
SEWERS	Beneath the city of Tropos
SERPENT	Through the sewers
SECURITY ROBOT	In the museum cellars
SCANNER	Goodies from the Travel Valet
SCOOTER	In cargo hold
SEWER COVER	One in the precinct, one in out-of-order visiphone
SMALL DISK	In the dead man's fist
SHINY METAL	In the crag-snappers' lair
STAFF	Past the hal-wolf
SPY MISSILE	In the crag-snappers' lair
SHADOW	On the Tundra, Halmuris
TICKETS	Goodies from the Travel Valet
TWEEZERS	In Cargo Hold
TUBE PASS	In the Computik
TIN	Examine the dome-shaped boulder
TRAVEL VALET	In the airlock
UNIVERSITY DOOR	South at Yoto
UNDERGROUND H.Q.	Through the sewers
VALET	In the airlock
VISI PHONE	On Tropos and Halmuris
WRENCH	A gift from impressionable Arcadians
WIRE	In the museum cellars
ZELTA BLANKET	Hotel Bedroom, Halmuris

WARNING: Over-indulgence can spoil your fun!

**Instructions' Source** : REBEL PLANET (Adventure International) Inner Inlay

### Review (Electron User) - "Space Capers"

When I was in the salad days of my youth, I enjoyed curling up with a copy of a Biggles or Jennings book. Nowadays, it seems, most 12-year-olds idle away their time reading Jackson and Livingstone Fighting Fantasy adventures. How I longed to see Biggles on TV, but never did.



Today, however, many youngsters' dreams are answered as Fighting Fantasy has now reached the screen, all be it on a computer monitor. REBEL PLANET was the first of this type of adventure I had seen. It is a far cry from the likes of RICK HANSON or SPHINX, as fans of Fantasy role playing books will realise.

The adventure takes place on a merchant space craft called Caydia and three planets in the evil Arcadian Empire. Your task is to locate resistance rebels then destroy the invader's Queen computer, before it destroys you.

As with many other adventures, you spend most of your time collecting artefacts to solve the problems you encounter on your journey: But there the similarity with other adventures ends. You have to cope with a dispenser on the space craft, into which you must regularly insert a card.

A digitised relation of K9 shuttles around while you are on the good ship Caydia. You also have to manage to advance or retard time to ensure you don't miss your transport.

To be successful you must deal with various random conflicts which have to be resolved in order to continue. That is not to say that battle is always the best course of action. For instance, an Arcadian guard needs to be paid rather than killed, and the patrols should be avoided at all costs, especially if the odds are against you.

It is also worth talking to any character you meet as even Arcadians may give valuable information. I really enjoyed the live feel of the game generated by the character movements, even if I found them a little irritating to the general solving of the adventure.

My only real criticism of this adventure - once I had made the quantum leap from the usual fare I come across - was the dire lack of location description. Hence I still feel that REBEL PLANET lacks a lot of the atmosphere which you would find in the book.

I also found the parser rather limited, but having said that, I am looking forward to seeing the second in this series: SEAS OF BLOOD. All in all, a good romp which I would recommend to anyone who would like a deviation from the usual.

Pendragon

### \*\*\* Second Opinion \*\*\* (Electron User)

REBEL PLANET is an unusual adventure, and this alone makes it worthwhile considering. However, the poor location description and the lack of good command parser may be put off some adventurers. If these were improved slightly it would make a tremendous difference to the game.

Janice Murray

Presentation .....	9
Atmosphere .....	5
Frustration factor .....	7
Value for money .....	8
Overall .....	7



# RED COATS

## *Professional, Originally Released On Cassette Only*

Game Type : Strategy; War-Game  
Author : Mike Williams  
Standalone Release(s) : 1985: RED COATS, Lothlorien, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : CDFS E00, DFS E00

### Instructions

RED COATS is an all graphic wargame, for either 1 or 2 players, set during the American war of independence. This version of the game will run on either the BBC or the ELECTRON home computer.

The program allows for full use of cavalry, infantry and artillery forces, and contains five different battle scenarios as well as the facility to modify or create your own scenarios. It is important to follow the loading instructions on the cassette shell, together with any messages displayed on the screen during loading. This is especially important when loading in the battle scenarios.

Between 1775 and 1783, the British and Americans fought for Possession of the American colonies. This game reproduces some of the battles that took place in this period.

### Units

There are four types of units: Cavalry, Artillery, Riflemen and Musketeers.

Cavalry: Cavalry units may move a distance of 20. They carry only sabres and therefore cannot fire.

Artillery: Artillery units may move a distance of 10. They require one turn to limber and another to unlimber before and after moving. They require one turn to reload after firing. Artillery fire has an effective range of 350 yards.

Riflemen: Riflemen may move a distance of 10. They require one turn to reload after firing. They are more accurate than muskets and have an effective range of 200 yards. Riflemen are only half as effective as musketeers at hand-to-hand (melee) fighting since bayonettes cannot be used with these rifles.

Muskets: The bulk of both armies is made up of musketeers. The musket has a shorter range than the rifle (100 yards effective range), but can be reloaded more rapidly, and can be used with a bayonet for close fighting.

### Status Codes

During the game, the status of each unit will be reported by a status code. e.g. S100 M60 C R L

The "S100" denotes the strength.

The "M60" denotes the morale.

The "C" indicates that the unit is in cover. A unit in cover takes half casualties.

The "R" denotes that the unit is reloaded. (Artillery and Riflemen only)

The "L" denotes that the guns are limbered (Artillery only)

### Actions

The possible actions are:-

<M> MOVE - The direction is indicated by a number from 0 to 12 (as on a clock face). Decimals are permitted e.g. 3.5.

<F> FIRE - The unit will choose its own target.

<C> CHARGE



<R> RELOAD  
<L> LIMBER - Artillery only  
<U> UNLIMBER - Artillery only  
<N> NOTHING - Do nothing  
<?> HELP - Lists action codes

Firing is 50% effective (i.e. one casualty for each two soldiers firing) at these ranges:

Artillery .. 400 yards   Rifles ..... 200 yards   Muskets .... 100 yards

Beyond this range, the effectiveness decreases, until at twice the effective range, there is no effect.

When a unit CHARGES, it runs wildly at the nearest enemy unit. If a charging unit engages the enemy then the enemy loses morale. If, however, it fails to reach the enemy, it becomes exhausted and loses morale itself. A charging unit travels 40% further than one moving normally.

A unit in cover takes half casualties.

### **Defined Battles**

The tape contains five battles from the American Revolution, Freeman's Farm, Camden, Guilford Courthouse and Eutaw Springs. These may be loaded by selecting the "Load battle from tape" option (L) then selecting the "Play" option (P).

### **Freeman's Farm**

General Burgoyne was leading the British main column through the woods towards Bemis Heights where he thought the Americans were.

General Frazer's column was to his right, and the German allies, under General von Riedsel were to his left.

Suddenly, as he entered a clearing around Freeman's Farm, shots rang out. He had found the Americans.

### **Camden**

General Gates was leading his exhausted American troops towards the British position in Camden. Surprisingly, he decided to march through the night intending to attack the British at daybreak.

Spies reported Gates' intentions to the British General, Cornwallis. Cornwallis decided to surprise the Americans and set off towards them along the same road.

At 2.30am, the two armies found themselves face to face at Parker's Old Field.

### **Cowpens**

The British had been pursuing Morgan's American force for several weeks. Eventually Morgan decided to make a stand, and chose an unusual battlefield on which to do so.

Instead of lining up his forces out in the open, he concealed them in some woods. The British were forced to make a frontal assault across an open area.

### **Guilford Courthouse**

The British under Cornwallis, had been pursuing the American force for some time. Finally Green commanded the American force to make its stand in some fields outside the small town of Guilford Courthouse.

The American force was much larger than the British, but many of the troops were "Militiamen" who had little training and poor morale.

In the actual battle, over 1,000 of the American militiamen fled in the first British advance.

### **Eutaw Springs**



Greene managed to surprise Stewart's British force while it was encamped.

The British had little time to organize themselves before the Americans reached them.

A dense blackthorn thicket and a brick building provided the only available cover.

### **Defining your own battles**

When you run the program, you will be offered the following options:-

- L - Load a battle from tape
- T - Change Title
- M - Change Map
- U - Change Units
- D - Change Deployment
- S - Save battle to tape
- P - Play

[These options may differ slightly on the Haven disk version.]

### **Load Battle from tape**

Press <L>. A battle will then be read from the tape: this may be either a pre-defined battle, or a battle you have defined yourself, and saved to tape.

### **Change Title**

Press <T>. The current title is displayed, and you may now type in your new title. The cursor keys and copy key have their normal function, and so may be used to copy parts of the old title.

### **Change Map**

Press <M>. The current map (if any) is displayed. You may now move the cursor by using the cursor keys, and enter features by using the numeric keys as follows:-

- 0 - Clear space
- 1 - Tree
- 2 - South West corner
- 3 - North West corner
- 4 - North East corner
- 5 - South East corner
- 6 - South Wall
- 7 - North Wall
- 8 - East Wall
- 9 - West Wall

Type <E> to exit from editing the map. During the editing of the map, the area of cover provided by each terrain feature is displayed in blue.

### **Changing the Units**

Press <U>. You will then be able to define up to eight units for each army. The following information is required for each unit:-

The NAME of the unit - up to 17 characters.

The STRENGTH - i.e. number of soldiers.

The MORALE VALUE - up to 100%.

The MORALE THRESHOLD - when a unit's morale value becomes lower than this threshold, then that unit is routed.

The TYPE of the unit - Cavalry, Artillery, Rifles or Muskets.

### **Changing the Deployment**

Press <D>. The map will be drawn, and each unit in turn may be moved around the screen with the cursor keys, to its correct position. Pressing <E> will fix the position of the unit.

Press <R> instead of <E> if you wish the unit to be a "reinforcement" and the program will then ask you on which move number the reinforcement should arrive.

NOTE:- The reinforcements arrive at the beginning of the move. Therefore, if you specify move 1, the unit will arrive before the first move. If an army loses all the



units currently in play, then it has lost the battle. Reinforcements which have not yet arrived do not count.

### **Saving the battle to tape**

Press <S>. The battle will then be saved to tape. This is only permitted if all parts of the battle (Title, Map, units and Deployment) have been defined, either by loading a battle or defining your own.

### **Playing a battle**

Once a battle has been defined or loaded, press <P>. You may now play the battle, either as a one-player game against the computer, playing either British or American, or as a two-player game. The battle information is preserved while the battle is played, so it is possible to replay a battle without re-loading it.

### **Hint**

A muzzle-loading weapon is difficult to reload correctly during a battle. The first shot of each unit has been correctly loaded before the battle before bayonets were fixed. The first shot is 40% more effective than the others. Don't waste it.

**Instructions' Source** : RED COATS (Lothlorien) Back and Inner Inlay

### **Review (Electron User)**

This comes from Lothlorien's "Warmaster" series of strategy games. It is set during the American War of Independence and is for one or two players. On loading you're presented with a menu which gives you the option of creating your own battle or loading in one of five scenarios already defined.

These are re-creations of battles that actually took place and are spread over the period of the war. They present combinations of scenery and variations in the type and numbers of regiments involved. Background information on each of the five battles, as well as full playing instructions, are given in the cassette insert.

I decided to see how Lothlorien did things before attempting to make my own maps, and so I pressed L from the menu to load the first battle. When it loaded the menu was again presented. Incidentally, pressing <ESCAPE> at any time will bring you back to the menu - especially useful if you are getting beaten.

On pressing P you are given the option of a one or two player game, whether you want to command the British or American forces if opting for the one player game, and the difficulty level you want to play at.

Throughout the games I played I could not detect any significant differences between any of the difficulty levels. The map is quickly drawn and each side then makes a move for each of their units. There are four types of units, though the numbers of each vary with each battle. These are calvary, artillery, riflemen and musketeers. The advantages and disadvantages of each are fully explained in the cassette insert.

The musketeers and riflemen can move - in which case a direction and distance is prompted for - fire or charge. In the latter two instances the enemy unit that is nearest is the one which is attacked. The calvary also move as above but, since they only carry sabres, they cannot fire at the enemy. But they can charge and in doing so nearly always win. The artillery fires at the nearest enemy unit but then uses one turn to reload. If you want to move your artillery one turn is needed to get limbered up, one to move and then one to unlimber before it can fire again.

It's also possible to do nothing and, since I could rarely figure out what devilish plan the Electron was putting into operation, this was the command I tended to make most use of.

When planning your own battle scene the other options in the menu are used. The first thing to do is draw your map. The numeric keys are used for this and each one is programmed for a specific item, such as walls, trees and so on.



After your drawing your map you choose the composition of your armies and various factors which determine its effectiveness, like strength and morale.

You then deploy your units on the map, deciding whether they will adopt a position now or be reinforcements that will make an appearance during the course of the battle.

Once you're satisfied with the disposition of your forces you can save the scenario to tape and then play it out. If using the two player option, you will obviously need to confer on the map and deploy your armies separately. At the end of each battle, casualty figures are given and the winner gets their score.

With the Lothlorien games, General Electron usually turns out to be a wily old bird who is difficult to beat. With RED COATS, I found it fairly easy to win. The two player game proved to be more interesting and challenging and generally a lot more fun.

Overall, another good strategy game. If you haven't got one then I can recommend this one. If you have, then you know what to expect and RED COATS is up to the level of the others in the series. Recommended.

Merlin, ELECTRON USER 2. 8



# RELUCTANT HERO

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Written With THE QUILL) In 2 Parts  
Author : Paul Waterman  
Standalone Release(s) : 1987: RELUCTANT HERO, Elk Adventure Club, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE ELK ADVENTURE CLUB, 2 The Beeches, Tilbury, ESSEX  
RM18 8ED  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

As the Reluctant (Earth-saving) Hero of this adventure, you need to find the whereabouts of a rare element called 'Trilanthium'. Then, you have to get it back to the aliens before their craft explodes and creates a black hole that would eventually destroy the Earth. It will take all your skills as an ex dock-yard security manager to complete your task in the three days you've got!

You will be given a code at the end of part one. The code must be typed in to enable you to play the second part of the adventure.

A hint sheet for this adventure is available to non-members if they send an SAE to :  
THE ELK ADVENTURE CLUB, 2 THE BEECHES, TILBURY, ESSEX RM18 8ED.

**Instructions' Source** : RELUCTANT HERO (Elk Adventure Club) Inner Inlay

**Reviews** : No Review Yet



# REPTON

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Side-On; BOULDERDASH Style Maze-Game  
Author : Tim Tyler  
Standalone Release(s) : 1984: REPTON, Superior, £9.95  
1990: REPTON, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: FIVE STAR GAMES, Beau Jolly, £9.95  
1988: SUPERIOR COLLECTION 3, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The object of REPTON is to collect all the diamonds on each screen avoiding the falling rocks and lurking reptiles. You have a limited amount of time in which to complete each screen: the TIME indicator starts at 6000 and decreases down to 0; you then lose a life.

There are twelve screens (denoted A-L). Basically, each screen requires you to solve a set of puzzles by determining your routes to collect the diamonds. A rock or an egg will fall if unsupported, and if a falling rock lands on you it will kill you.

On screens A to H, a map is available for viewing. Only one sixteenth of the full area covered by the map is shown on the main screen at any time. On screens I to L, there is no map available.

To view the map, you must first pass over the MAP character during the game play; the map may then be seen whenever you press "M".

Screen A is relatively easy to complete. After the screen has been completed, a password is given. Entering this password at the start of the game will then take you straight onto screen B. Likewise, passwords are given at the completion of all further screens.

From screen B onwards, eggs, safes and keys are present. When an egg falls, it cracks upon landing and a reptile emerges. Contact with the reptile is fatal. In order to open the safes, the key must be located. When you pass over the key, all the safes open to reveal a diamond.

*It is possible to complete each screen without losing a life.*

## REPTON Competition

### The Prize

A prize of £100 will be awarded to the first player to complete all twelve screens of Repton.

### How To Enter

When all twelve screens (screens A-L) have been completed, a congratulatory message is displayed on the screen. The first person to send us a photograph of this screen will win £100.

### Rules

1. The closing date for receiving entries to the competition is 30th September 1985.
2. All entries must clearly show the sender's name and address, and should be addressed to: Repton Competition, Superior Software Ltd, Regent House, Skinner Lane, Leeds LS7 1AX.



3. The company's decision is final and no correspondence can be entered into.
4. The competition is not open to the employees of Superior Software Ltd, the authors of Repton, their agents or their families.

### REPTON Passwords

Screen	Password
A	SCREEN ONE
B	CHAMELEON
C	TERRAPIN
D	SIDEWINDER
E	GECKO
F	PYTHON
G	SALAMANDER
H	IGUANA
I	CUTTLEFISH
J	OCTOPUS
K	GIANT CLAM
L	THE KRAKEN

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down  
<ESCAPE> - Kill Yourself (Useful if you become trapped)  
M - View Map (Screens A-H, after passing over the Map character)  
P - Enter Password (Start of Game only)  
<COPY>/<DELETE> - Pause Off/On, S/Q - Sound On/Off, R - Return to Start of Game

**Instructions' Source** : REPTON (Superior) Back and Inner Inlay

### Review (Electron User)

REPTON is the latest, and claims to be the best, release from Superior Software, one of the leading Electron software houses. In short, it is. It's one of those arcade-style adventure games with you playing the part of our hero, Repton. His mission is to retrieve all the diamonds from a series of twisting underground caves.

Unfortunately, the caverns are also full of precariously-balanced rocks that tend to drop on you if you dig under them. They're often arranged so that if you loosen some before others, they fall in the wrong order and seal off the passage to certain diamonds forever.

In later caverns the diamonds lie underneath giant eggs which fall and hatch into ferocious reptiles when you take the diamond. Needless to say, they then spend all their time chasing after you.

In even later caverns, you have to open a safe using a special key that you must find.

Now for the technical side. The entire screen acts as a window on to the area of the cavern you're in, so that you can only see a sixteenth of the cavern. As you move, the view through the window scrolls very smoothly in the appropriate direction.

Repton is a colourful green-headed character and is beautifully animated. If you don't move him, he starts looking round of his own accord. Not to be outdone, the reptiles strike a fearsome pose with their webbed feet and yellow bellies.

At any time during play you can look at a map of the entire cavern to see where the remaining diamonds are. After completing each screen you're given a password enabling you to skip that screen in the future.

There are twelve caverns in all, getting progressively harder. This is an astounding game reaching new heights in Electron arcade adventures. So if you feel that you're an Indiana Jones type then go out and buy it today.

Philip Tudor, ELECTRON USER 2.12



# REPTON 2

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Side-On; BOULDERDASH Style Maze-Game  
Author : Tim Tyler  
Standalone Release(s) : 1985: REPTON 2, Superior, £7.95  
1990: REPTON 2, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1988: SUPERIOR COLLECTION 3, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

In order to complete REPTON 2, you must:-

- (a) collect all the 4,744 earth sections;
- (b) collect all the 1,634 diamonds;
- (c) kill all the 18 monsters;
- (d) use all the 64 transporters;
- (e) collect all the 42 jigsaw puzzle pieces; and
- (f) collect the "finish character" which is positioned at the top right-hand corner of the first screen. We assure you that the game has been thoroughly tested to completion.

Each level requires you to solve a series of puzzles by determining your routes carefully. The puzzles are often craftily constructed, and some involve a time element. A rock or egg will fall if it is unsupported, and if a falling rock lands on you, it will kill you. Contact with the monsters, spirits, meteors or skulls is also fatal - you have three lives. There is no time limit to any section of the game.

Scattered through the 16 levels are all the jigsaw pieces of a 42-piece puzzle. When each piece is collected, it reappears at the bottom of the first screen. The completed puzzle reads "REPTON 2 IS ENDED".

The surface of the first screen cannot be accessed immediately because the way is blocked by five skulls. Five puzzle pieces are also inaccessible due to another five skulls. These skulls do, however, disappear. One pair disappears when each of the following is accomplished: collecting all the earth, collecting all the diamonds, killing all the monsters, using all the transporters, collecting 41 out of the 42 puzzle pieces. The surface of the first screen can then be reached and the 'finish character' collected.

### Transporters

The 16 levels are linked by transporters. Each transporter may only be used once, and it always transports to the same position on the same screen.

### Eggs And Monsters

When an egg falls, it cracks upon landing and a monster emerges. The monsters are killed by falling boulders.

### Spirits

On many levels, there are up to eight spirits. Spirits always follow the walls to their left until they reach a cage. When a spirit enters a cage, it changes into a diamond. Therefore, to complete the game, you must also cage all the spirits. Spirits are normally immune to any falling object. However, it is sometimes possible



to daze a spirit by collecting all the diamonds from directly around it or by dropping boulders onto it. This is to be avoided, as the spirit will then move endlessly in a small circle.

### **Meteors**

Meteors fall from above on six of the levels of play. Two other levels are also open to space, but no meteors fall from the sky.

### **Safes And Keys**

Some diamonds are hidden in safes which can only be opened by locating and moving over a combination key. When a key is collected, all the safes on that level open to reveal their diamonds.

### **Scoring**

Each earth section scores 3, 4 or 5 points.

Each diamond scores 6 points.

### **How To Enter The Competition**

If you manage to complete REPTON 2, a congratulatory message will be displayed on the screen. To enter, you must send us a clear photograph of this screen.

### **Rules**

- 1 The closing date for receiving entries to the competition is 31st March 1986.
- 2 All entries must be accompanied by the REPTON 2 COMPETITION COUPON which is printed by the side of these rules.
- 3 All entries must clearly show the sender's name and address, age and T-shirt size (small, medium or large) and should be addressed to REPTON 2 COMPETITION, Superior Software Ltd, Regent House, Skinner Lane, Leeds LS7 1AX.
4. The company's decision is final and no correspondence can be entered into.
5. The competition is not open to the employees of Superior Software Ltd, the authors of REPTON 2, their agents or their families.
6. Please enclose an S.A.E. if you require a list of winners.

### **The Prizes**

The first 100 correct entries received will win a beautifully designed "I'VE COMPLETED REPTON 2" cotton T-shirt. On 31st March 1986, a draw will be made of all the correct entries received. The winner of the draw will receive a prize of £200.

### **Game Controls**

Z - Left, X - Right, \* - Up, ? - Down  
<ESCAPE> - Kill Yourself (Useful if you become trapped)  
S/Q - Sound On/Off

**Instructions' Source** : REPTON 2 (Superior) Inner Inlay

**Reviews** : No Review Yet



# REPTON 3

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Overhead Maze Game  
Authors : Tim Tyler & Matthew Atkinson  
Standalone Release(s) : 1985: REPTON 3, Superior, £9.95  
1990: REPTON 3, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 2, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"REPTON 3 - Are you ready for the ultimate challenge?"*

*Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. REPTON involves retrieving treasure whilst avoiding falling rocks, fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventure," enthused The Micro User magazine.*

*REPTON 2, released last Christmas was larger and much more challenging than before. Acorn User wrote: "REPTON 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"*

*Now, available for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. A screen-designer is included for devising your own game screens. There is also a character-designer which enables you to redesign any or all of the game's characters.*

*REPTON 3 is much larger than its predecessors - it has 24 fascinating screens. All the favourite Repton characters have been retained, together with several new ones: a creeping poisonous fungus, time capsules and golden crowns.*

*Can you complete REPTON 3?"*

REPTON 3 has a total of 24 game screens. These are provided as three files with eight game screens in each:

File 1: PRELUDE  
File 2: TOCCATA  
File 3: FINALE

The PRELUDE file is loaded automatically when the Repton 3 game is first loaded.

The PRELUDE, TOCCATA and FINALE files are on side 2 of the cassette. To load any of these files, simply select the "L" option on the main REPTON 3 screen, and enter the appropriate filename.

## Objective Of The Game

In order to complete REPTON 3 you must carefully determine your routes through each screen in turn, with the aim of defusing the time-bomb by passing over it. However, before the time-bomb can be defused, you must first:-

- (a) collect all the diamonds (including those concealed in safes or cages),
- (b) collect the golden crown, and



(c) kill all the monsters.

Each screen has a time-limit and, if you do not complete the screen within this time-limit, the time-bomb will explode and you will lose a life. Repton can, however, travel backwards in time because whenever a time-capsule is collected, the time-bomb's clock is reset.

Each screen comprises a series of puzzles. Many of these are interlinked and you may have to solve a number of small puzzles to enable you to tackle a large one. The puzzles may, in some cases, seem impossible - but we assure you that REPTON 3 can be completed.

Rocks will fall if unsupported and should one land on you it will kill you. You must also avoid the monsters, spirits, skulls and fungus - contact with these is fatal.

When an egg falls, it cracks upon landing and a monster hatches out. The monsters are killed by pushing or dropping rocks onto them.

There may be up to eight spirits on each screen. They always follow the walls to their left until they reach a cage. When a spirit enters a cage, it changes into a diamond. A spirit may become dazed if you drop a rock onto it or collect all the diamonds immediately surrounding it. This is to be avoided as the spirit will then move endlessly in a small circle.

Watch out for the poisonous fungus which grows incessantly sealing your fate. Trap it in by surrounding it with rocks if you can, or you may never live to collect the golden crown.

Your route may be blocked by a safe. If so, you must locate a key which will open all of the safes on the screen revealing a diamond within.

Each screen may have a maximum of four transporters. They cause you to be rematerialised at some other location on the screen, but each transporter can be used once only.

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down, M - View Map (Screens A-E only)

<ESCAPE> - Kill Yourself (Useful if you become trapped), <SHIFT>-R - Restart Game

P - Enter Password, L - Load Data File, S/Q - Sound On/Off

K - Select Keyboard Control, J - Select Joystick Control (Plus 1 Interface)

F - Select Joystick Control (First Byte Interface)

### Scoring

5 points ..... for collecting a diamond

20 points ..... for killing a monster

50 points ..... for collecting a crown

### The REPTON 3 Series Editor

The Editor is loaded from side 1 of the cassette by selecting option 2 on the loading screen menu.

### The Screen Designer And Character Designer

We recommend that you carefully read all the instructions in advance and experiment with the controls before attempting serious design work.

### Screen Layout

1	2	3	4				
/_V_ /_OPTS___ /_CHAR___ /_MAPS___				XXXXXXX			
				5  __ __		6	
				7  __ __		8	



		9			9
		11			12
					13
				XXXXXXX	
				X      X	
				X      X	14
				XXXXXXX	
	17				
					15
				XXXXXXXXX	
XX					
XX					

#### **Key**

1. Pull-Down Notice: This details the version of the game in use
2. Pull-Down Menu: OPTS - options
3. Pull-Down Menu: CHAR - see Character
4. Pull-Down Menu: MAPS - see Screen Designer section
5. Select keyboard control (default setting). The keys used are:  
Z - Pointer Left, X - Pointer Right, \* - Pointer Up, ? - Pointer Down  
<RETURN> - Execute
6. Select Screen Designer
7. Select Joystick Control
8. Select Character
9. Define Time-Limits - see Screen Designer section
10. Define Passwords - see Screen Designer section
11. Save Data File - see Saving and Loading Files section
12. Load Data File - see Saving and Loading Files section
13. End Zone - terminates currently selected mode
14. Currently-Selected Character Window
15. Colour Selection Palette
16. Pointer - moved by using the keyboard, joystick
17. Main display area

#### **Using Pull-Down Menus**

1. Move pointer over menu required
2. Press <RETURN> and menu will appear
3. Continue to press <RETURN> and move the pointer over the option required
4. Release <RETURN> to select

NOTE: When using the joystick, press the joystick button instead of pressing <RETURN>.

#### **Using Icons**

1. Move pointer over icon required
2. Press <RETURN> to select

NOTE: Before selecting a new icon, it is necessary to confirm completion of the previous mode by moving the pointer to the End Zone (icon 13) and pressing <RETURN>.

#### **Saving And Loading Files**

- Loading:
1. Select the Load Data File icon (icon 12)
  2. Enter the name of the file you wish to load
  3. Press <RETURN> and wait until the pointer re-appears

NOTE: The program will not allow you to edit any of the supplied Repton 3 game screens unless you are able to give the appropriate edit code numbers (displayed after each screen has been completed).

- Saving:
1. Select the Save Data file icon (icon 11)
  2. Give your file a name
  3. Press <RETURN> and wait until the pointer re-appears

#### **The Character Designer**



1. Select the Character Designer by selecting icon 8.
2. Select a character for editing from the full set of miniature character icons displayed at the bottom of the screen.
3. Choose a colour from the palette (icon 15) by moving the pointer to the colour and pressing <RETURN>.
4. Move the pointer to the main display area.
5. Fill in pixels as desired with the chosen colour by moving the pointer and pressing <RETURN>.
6. Repeat steps 3-5 until you are satisfied with the redefined character.
7. Repeat steps 2-6 if you want to redefine other characters.
8. Select the End Zone icon (icon 13) when you have finished redesigning the characters.
9. You can now save the screen data file (including the new character definitions) by selecting the Save Data File icon (icon 11).

Pull-Down Menu 3 (CHAR) may be selected enabling you to use the following options:

- (a) Animate - Animates any character where more than one frame is used, i.e. Repton, Monster and Spirit.
- (b) Unset pixels,
- (c) Invert pixels,
- (d) Wipe - Clears the character window to the current colour.

### **The Screen Designer**

NOTE: The program will not allow you to edit any of the supplied Repton 3 game screens unless you are able to give the appropriate edit code numbers (displayed after each screen has been completed).

1. Select the Screen Designer by selecting icon 6.
2. Screen A is now selected. To redesign another screen, select Pull-Down Menu 4 (MAPS) and move down the menu to the required screen (A-H).
3. Select a character for placing on the screen map from the set of miniature character icons displayed at the bottom of the screen.
4. Move the pointer to the main display area.
5. Place the chosen character onto the map in the desired locations by moving the pointer and pressing <RETURN>. (See the glossary below for further information).
6. Repeat steps 3-5 until you are satisfied with the redefined screen.
7. Repeat steps 2-6 if you want to redefine other screens.
8. To redefine the screen colours, move the pointer to the palette (icon 15) and press <RETURN> over a colour. Press <RETURN> repeatedly to alter this colour to one of the other available colours.
9. Select the Passwords icon (icon 10) if you want to define the screen passwords. By default, the passwords are "A" to "H" screens A to H.
10. Select the Time-Limits icon (icon 9) to set the time-limit for each screen.
11. Select the End-Zone icon (icon 13) when you have finished redesigning the screens.
12. You can now save the new screens by selecting the Save Data File icon (icon 11).

### Glossary

#### Character

Repton ..... 1 Placing Repton on the screen determines his starting position. Otherwise, he always starts in the top left-hand corner

Rock ..... - Rocks will fall if unsupported

Diamond ..... - All the diamonds on a screen must be collected

Blank Space ..... - Use blank spaces to erase other characters on the map

Earth Sections ..... - Repton can dig his way through earth



Barrier Sections ..... - The flat-topped variety supports rocks and eggs but they will fall off the curved-top barrier sections

Skull ..... - Skulls are deadly if touched. They are good objects to use when constructing mazes

Fungus ..... - A dangerous creeper. It grows rapidly and is deadly on contact

Crown ..... 1 There should be one crown on each screen

Egg ..... 4 Eggs hatch into fearsome monsters

Safe ..... - Each safe contains a diamond

Key ..... - When Repton obtains a key, all the safes on the screen open to reveal their diamonds

Spirit ..... 8 Spirits must be carefully placed on the screen so that they will follow the walls to their left-hand side

Cage ..... 8 When a spirit enters a cage, it changes into a diamond. Ensure that you place as many cages on screen as you have spirits

Time-Capsule ..... - Consuming a time-capsule resets the time-bomb's clock

Time-Bomb ..... 1 Repton must defuse the time-bomb once he has collected all the treasure and killed all the monsters

Transporter ..... 4 Position the transporter on the screen by moving the pointer and pressing <RETURN> at the desired location. Now, keep the <RETURN> key pressed and move the pointer to your chosen destination point for the transporter. Releasing <RETURN> will now store that location as the transporter's destination point.

**Instructions' Source** : REPTON 3 (Superior/Acornsoft) Back and Inner Inlay

### **Review (Electron User) - "Mazes To Amaze"**

Just when you thought it was safe to go back down the mine, Superior Software have released REPTON 3. The game features all the characters and graphics of REPTON 2, but is closer to the original REPTON in gameplay and objectives. It comes with 24 challenging levels to complete, stored on tape as three separate files.

On successful completion of each level you are given the password for the next, which means that when you play the game on subsequent occasions you don't have to wade your way through it all again.

When playing the game only a small section of the overall map is visible at any one time. Each level is laid out like a maze, constructed from boulders, earth, diamonds, giant eggs and many other devilish things. To complete a level you must kill every monster and collect all the diamonds and a golden crown before a time bomb explodes.

The problems begin as you burrow your way beneath boulders. As soon as the supporting earth has been removed, the boulder falls, killing you or changing the shape of the maze by blocking off a passageway. For this reason your route through the maze must be very carefully planned - one badly placed rock and you might as well start again.



As in REPTON, you can call up a detailed map of the whole level to help you choose the correct path through a maze. When I first played the game I thought the monsters were pretty tricky to deal with as they have to be lured beneath a precariously balanced boulder and then squashed.

Worse than the monsters are the spirits, Will-o'-the-wisps which whizz along the pathways at incredible speed. You must lure them into cages, where they turn into diamonds.

As if 24 mind-bogglingly difficult screens weren't enough Superior provides a screen designer too. This is a very classy piece of software which enables you to construct new screens in map form. These can then be saved as data files and loaded by the main game. You could even challenge your friends to solve your latest devious masterpiece.

The game's graphics aren't the greatest I've ever seen but this minor niggle is soon forgotten as you wrap your mind around the puzzles. REPTON 3 is a must for every Electron user.

Sound .....	6
Graphics .....	8
Playability .....	10
Value for money .....	9
Overall .....	9

James Riddell, ELECTRON USER 4. 4



# REPTON INFINITY

*Professional, Originally Released On Cassette Only*

## **Review (Electron User) - "The Ultimate Repton"**

If you thought you'd seen every possible variation of that classic game, REPTON, and that the theme had been done to death, hang on to your boots, as REPTON INFINITY - from Superior, of course - will blow your socks off. This latest incarnation of that loveable green skinned reptile has got to be the best yet.

There are four different games - and I don't mean four sets of screens for REPTON 3 - and four utilities to enable you to write your own games. In the first, Repton 3 - Take 2, you amass as many points as possible by collecting crowns and diamonds and disposing of the odd monster or two.

The usual gigantic eggs are scattered about ready to hatch into irksome monsters. Less difficult to shake off are large spirits which float about and can be trapped in cages which then turn them into diamonds. Teleporters abound, but they can whisk you off into dead ends or traps if you're not careful.

Repton 4 is the second game and here your task is to grab banknotes conveniently left lying around piles of jewels. Try to kill the ghouls that hatch out of the eggs, but watch out for the fungus that spreads like wildfire.

Magiblocks are special boulders that can be pushed up, down, left or right and when you get three in a row they turn into diamonds which can be collected for a bonus. Transporters are present as usual, and photocopiers are an additional feature. They can copy almost anything, but only work once.

Repton 4 is similar to REPTON 3 with slight variations. The new features add a few puzzles and keep up the interest.

The third game is Robbo, and this departs even further from the traditional Repton gameplay. There are many similarities, but also quite a few differences. You control a small robot, and to test his intelligence, he has been placed in a time-space puzzle vortex.

You have to collect the flashing orbs and solve a number of puzzles, like repairing a computer, lighting a bulb, putting a can into a fridge, mowing some grass and one or two more.

The last game, Trakker, is probably the strangest of the four. You are the driver of a Jaffa - the Jagga Annihilation and Fruit Flinging Associates - and your mission is to dispose of all the hideous Jaggas and other nasties.

You are equipped with a bulldozer (a JCB GT?), sticks of dynamite, detonators and Killafruit. To use the dynamite you guide Kevin, your pal, to the dynamite, then run over a detonator. Jaggas can be squashed with tomatoes, but only from behind. And bananas turn them into tubular spiders - all very strange, but fun.

Once you've mastered these four games you can get to grips with the REPTON INFINITY game creator itself. Four utilities are involved in the making of a game, the first being Film Strip, a sprite editor. Here you can modify an existing character or start from scratch and design a new one.

Once the characters have been formed you write a Basic-like program using a special editor and compiler. The purpose-designed language is called Reptol and is fairly straight-forward, though like any programming language you'll need to put a fair bit of effort into learning it to get the most from it.



The 71 page manual provides descriptions of all the commands, plus a beginner's tutorial section. The commands include CHANGE to change one character to another, IF ... ELSE ... ENDIF and GOTO are like their Basic counterparts, KEY tests the <RETURN> key, SCORE increments your score, MOVE moves a character and so on.

Once the program logic has been created it's on to the Landscape Designer. This is where you design the maps that are used to create the landscape through which you move. The utility is quite simple and just involves picking up various characters and plonking them on the map.

Skill is required in designing puzzles and traps, so be prepared for a little head scratching.

The final task to be done is to link all the files created - sprite, landscape and program logic - into one runnable program, and this is performed by the fourth utility File Link. This enables you to specify the filenames of the various parts so they can all be loaded in the right sequence.

REPTON INFINITY is definitely the ultimate in this popular series. Not only are the four games superb - and all different from the standard Repton format - but the game creator is a stroke of genius.

I must admit to being a little bewildered by the number and variety of functions and options, and I have yet to create a full game. It'll take a fair bit of hard work, but not half as hard as writing the whole thing from scratch. REPTON INFINITY is an absolute must.

Roland Waddilove

### **\*\*\* Second Opinion \*\*\* (Electron User)**

WOW! This is the best yet from Superior. The biggest case, the thickest manual, four great games with two sets of screens each and an amazing program creator that enables you to write your own Repton games in Reptol - a new arcade games writing language. At only £12.95 this has got to be amazing value for money. Well done Superior!

Janice Murray

Sound .....	9
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

"Electron User Golden Game"

ELECTRON USER 6. 6



# REPTON THRU TIME

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Overhead Maze Game  
Authors : Tim Tyler & Matthew Atkinson  
Standalone Release(s) : 1987: REPTON THRU TIME, Superior/Acornsoft, £6.95  
1990: REPTON THRU TIME, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 10, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

REPTON THRU TIME has a total of 40 screens. These are provided as five cassette files with eight game screens in each:

File 1: PREHIST  
File 2: EGYPT  
File 3: VICTORI  
File 4: NOW  
File 5: FUTURE

The PREHIST file is loaded automatically when the game is first loaded.

The PREHIST, EGYPT, VICTORI, NOW and FUTURE are on the cassette. To load any of these files, simply select the "L" option on the main game screen, and enter the appropriate filename.

## Objective Of The Game

In order to succeed in travelling through time with Repton, you must complete each of the 40 screens without using any passwords. Each new set of characters is based upon the **original REPTON 3 characters**.

The new character sets are also shown. For the PREHISTORIC screens, you will notice that the rock and the diamond have been replaced with a boulder and green berries respectively. Therefore, on the PREHISTORIC screens, Repton pushes the boulders (as if they were rocks) and collects the green berries (as if they were diamonds).

Similarly, the monster and the spirit have been replaced with a dinosaur and a pterodactyl respectively. So Repton is chased by dinosaurs (instead of monsters) and pterodactyls (instead of spirits).

To avoid confusion, the following game instructions refer exclusively to the **original REPTON 3 characters**.

To complete the game, you must carefully determine your routes through each screen in turn, with the aim of defusing the time-bomb by passing over it. However, before the time-bomb can be defused, you must first:-

- (a) collect all the diamonds (including those concealed in safes or cages),
- (b) collect the golden crown, and
- (c) kill all the monsters.

Each screen has a time-limit and, if you do not complete the screen within this time-limit, the time-bomb will explode and you will lose a life. Repton can, however, travel backwards in time because whenever a time-capsule is collected, the time-bomb's clock is reset.



Each screen comprises a series of puzzles. Many of these are interlinked and you may have to solve a number of small puzzles to enable you to tackle a large one. The puzzles may, in some cases, seem impossible - but we assure you that REPTON THRU TIME can be completed.

Rocks will fall if unsupported and should one land on you it will kill you. You must also avoid the monsters, spirits, skulls and fungis - contact with these is fatal.

When an egg falls, it cracks upon landing and a monster hatches out. The monsters are killed by pushing or dropping rocks onto them.

There may be up to eight spirits on each screen. They always follow the walls to their left until they reach a cage. When a spirit enters a cage, it changes into a diamond. A spirit may become dazed if you drop a rock onto it or collect all the diamonds immediately surrounding it. This is to be avoided as the spirit will then move endlessly in a small circle.

Watch out for the poisonous fungus which grows incessantly sealing your fate. Trap it in by surrounding it with rocks if you can, or you may never live to collect the golden crown.

Your route may be blocked by a safe. If so, you must locate a key which will open all of the safes on the screen revealing a diamond within.

Each screen may have a maximum of four transporters. They cause you to be rematerialised at some other location on the screen, but each transporter can be used once only.

### **Game Controls**

Z - Left,    X - Right,    \* - Up,    ? - Down,    M - View Map (Screens A-E only)

<ESCAPE> - Kill Yourself (Useful if you become trapped),    <SHIFT>-R - Restart Game

P - Enter Password,    L - Load Data File,    S/Q - Sound On/Off

K - Select Keyboard Control,    J - Select Joystick Control (Plus 1 Interface)

F - Select Joystick Control (First Byte Interface)

### **Scoring**

5 points ..... for collecting a diamond

20 points ..... for killing a monster

50 points ..... for collecting a crown

### **The REPTON 3 Series Editor**

Full instructions for the editor package supplied with this game are detailed under REPTON 3.

**Instructions' Source**    : PLAY IT AGAIN SAM 10 (Superior/Acornsoft) Inner Inlay

### **Review (Electron User) - "Repton Takes His Time"**

Our little green friend is back again in a new set of forty screens. REPTON THRU TIME covers various periods of history ranging from prehistoric and Egyptian, through Victorian, the present day and into the future. All the screens are REPTON 3 standard and will load into any version - but you get the game and screen designer as usual so if you haven't any of the earlier versions you don't need to worry.

You start up with the prehistory screen set where Repton is wearing an animal skin and searching for the ultimate invention - the wheel. On his way he eats the green berries and avoids the red ones; the dinosaurs need crushing by the unaltered boulders. Spirits have become pterodactyls and seek out their caves before turning into berries.



The first screen was nice and easy, reminding you gently of all the usual Repton tricks - but don't make any mistakes because you can only get out of the start area once before it becomes blocked. Repton moves next into the Egyptian period with very brightly designed characters.

The first screen has an original start with two wicker baskets at either side of Repton falling and opening to reveal serpents. It certainly grabs your attention.

The spirits are now mummies seeking out their tombs. The rest of the screens are occupied by pyramids, scorpions and scrolls which you need to collect.

The next set of screens cover the Victorian era. The character designs are less clear with Repton in a frock coat and most of the supporting blocks being gaslights.

There's a little social comment since the creeping fungus is represented by smoking factories. But again there's a nice easy run at first with a good stiff gradient as the screens progress.

There's another tricky start in the present day screen set. The usual Repton key is represented by the Excess card of which there are two next to where you start. There are no diamonds (cans of coke) available and no boulders (suitcases) to shift); all you can do is collect the cards - and take a really good look at the map before you do.

The monster has become a traffic warden and ale houses are the safes, spirits are represented by flying newspapers, which don't seem to quite fit with the rest of the screen concept.

The final set of screens is called Future and they are really hard. Empty spaces and earth are now stars, whereas skulls and fungus are black holes. Time capsules look like teleports and are called timewarps.

The first screen would be easy if the characters were anywhere near normal - but as it was it took me ages to finish.

Pushing around the robots was easy enough, but you can't tell at a glance how they are being supported. Out of crashed spaceships come the BEMs - bug-eyed monsters - spirits are a different type of alien which convert Tie fighters into crystals, and if you grab a laser gun Daleks get challenged too.

This Repton group of screens is reputed to be the last that's going to be produced. I wonder...

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	8
Overall .....	8

"Electron User Golden Game"

Steve Turnbull, ELECTRON USER 5.10



# RETURN OF FLINT: SUPER SPY FLINT II

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : C.J. Potter & A. Potter  
Standalone Release(s) : 1985: RETURN OF FLINT, Potter Programs, £2.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POTTER PROGRAMS, 7 Warren Close, Sandhurst, Camerley, SURREY  
GU17 8JR. Tel: 0252 877608  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

Review : No Review Yet



# RETURN OF R2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Author :  
Standalone Release(s) : 1986: RETURN OF R2, Blue Ribbon, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01302 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Space Station ZELGER is running out of energy fast. You are the last hope. Using your 'R2' Droid, collect the 'Z42' compound and return it to the hidden power room. But beware! Laser bolts and radioactive barriers are some of the many dangers awaiting you."*

Your aim is to guide the Robot-Droid 'R2' around the space station ZELGER, in order to find and collect the three boxes containing the compound 'Z42'. Once collected, this must be taken to the power room in order to replenish the energy supply of the space station.

But beware, as you move 'R2' through the many rooms and locations on ZELGER, you will encounter Lazer Bolts, Radio Active Barriers and much more to try and stop you completing your mission.

You only have 20 minutes in which to complete the mission and 'R2' has only four lives.

## Control Keys

Z - Left, X - Right, \* - Up, ? - Down, SPACE BAR - Start Game

**Instructions' Source** : RETURN OF R2 (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# RETURN OF THE WARRIOR

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Adventure No. 2 In THE LARSOFT COLLECTION)  
Author : Geoff Larsen  
Standalone Release(s) : None  
Compilation Release(s) : 1987: THE RISING OF SALANDRA, Larsoft, £3.95  
2002: THE LARSOFT COLLECTION, Larsoft, PD (Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LARSOFT, 4 Chantry Road, Clifton, BRISTOL BS8 2QD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Having awoken the warrior Thrull from his deep sleep of seven generations you are now set to face the evil Salandra himself.

As the dark Warships land at the beach below you, Thrull speaks.

"I shall remain for a short while to try to repel the hordes of Salandra's invading forces. Perhaps you, who have proved yourself in being here, could reach the very heart of Salandra's domain. If I were to make the journey his spies would know of me and warn the evil tyrant. A small traveller such as yourself could possibly escape the enemy's attention and reach Salandra's fortress which once belonged to the Lord Siran. Siran, now, has been destroyed.

"If you should meet the evil Salandra you will need a talisman of good to protect you. Even then, you will not have sufficient strength to defeat him by yourself.

"Good journey!"

Thrull waves his Sword and a mist descends around you. The mist clears and you find yourself on a beach at the South side of the Great Ocean...

## Official Hintsheet

- There is always an interesting angle to a rum cove. It could provide light relief.
- The jester is only here for the beer (to coin a phrase) but he pits his wits against you.
- The horse needs to chew over the situation before letting you move it.
- Without the horse it will be curtains for you.
- Cave paintings will show the way to enter the fortress.
- The means to venturing behind the blocked door is by the fireplace.
- This adventure is non-violent ... but you want to kill Salandra? Charming!

**Instructions' Source** : THE RISING OF SALANDRA (Larsoft) Inner Inlay

**Review** : No Review Yet

## Solution (EUG)

Go W and EXAMINE the rock POOL. You will find a fishing net. GET NET and go back E and E. ENTER the CAVE here and go S into a concealed area. USE the NET here to reach the lantern. GET the LANTERN and go N to leave the cave. Now go S, S, S, S, S and W to the hill. Go UP it.



On the top you should EXAMINE the chalk FIGURE and be then able to GET a TINDERBOX. Go E, E and S then climb UP, UP, UP and UP the mountain trail before going S, W, S, W to find a ball. GET the BALL and go back N, E, N, E, E to the cabin east of the bridge. GO CABIN and EXAMINE the CHEST it contains.

OPEN the CHEST and GET the SCIMITAR inside of it before LEAVEing the CABIN. Go W and CROSS the rope BRIDGE. The cabin owner will yell at you but CUT the ROPES of the bridge to leave him stranded and go S and S until brambles bar your bar. CHOP the BRAMBLES with the scimitar to reveal a way south. Follow it S, CHOP down more BRAMBLES and go S again. PUSH the stone DOOR to open it.

Now GO through the DOOR and travel S, S and S to the market square. Go E and GET the ROPE in the stable. Return N and N to the cavern and LIGHT the LANTERN. Go W to enter the dark cave and TIE the ROPE to the stalagmite. CLIMB DOWN the rope to find a gold piece. GET the GOLD piece. Now CLIMB UP and return E, S, S and S to the market square. UNLIGHT the LANTERN to conserve its power.

Go W into the inn and W again to be faced with the landlord. GIVE the GOLD piece to him and he will give you a private room. OPEN the WINDOW and PULL back the DRAPES to reveal a sleeping cat. GIVE it the BALL and GET the HAY when it chases after it. Now GO through the WINDOW to leave the inn and E and E again into the stable.

GIVE the HAY to the horse which will then allow you to GET HORSE and RIDE HORSE. Go W and N to the T-junction. Ride E and E past the waiting robbers. DISMOUNT and DROP hold of the HORSE. Now go S and E and GET the PICK from the quarry. Go S and W to enter the West hut. EXAMINE in turn the DEBRIS and the MOSAIC and then READ the INSCRIPTION you uncover. Go E, N and N then climb UP and UP the rocky path to ENTER the NEST.

CALL QUAG here and the eagle will carry you up to the fortress. GO in through the WINDOW. Go E to the East Wing and GET the BUCKET of coal. EMPTY the BUCKET and go S. Now go D and D the steps and finally W. FILL the BUCKET with water from the tub. Go back E, U, U, N, W and W to the West wing and GO inside the large FIREPLACE. EXAMINE the WALL and PUSH the loose STONES. ENTER the HOLE. LIGHT your LANTERN again and go S.

OPEN the COFFIN and EXAMINE the body of SIRAN. DROP the SCIMITAR to free up space and GET his CHARM. Go back N, GO through the HOLE, go S and go E to a room with a locked door where you first entered the fortress. UNLOCK the DOOR and GO through where the DOOR stands open.

Inside the anteroom, each time you try to go N, various demons will appear. EMPTY the BUCKET of water to extinguish the wall of flame and try to go N again. USE the PICK to smash the wall of ice. This time going N will take you into Salandra's chamber. WAVE the CHARM and Thrull will appear to battle with the evil Salandra. Keep LOOKing (Key L only) until you complete the adventure.



# RETURN TO DOOM

***Professional, Originally Released On DFS 1900 Disc***

Game Type : Text Adventure; Disc-based  
Authors : Peter Killworth and Jon Thackray  
Standalone Release(s) : 1989: RETURN TO DOOM, Topologika, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

TOPOLOGIKA are proud to present Peter Killworth's latest and greatest adventure. RETURN TO DOOM is part two of his developing Doom Trilogy - and is every bit as baffling as COUNTDOWN TO DOOM, one of the classic games of all time!

### About The Author...

By profession a theoretical research oceanographer - and occasional anthropologist and magician - PETER KILLWORTH's first attempt at this new entertainment form ('Philosopher's Quest') sold 25,000 copies.

### About The Adventure...

The planet Doomawangara (Doom for short) is a dangerous place. As the only explorer ever to survive 1 (COUNTDOWN TO DOOM), you should know. However, an unexpected distress call sends you flying back to Doom in a mission to rescue an ambassador who has been kidnapped by renegade robots.

After surviving a deceptively simply beginning, you'll meet lots of original Killworth puzzles, alternative universes, weird weather, an empty field will never look the same again! You'll accrue a talkative four-legged friend who'll make you feel like laughing one minute and crying the next - maybe even both at the same time! The game ends with a danger-a-minute sequence that would even scare Indiana Jones (half) to death!

## Screen Display

The top line contains a short description of where you are, together with your current score. The bottom section displays your current location in greater detail, together with your own input and the game's responses.

## Specimen Commands

GO NORTH, THEN EAT THE PIG, E, SW, IN

GET ALL BUT THE DUCK AND GOBLET, AND LEAVE

GET - takes the first relevant object

DROP - similar

TAKE THE PIG AND UNICORN, WAIT

SAY HELLO

HELLO - equivalent to saying it

LOOK - gives a full description of where you are

SAVE - stores your current position on disk

RESTORE - brings back the saved game

RESTART - begins at the beginning

QUIT or STOP

VERBOSE - makes program always give the full description of where you are

NORMAL - makes program give full description the first time you arrive at a new place, with short descriptions for later visits

INVENTORY - lists your current possessions



## The puzzles

You may be puzzled why the EXAMINE command is of only limited use. The game is conceived in such a way that in solving the puzzles you are not involved in merely happening to discover things about the objects. It is only by manipulating them where possible, or combing them in some way, that the relevant features are revealed. Some locations, however, do contain hidden depths...

## On-line Help

If you get completely stuck, on-line help is available by typing HELP. Look up your problem on the list of hints and give the hint number you require.

You will then be given some sort of clue. The HELP facility is structured in stages so that you will initially get a partial clue, and will be given due warning if the entire puzzle is about to be revealed to you!

	Hint
I can't go north from the landing area	1
I get killed by the montipython	1
I get driven back by the plant smell	2
I get killed by the boogatigers	3
I can't turn the lamp on	4
I get chomped by the teeth	5
I can't get through the door	6
Nothing happens when I say 'PRONA'	7
I get killed by the grobbler	8
I die if I open the chlorine tank	9
I can't get past the trap	10
The tectonometer sometimes reads 'Overload'	11
I can't get through the cleft	12
I got to the robot camp, but it's deserted and I can't go anywhere	13
I can't get out of the cell	14
I can't get into the safe	15
I can't get through the dark passage	16
I die in the singularity	17
I can't get back through the dark passage	18
Nothing happens when I press the shapes on the terminal	19
Sometimes lethal rain hit me	20
I bounce off the artefact	21
I die entering the northeast artefact entrance	22
I can't see what the 'writing' on the artefact is	23
I can see, but can't read, the artefact writing	24
Nothing happens when I say 'TOGA'	25
I don't know what to do with the rat	26
I can't get through the hatch in the artefact	27
I can't do anything with the bed	28
Pressing the hemisphere doesn't do anything	29
I can't get past the ecosaur	30
I slide down the slope	31
I can't get over the salt sea	32
I can't get past the sabreboog	33
I can't get past the allodiles	34
I die when the winds blow me onto the sage	35
I can't get across the cornice	36
I can't do anything with the computer	37
I keep running out of the scary jungle	38
I can see there are three levels in the artefact but I can only get to two	39
I can't get back past the ecosaur	40
I can't cross the alkaline lake	41
I can't pick up the ball	42
I can't escape the pteromorph in the desert	43
I can't get back across the sea	44
What can I do in the large field?	45
I can't dig properly in the centre of the field	46



I get killed by the buzzing noise	47
I'm lost in the desert	48
The droffids get me!	49
I can see the helmet, but can't reach it	50
I die when I throw the ball	51
The helmet smashes on the floor	52
I lose everything I have when I drop through the hole in the artefact	53
I can't get my belongings back past the omnigrab	54
Should I catch the egg?	55
I can't get out of the shifting halls	56
I have no idea what to do in the zero-gravity area	57
I die if I leave the raft	58
When I press one of the shapes on the raft, I die	59
I can't get through the wormholes under the desert	60
I can't control the raft	61
I can't get the boots	62
I can't get out of the zero-gravity area	63
I can't get past the enzymes	64
I die after passing the enzymes	65
I can't answer the head's questions	66
I don't know the non-disease exits in the artefact	67
I found the dog but can't do anything with him	68
I can't leave the swamp	69
I can't do anything with the silica square on the bare hill	70
I lose the dog up the hill	71
I can't get past the oganobuffalo	72
I can't get the holocrys beyond the forcefield	73
The silica in the pasture kill me	74
I can't get out of the singularity	75
I can't get past the robot guards	76
I get hit by missiles in the pyramid	77
I can't get into the armoury	78
The armoury robots kill me	79
I get hit by the laser	80
The laoratory robots kill me	81
I get hit by the laser	82
The laboratory robots get me	83
What do I do with the ambassador?	84
I get trapped underground with the ambassador	85
The robots catch up with me	86
The second grobbler kills me	87
I drop the ambassador in the landing area	88

Note: If you're not sure about the use of any particular object, Hint 89 will help.

**Instructions' Source** : RETURN TO DOOM (Topologika) Help Booklet

**Reviews** : No Review Yet



# REVENGE OF ZOR

*Professional, Originally Released On Cassette Only*

Game Alias : RING OF TIME PART II  
Game Type : Text Adventure  
Author : Phillip A. Gibbs  
Standalone Release(s) : 1987: REVENGE OF ZOR, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Supplied without instructions. All instructions on screen.

Reviews : No Review Yet



# REVERSI

## *Professional, Originally Released On Cassette Only*

Game Type : Strategy; Graphical Reversi Board Game  
Author : Wynand Thompson  
Standalone Release(s) : 1985: REVERSI, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

The computer will play black. Enter your moves as a two-digit number; the first digit specifies the column number and the second digit specifies the row number. You should always press <RETURN> after typing your move!

**Instructions' Source** : REVERSI (Kansas) Opening Screen

**Reviews** : No Review Yet



# REVERSI

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Graphical Reversi Board Game  
Author : Richard Hanson  
Standalone Release(s) : 1984: REVERSI, Superior, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Instructions**

Instructions currently unavailable.

Reviews : No Review Yet



# REVERSI

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Graphical Reversi Board Game  
Author : Unknown  
Standalone Release(s) : 1983: REVERSI, Microbyte, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128. Plays very fast.  
Supplier : MICROBYTE, 18 Hilgrove Road, Newquay, CORNWALL TR7 2QZ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"REVERSI - A Game of Strategy and Skill. Easy to learn, difficult to master. Two skill levels - Joysticks not required!"*

**Instructions' Source** : REVERSI (Microbyte) Back Inlay

**Review** : No Review Yet



# RICK HANSON

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1985: RICK HANSON, Robico, £9.95  
Compilation Release(s) : 1986: SAGA OF A SPY, Robico, £24.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ROBICO, 3 Fairland Close, Llantrisant, MID GLAMORGAN CF7 8QH  
Disc compatibility : Incompatible

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Robico is well known for the quality of its BBC adventures and so it was with some interest that I tackled its first Electron game. You play the part of Rick Hanson, secret agent. Your mission is to assassinate General Garantz, an evil criminal who is threatening to explode a nuclear bomb in New York unless he is paid a ransom.

You begin your mission in a railway station. An initial exploration of the fourteen locations surrounding you reveals several objects, all of which are useful.

A visit to the telephone box should give you further information about your mission, but reversing the charges is a throw-away line. After collecting everything else you can find you must look for a route out of the station. Leaving by the front door is not the answer as you will soon discover. Hesitation can also prove fatal as one of the general's men is somewhere inside looking for you with evil intent.

To get on the right track, or rather over it, head back to the bridge. A passing train is on, and in time. The guard should be dealt with quickly, so put in the spanner in his works. Leaving the train will find you in a village with more exploring to do.

There's lots to do here and if you take a gamble in the tavern you will find you can stay the night. You must now try not to avoid too close a shave, and cracking the code should see you well equipped to solve the remaining puzzles before leaving the village.

I am very impressed with this game. It has about 220 locations and is totally logical. Packaged with the game is a card which entitles you to help if you get stuck.

Also enclosed is a smart adventure's notebook. This is about the size of a diary and consists of blank, colourful pages. I'm not sure how useful this is, but it does add an air of professionalism to the game.

The program uses screen memory because of its size so you can only see eighteen lines of text at any one time.

RICK HANSON is nothing less than brilliant and Robico must now join Epic as being the software houses for adventures on the Electron. I look forward to spending time on the follow-up version, RICK HANSON II, which from initial impressions seems to be every bit as good.

Presentation ..... 9  
Atmosphere ..... 9



Frustration factor ..... 9  
Value for money ..... 10  
Overall ..... 9

Paul Gardener, ELECTRON USER 3.11



# RICOCHET

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Authors : N. G. Davidson & D. J. Willams  
Standalone Release(s) : 1990: RICOCHET, Superior/Acornsoft, £9.95  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 15, Superior/Acornsoft, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated. Electron version works on BBC.  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The objective of the game is to find the hourglass on each level and then teleport out. When you do this you will be given the password to the next level. (You can subsequently enter that level directly by pressing the P key and giving the password.) The ultimate objective is to finish all five levels in a row, hence gain the full 100% score and discover the secret message.

To jump, you must press the Squish key, and then let go. How high you jump depends on how much you squish. You can also jump to the left or right, by pressing the Roll Left or Roll Right key as you leave the ground. You can practice moves before commencing play by pressing SHIFT-SPACE.

Your energy level (bar at right of screen) is increased by eating foodstuff by walking on top of it and pressing the Pick Up/Drop Object key. Objects may be used to vanish obstacles blocking your way. Keys open doors, which disappear, but the keys remain; some may open more than one door. You can hold a maximum of two objects (including keys) at any one time. Look out for secret passages, particularly on the later levels.

Some objects, obstacles and characters to look out for as you ricochet through the five levels of the game include:

**FORTRESS** - power drill (then look for the hole in the wall), lead, bunsen burner, alchemist, robber, ghost. (When you have the hourglass, the fire and a 15% score, jump down the deep hole and find the teleport.)  
**TECHLEV** - fruit machine, tax demand, computer disc, stamp, sodium, slug.  
**DERELICT** - flower pot, crystal ball, match, map, maiden, witch, beggar.  
**THE UFO** - cocktail glass, extinguisher, identity card, oil, guard, robot.  
**ANCIENT** - dagger, world, Cyclops, Mercury, Caesar, Atlas, Hermes.

## Game Controls

Z - Roll Left, X - Roll Right, \* - Roll Up, ? - Roll Down  
\* - Pick Up/Drop Object, ? - Squish  
<COPY>/<DELETE> - Pause On/Off, S/Q - Sound/Quiet  
<SPACE> - Start Game, <SHIFT><ESCAPE> - Lose Life

**Instructions' Source** : PLAY IT AGAIN SAM 15 (Superior/Acornsoft) Inner Inlay

## Review (Electron User) - "Having A Ball"

RICOCHET is more than just another arcade adventure from the Superior stable. It's brilliant. After the disappointment of BARON in the SAM 11 compilation I needed something to lift my spirits and RICOCHET did the job admirably.



Anyone who has seen CITADEL or PALACE OF MAGIC will instantly recognise the format. The display is a side view of the current location and moving off the left, right, top or bottom quickly flicks to the next screen.

In this game you control Sprat - the Small Partially Robotic Alien Time-traveller - a cute little rubber ball with a happy smiling face and sunglasses. You don't walk. You roll or bounce your way around the ladders and levels, or take a swim.

Levels that can't be reached can quite often be bounced up to. You hold down the Squish key to squash Sprat as flat as possible then let go and he springs up. Aiming straight up isn't a problem, but trying to make Sprat go in any other direction is difficult to say the least - he flies around the screen bouncing off every object within reach. It's very frustrating but good addictive fun, trying to get him through a small hole to the left or right.

Your aim, amid all this mayhem, is to collect an hourglass from each of the five worlds of RICOCHET and then teleport out. You are given a password on doing this, so you can skip the completed levels on subsequent games. You start on the mystical Fortress world, then move on to the exciting futuristic Techlev and dismal Derelict worlds.

Your energy is displayed as a bar running up the right hand side of the screen and is deleted by rolling into the various monsters that inhabit the worlds or the dangerous objects that litter each screen. Energy is increased by eating the food left lying around.

Keys must be collected in order to open doors - usually one key will open one particular door. Other objects can be found, such as a tomato, a coin and a spade, but I'm not yet sure what to do with them. They can be placed on pads located in certain places and I'm sure that they'll have some beneficial effect when I've located the right pad for each object.

The graphics are among the best seen on the Electron, and the sprites are superbly animated. The title screens are particularly well drawn and worth the wait while they load. The sound effects are minimal but didn't affect my enjoyment.

This latest arcade adventure is causing me a few headaches and sleepless nights - it is very addictive. If you have completed CITADEL and PALACE OF MAGIC and are looking for a fresh challenge, RICOCHET fits the bill quite nicely.

Roland Waddilove

### \*\*\* Second Opinion \*\*\* (Electron User)

Not since PALACE OF MAGIC have I been hooked to an arcade adventure, but this frustrating game has me securely in its grip. The way the ball bounces round the screen drives me round the bend. The objects and obstacles are mini puzzles - find the object and place it on the corresponding pad. A brilliant game that makes a welcome change from the usual SAM repeats.

Janice Murray

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 7. 2



# RIG ATTACK

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Bomb Submarines From Intricate Oil-Rigs  
Authors : Kevin Blake & Jason Sobell  
Standalone Release(s) : 1985: RIG ATTACK, Tynesoft, £7.95  
Compilation Release(s) : 1988: MICROVALUE FOUR GAMES VOLUME 1, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

RIG ATTACK is an action packed game with scrolling screens, demanding skill and quick reflexes to guide your helicopter from rig to rig without coming under attack from enemy submarines.

The submarine is equipped with the latest missiles, your 'copter carries short range bombs that need to be dropped at a low altitude to reach that darting submarine in the waters below.

### Hints

Don't let your 'copter to run low on fuel shown by the bar meter at the base of the screen. Land on Helipads to re-fuel. When enemy sub comes onto the screen you have to eliminate it before you can re-fuel and continue your patrol.

### Game Controls

Z - Left, X - Right, ; - Up, . - Down, : - Fire

**Instructions' Source** : RIG ATTACK (Tynesoft) Inner Inlay

**Review** : No Review Yet



# RIK THE ROADIE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade In Stages  
Author :  
Standalone Release(s) : 1987: RIK THE ROADIE, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : CDFS E00, DFS E00

## Instructions

You are Rik, roadie to the world famous pop group, ALTERNATIVE ROCK. In order for Alternative Rock to stay popular, you, as their roadie, must get all their equipment to the gig, take it into the hall, and set up the sound levels before the gig starts.

### Stage 1

You have 200 miles to go to reach the site of the next gig. You have only 6 hours to get there, set the gear up, and check the sound levels. Get to the gig as quickly as possible, avoiding all oncoming traffic. Hitting anything will cost you time, as your van is repaired.

### Stage 2

Now you are at the gig, you have to carry the equipment from the van into the hall. As amplifiers and speakers are very heavy, you cannot hold them for very long. Move as fast as possible before your endurance runs out, and you drop the very heavy (and expensive) equipment.

### Stage 3

Finally, the equipment is set up, and all that remains is to set up the power levels. Too low, and the audience cannot hear the group Too high, and the fuses blow. Keep the levels in the red, and as soon as the optimum level is reached, the next sound channel is automatically selected. Once all four channels have been set, you can sit back, relax and watch your group the world famous ALTERNATIVE ROCK perform live on stage.

Once all three stages have been completed, then you have to transport the equipment to the next gig, with less time to complete it in!

**Stage 1:** Z - Left, X - Right, \* - Accelerate, ? - Brake

**Stage 2:** Z - Move left foot, X - Move right foot

**Stage 3:** \* - Power up, / - Power down

**Instructions' Source** : RIK THE ROADIE (Alternative) Inner Inlay

**Review** : No Review Yet



# RING OF TIME

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author : Phillip A. Gibbs  
Standalone Release(s) : 1986: RING OF TIME, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Supplied without instructions. All instructions on screen.

## Review (Electron User)

This is the first Kansas adventure I've managed to get a look at and I'm quite impressed. Although written in Basic, the responses are excellent and a peek at the listing shows that a lot of work has gone into producing the program. Right. Now for the plot.

Legend tells of a "time-ring" belonging to Zor, an evil magician of the Middle Ages. Your task is to search for and find the ring. No easy task, I can assure you.

I won't reveal too much about the game. There is one problem, however, that is likely to stump you - how to get past the crocodiles. This is a bit nasty, but man's best friend should come in handy here. The other problems are totally logical (in retrospect).

A good atmosphere is generated by wise use of room descriptions, but don't try TAKEing the things you are told about, most of them aren't recognised.

Incidentally, Kansas gives a lifetime guarantee on its cassettes. This, along with the reasonable price of the game seems quite good to me.

There is a superb puzzle involving a locked door and a piece of parchment that isn't all it seems. But I'll leave the pleasure of finding out exactly what I mean for you to discover.

The program itself does get a bit frustrating in that it doesn't recognise GET and all the verbs I tried had to be typed in full. For instance, you have to type in EXAMINE, EXAM isn't recognised. Possibly I'm just getting lazy.

The actual level of the adventure is aimed at the average player. However I think beginners will find it interesting, though the more experienced player shouldn't take all that long to solve it.

Overall, a well-linked plot that's very nice to play, and a well-priced product that's good value for money. More please.

Merlin, ELECTRON USER 2.12



# ROBIN OF SHERWOOD - THE TOUCHSTONES OF RHIANNON

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : Mike Woodroffe and Brian Howarth  
Standalone Release(s) : 1985: ROBIN OF SHERWOOD, AInternational, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

In the days of the Lion spawned of Devil's Brood, the Hooded Man shall come to the forest. There he will meet Herne the Hunter. The powers of Light and Darkness shall be strong within him. And the guilty shall tremble.

**Instructions' Source** : ROBIN OF SHERWOOD (AInternational) Back Inlay

## Quick Peek (Electron User)

It is over a hundred years since the Normans conquered England, but rebellion still flares. Many English secretly believe a Hooded Man - a fugitive - would be chosen by Herne the Hunter to lead the English against the Norman tyranny. This time is now ready for the appearance of the Hooded Man - you. This Scott Adams' adventure includes features such as the stringing together of commands and input of complete sentences. A free hint sheet is included with the game.

ELECTRON USER 3. 3

## Review (Electron User)

It isn't unusual for me to get stuck in adventures, but to do so when a cheat sheet is enclosed with the game certainly is, which goes to show the quality of Adventure International's ROBIN OF SHERWOOD. While the plot of the game is new, the characters and some of the events in it follow the recent TV series closely.

You, of course, play Robin of Locksley, the Hooded Man and your task is to find and safely store the Touchstones of Rhiannon. You start the game in the Sheriff's dungeons, awaiting trial for killing deer. Escaping is difficult and probably one of the most well constructed puzzles I have seen.

Once you are free you should save the game - exploration of the castle is risky, though necessary. It shouldn't be too long before you manage to get out of the castle and when you do you'll find yourself in the middle of a 60-odd room maze. I suggest you save the game again at this point.

The usual maze-mapping methods won't work here as the objects you have seen so far can't be collected.

The maze is logical, though, so you can map it linearly. Moving two moves east and then two west will bring you back to your start position providing you haven't tried to go off the map.

If you find you need less moves on your return journey then you have reached the end of the map and should, by reducing the number of moves, be able to find where the edge is. Eventually you'll manage to map it all.



I was a bit disconcerted to find myself dumped in the forest maze so suddenly, and this put me off the game for a while. Once I had got further into it though, I found it to be one of the best adventures to have come my way for a while.

Atmosphere .....	6
Complexity .....	6
Presentation .....	5
Value for money .....	6
Overall .....	5

Paul Gardner, ELECTRON USER 3. 7



# ROBOTO

***Professional, Originally Released On Cassette Only***

Game Alias : ROBOTRON 2084  
Game Type : Arcade Platform Game  
Author : Eugene Smith  
Standalone Release(s) : 1984: ROBOTRON 2084, Standalone, £9.95  
1986: ROBOTO, Bug Byte, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : BUG-BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Rampaging auto components are destroying the galaxy's last power source, ROBOTO is at your control. 51 screens and a great challenge!

The challenge starts here...

Earth, the year 2086. The once mighty sun is a tiny speck in space. Most of the surface of the Earth lies a barren waste. Life is confined to a tiny oasis, at the centre of which stands a crumbling building, the last operating power station. This is now threatened by a control malfunction causing the auto components to rampage throughout the complex. A major power failure is imminent. As the only cybertechnician of the group, it is your responsibility to regain control by de-activating each of the 51 zones in the complex. You must achieve this using the last squad of five working droids. You have modified the droids to deal with the situation, they are equipped with lasers and hover packs. You have created...ROBOTO.

## Game Play

There are 51 zones or rooms. The components are de-activated by destroying the "power orbs" and leaving through a different exit to the one you entered by. Unless, that is, there is only one exit. It is best if you map the reactor as you go on as it contains one-way systems. Some power orbs give extra ammunition. Bonus points are scored by destroying meanies. You can let ROBOTO rest against a wall which can be very helpful if slithering past some of the nasty things you will find in the dark!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, RETURN - Fire, P - Pause  
Dual Plus 1 Joystick Control Recommended

**Instructions' Source** : ROBOTO (Bug Byte) Inner Inlay

## Review (Electron User)

ROBOTO is set in the distant future where a feeble sun shines on a barren Earth. A crumbling power station has developed a serious malfunction which has caused the auto components to run rampage around the complex. Unless you can regain control by de-activating all the zones a major power failure will occur which will wipe out the last remaining life on the planet.

You control a robot, a stick-like object which can float gracefully around the 51 high resolution screens. You can dive, climb, or cling on to vertical walls as you blast the various nasties out of existence.

Each screen contains a power orb. When you destroy one, most of the meanies on that screen will stop firing at you, making it much easier to progress to the next zone



without losing a life. Additionally, some orbs give extra ammunition, which is particularly useful as it is all too easy to run out completely.

Many of the rooms are real devils to get through first time and require deft use of the control keys which, thankfully, you can redefine.

The program is well written, has no obvious bugs, and follows the now familiar style of having BBC Micro and Electron versions on opposite sides of the tape.

The graphics are smooth, albeit with a little flicker, and the sound is not too intrusive, but I wish you could turn it off from within the program.

This is an enjoyable game for the nimble fingered, requiring a good memory or a well drawn map. ROBOTO is well worth adding to your collection.

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	9
Overall .....	8

Rog Frost, ELECTRON USER 3.12



# ROBOTRON 2084

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Author : Eugene Smith  
Standalone Release(s) : 1984: ROBOTRON 2084, Standalone, £9.95  
1986: ROBOTO, Bug Byte, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : BUG-BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User (ROBOTRON 2084))

What an absolutely brilliant game! This must be the ultimate in high speed arcade action. The sound is excellent and the graphics superb. The screen is filled with laser bolts, flying debris, brain waves, mutating monsters and robots. It's got to be seen to be believed!

There are nine screens full of various nasties to be disposed of and people to be rescued. As you progress through each screen, the number of nasties increase and they get meaner and meaner.

You start off positioned in the centre, surrounded by assorted robots and monsters with nowhere to hide and only a laser pistol with which to defend yourself.

On screen one there are only robots plus a few obstacles. These can be quickly dealt with, in fact if you don't blast everything in sight within about five seconds then you have had it. Bonus points are gained if you pick up the two humans wandering around.

Screen two starts with ordinary robots, large indestructible robots, pulsating rings, people and more obstacles. After a short while the pulsating rings mutate into machines which hover about the screen firing spinners at you, so speed is essential.

Screens three and four are the same - only worse, that is there are twice as many robots and machines.

Screen five is a bit tricky. In addition to all the other obstacles and nasties, there are giant brains with tiny bodies and legs. These fire thought bolts or brain waves which home in on you and then mutate into another indescribable form.

Six is the same as four, which is a bit of a relief after the struggle to blast your way through five.

Seven is nearly impossible. There are pulsating rings - different to the previous ones - bouncing about the screen at high speed. They quickly mutate into giant frogmen's heads on tank tracks which emit spinning balls.

Eight and nine are like three except that there are far more robots - over 40!

There are the usual options available before the game starts - sound on/off, set start level, keyboard/joysticks and a two player game. Once the game has started there is a pause facility so you can stop for a second to get your breath back.



To play ROBOTRON properly you will need a pair of joysticks (Plus 1 type). There is a keyboard option but it is impossible as there are four keys to move and another four to fire in each direction. The only way to play is to use the two joystick option. One joystick is for moving and the other to fire. You can actually run one way and fire the another. The problem with two joysticks is how to hold them though. I ended up strapping one to each leg!

ROBOTRON is a highly recommended action packed arcade classic. On a scale of 1 to 10, I would give it 11 for addictiveness.

Roland Waddilove, ELECTRON USER 2.10



# ROHAK THE SWORDSMAN

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure (Written With THE QUILL) In Four Parts  
Author : Aamar Mazir  
Standalone Release(s) : 1987: ROHAK THE SWORDSMAN, Elk Adventure Club, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE ELK ADVENTURE CLUB, 2 The Beeches, Tilbury, ESSEX  
RM18 8ED  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"You are ROHAK, mighty barbarian from the northern wilderness.*

*"Seeking adventure, you travel far south to the city of Cazanthe. Not to your liking, you find employment in a barber's shop. You become acquainted with a girl called Zlonia. Your friendship grows until one day she is kidnapped by the evil wizard, Trolez-hiar for his foul purposes. You decide to rescue her and here your adventure begins..."*

You are Rohak, the mighty warrior. Skilled in the art of two-handed sword-fighting, you live with your tribe up in the Tesapor mountains. But, as life goes on, you get bored and decide to venture out, to look at the rest of the world of Yoram.

You set off and make your way past the deserts of Foras and hitch a lift on a sailing ship through the Straits of Asdon until you reach the city of Cazanthe. Upon entering the city, you find an inn known as 'The Crossbow And Quarrel Tavern'. You stay there, working to pay the rent, as an assistant to a barber. You make good your stay for many a month.

During your stay, you meet a girl called Zlonia and you come to know her well. Then one day you hear bad news. Tholez-hiar, an evil wizard who has been kidnapping innocent girls in use in unholy murders to the foul God of Terror Gisor, has stolen Zlonia!

Upon hearing this ill-fated news, you decide to rescue her, but what clues do you have on her whereabouts? You sit down at a table and think. This is where YOU take over the position.

Find Zlonia and return with her to 'The Crossbow and Quarrel Tavern'! Rumour has it that Trolez-hiar has many friends out to kill you. Good luck on your mission!

The adventure loads in four parts and you must complete each part in order to obtain the password for the next. Commands must be entered in verb-noun style. The following words might come in handy:

ASK, EXAMINE, JUMP, NORTH, SOUTH, EAST, WEST, NW, NE, SW, SE, CLIMB,  
ON, OFF, IN, OUT, KILL, GET, DROP, GIVE, SAY, INVE and many more.

Some words have abbreviations.

A hint sheet for this adventure is available to non-members if they send an SAE to :  
THE ELK ADVENTURE CLUB, 2 THE BEECHES, TILBURY, ESSEX RM18 8ED.

**Instructions' Source** : RELUCTANT HERO (Elk Adventure Club) Inner Inlay



Reviews

: No Review Yet



# ROMAN EMPIRE

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; War-Game  
Author : M. C. Lothlorien  
Standalone Release(s) : 1982: ROMAN EMPIRE, Lothlorien, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A War game set in the early days in the Empire.

### A. Setting and Objective

The setting is Rome in the first century B.C. You are Emperor and your objective is to conquer the six countries which are hostile to you at the beginning of the game. In order to conquer a country, you must wipe out their troops.

To enable you to do this, at the outset of the game you have five GENERALS, each in command of an army (signified by a flag) which does not initially contain any troops. You have also 10 LEGIONS (signified by an eagle) each consisting of 5,000 men.

The idea of the game is to build up some or all of the armies from the various legions and launch campaigns in the appropriate countries.

### B. The Play

The central reference point is the main OPTION menu. This is first displayed after you have chosen the level of difficulty you wish to play (1 is difficult, 2 very difficult and 3 impossible). You will always return to this menu when you have fully executed any of the main options.

The options allow you to display the current situation with regard to: 1. LEGIONS, and 2. COUNTRIES/ARMIES.

You may also:

3. ATTACK (Launch a campaign in a particular country)
4. RETREAT (Withdraw your army from a particular country)
5. CAMPAIGN REPORT (This will give you the up-to-date position of the campaign in a country)
6. NEXT PERIOD - This option means that your troops will fight a further period. NO BATTLES WILL TAKE PLACE IN ANY PERIOD UNTIL YOU EXERCISE THIS OPTION.

Additionally on the option display, there is a record (top right) of the number of periods you have fought and (bottom left) of your current totals for victories and defeats.

Once you have familiarised yourself with the opposing forces, resources at your disposal etc. and decided on your opening strategy, you will need to build up your armies in order to make attacks. From here on, you may find that you need to reassess the situation after each period - until you have either conquered all the countries or been finally defeated by losing all your troops.

### C. The Displays

#### 1. LEGIONS



The display gives you: the identification number of each legion (1-10) together with the men (small soldier) in each. Each legion always starts off with 5,000 men and no extra troops will be available to you during the course of a game. Legions can only fight when they have been assigned to an army. The number of men in each legion forming part of an army will always be adjusted to the average for that army. This will be updated either after a battle or when legions are added/pulled out.

**The other factors displayed are as follows:**

- i) **FE.** The fighting efficiency of the troops. For the legions this is always basically six although when assigned to an army, this will increase (whilst in the army but not on the legions display) to the value for the individual army. This reflects the ability of your different generals and will remain constant for all games.
- ii) **M.** The morale of the legion. This will alter during the course of a game, depending upon circumstances.
- iii) **E.** The energy level of the legion. This will decrease when they are fighting and increase when they are not.
- iv) **S.** The 'status' of the legion. This will either be 0, which means it is not at the time forming part of any army, or will show a number from 1-5. THIS NUMBER INDICATES TO WHICH OF YOUR ARMIES IT IS CURRENTLY ATTACHED. (Note the country it is fighting in - the army may not be fighting in any country). If a legion is wiped out the status column will show an 'X'.

**2. COUNTRIES/ARMIES**

- a) **Countries:** this part of the display gives you:-
  - i) **Troops (small soldier)** The number of troops that each hostile country has. This will decrease due to casualties if you are campaigning there and increase due to recruitment if you are not.
  - ii) **FE.** As with legions (and later, armies), this indicates the fighting efficiency of a country's troops. This will be constant throughout any one game but will vary from game to game and depending upon level of play. Again it is partially fixed according to historical troop efficiencies and partially random, depending upon their leader.
  - iii) **M & E.** These are as per the legions.
  - iv) **S.** The current status of the country. "0" indicates that the country is hostile and you have no army there. "99" indicates that it has been conquered. Any other number (1-5) indicates which of your armies is engaged there at the time.
- b) **Armies:** (YOUR armies). The display here is largely self-explanatory and largely as for countries (above). Troops are the total men in the legions forming the army. Energy and morale figures are generally averages of those of the constituent legions. Status (1-6), indicates the country (0 if none) in which the army is campaigning.

PLEASE NOTE THAT WHEN YOU ARE SHOWING THIS DISPLAY, YOU ARE ALWAYS GIVEN THE OPPORTUNITY TO ADD OR REMOVE A LEGION/LEGIONS TO OR FROM AN ARMY OR ARMIES. If you try to add or subtract legions which are unavailable or which do not form part of the army from which you are trying to remove them, the computer will ignore you.

**D. General Points**

- 1. You will not be allowed to make an attack with an army that is already engaged. It must first be withdrawn from the country where it is campaigning, THEN you may use it to make your new attack.
- 2. Similarly to '1' above, if you are already attacking a country with one army, you will not be allowed to attack with another at the same time. You may



withdraw (Retreat) the one and then attack with another or you may add or withdraw individual legions to or from the army already there.

3. If an army conquers a country during a period, that army is automatically considered to be withdrawn - you do not specifically have to do this yourself. if an army is wiped out during a period, it may subsequently be built up again and used to attack without having first to be specifically withdrawn. Please note that if you withdraw all the individual legions from an army, that ARMY is NOT considered to have been withdrawn unless you actually do this yourself.
4. If a legion is allocated to an army, whether engaged or not, it is considered to be away from Rome. If all your legions are away, watch out for Barbarians!
5. At the end of a game, you will be given an overall summary of your performance.

*Good luck and we hope you enjoy the game!*

S.P.Q.R.

NB. Whenever you are asked for a numerical input eg. legion, army, country, etc. 0 (zero) is always your escape route and will take you on to the next phase.

**Instructions' Source** : ROMAN EMPIRE (Lothlorien) Back and Inner Inlay

### **Review (Electron User)**

Here is a chance to turn the clock back 2,000 years and try your luck at conquering the world. The nine armies of Rome, each commanded by a great general, consist of 18 legions, each with 5,000 legionnaires. You must decide how they will be divided among the armies and which country each army will attack.

You can display at any time the state of each army, its manpower, fighting ability, morale and strength, and also the deployment of your legions and their current manpower. Also available at any stage is a map of the world, showing the countries which you have conquered to date.

Another display gives the strength of your opposition. Using all the information available, you decide who to attack and the optimum size of your army.

An attack is then launched and continued until either the opposition is subdued or your army is wiped out (if you are anything like me, it will be all the latter).

The foregoing sounds simple, but tactics are everything. Also the world is a big place, and the object of the game is to conquer the world, nothing less. While you're doing this you also have to defend home against the barbarians who are just waiting for the defence to become weakened by excessive conquering and pillaging.

I had great fun switching my armies around, sending battle-weary troops home and replacing them with fresh men and launching raids to harass and weaken the defending armies.

I also found a way to conquer the world and lose hardly a man in the process, without cheating, but I'm keeping that to myself.

The game involves a lot of text and few graphics. I found it extremely intriguing, and it passes away the hours on a rainy afternoon.

A game, I think, for the mature player, who likes to use his head rather than shoot from the hip.

Adam Young, ELECTRON USER 2. 6



# ROMEO AND JULIET

***Professional, Originally Released On Cassette Only***

Game Type : Utility Package; Investigate Shakespeare's ROMEO Play  
Authors : John Mahoney, Stewart Martin & Jim Wynn  
Standalone Release(s) : 1985: ROMEO AND JULIET, Penguin Study Software, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PENGUIN STUDY SOFTWARE. No further information given.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Written by practising teachers who have had many years' experience of successfully preparing students for literature examinations. Penguin Study Software gives you the ability to study an 'O' level or CSE text by means previously impossible. You can:*

- a) investigate major characters, themes and images and the subtle relationships between them,*
- b) research specific essay titles or examination questions,*
- c) thoroughly revise a particular character, theme or image of your choosing - at your own pace,*
- d) work through the entire play or concentrate your study on a particular act or acts.*

*If you are studying for an examination as a full time or part-time student, or are reading purely for interest and pleasure, Penguin Study Software will increase your knowledge of the text and help you to enjoy and profit from the study of literature."*

Once you have loaded the program you will be able to select, under a number of headings, those areas of interest you wish to explore.

In addition, you may restrict your search to particular parts of the play if you so wish - otherwise it will be assumed that you would like to search it in its entirety.

## Getting Started

Start with a simple search for just one item, for example a theme you find interesting.

As the computer comments on what it has found, you will gain a maximum benefit by looking in your copy of the text for the reference given - carefully consider its context by reading a number of lines either side of the exact place indicated.

With experience, you will be able to undertake very sophisticated studies of the text by carefully selecting combinations of characters, themes and images. This type of questioning is likely to reveal important relationships within the play and lead to greater understanding - although highly structured enquiries of this kind require some thought on your part to begin with.

For example, in Shakespeare's 'Macbeth', it is well known that Macbeth is involved in the murdering of several people - it might therefore be tempting to assume that Macbeth and the theme of blood would be a fruitful combination to explore. In fact, a far more revealing insight might be gained if blood, as a theme, were to be considered in its relationship to water, for example.

As appropriate, the computer will suggest other profitable lines of enquiry which you might like to follow up, either on their own or in the combinations it suggests.



To help you get the best out of the program you are limited to choosing a maximum of three items at any one time - this is completely independent of any decisions you may wish to make about concentrating your search on particular parts of the text.

**Have your copy of the text handy**

Act, Scene and Line numbers are referenced to 'The New Penguin Shakespeare' as used and recommended by the Royal Shakespeare Company. If you are using other editions of the play you may find that some of these numbers vary slightly, and you should bear this in mind when looking at your text.

**Instructions' Source** : ROMEO AND JULIET (Penguin Study Software) Back & Inner Inlay

**Reviews** : No Review Yet



# ROUND ONES

## *Professional, Originally Released On Cassette Only*

Game Alias : SPHEROIDS  
Game Type : Arcade; Pinball Simulation  
Author :  
Standalone Release(s) : 1988: ROUND ONES, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : Unknown

### Instructions

A long time ago in a galaxy far, far away...oops, wrong story!

You control a Block Assault Transport (B.A.T.) at the bottom of the screen. With this, you must deflect a Block Assault Laser Launch (B.A.L.L.) towards a series of blocks at the top. This ain't as easy as it sounds!

A collision between a block and a B.A.L.L. will usually destroy a block but some blocks have stronger shielding and will take more hits to destroy.

Also roaming around some sectors will be conflictors (these are not very nice to know) and laser whose fire will destroy you.

To make life a little easier, you are equipped with a Force Shield which will protect you from these. It also has a useful side effect of deflecting the B.A.L.L. back up the screen and also catches Driblets. (You mean I didn't tell you about these!?!)

Diblets are released by mystery blocks when hit. Catching one will cause an effect which may be good (such as giving you an Annihilator) or bad (trial and error time again, folks!)

All blocks are colour coded like this:

Normal block	-	white
Tough block	-	yellow
Speed block	-	red
Mystery block	-	black

### Game Controls

Z - Left, X - Right, SPACE - Release B.A.L.L./Fire Annihilator  
P - Pause ESCAPE - Restart, RETURN - Force Field

NOTE: A cassette remote control is desirable for this program as higher levels are loaded from tape in blocks of eight screens, i.e. 1-8, 9-16, etc.

**Instructions' Source** : ROUND ONES (Alternative) Back and Inner Inlay

### Review (Electron User) - "Breaking Out Again"

Once upon a time, just about at the dawn of time as far as computers are concerned, there was a simple, but addictive, little arcade game called BREAKOUT. In it you controlled a bat and had to hit a ball which bounced off various blocks and destroyed them.



The BREAKOUT idea vanished into the wilderness for about five years, but has now reappeared in a number of guises. Alternative's ROUND ONES - actually called SPHEROIDS on the title screen - is the latest addition and comes in at the budget end of the market.

In this latest version, the bat has become a Block Assault Transporter and the ball is a Block Assault Laser Launch (Gettit?). Many of the blocks are simple and require one hit by the ball to destroy them. Others, coloured yellow, require two or more hits.

Red blocks increase the speed of the ball while black ones release a driblet. Catching these can increase the size of the bat (although it might reduce it at other times) or they may cause the entire screen to explode - I'll leave it for you to discover which driblet does what.

Destroying all of the blocks on one screen will move you to the next. When you have completed eight screens the next set is automatically loaded from the cassette. There are some 100 or so to master in all.

The second and subsequent sets of screens introduce new hazards. Lasers fire at you and multi-coloured conflictors can cause havoc with the ball. Your force field protection will come in very useful, but this is in limited supply and must be used sparingly.

It's a tough game, so the programmers have supplied you with nine badly needed lives. It took me ages to master just the first screen, and I frequently lost the balls one after the other in record time. Fortunately there is an option to alter game speed.

The quality of Alternative's games has certainly improved recently and ROUND ONES will make a worthy addition to your collection.

I have one major gripe about the game, which features some really clever multi-coloured backgrounds. They look superb, but can act as an almost total camouflage for the fall. I feel the game would have been better with simple plain coloured backgrounds. Oh, and I must mention the awful music, it's painful to listen to.

Sound .....	7
Graphics .....	4
Playability .....	8
Value for money .....	9
Overall .....	8

Rog Frost, ELECTRON USER 5.12



# ROYAL QUIZ

***Professional, Originally Released On Cassette Only***

Game Type : Quiz  
Author :  
Standalone Release(s) : 1984: ROYAL QUIZ, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## **Instructions**

Instructions currently unavailable.

## **Review (Electron User)**

There are few subjects which crop up in conversation more than computers. But one that perhaps does appear just as regularly is royalty in all its forms - people have been fascinated by kings and queens for centuries.

Author Anthony Holden has collected a vast number of facts, both trivial and vital, about royal persons from earliest times to modern day. These are presented as a series of 30 tests, grouped loosely by subjects as diverse as "The Kings Musick" and "1066 and all that", and as intriguing as "The Bad..." and "Verse and Worse".

The difficulty of the questions varies a great deal, but I am sure very few people would score highly at first. It is possible to answer individually or to have two teams competing. One drawback, of course, is that by loading the data from cassette it is accessed serially. This can be frustrating.

An introductory passage introduces each test, after which the question is posed. The author's answer is then shown so that marks may be awarded and entered. This obviously is to prevent an answer such as "Duke of Edinburgh" being disallowed if the built-in answer was "Prince Philip".

I found this program quite fascinating, addictive and educational. It is also a welcome antidote to zapping aliens.

Phil Tayler, ELECTRON USER 1.10



# RUBBLE TROUBLE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Franctic Overhead Maze Game  
Author : P. A. Morgan  
Standalone Release(s) : 1984: RUBBLE TROUBLE, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 2, PRES, £9.95  
1988: MICRO POWER MAGIC 2, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Crush the boulders and squash the mutant Krackats as they scavenge for food amongst the rotting ruins. Only the fittest can survive in the land. Features rebounding boulders."*

During the period of years from 2001 to 2003, a third world war took place. It was terminated by a massive nuclear bomb. The effect of the explosion and radioactive storm which followed was not restricted to the super powers; its effects were felt all over the world.

The devastation caused resulted in a new life for the world's inhabitants - that of primitive caveman. In this now desolate landscape the only creature to survive is the 'Krackat', a mutated turtle-like creature whose only diet is that of human flesh! Your only hope of survival is to kill the ever increasing number of Krackats. You perform this by pushing the pieces of rock (which form the maze walls) onto the Krackats.

Background radiation is rising, thus you must complete your task before the rocks disintegrate or you die of radiation sickness.

On the second and third screen, the bonus rocks have special functions.

A boulder will move unless it is blocked by another rock, in which case the boulder will be crushed instead. Boulders will bounce back towards you if you miss a Krackat.

Crushing the green rocks results in bonus points scored. Do not attempt to move a rock which contains a bomb, since this may start another holocaust!

The Krackats develop from eggs, so you may be able to kill them before they hatch!

A bonus caveman is awarded at 6,000 points.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Push/Crumble  
S/O - Sound On/Off, <DELETE>/<COPY> - Freeze/Restart

Alternatively, you may use a joystick.

**Instructions' Source** : RUBBLE TROUBLE (Micro Power) Inner Inlay



## Review (ELBUG)

RUBBLE TROUBLE is one of a number of new releases from Micro Power which has been converted from the BBC Micro. The game is set in a post-nuclear wasteland and involves crushing mutant 'Krackats' by pushing boulders onto them. The game is similar in concept to the arcade game "Pengo", except that the scenery is different and when you push a boulder it bounces back and forth across the screen. This can be very dangerous, especially if you happen to be in the way of the rebound.

There are also bonus rocks strewn across the screen which are very useful for points. There are three different scenarios to this game ranging from the simple "Pengo" type screen to one where the whole playing area is full of blocks, and you have to find your way through (this is much more difficult than it sounds).

The graphics are fast and smooth, and the sound effects excellent. There are also comprehensive instructions (including weird sounds) and a high score table. Overall this game is very good and certainly a novelty. If you've played "Pengo" then you'll love RUBBLE TROUBLE. Rating: \*\*\*\*

Alan R. Webster, ELBUG 2. 2

## Review (Electron User)

Have you ever felt the irresistible urge to pick a fight with a Krackat? No? Then for a new experience, try this game for size.

The world's a mess after a nuclear holocaust and things aren't made any better by mutant flesh-eating turtles called Krackats. As seems to be the way of things in computer games, you find yourself in a maze, the walls of which are made of boulders. Your only hope of survival is to crush the little nasties and so gain points.

As if this wasn't enough, a little gauge at the top of your screen tells you the background radiation level. When this gets too high, it's curtains for you. Time is of the essence.

You can push a boulder unless it's blocked by another. In which case, the boulder itself will be crushed. Beware if you miss a Krackat, as the boulder will bounce back and crush your frail bones.

Also avoid boulders marked D, as these contain a bomb and don't like being pushed around. Should you survive all this, a bonus life is given at 6,000 points.

The keys are standard - Z and X are for left and right, : and / for up and down. To push a boulder, just stand next to it and hit your <RETURN> key.

There are three levels, one of which is ominously entitled the Vanishing Maze.

It's a game to keep all ages amused for hours on end. The first rate graphics really enhance its enjoyment and the sound effects are particularly good as is the music accompanying the instructions. Despite the dreadful scenario, it's a great game.

Keith Young, ELECTRON USER 2. 7



# S-PASCAL

*Professional, Originally Released On Cassette Only*

## Review (Electron User)

PASCAL is the latest in a series of programming languages from Acornsoft. It arose from investigations into possible developments resulting from the inclusion of data structuring facilities in an ALGOL-60 like language.

It was designed around 1970 mainly by Professor Niklaus Wirth working at the Institute for Informatics in Zurich, but also benefited by the inclusion of some of the ideas of C. A. R. Hoare who was also working on data structuring facilities in programming languages.

He published his language in 1971 and named it after the great seventeenth century French philosopher Blaise Pascal, who invented one of the earliest known calculators.

Two years later, in 1973, Hoare and Wirth attempted a formal definition of the language in response to user experience to shed light on areas of uncertainty. This led to a revision and extension of the original language.

As with all computer languages, Pascal was designed for a specific purpose. Niklaus Wirth's main objective was a language better suited to teaching programming than any existing language at the time. He was successful in his aims and it soon became popular as a teaching language.

Very quickly, user groups sprang up in several countries to exchange information and ideas on Pascal and the language was adopted by the University of California, San Diego in 1973/4 as their main teaching language. UCSD were responsible for a implementing Pascal for a wide range of computers.

One of the main reasons for Pascal catching on so quickly is that it is concise - the rules of grammar can be written down on just four or five pages.

Pascal is fairly simple to learn although complete beginners may have trouble initially as the knowledge required to write your first program is greater than for Basic.

Pascal is a highly structured language with a rigid format that the programmer is required to adhere to. Everything is laid out so neatly and logically that it is difficult to go wrong. It encourages a style of programming in which programs are built up step by step from small well defined procedures.

All programs start with the word 'program' followed by the name of the program. All the constants and variables used must be declared after the title, plus their type - for example, integer. Any procedures used are defined following the variables and constants and the action part of the program commences with 'begin' and finishes with 'end'.

Pascal programs are very readable, being almost self documenting and needing very few comments. The program flow is easy to follow and the structure clear; making alterations, improvements and debugging very simple.

Lisp is quite interesting, Forth is fast and powerful, Basic just a Mickey Mouse toy for kids - but Pascal is a real programmer's language and a delight to use. Pascal is a compiled language, not an interpreted one like Basic which means that Pascal programs run many times faster than their Basic equivalents.

There are two popular ways of implementing Pascal, each with its own advantages. Either the text of the source code can be decompiled to pure machine code - which



makes it very fast but specific to that machine - or it can be compiled to P-Code which is then interpreted when run, not unlike Forth.

This is slower but more easily transferred to other machines. Acornsoft's S-Pascal is not a full blown version but contains a subset of Pascal to teach the language and provide an introduction to structured programming. It is designed for people who know little or nothing about Pascal but are familiar with Basic. It allows short programs of up to 1.25k to be written, compiled and executed.

There are several important differences between this latest language from Acornsoft and the previous ones. The first is noticed immediately on opening the box - which is slightly larger than normal. Inside is the cassette and manual whereas with the other languages, the manual had to be purchased separately on top of the cassette. This makes S-PASCAL some seven pounds cheaper than the others.

The second difference is noticed when S-PASCAL is loaded and totally confused me at first - it wouldn't have if I'd read the instructions, but who does? When loading is complete, after about five minutes, the Electron is still in Basic. The loader can be listed and Basic programs typed in and run. I thought that it hadn't loaded and wondered where the Pascal program was.

S-PASCAL is a compiler only - not an interpreter - so commands cannot be entered in direct mode. What you get are several new \* commands to enable you to write, compile and run Pascal programs.

To type in a Pascal program \*NEW is entered. Programs can be typed in, edited and listed as with Basic, but using lower case characters so as not to confuse the compiler when it is run with Basic keywords which are stored as tokens.

\*COMPILE will activate the compiler producing code which is stored in a reserved area of memory. It can then be executed with \*GO.

Pascal programmers will be disappointed with Acornsoft's S-PASCAL as there are so many omissions compared to a full implementation and they will feel very restricted with the subset. However, this is only designed to be a simple, limited version to give people an insight into how Pascal works.

Most Pascal reserved words are present with procedures, functions and arrays being possible, and all the mathematical operators are available. However, hardly any of the predefined functions or procedures have been included such as SIN, COS and ABS.

Variables can be character, Boolean or integer, but not real, which explains why many of the functions are not available.

CALL has been added - not a standard Pascal word - to allow machine code routines and the operating system to be accessed from within Pascal.

Acornsoft have chosen to compile the source text directly to machine code instead of P-Code as with many implementations.

The code is placed at &1100 and there is enough room for about 2.5k. The source text can be saved in the same way as basic and the object code produced, saved with \*SAVE.

Compiling the source text directly to machine code has several advantages over compiling to P-Code. After compiling, the compiler - actually a Basic program 11k long plus 4k workspace, residing at &1F00 - is no longer needed.

This means the object code can be \*RUN on its own, or the compiler space used for a Basic program which calls the machine code, or high resolution graphics - for example Mode 0.

Instead of using a Basic compiler program, why not write in Pascal, a far superior language and compile that? A Pascal compiler is far more powerful than a Basic



equivalent, with far fewer restrictions. Can a Basic compiler cope with multi-dimensional arrays, procedures and functions to which parameters are passed and that have local variables? Acornsoft's S-PASCAL can.

The compiler uses a two pass assembly, printing the mnemonics and object code each time, and if the printer is enabled, it can be listed. Errors are spotted on the second pass and the appropriate line listed with an arrow pointing to the mistake, and a message is printed saying what the error number is and where it occurred in the line. The error can then be looked up in the manual or on the reference card supplied.

I was curious to find out just how fast Pascal was. How efficient is the machine code? So I wrote equivalent - or near enough - programs in Basic, Forth, Lisp, Pascal and assembly language. It simply involved setting a variable to zero, then going round a loop 30,000 times, incrementing the variable by one each time. The speed test results are shown below:

Assembler .....	1.4 seconds
Pascal .....	11.3 seconds
Forth .....	12.5 seconds
Basic .....	34.9 seconds
Lisp .....	285.0 seconds

The test showed Pascal to be up to three times as fast as Basic and marginally faster than Forth, which is generally reckoned to be a fast language itself. The test also highlighted the incredible inefficiency of the code produced - Pascal taking some eight times longer than the specifically written machine code routine.

This is not a criticism of S-PASCAL but is just a fact of life. Compilers cannot hope to be as efficient as a purpose written machine code program.

Acornsoft has achieved their main objective of producing a simple subset of Pascal for teaching the language and structured programming. The compiler is straightforward to use and the manual is short - 67 pages - but clear, and covers every aspect in detail.

The tape, and manual, contain seven demonstration programs showing what the system is capable of, which is quite a lot.

S-PASCAL has a further function as a tool for writing short machine code routines which can be \*RUN or called from within a Basic program. This is probably more useful to the experienced programmer.

Programmers are strongly recommended to look at Pascal - especially those writing so called 'spaghetti' programs full of GOTOs. It will improve their structure no end. If you already write structured programs, then learning Pascal will be a doddle.

S-PASCAL is a welcome addition to the list of programming languages for the Electron, and if they even bring out a full blown version on a ROM Cartridge you can bet that I will be one of the first to get it.

Roland Waddilove, ELECTRON USER 2. 6



# SADIM CASTLE

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: SADIM CASTLE, MP Software, £7.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MP, 165 Spital Road, Bromborough, MERSEYSIDE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (ELBUG)

Having been foully murdered by her husband, the Lady Leonara has cursed the castle and all who set foot within it. It was my task to find her mortal remains and lay them to rest in peace.

The present ghastly inhabitants didn't seem impressed by my chivalry, however, and did their damndest to kill me. A few kindly souls did assist me, if I first solved their problems, so it does help to be polite!

The game is a coloured text, split screen affair with lots of well written descriptions. The castle abounds with locked doors which require an endless supply of keys. Opening doors becomes such a confusing business that I found I spent an hour trying to unlock one which I later found wasn't even locked!

Not so easy is the solution to the wandering monster that follows you. Unfortunately he continues to reappear with monotonous regularity causing you to repeat the same action ad infinitum. The game however has a nice 'feel' to it and is not too difficult. Rating: \*\*\*

Mitch, ELBUG 2. 2

## Review (Electron User)

It's three in the morning and I've just had my throat cut for the umpteenth time. I've said before that these MP adventures are getting better, and they are.

How the notting hill do I get through the gates? Why can't I get the shotgun off the farmer? Why don't I just give up and go to bed? NEXT DAY: Aah...That's how it's done! What? Not again. Right. This time I give up. If anyone out there can solve this adventure - tell me how!

A long time ago Lady Leonara was left at home while her husband went off to war. While he was gone she took a lover. But, alas, she was caught by Lord Salim upon his return. The enraged lord sealed her in her room and left her to die.

Many years later Lord Sadim is killed in an accident. As he lies dying, a woman in white is seen laughing all over his corpse. Frequent sightings of this mysterious woman over the ensuing years convince the locals that she is the ghost of the Lady Lenora.

Seeing as how you flunked out with the Blue Dragon the locals offer you one final chance - redeem yourself or retire. Can you enter the castle, overcome the dangers and give the lady her final peace? Probably not, but at least you can have fun trying.



You find yourself outside the west gate of the castle and your nightmare begins...

The game follows the usual MP style of coloured messages and long descriptions. A departure from the norm is the use of real-time and character interaction. If you sit pondering what to do you invariably see a "Time passes..." message. This instils a feeling of panic. The first time the monk "smiles sadly, blesses you and moves on" you'll be racing after him to try and find out what you should've done!

Two things I found while nosying through the program were the two commands VERSION and MODE. VERSION gave, "Version 1.1 MP Software". MODE was a funny one, but it seems to switch between Mode 6 and Mode 7. Yes, I know we don't have Mode 7! Makes you think though, doesn't it?

I'm not sure I can give a valid verdict on this game as I didn't get far enough. It seems quite hard and is therefore worth recommending but, and it's a big but, you get your throat slit far too often for my liking.

At any rate it compares very well with similar types of adventures and, on balance, is a worthwhile addition to the collection. Overall, MP adventures are always reasonably priced and as such, are definitely worth buying. Recommended.

Merlin, ELECTRON USER 2. 7



# SAGA OF A SPY

*Professional, Originally Released On Cassette Only*

Game Types : Text Adventures  
Release Information : 1987: SAGA OF A SPY, Robico, £24.95  
Compilation Comprises : 1. RICK HANSON, Robico  
2. PROJET THESIUS, Robico  
3. MYOREM, Robico  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ROBICO, 3 Fairland Close, Llantrisant, MID GLAMORGAN CF7 8QH  
Disc compatibility : 1. Unknown  
2. Unknown  
3. Unknown

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

## Review (Electron User) - "Superb Trilogy"

Regular readers will know I have long been an admirer of all Robico adventures and have played each of the Rick Hanson trilogy beyond exhaustion.

RICK HANSON, PROJECT THESIUS and MYOREM, which make up the trinity, have been released individually during the past two years. This package not only bundles the three games together with other goodies like a Robico pen, hint sheets and an adventurer's notebook but also offers a £5.00 saving on buying the games separately.

The accompanying documentation reveals the development of the Robico parser and adventure writing system and sets the scene for each adventure for those who are uninitiated to this super spy.

This 600 location marathon begins logically enough, with Rick Hanson - formerly titled The Assassin. As Rick Hanson, agent extraordinaire, you find yourself in a disused railway station at the start of another secret mission. What it entails, you don't know, but you soon find out, unless an enemy's bullet gets you first.

The red seat cover and bull scenario has now become a classic stumbling block for nearly all who have played this game.

In PROJECT THESIUS, you have been chosen to investigate enemy development in particle beam technology which threatens world security.

You begin your mission on a sandy beach, and your first task is to dry yourself and avoid the scrutiny of an enemy helicopter. I defy anyone to solve the Witherton village maze at the first attempt.

MYOREM is the third and most highly developed of the adventures, and for sheer complexity is my favourite. Tied, gagged and bound to a post in a dusty arena with a firing squad about to send you to your maker, you have only your thoughts to secure your survival.

And of all the marvellous puzzles you will be hard pressed to find one more enjoyable than the wooden hut problem.

There are a number of mazes, but each is quite individual in style and require careful mapping, though the mountains in MYOREM require a different technique.



Layered atmosphere and humour make offerings from most other companies pale in comparison. There are also literally dozens of exquisite chaining puzzles to think out and solve.

At £24.95, this isn't cheap, but after all, you're getting three of the best adventures available for the Electron.

Presentation .....	10
Atmosphere .....	10
Frustrarion factor .....	10
Value for money .....	8
Overall .....	10

"Electron User Golden Game"

Pendragon, ELECTRON USER 5. 1



# SAIGON

***Professional, Originally Released On Cassette Only***

**Disc compatibility** : ADFS 1D00, CDFS 1D00, DFS 1D00

*"In the dead of night, a sergeant from a top U.S. crack commando squad is dropped by helicopter behind enemy lines in the steamy jungles around Saigon. His brief is to single handedly penetrate the Viet Cong strongholds and release fellow compatriots still held captive by communist guerillas. This is the ultimate challenge. A Compulsive, Action Packed, Mutli-levelled game requiring Concentration, Skill and Stamina to successfully accomplish your mission."*

Armed with grenades and the latest M16 rifle, Sergeant Rumbo sets out on his mission to free the P.O.Ws still held captive by communist guerillas long after hostilities have ended with the U.S.

His stock of grenades is limited but can be replenished during his mission. Releasing the P.O.W.s will increase your number of lives accordingly.

The enemy soliders will do everything in their power to stop you and you could often find yourself out-numbered, so take cover and get shooting!

## **Game Controls**

Z - Left, X - Right, \* - Up, / - Down, RETURN - Fire, COPY - Throw Grenade

To increase grenade stock, run over Ammo boxes.

To increase number of lives, release captives.

**Review** : No Review Yet



# SANTA'S DELIVERY

*Professional, Originally Released On Cassette Only*

Game Alias : MERRY XMAS SANTA  
Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1986: SANTA'S DELIVERY, Tynesoft, £6.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

SANTA'S DELIVERY is the ideal game for children of all ages (4-94).

Santa has a busy Christmas Eve. Delivering all his presents to the girls and boys whilst negotiating hazards such as slippery ice-covered roofs, wandering snowmen, snowballs and melting icicles.

A multi-level game with superb graphics and arcade action.

Santa leaves home laden with presents before daylight breaks. To save time and to make sure children don't see him, he drops the presents down the chimneys. To do this, position him over a chimney and press <SPACE>, then go on to the next house by jumping the gap between the roofs.

Some of the children leave Santa pieces of Christmas cake and Plum Pudding to help him on his way. If he indulges in these it will increase his "Belly Bonus" and if he manages to drink the glass of sherry which will eventually appear, his "Belly Bonus" will increase his score at the end of the screen.

As you progress through the game, various hazards will appear - snowballs that need to be jumped over, melting icicles and moving snowmen that need to be avoided.

"SPECIAL GREETINGS SCREEN"

After the main program we have included a seasonal screen compilation and festive music feature with a name key option.

## Game Controls

< - Left, > - Right, A - Up, Z - Down, <SPACE> - Jump, P/S - Pause On/Off

**Instructions' Source** : SANTA'S DELIVERY (Tynesoft) Inner Inlay

**Review** : No Review Yet



# SARACOID

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Shoot-'Em-Up  
Author : Dean Lester  
Standalone Release(s) : 1989: SARACOID, Audiogenic, £9.95  
Compilation Release(s) : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
1990: TRIPLE GAME PACK 1, Summit, £2.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

### Instructions

The Saracoids are blob-like alien life-forms that float through Outer Space, taking energy from any planet that they come across. For self defence, they group together in long strings that snake down through the atmosphere in various strange formations. The warning is out that the Saracoids may soon be passing by Earth. They will undoubtedly want to stop and replenish their energy supplies. You have been given the job of manning the missile launcher with orders to prevent the Saracoids landing - for if they once touch ground, they mutate, taking on a different form, and immediately home in on the nearest living thing - which, in this case, is YOU!

Good pilots may be able to survive by utilising the full manoeuvrability of the launcher. As well as moving from side to side on the ground it can hover up to a certain altitude in the air. Radar has spotted 24 different waves coming in. You'd better get familiar with the controls quick!

### Scoring

You start with three launchers. An extra one is awarded for every ten screens completed. The number of lives is displayed at the bottom left, and the High Score at the bottom right. At the top of the screen you have the current score and wave number.

### Game Controls

Z - Left, X - Right, <RETURN> - Fire, : - Up, / - Down

Instructions' Source : ELECTRON POWER PACK 2 (Audiogenic) Inner Inlay

Review : No Review Yet



# SAS COMMANDER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1984: SAS COMMANDER, Comsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : COMSOFT, 67 Kent Road, Harrogate, N YORKS HG1 2NH.  
Tel: 0423 57464  
Disc compatibility : CDFS E00, DFS E00

## Instructions

As a member of the anti-terrorist squad of the S.A.S, you are sent to trouble spots around the world to free hostages, kill terrorists and restore freedom. As you walk down siege-stricken streets, you may never know who is lurking around the next corner, but then again...he who dares, wins!

**Instructions' Source** : SAS COMMANDER (Comsoft) Back Inlay

## Review (Electron User)

I must admit that when I first saw the title of Comsoft's latest offering all my finely-honed, Guardian-reading hackles rose. Another arcade anthem to macho man? More bodies littered across the screen? I was dead against it.

That is I was until I started playing it, and then I was hooked. The idea is quite simple. A group of urban terrorists has infiltrated three streets. There are ten to each street and your job is to root them out.

However it's not that easy. As you tote your gun along the terrorised terraces, the terrorists appear at the windows blasting away at you. Of course you can dodge their fire and shoot back (each terrorist killed increases your points score) but beware. Some of the terrorists have taken hostages and are hiding behind them, sniping at you. Hit a hostage and you're drummed out of the game.

It's gory but great fun. Well worth looking at.

Trevor Roberts, ELECTRON USER 2. 5



# SAVAGE ISLAND PART 1

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 10  
Game Type : Text Adventure (Rated Advanced)  
Author : Scott Adams  
Standalone Release(s) : 1983: SAVAGE ISLAND PART 1, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A small island in a remote ocean holds an awesome secret - will you be able to discover it? This is the beginning of a two-part Adventure; the second half concluding as SAVAGE ISLAND Part II, ADVENTURE 11.

NOTE: This one's a toughie - for experienced adventurers only!

Difficulty Level: Advanced.

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : SAVAGE ISLAND PART ONE (Adventure International) Back Inlay

**Review** : No Review Yet



# SAVAGE ISLAND PART 2

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 11  
Game Type : Text Adventure (Rated Advanced)  
Author : Scott Adams  
Standalone Release(s) : 1983: SAVAGE ISLAND PART 2, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : SAVAGE ISLAND PART TWO (Adventure International) Back Inlay

**Review** : No Review Yet



# SAVAGE POND

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Game  
Author :  
Standalone Release(s) : 1984: SAVAGE POND, Starcade, £7.95  
1987: SAVAGE POND, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : STARCADE, 1 Golden Square, LONDON W13 3AB  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Awesome in its conception...BRILLIANT in its depiction...DYNAMIC in its execution... The world you are about to enter bears no resemblance to any arena you have ever encountered before. Weapons are of no avail in this small habitat.*

*"The only source of protection at your disposal are quick wits and fast reflexes. The only reward is to survive against monsters of unbelievable ferocity and cunning, and to avoid hazards more perilous and deadly than any you might find on a trip through the outer universe. This is the real world, populated by the creatures of our own inner universe, where Nature is red in tooth and claw. Brace yourself now, and come with Starcade into the still water and deceptive calm of a SAVAGE POND."*

You are now in the watery environment of the pond. At the top of the screen is a line allocated to SCORE, FROGS and HIGH SCORE.

Score and high-score are self-explanatory. The aim of the game is to build up a strong and healthy colony of frogs. (How else can we continue to play frog games? After all, they have to breed somewhere!) More about frogs later, but pay particular attention to a small log on the island in the top centre of the screen.

The rest of the scene depicts a pond. The water is full of fat and delicious amoeba (dare we say strawberry-flavoured?) pulsating merrily away as they wait their turn to be digested.

Rather more sinister are the hydra, weaving their deadly tentacles as they lie in wait for the unwary. One sting from their harpoon cells means a deep purple, and permanent dream for the unfortunate victims.

Occasionally a juicy worm falls into the water. There are a useful supplement to the tadpole's diet, and add substantially to the score. For a very limited time, the extra strength absorbed will give immunity to the stings of the hydra, and allow you to go into places where you would be very smartly dealt with. (But don't push your luck!) Every five worms that you eat prepares the way for another tremulous step along the path of evolution. For convenience, the number of worms currently eaten is shown in the bottom left hand corner of the screen. Every time the total reaches five, a beetle larva appears. If you can capture and eat him before worm-count is cleared, then you are one step nearer to reaching your goal. If he is not eaten, he will remain there and increase your opportunities for promotion at higher levels.

There are nine steps to be taken before you begin the serious occupation of frog breeding, but rather than interfere with the action, the program is only interrupted three times. Three phases are used to allow adjustments to screen data, but will also give the player an indication of his achievements to date.

At the bottom of the pond are three eggs of frogspawn. Even as you look, one egg has begun to develop. When the egg has fully opened, our tiny protagonist is ready to



face the perils of his brave new world. He will not venture forth until he is sure that there is some sentient being ready to control and protect him, so take a deep breath and push that joystick firmly forward. Once he is out and about, this small and very vulnerable creature is in your hands, and will go where you command. The speed at which he swims is controlled by the fire button.

Now you can swim around and test the water. Fill your little tummy with goodies, and try to capture those worms. If you don't eat, you will eventually starve to death so tuck into delicious amoeba. This level is positively idyllic. Flitting above the pond are multi-coloured dragonflies, dropping eggs in all manner of places. Do your best to eat the eggs as they are good for you. Should you fail to catch them in flight, try to eat a worm and dive into those forbidden places to devour them before they hatch. If that plot fails, watch out for the larvae as they emerge and dash frantically for safety. In your own interests, see that they don't make it; or they will shortly return as voracious dragonfly nymphs.

The nymph's staple diet is tadpoles, and he will pursue his quest for food relentlessly until his appetite is satisfied. Your only chance is to avoid those crushing jaws until his energy is exhausted, and he feels the urge to go and hide himself away to chrysalise and become yet another dragonfly.

As you master each phase, further hazards will be automatically introduced until you reach the stage where you can begin the serious business of frog breeding. As in the natural order of things in Mother Nature's plan, there are some things you can eat, and other things trying to eat you. Here are some of the pond nasties you will meet along the way.

Fresh water jelly fish drop in for a bite. Beware of them as they bob up and down near the surface of the water. Their stings are as deadly as the hydra. Mother Nature's deadliest enemy, the greatest despoiler of the countryside, will bring along his dumper truck and off-load a drum of radio-active waste into the hitherto innocent water's edge. No doubt some of our many critics will declare that this sort of activity is strictly controlled, and that we have departed from the reality of our saga. This sort of thing couldn't really happen. Could it?

In our next stage to liven things up a bit, we have a change of scenery. By way of encouragement, we also introduce our very first frog, sitting proudly on top of his little brown log.

Now the game becomes multi-action. As the dragonfly flits overhead, Mr. Frog can fill his face by capturing it with his long, sticky tongue.

This is activated by pressing the space bar, and if timed properly, will give pause for that infernal egg laying.

If, having got this far, you are unfortunate enough to have all your eggs and tadpoles destroyed, then we have made special arrangements with a computer mating agency. Your little frog will have a visitor and, in a loving embrace, they will produce a specimen of spawn, and depart for pastures new, after a knowing wink from our amphibian friend. The spawn will come to rest at the bottom of the pond, before hatching to give you another chance towards development of that colony.

Down below, the tadpole is continuing his pursuit of ruining his digestive tracts. His problems are increasing by the minute. The radio-active waste is becoming quite a problem.

Creeping into our web of fantasy, comes the water spider. Spiders are cowardly creatures, renowned for their stealth, patience and cunning rather than their courage. This spider will not harm you unless you are foolish enough to become enmeshed in his web; one more tadpole will be conveyed to his parlour.

With so much slaughter about, it is inevitable that the water will in time become dirty and stagnant. This creates an ideal environment for the water flea. These are natural refuse engineers, and they will sample anything left lying about. If you



have nothing better to do, it might be a good idea to swallow them up before they go to work on an egg. Having survived all of these hazards, the frog colony is ready to grow. Unfortunately, the radiation has now affected terrestrial creatures in the vicinity of the pond. The mutant bumble-bee hovering over your frog's head is pretty angry. The days of idly sitting by living off dragonflies are definitely over. Now you must defend yourself by using that tongue to kill the bee before it gets you; he and his buzziness associates are like apiarian space invaders, they are out to get you.

Your target is to breed as many frogs as you can without being killed off by the bees or the natural hazards of the pond. It's up to you to maintain the balance. Remember : without tadpoles, you cannot breed frogs. Without frogs you cannot have tadpoles. Good Luck!

### Cast List

Starcade proudly presents the members of the cast of this program in order of their appearance:

**AMOEBA (Rhizopoda)**. A single cell animal which moves and eats through temporary extrusions of the elastic surface of the epidermis (outer skin). This creature lives in water and reproduces by sub-division, as do all other members of the protozoa family. These include Diffugia, Arcella, Spirostomum, Ambiguum, Stentor Polymorphous and others.

**HYDRA (Chlorohydra Viridissima)**. Hydra appear in a variety of forms, but generally these little animals bear a strong resemblance to a miniature tree. They normally anchor their foot in the mud and catch their prey with harpoon cells triggered by their tentacles. Hydra reproduce through buds (polyps), which eventually break off to become separate entities.

**BLOODWORM (Phylum Platyhelminthes)**. A very small reddish-yellow worm which lives in damp conditions. This creature has one tooth set above the mouth. Of the family Turbellaria.

**DRAGONFLY (Erythronia Najas)**. A beautiful but short-lived specimen which lays its eggs in water, notwithstanding that other members of the Odonata family may prefer to anchor their eggs to plantlife in or around the water. The eggs and newly hatched larvae are extremely susceptible to predators, but once the larva has developed, it becomes a ferocious monster with powerful biting jaws. The front legs are hinged to project past the head to seize the prey.

**JELLYFISH (Craspedacusta Sowerbeii)**. A free swimmer which is similar in appearance to the more familiar saltwater variety, but which is in fact a close relative of the hydra. They are both members of the group Coelenterata, and their method of catching and eating food is practically identical.

**BEETLE LARVA (Macroplea Leachi)**. The tiny beetle larva lives totally under water until maturity, when the adult beetle leaves for dry ground.

**SPIDER (Argyroneta Aquatica)**. The only true water spider. It weaves its web underwater, and then traps an air bubble and sits back to await dinner.

**WATER-FLEAS (Scapholeberis Mucronata)**. Tiny creatures which live on detritus and organisms, commonly found in most ponds. They are of the family Cladocera.

**BUMBLE-BEE (Bombus Lapidarius)**. Our bee has none of the characteristics of the rest of the family owing to an over-reaction to radiation.

**THE COMMON FROG (Rana Temporaria)**. There are many, many varieties of frogs and their close relatives, toads. Their basic diet is of insects which are caught by the frog sitting perfectly still until food comes within range, then capturing it on the end of a long, sticky tongue.



The frog breeds by the female laying eggs, which are fertilised by the male. The resultant spawn develops into a tadpole which lives and breathes underwater, feeding on small organisms and plants. The process of change known as metamorphosis takes place gradually over a period of between three to six months, after which they become young, air breathing frogs, and take to the land.

**Instructions' Source** : SAVAGE POND (Starcade) Back and Inner Inlay

### **Review (Electron User, STARCADE Release)**

Are you an ecology buff? Does your soul resonate with Mother Nature in all her glories? If so then SAVAGE POND is the game for you. Even if you're not a nature freak you'll probably still go for it.

By virtue of the ?, \*, Z and X keys you become a tiny tadpole, swimming round in a pond, eating amoebae to keep up your energy. An idyllic sounding life, isn't it? The trouble is that it's not just you eating amoebae. It's other things eating you. The hydra that lurks on the bottom of the pond is just one example.

You can get temporary immunity to the hydra by gobbling down some of the little blue worms that are slowly falling through the water. Every five of these that you gobble adds to your score and takes you one step nearer being a frog.

The aim of the game is to build up a colony of these frogs. It seems at times that everything else has the opposite intention.

Don't pay too much attention to the impressive-looking dragonfly buzzing overhead, it won't do you any harm. Having said that, you have to watch out for her eggs which if they get to the bottom, develop into a nasty monster with an enormous appetite.

And if that's not enough, as the game progresses there's also radio-active dumping, mutant bumble bees, cowardly water spiders, water fleas and a whole host of other dangers to your colony.

It's not easy being a tadpole in the savage pond but it is fun. The game is original, amusing and addictive. In fact it's a winner.

Bev Friend, ELECTRON USER 1.12

### **Review (Electron User, Bug Byte Re-release)**

To most people a frog is a small green slimy amphibian which sits lazily on a lily pad devouring passing flies. I too had this impression until I tried my hand at the tadpole survival course, otherwise known as the SAVAGE POND.

The screen displays a cross sectional view of the pond. When the game begins the pond is quite barren except for a handful of hydra on the bottom. Having emerged from one of three eggs you begin to stuff yourself with the nutritious amoebae which float in the water above. These are useful for gaining points, but do little to aid your progress towards becoming a frog.

Froghood is achieved by consuming the worms which drift from the surface to the bottom. For every five worms consumed you take a step toward maturity, nine such steps and you become a frog.

Unfortunately for our wriggling buddy, life is not a bed of lilies. Apart from the deadly hydra you must also cope with eggs dropped by passing dragonflies.

It is imperative that these are consumed before they reach the bottom because if they are allowed to hatch you will meet your maker at the jaws of a dragonfly larva.

For each step you take toward maturity a new hazard is introduced to the pond. These take the form of jellyfish, spiders, and even radioactive waste.



SAVAGE POND was reviewed in this magazine over eighteen months ago and received a very favourable reception. It has now been re-released at less than half the price and is therefore a bargain not to be missed.

Sound .....	7
Graphics .....	7
Playability .....	8
Value for money .....	8
Overall .....	8

Carol Barrow, ELECTRON USER 3.10



# SCIENCE 1

*Professional, Originally Released On Cassette Only*

## **Review (Electron User)**

This package consists of four separate programs on balances, meter reading, thermometer reading and lenses. The meter program is on twice, in Mode 1 and in Mode 0. The Mode 0 version added nothing - I preferred the extra colours of Mode 1.

The introductory program has a noisy title plus an index. I expected the index to give single letter entry to load a program, but the options are to see the index or leave the program. Leaving the program gives you a blank screen and it is necessary to CHAIN whichever program you want. The trouble is, you've now forgotten their names and the sheet of information has different titles for them.

The balancing program collects your name, then gives a menu of options. You have to decide whether to be nice or nasty - there is no explanation as to what this means at this stage!

The program gives practice in working out how to balance see-saws. The explanation is rather sketchy, but if you do get the answer correct a little diver hurls himself into a cup of liquid or, if you chose nasty, he goes splat on the floor. If you get the answer wrong, large arrows indicate which way the see-saw tips, and then the diver splats if you are nice or splashes if you are nasty.

The meter reading program provides practice on reading the two most common school meter scales. It is well constructed, making good use of large text, and with an option to magnify the relevant part of the scale.

The program is rather fussy, four key presses are required before an answer is put in.

The thermometer program is very similar to the meter program. It provides practice in reading 0-100 degrees C, 0-150 degrees Fahrenheit and clinical degrees C thermometers.

Light provides a lesson in ray optics at concave/convex lenses/mirrors and is, again, well constructed using good text and attractive, simple graphics. The whole program is rather slow, particularly the sixteen questions.

Overall these are well-produced programs with the meter and thermometer sections the pick of the bunch. The major disadvantage of this educational package is total non-compatibility with the BBC Micro. If these programs are run on a Beeb, they have a nasty little trick - they clear the micro's memory.

Many schools have BBCs and Electrons. I would choose a program that would run on both machines to use in my school.

Rog Frost, ELECTRON USER 2. 3



# SCIENCE FICTION QUIZ

***Professional, Originally Released On Cassette Only***

Game Type : Quiz  
Author : Brian Aldiss  
Standalone Release(s) : 1984: SCIENCE FICTION QUIZ, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"How does your knowledge of Science Fiction rate against a Grandmaster of the genre? This rewarding and compelling program for your BBC Model B or Acorn Electron computer has been specially adapted from the Weidenfield Quiz book and will provide hours of edification and amusement for family and friends.*

*This is a quiz about science fiction in its wildest sense, including such modern masters of the indefinable as Jorge Luis Borges as well as the main-liners like Frank Herbert, Arthur Clarke, Philip K. Dick, H. G. Wells, Fredrick Pohl, and the new school of SF film-makers.*

*Science fiction is one of a series of six Grandmaster Quizzes, in which you can pit your knowledge against that of a grandmaster of the subject. The writer's specialised skill and expert knowledge makes the quiz both challenging and exciting. Each program has thirty sections of ten questions - a massive 300 questions in all - and you can take the quiz alone, in competition with a friend, or in teams. You can choose a timed option too - and if you're getting too many of the answers right, your computer can reduce the time you have to answer!*

*This pack contains one program cassette, one quiz data cassette and an instruction booklet.*

*Brian Aldiss is the author of many science fiction novels, President of World SF and the author of the only definitive history of the genre, "Billion Year Spree".*

The main aim has been to amuse. That is to say, the questions and quotes are chosen because they seem in themselves worth reading, even to readers who are not devotees of science fiction. As to what constitutes science fiction - or SF, as addicts prefer - never 'sci-fi' - there the views of a quiz-master are naturally inclined to be catholic. The broader the field, the better the horses run.

An attempt has been made to increase the difficulty of the quizzes gradually throughout the book. In these cases, difficulty is in the mind of the beholder, of course; but my hope is that Quiz No 30 is a real stinker.

I have been greatly assisted by Stephen Gould and, in particular, by that master of rolls, Mike Ashley. My thanks to them. And to all those who find themselves coralled with such amazing company.

- Brian W. Aldiss

When the program is loaded, there is a short bleep and the program title appears. Press the SPACE bar as requested and you will be asked:

Do you want to do the quiz:

1. On your own
2. As two competing individuals
3. As two competing teams



Enter choice : ?

Answer the questions as prompted by typing in your response. Press <RETURN> when you have completed each entry.

The main menu will now appear and the thirty quiz titles are displayed on two screens. To move from one screen to another, type 0 and press <RETURN>. Select the quiz you require, type its number and press <RETURN>) then remove the program cassette from the deck and insert the data cassette when prompted. Make sure that the correct side of the cassette is uppermost: quizzes 1-16 are recorded on side 1 and 17-30 on side 2. Press SPACE BAR as requested. When your quiz has finished loading, there is a short bleep. You are now ready to begin the quiz.

#### How To Answer The Quizzes

Most of the quizzes start with a section introduction written by the author. To move on to the second paragraph, or to see the first question press <SPACE>.

If you request a time limit, a clock counts down in seconds in the top right-hand corner of your screen. If you do not enter an answer before it reaches zero, you receive no marks: if two teams are playing, the question is offered to the opposition. However, you are allowed to complete an answer which you started to enter within the allotted time.

To pass a question, press <RETURN>. A passed question will be offered to the opposition, if you are playing in teams.

Some questions may require you to refer back to the section introduction. Do this before you enter your answer by pressing the <ESCAPE> key. Pressing the <SPACE> bar will return you to the Quiz menu and your answers so far will be lost.

Some questions require several separate answers. When a) appears on screen, you enter your first answer, when b) appears, you enter your second answer, etc.

When you have given the answer and pressed <RETURN>, the author's answer is displayed. Compare the answers and decide how many points you should have. You can enter 0 if you are completely wrong, 1 if you are halfway there, and a maximum 2 points for a completely correct answer. Type in your score as requested. When you press <RETURN> the next question appears.

At the end of the quiz, the final scores and the total time taken to answer the questions is given. In the case of a draw, the contestant with the shortest time will win.

If you decide to try another quiz you will be returned to the Main Menu. You can run the same quiz again simply by re-selecting its number: it is still in the computer's memory. If you do not wish to try another quiz, the program will end.

**Instructions' Source** : SCIENCE FICTION QUIZ (Acornsoft/Ivan Berg) Back Inlay & Booklet

**Review** : No Review Yet



# SCOTT ADAMS SCOOPS

*Professional, Originally Released On Cassette Only*

Game Types : Text Adventure  
Authors : Scott Adams and Brian Howarth  
Release Information : 1988: SCOTT ADAMS SCOOPS, Adventure International, £9.95  
Compilation Comprises : 1. PIRATE ADVENTURE, Adventure International  
2. VODOO CASTLE, Adventure International  
3. STRANGE ODYSSEY, Adventure International  
4. BUCKAROO BANZAI, Adventure International  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00 (All)

## Instructions

Please see individual entries for complete playing instructions.

## How An Adventure Works

If you've never played an Adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game "environment" and to examine objects for clues that will reach the objective of the game. For example, an adventure might begin something like this:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Let's try something basic. You type:

OPEN DOOR

but the computer tells you in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

GET BOX

and the computer responds with:

OK

By saying "OK", the computer has let you know that the command has been accepted and the box "picked up". Now that you're "holding" the box, let's see if we can peek inside. You type:

OPEN BOX

This time the computer understands and you are rewarded with the following response:

OK. INSIDE THERE IS A KEY AND A RARE POSTAGE STAMP.

Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy so you type:

GET KEY AND STAMP

But the computer responds:

SORRY, I CAN'T DO THAT...YET!



Ah yes - asking the computer to get both the key AND the stamp is most definitely a COMPOUND command, something that your computer cannot understand. Try again, this time asking for the objects separately. You type:

GET KEY

and then:

GET STAMP

The computer will answer "OK" each time and you will have what you need.

By "getting" the key and the stamp, they are stored for later use as you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO DOOR), try the key in the lock (UNLOCK DOOR), and move down the hallway that's just outside. (GO HALLWAY).

You're on your way!

### **Review (Electron User) - "No Food For Thought"**

This is certainly the era of compilations. By their very nature such releases tend to be gambles, and when I saw this one from Adventuresoft, which includes four Scott Adams text adventures, I was a bit sceptical.

Why, on a four adventure compilation, was there the need to include two of Scott's most mediocre offerings, VODOO CASTLE and PIRATE ADVENTURE? VODOO CASTLE is a good mystical taster for absolute beginners but that is as far as I would go in recommending it.

STRANGE ODYSSEY and the previously unreleased BUCKAROO BANZAI whetted the appetite, but if the object of the exercise had been to release a cross-section of the best of Scott Adams, wouldn't Adventuresoft have been more judicious in including a classic such as GOLDEN VOYAGE instead of the minute PIRATE ADVENTURE.

Having played all of Scott Adams' adventures when they were first released, I was anxious to experience BUCKAROO BANZAI. The sales hype states, "Only by unravelling the many puzzles set by Scott Adams do you stand any chance of completing this futuristic adventure set in the world of pop groups and science fiction." I wish I had been given the chance!

The copy I was sent - like many others - was riddled with garbled messages and annoying bugs. The little of the game I was able to play did not convince me of its merits.

It is not, as Adventuresoft accredit, an adventure of moderate difficulty but rather, totally confusing. I understand that unbugged copies are now in circulation - a little late for many, I am afraid.

STRANGE ODYSSEY is a superb science fiction jaunt which will involve much head scratching if you are to succeed in your quest on an alien planet. Its parser and text compression are rather limited by today's standards, but this adventure is more than four years old.

PIRATE ADVENTURE has nothing, in my opinion, to recommend it. It is supposedly an escapade involving the discovery of fabulous treasure on a strange island. It is, in fact, nothing more than a collection of short brain teasers with only two treasures and 20 odd locations, doing little to tax the old grey stuff.

This is a Pandora's box of a compilation which would be a bargain investment for the beginner to text adventuring, but will hold little of any substance for the more experienced traveller.

Presentation .....	8
Atmosphere .....	5
Frustration factor .....	4
Value for money .....	8



Overall ..... 6

Pendragon, ELECTRON USER 5. 5



# SCREWBALL

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Colour Blocks Game  
Author :  
Standalone Release(s) : None  
Compilation Release(s) : 1987: BLUE RIBBON GAMES DISC 1, Blue Ribbon, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01302 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You are Screwball and you have 60 seconds to change the colour of all the squares that surround you (by simply jumping on them).

Menacing you all the time, however, are the "BLACK BUGS" ... and they sure are mean. They even cheat by sometimes not even walking on the squares.

If they catch you, then I'm afraid you lose a life. Kill the BUGS by digging holes for them to fall through. If you really are in a fix then as a last resort you may HYPERSPACE to the top of the grid ... but you won't always survive your journey.

## Game Controls

A - Up/Left, Z - Down/Right, \* - Up/Right, ? - Down/Left  
<SPACE> - Dig Hole, <RETURN> - Hyperspace  
S/Q - Sound On/Off, <DELETE>/<COPY> - Freeze/Unfreeze Game

## Scoring

50 Points for each square change  
500 Points for killing a "BLACK BUG"  
Bonus Screwball each level

**Instructions' Source** : BLUE RIBBON GAMES DISK 1 (Blue Ribbon) Inner Inlay

## Review (EUG)

From rather an unpromising beginning, towards the end of the shelf life of the BBC series machines, Blue Ribbon software really became the King of the budget title. This is not so because it produced high quality games of its own though. The majority of its better releases had already been outed by Superior as full-blown £9.95 titles and were picked up by Blue Ribbon to be re-released when they had finished bumming around the charts. Blue Ribbon did produce a few of its own games from scratch though, and SCREWBALL is one of them.

Considering Blue Ribbon titles were so cheap, and thus all-pervasive on the High Street late-Nineties, the first thing you may wonder is why the game SCREWBALL is conspicuously missing not only from your games collection but also from every mail order list in your back issues of ELECTRON USER. One answer to this is that it was never made available on cassette - [At least not for the Electron! - Ed] instead it was one of five titles on the first BLUE RIBBON GAMES DISC.

Now this disc, as with all Acorn Electron disc-based products, is rarer than a Kansas City title. The version here at EUG HQ does in fact have a professional inlay displaying BBC MASTER and an alternative ELECTRON 'sticker' (In reality, it looks like the word has been printed by a dot-matrix onto a disc-label and then cut into a narrow strip) badly disguising this. There is no doubt though that this IS a professional release by Blue Ribbon for the Electron with a Plus 3 3.5" ADFS disc drive attached - the games have been specially adapted to work at &1D00 and in some cases they are 'cut-down' Elk, not BBC, versions.



Such is the case with SCREWBALL. It takes a few seconds to load and assemble then the screen is filled with 3D boxes. The idea is a simple variation on the CRAZY ER\*BERT style of game. You move the Screwball character, a red man with a pogo-stick looking body, with the AZ\*/ keys and he leaps from square to square changing the colour of it as he lands. In each of the four corners of the grid is one Black Bug, a sort of sombre (and completely unanimated) monster which moves one square in any direction seemingly waiting a random amount of time between moves.

The idea is to navigate the grid and change all the squares to a different colour. A fairly bland top-screen border tells you the time remaining of the minute you have to accomplish this, what level you are on and what your score is. The grid itself is not exactly eye-catching, and appears slowly, but is done in machine code. So too are the characters: your character turns to face the way he is jumping when you press each key. There's a few blips as the baddies and you hop around.

Unfortunately, the whole essence of the game is without any real challenge; actually managing to become tedious before even the first minute of playing it has passed! Notably, it seems to run very slowly on the Electron - the minute you are meant to have to complete the colouring in actually equates to two. This actually had me wondering if it was, although included as part of the Electron compilation, really a BBC only game that had not been converted.

Stick it into your BBC Master (or an Elk with Turbo board) and it plays a lot faster, although still not as quickly as one might have expected.

In both cases however, hopping your Screwball around the board is ridiculously easy and the ludicrous amount of time you are allowed means you can quite literally run circles around all of your arachnoid-looking opponents. As the levels increase, in a rather sad attempt to introduce some variety, the colours are altered (Whoopee) and a few blocks disappear at random. Leaping into a space causes death, as does collision with a bug, but once again the spaces are not particularly difficult to avoid.

If you wish to, you can try and score more points by digging holes in the grid for the bugs to fall into. Doing so belies that the bugs have no artificial intelligence at all - they just move blindly towards you like Zombies!

One more feature is the Hyperspace key (SPACE) which will transport our hero back to the top of the grid. Except that sometimes it doesn't work and he dies instead. Not a bug but actually a feature. When do you need to use it? Well, personally, never. But the author imagines the situation where you are surrounded by bugs and need to escape. My own feeling would be that if you are stupid enough to be in that situation, you deserve to be eaten by them!

Tragically, there is simply nothing more to say about SCREWBALL. It has no loading screen or fancy effects and you know you're really grasping at straws if you find yourself writing about the Pause/Unpause feature in a review.

This is rather surprising in that, although Blue Ribbon's own titles were inferior to the ones they re-inflicted on the world in collaboration with Superior, they did manage to code similar comparable jaunts effectively. Interestingly though, if you browse through how many Blue Ribbon titles were *actually* available *at the time* that GAMES DISC 1 was released, you will find only *nine* individual cassettes in total were available. Did they discount releasing SCREWBALL because they felt, themselves, that it just couldn't measure up in its current form?

To get five games on each disc later though, they may have needed to pull one more out of a hat. It may just be speculation but the game's poor quality certainly seems explained by such rationale.

Finally, perhaps as a rogue Blue Ribbon title, SCREWBALL will be worth a look, and even a download, to complete the Blue Ribbon 'collection'. However, collectors who have only heard of its existence right now should be rest assured that they haven't missed anything worth seeing.

Dave Edwards, EUG #63



# SEA WOLF

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Simulation  
Author : Unknown  
Standalone Release(s) : 1983: SEA WOLF, Optima, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : OPTIMA, 36 St Petersgate, STOCKPORT SK1 1HL  
Disc compatibility : CDFS E00, DFS E00

## Pre-Mission Briefing

You are advised to read these instructions carefully while the program is loading and refer to them during play.

On starting you will be presented with a message asking you to choose the skill level. These are: RATING, ENSIGN, GUNNER, CAPTAIN and COMMANDER. Until you get used to the game a skill level of RATING is suggested as it is almost impossible to be destroyed at this level. (Almost!)

This is the default (normal) setting, but it can be changed by using the cursor UP/DOWN keys to select an alternative setting and pressing RETURN. The game will then begin.

## Main Display

The initial display is divided into three parts: COMPUTER DISPLAY, LONG RANGE SCAN and SHORT RANGE SCAN.

They will all be described in detail, but briefly:

The COMPUTER DISPLAY gives various messages such as battle status, the type of shipping in view and so on.

The LONG RANGE SCAN gives a display of shipping positions relative to your own.

The SHORT RANGE SCAN gives a radar display of nearby shipping on the targetting computer. This can be looked on as an electronic periscope.

## Computer Display

The TYPE display shows the type of enemy ship encountered - for example, DESTROYER.

The LASER display shows the current status of the lasers.

The TORPS display shows the current status of the torpedo tubes.

The OXYGEN display shows the current oxygen pressure in psi.

The CONDITION display shows the current battle status.

The ENEMY TO... display shows whether the enemy vessel is to the left or right of the centre of your sights. This normally defaults to the right.

The DAMAGE display shows the current percentage of damage. If this reaches 100 per cent, your submarine, Sea Wolf, will be destroyed. However, it is possible for Sea Wolf to be repaired (see DOCKING) and carry on with the mission.

The STATUS display shows the current morale of the crew and the overall well-being of the vessel.



The KILLS display shows the current number of kills, 15 being necessary to complete a mission.

The ENERGY display shows energy remaining. If this falls below zero, Sea Wolf will be destroyed. DOCKING restores energy levels to their full value.

The WARP display shows the current amount of energy that will be used to travel between two sectors shown on the long range scan (see LONG RANGE SCAN.) This will normally be zero.

The PAUSE display shows the current pause status (ON/OFF). While ON, the game is effectively frozen.

### **Long Range Scan**

The LONG RANGE SCAN is at the top left of the main display. It serves as a display of shipping positions and movements and is updated automatically from time to time and after a successful attack. The scan also shows the position of enemy bases and Sea Wolf's home base. These will be in the same positions each game, the home base being in the bottom right of the grid.

The position of Sea Wolf is shown as a flickering, submarine-shaped cursor. This can be moved around by using the cursor control keys. Once the Sea Wolf cursor is in the desired position pressing the WARP key will move Sea Wolf to that position. Immediately after a WARP or under normal conditions the cursor will show the TRUE position of the Sea Wolf.

When you enter a sector WARP will remain at zero until you move the cursor when WARP will show the energy required to move. This energy will be removed from your total energy when you WARP. The WARP facility is incorporated to speed up progress between sectors - a process which could lead to much wasted time if it were in "real time", as the rest of the program.

### **Short Range Scan**

The SHORT RANGE SCAN gives a radar display of the enemy position in relation to your sights.

In order to score a hit, it is important to tilt Sea Wolf to the correct angle, using keys A and Z. The < and > keys affect horizontal movement. Remember that any of these actions will be affected by your speed. (See KEY TABLE.)

### **Weapons System**

Sea Wolf is equipped with two weapons systems, either of which is available for your use at any time. You cannot, however, use them simultaneously.

The LASER is a high power CO2 type, power rated at +1,000 watts. It is important to note that since the laser is external to the ship it will almost certainly be damaged by only a few hits. It is also a great drain on the ship's power source.

The TORPEDOES are always fired in pairs from two torpedo tubes under the front of the ship. They are less powerful than the laser but are not as likely to be damaged quickly during battle.

You have an unlimited supply of torpedoes, but be careful how you use them. Fleet Command will not be happy if they're wasted.

### **Docking**

This is achieved automatically whenever you return to base. All damage will be repaired, including oxygen leaks. In this case cabin pressure will be recharged. Weapons on standby will be repaired by the crew in due course.

Too much docking will be regarded as cowardice, and your rank will be affected.

### **Battle Tactics**



Each type of enemy vessel will always follow the same route, which is dependent upon many factors.

Civilian vessels are NOT strategic targets and should not be attacked at any time. Other shipping consists of tankers, destroyers, battle ships, etc. All of these are targets and should be destroyed without hesitation.

Attack range is about 1,000 yards, but remember that the enemy may not come into view immediately, and Sea Wolf may have to be turned left or right to face them.

Crashing into enemy ships results in your instant and complete destruction. To avoid this, steer left or right of the enemy at ranges of 100 yards or less, as collision will occur at ranges of under about 20 yards (unless the enemy is almost off the short range radar when you will just miss him).

It is most important to remember that the whole game is played in real time, so if you go and make a cup of tea you may return to find yourself dead! To avoid this, the pause feature included should be used.

Good tactics will be rewarded with a well deserved promotion, whereas poor tactics may well result in demotion.

Good luck!

## Game Controls

### Key Table

0	-	9	.....	Alter speed
---	---	---	-------	-------------

### Short Range Scan

A	.....	Raise Sights
Z	.....	Lower Sights
<	.....	Sights Left
>	.....	Sights Right
SPACE BAR	.....	Fires Weapon

### Function Keys

f0	.....	Arm torpedoes
f2	.....	Arm laser
f4	.....	Select Warp
f6	.....	Pause On
f8	.....	Pause Off

Long Range Scan movement follows cursor keys.

**Instructions' Source** : SEA WOLF (Optima) Inner Inlay

### **Review (Electron User)**

SEA WOLF from Optima Software is a new kind of war game, combining logic with action. You set about destroying the enemy fleets in the submarine Seawolf, trying your best not to get wiped out in the process.

You can start off as a rating, where the enemy (bless his sporting heart) gives you a run for your money, and end up as a captain, where the enemy (the swine) will try and squelch you as soon as you poke your nose outside the base.

The second phase is where you line up the target in your sights and let fly with either torpedoes or lasers. An average Seawolf target can absorb about twelve hits from torpedoes and half as many from the lasers before becoming a kill. All the time you're attacking, if the target is a warship, you are sustaining damage from his counterattack. The kills accumulate, and fifteen is a completed mission. Unfortunately, the damage accumulates as well and 100 per cent means curtains.



You can, however, return to base between attacks if you so wish and "zeroise" any excitement. Choosing 'soft' civilian targets is an easy way of ending up with fifteen kills. I did this quite often. (I suppose you could say I'm just a sheep in Seawolf clothing!)

Anyway, Seawolf is slightly different, but I thought only just above average. Available graphics are under-utilised, and I would have liked to see more colour used. Also more imagination could have gone into representing the target ship - whether it be a tanker or a battleship, the image is exactly the same.

Having said that, if you want a war game that is out of the ordinary and isn't just zapping aliens then Seawolf will fit the bill.

Derek Schofield, ELECTRON USER 1. 9



# SECRET MISSION

*Professional, Originally Released On Cassette Only*

Game Aliases : SCOTT ADAMS ADVENTURE 3; MISSION IMPOSSIBLE  
Game Type : Text Adventure (Rated Advanced)  
Author : Scott Adams  
Standalone Release(s) : 1983: SECRET MISSION, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time - or else the world's first automated nuclear reactor is doomed! If you survive this challenging mission, consider yourself a true Adventurer!

Difficulty Level : Advanced

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : SECRET MISSION (Adventure International) Back Inlay

## Review (Electron User)

Readers may remember a TV program called Mission Impossible in which the leader of a government spy team always received his instructions on a tape, which after being played, self-destructed. SECRET MISSION (Adventure International) is the third in the Scott Adams series of games and is based on that TV series.

You, like the leader of the spy team, have to play a tape to find out what your task is. Your mission is to prevent the destruction of a nuclear plant. A saboteur has planted a bomb in the reactor and it is up to you to defuse it.

On playing the tape in the briefing room you discover that the saboteur has been there before you. A quick exploration shows that you have only got access to eight locations.

Several security doors bar your way, though a visit to the grey room should give you the means of getting through one of them. You now have a visitor's pass and a means of getting into the white room. Wait until you hear a noise though, the saboteur is suicidal and will provide vital additions to your inventory.

The window is now the place to go and the tape recorder will help you here. You'll have to fool that camera, so think you you'd send for here, to repair the window.

You should now have another key and a return to the console should help you to get through another door. A floor cleaner is soon found and therefore, two objects that will put you well on the way to finishing the game.

I think this is the hardest of the Scott Adams games I have tried. An excellent adventure that I highly recommend.



Atmosphere .....	5
Complexity .....	7
Presentation .....	4
Value for money .....	6
Overall .....	6

Paul Gardner, ELECTRON USER 3. 7



# SENTENCE SEQUENCING

*Professional, Originally Released On Cassette Only*

Game Type : Educational Programs  
Authors : Ann Wills and Russel Wills  
Standalone Release(s) : 1984: WORKSHOP, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

## Instructions

This pack contains two SENTENCE SEQUENCING programs on cassette (Get it into Order and Nursery Rhymes). Loading instructions appear on the inside front cover of this pack. All other instructions are contained in the programs and are shown on the screen.

Each program presents a series of jumbled sentences which must be rearranged to form a nursery rhyme or a logical sequence of sentences. Sentences to be moved are first located and selected using the cursor up and cursor down keys. The sentences are then moved using the number 2 and 3 keys.

The "Teachers' Notes" give the user control over the length of time that a child works. Once the time is selected, up to 20 children can use the program and their results will be stored for later recall.

## About the authors

Russel Wills began his career in computing in 1965 when he joined IBM as a lecturer. He then worked in Africa for five years as a systems analyst returning to the UK in 1972 to take up his present post as lecturer in computer education in Dundee.

Ann Wills is head teacher of a primary school. Russel and Ann Wills share a common interest in the development of software for the microcomputer, and the integration of this material into the school curriculum.

## Contents

INDEX, ORDER, RHYMES

## Loading Instructions

Select the number of the program you wish to load and press <RETURN>. Normal cassette operating messages are given during loading. Once the correct position on the cassette is reached each program takes two to three minutes to load.

Note: Programs can also be loaded and run in the usual way with the CHAIN command; to load and run the program ORDER, for example, type CHAIN "ORDER" and press <RETURN>.

## Inserting New Sentences Into SENTENCE SEQUENCING

Once your students have become familiar with the groups of phrases supplied on the Sentence Sequencing program you may like to replace them with your own teaching material. The procedure for replacing existing groups of phrases and then saving the amended program is given below.

1. Select and load the program you wish to amend.
2. Press <BREAK>.



3. Type OLD and press <RETURN>.
4. Hold down CTRL and press N (this turns page mode on for listing, although nothing appears on the screen).
5. Type LIST 6000, and press <RETURN>.

The section of the program that contains DATA statements will be displayed in a list on the screen. Each statement begins with a line number and is part of an ordered set of sentences. The final DATA statement in each set will be XXX.

If the DATA statements that you wish to change are not on the screen, press <SHIFT> to move on to the next page.

6. Press <ESCAPE> to end the listing of the program.
7. Move the cursor using the arrow keys to the beginning of the appropriate data statement.
8. Press <COPY> to copy the data statement up to the position where the new sentence is to be inserted. This should be after the double quote which follows the word DATA.
9. Ensure that the <CAPS LK> light is off.
10. Type in your new sentence, putting a double quote after it.
11. Press <RETURN>.

Any of the program lines containing DATA statements can be replaced by typing them out again or using this method of copying. Whenever a new program line is typed it replaces the old version of that program line. A data statement can be removed by typing its line number and then pressing <RETURN>. Sets consist of up to six sentences followed by the DATA XXX statement. A new program line can be inserted between two other lines by giving it a line number that is larger than one and smaller than the other.

12. Press <SHIFT> and <CAPS LK> to turn the <CAPS LK> light on.
13. Type RUN and press <RETURN>.
14. When the changes have been tested, press <BREAK> to leave the program.
15. Type OLD and press <RETURN>.
16. Save this version on to cassette by typing SAVE "filename" and press <RETURN>. NOTE: We recommend that you can use your own filename so that the original program remains intact. In this case, your new version of the program cannot be loaded via the INDEX, but you should use the CHAIN or LOAD command, for example: CHAIN "filename" <RETURN>

**Instructions' Source** : SENTENCING SEQUENCING (Acornsoft) Back and Inner Inlay

**Review** : No Review Yet



# SERPENT'S LAIR

*Professional, Originally Released On Cassette Only*

Game Type : Graphical Adventure  
Author :  
Standalone Release(s) : 1984: SERPENT'S LAIR, Comsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : COMSOFT, 67 Kent Road, Harrogate, N YORKS HG1 2NH.  
Tel: 0423 57464  
Disc compatibility : Unknown

## Instructions

SERPENT'S LAIR is a graphical adventure game. Fly your magic carpet around the world meeting animals as diverse as the Polar Bear, the Emperor Penguin and the Comodo Dragon of Indonesia. Help the wizard find the treasure, solve the riddle of the Sphinx, feed the Polar Bear with fish and help the Giant Panda find his bamboo.

**Instructions' Source** : SERPENT'S LAIR (Comsoft) Back Inlay

## Review (Electron User)

This adventure program is designed to be used by children in the age range seven to twelve. It concerns the rather unpleasant Princess Ambrosia who was sent on a mission to find the King's treasure. The trouble is she found a good sweet shop in Bognor Regis and there she stopped, stuffing herself with sweets.

Guess what? You are sent in her place, equipped with a magic carpet. Most unusually for an adventure, the action takes place on planet Earth, with geographical locations such as Loch Ness, the Arizona Desert and Indonesia. Many of these places are drawn out in high resolution colour graphics.

The locations are in their (reasonably) correct geographical positions so that if you go east from London you will get to Egypt or west from Japan takes you to India. It is recommended in the instructions that the game is played with an atlas, and this, of course, gives the program some educational value. A number of animals are met on the way, ranging from polar bears to tarantula spiders (again, mostly in their correct regions) and it is necessary to aid these or outwit them.

An experienced adventurer would solve the problems with ease. They are designed to be easy, so that when the tiger wants meat it will be found near at hand. My own son, aged seven, got tremendous satisfaction from working out how to get past the Comodo Dragon. The program comes with a couple of sheets of paper which give you the story so far, and some general instructions for getting going. These are invaluable to the novice adventurer.

There is also a function key strip; the keys being set up for ten common commands. There seemed to be one bug here as the GET command did not work.

You are even given the phone number of Comsoft's chief adventurer which you can phone if stuck. My family nearly resorted to this service to solve the riddle of the Sphinx.

This is a most satisfying program. It offers a gentle introduction to adventurers and could well suit many adults as well as children. It was thoroughly enjoyed by my son, who took three days, with help, to solve it.

The package is priced very reasonably and the program loads and runs just as well on a BBC Micro and could be of interest to the growing number of schools which use both machines.







# SHANGHAI WARRIORS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Monochrome Beat-'Em-Up  
Author : Wayne Dobson & Jabba Severn  
Standalone Release(s) : 1989: SHANGHAI WARRIORS, Players, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : PLAYERS, Mercury House, Calleva Park, Aldermastn,  
BERKS RG7 4QW  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Mercenaries led by the evil 'Snide Gantree' have stolen a US NAVY submarine, threatening to devastate the world's capitals with its awesome arsenal of nuclear destruction. Only you stand in his way."*

Mercenaries led by the evil 'Snide Gantree' have stolen a US NAVY Submarine threatening to launch its awesome arsenal of nuclear destruction on Washington and London. Attempts by the combined forces of M15 and the CIA to destroy the sub have failed. The governments concerned have been forced to take the only course of action left open to them: Send in the latest graduates of the 'Dragon Temple Karate Academy'.

## Game Controls

Z - Left, X - Right, : - Up, ? - Down, <RETURN> - Fire

**Instructions' Source** : SHANGHAI WARRIORS (Players) Back and Inner Inlay

**Reviews** : No Review Yet



# SHARK

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Sam Inglis  
Standalone Release(s) : 1989: SHARK, Audiogenic, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The Purple Priority Warning came from all three stations simultaneously. The Intruders' three-pronged attack had caught the Earth Defence Installations unawares, allowing them to steamroller straight through the token defences and leave them on the brink of complete control.*

*"The emergency session of the United World Parliament was in uproar. Who could save the day? Only one man had the courage, the skill, and the determination, Colonel Charles St John Sharkey, known to his friends as 'Shark'.*

*"'Will you save us?' begged the World President.*

*"Shark didn't have to think twice.*

*"'I'll give it my best shot, Sir.'"*

You play the role of Shark, attempting to halt the advance of the Intruders. Your mission is to penetrate deep into their ranks and strike at the heart of the invasion by destroying their Command Centres.

Your first task is to defeat their jungle offensive. Your subsequent missions may not be so straightforward...

## Hints

Extra weapons/ability may be obtained by collecting the weapon packs of aliens you have destroyed. Some troops leave behind their backpacks which contain either a high velocity rifle, a machine gun, or award extra jumping ability, temporary invincibility, or occasionally extra lives.

Enemy trucks and helicopters are destroyed by sustained attack. Watch out for drivers and pilots who will try to attack you once you have destroyed their craft.

## Game Controls

You can choose the main keys that are used to play the game - use whichever you prefer, but not Q, S, P, U, M or the ESCAPE key, since these are fixed keys which control game features. The default keys are Z and X to move left and right, <SHIFT> to jump, <SPACE> to duck down and <RETURN> to fire.

Use S and Q to turn the sound on or off, M to turn the music on or off, P to pause the game and U to resume. Pressing <ESCAPE> ends the current game. Press the space bar to start a new game.

## Colour/Monochrome Option

The game can be played using a colour or a monochrome display. Select the BLACK AND WHITE option if you do not have a colour monitor or TV, in which case the game will adjust the colours to make the graphics easier to discern with a monochrome display.

**Instructions' Source** : SHARK (Audiogenic) Back and Inner Inlay



### **Review (Electron User) - "Bracing Blasting"**

SHARK is one of two new titles from Audiogenic, the first this year. The scenario is typical - the bad guys have invaded in force and you, Colonel Charles St John Sharkey, nicknamed Shark, are the only hope. Will you take on this dangerous mission to rid the world of enemy agents? Of course you will.

It turns out to be a multi-screen wargame very much in the mould of STRYKER'S RUN - you dash across the screen left to right blasting away at all and sundry, and when you near the edge the screen flicks to the next.

You can jump around the screen from object to object so that one moment you may be running along the ground and the next precariously balanced edging along an iron girder.

There are a number of different sections: Jungle, barrack square, town streets and more. Each sector is immediately distinctive - in the jungle you can run along the ground and through clearings, and jump on to giant blocks of tone and large tree branches.

In town you can leap from window ledge to window ledge, the roofs of houses and so on. Clever use of dithering - mixing the pixels of different colours to give the appearance of new colours - adds to the overall effect.

You certainly need to keep on the move and your finger on the trigger as an endless stream of foot soldiers bears down on you. Luckily, your machine gun makes short work of them. The trucks and helicopter gunships are far more robust, and consequently much more dangerous. The latter home in on you, dropping bombs all the time. The trucks drive at you while the occupants lob grenades.

You must shoot both the helicopters and trucks several times before they burst into flames, but the danger does not stop there - you now have to contend with an armed and understandably furious pilot or driver charging you on foot. Contact with anything that moves is fatal.

Some useful bonuses are on offer if you can get to them. Killing certain foot soldiers lets you retrieve their backpacks. Collect them to find a machine gun, extra lives, temporary invulnerability and so on.

The game features some nice touches - the keys can be redefined and the colour schemes altered to make viewing easier if you are using a black and white TV or monochrome monitor. The pause/restart, quit and sound on/off options are all present and correct.

One drawback lets the game down, and that's the lack of accuracy when detecting collisions. Many a time I have side-stepped an enemy solidier or seen a bomb land well short of me only to find myself disappearing in a puff of red smoke. It is an irritating flaw in an otherwise highly enjoyable game. However, you do get used to it and it's not that much of a problem - just give everything a fairly wide berth.

The screen display is excellent and the Mode 2 - unusual for the Electron - multicolour graphics are well defined, although there is a strip of garbage along the bottom of the screen like Superior's CITADEL and one or two other games. You won't notice it after a while.

The speed is excellent too, making it a fast-paced and exciting game to play. There's no music but the sound effects are reasonably good with a rat-a-tat when you fire your gun, and a wheee... when a bomb or grenade heads your way.

SHARK is a simple and bracing shoot-anything-that-moves-before-it-gets-you type of game. Colonel Sharkey will certainly win his fair share of devotees, especially among those seeking a hero to inherit the mantle of Commander Stryker.

Martin Reed

**\*\*\* Second Opinion \*\*\* (Electron User)**



At first I thought this was much too hard - just one hit by a stray bullet and you bit the dust. However, with practice I soon got the hang of it was addicted in no time at all. If you're after a good blast you can't go far wrong with this little beauty.

Janice Murray

Sound .....	8
Graphics .....	10
Playability .....	10
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 6. 1



# SHARK ATTACK

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Cliff Ramshaw, J. Bell & J. Halliday  
Standalone Release(s) : 1984: SHARK ATTACK, Romik, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron (Runs too quickly on BBC machines)  
Supplier : ROMIK, 272 Argyll Avenue, Slough, BERKS  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"You are in shark infested waters. You have to protect the octopi, your only protection is the shark net."*

The object of the game is to protect the octopi from certain death from the sharks. The only thing that will stop them is the shark net.

You control a net laying ship.

You have to surround as many octopi as you can with the net, to prevent the sharks getting to them.

If a shark manages to eat an octopus before you can protect it, the shark becomes a killer shark, which eats everything in its path, including your net.

After you have protected the octopi (or after they have all been eaten), you must fill the majority of the screen with the net to enable you to proceed to the next screen.

There is a high score table to record the highest score on each of the ten skill levels.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down

Press <SPACE> to start with these keys. To use a First Byte joystick, press F. To use an Acorn joystick, press <FIRE>.

To alter the skill levels, use the vertical cursor keys.

Q/W - Sound off/on, <COPY>/<DELETE> - Pause/Continue

**Instructions' Source** : SHARK ATTACK (Romik) Back and Inner Inlay

**Reviews** : No Review Yet



# SHIPWRECKED

***Public Domain, Originally Released On ADFS 1D00 Disc And DFS 1D00 Disc***

Game Type : Arcade Adventure; Platform-style  
Author : Dominic Ford  
Standalone Release(s) : 1996: SHIPWRECKED, Electron User Group, PD  
Compilation Release(s) : None  
Stated compatibility : Electron, BBC B, B+ and Master 128  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ELECTRON USER GROUP, 42 Canterbury Road, REDCAR TS10 3QF  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

In the year 2440, planet Earth was invaded by forces from another galaxy. Now, in 2442, most of Earth is under alien control. You had managed to find a way to destroy the aliens using a special laser weapon but shortly afterwards your research fell into alien control.

You were half-way across the ocean toward the neighbouring country of Bagami, where the aliens still have little control over the humans, in your cargo boat when a storm broke loose.

The storm has swept your boat onto an island and broken the hull. Although at first sight, the island appeared to be uninhabited, you have now quickly realised it to be the aliens' secret base.

In order to save humanity, you must escape from the island and reach Bagami. To do this, you must find the aliens' teleport and activate it in their control room. The teleport key can only be obtained by taking six fresh fish keys to the control room. When this is done, the teleport will be activated and you will be taken away from the island.

## Scoring:

Exploring a new screen .....	1
Collecting a power booster .....	5
Solving a puzzle .....	20

A total of 500 points are available, although you do not need all of them to complete the game. Collecting the power boosters is optional.

## Power Losses:

Touching a monster .....	-1
Firing a laser (if you do not hit an alien) .....	-1
Falling into water .....	-10

## Game Controls

Z - Left, X - Right, <RETURN> - Jump, ? - Down ladder  
P - Open door, <SPACE> - Object control, <DELETE> - Fire laser  
<ESCAPE> - Restart screen, <SHIFT><ESCAPE> - Suicide

SHIPWRECKED is greatly improved with a Master Ram Board.

**Instructions' Source** : SHIPWRECKED (EUG) Original Text File

## Review (EUG)



In an exceedingly unlikely plot, a scientist escaping from a country overrun with aliens is shipwrecked on a similarly populated island and forced to collect six fish keys. Mankind's only hope is your exploratory and arcade skills in a huge PALACE OF MAGIC style adventure from Dominic Ford.

The first thing that strikes you about SHIPWRECKED is that it has all the elements of a professional release. A nice loading screen, full instructions (although the writer strangely mixes up the past and present tenses), a huge number of locations to explore, a variety of puzzles and an assortment of meanies that don't take kindly to your presence! In addition, you'll also find an immunity cheat can be activated before the game is loaded if you wish.

When the game proper has loaded, you are treated to a slideshow of all the different locations you can visit in it. Over these are printed SHIPWRECKED, its author and the sound options in a customised blue and white font. Each location is a vibrant and appropriate colour, from top-level English red bricked walls to bottom-level eerie green dungeon stones, and each houses a suitable composition of objects, aliens, caskets and water. Look out for the fishes too so you can get a rough idea as to where they're located!

As you might have guessed, a PALACE OF MAGIC comparison is all-involving. You get a side view of all the rooms with many named differently so as to aid rough identification of your position. You are advised to make a map, control is via the traditional Electron keys and your scientist's energy is constantly negated by brushing against baddies. Gravity will pull you down through any gaps in the terrain and you also need to watch out for water - which is the fastest whittler down of your energy!

If in severe peril, you are immediately transported back to the opening by which you entered the room and can run/fall left or right as well as scrambling up and down ladders. Jumping produces the familiar 'bounce' sound and there are conveniently placed power boosters after those occasions when you may suffer substantial injury.

A nicely framed Mode 2 playing area with multi-coloured sprites also adds to the feel of the game and the mission set to find the fishes is no easy task! In fact, the author recommends at least two hours to complete the jaunt even when you know where you're going. If you sense a 'but' though, here it comes...

SHIPWRECKED is hard - and one cannot help feeling that this could be the main reason that the immunity cheat is included. Unlike in other arcade adventures, you have only one life and once your energy has been depleted to zero, you bite the dust. Also, your exploration of the game is constantly hindered by doors. To get through each colour-coded door, you need the pass of that colour and you can only ever get through the door by having that pass and holding down key.

This can become extremely tiring as you can only carry two items at a time. So if there are a succession of doors between you, the fish and the control room (where each of the six fishes need to be deposited) you must go through a bizarre picking up and dropping off procedure, frequently resulting in you forgetting where you have left particular passes!

There are two types of aliens: patrolling and flying. The general rule is to shoot them both on sight but the flying ones have a habit of occasionally passing through your bullets [Also, look out for a strange bug that sometimes leaves your fired bullet on screen when it strikes one. Try touching it! - Ed]. These latter, although they cannot fire at you, are pretty merciless. Once they attach themselves to you, firing has no effect and you must run screaming to the next room before they vanish! An annoying waste of energy if your bullet should've taken them out.

While general control of the character is good, jumping takes much more familiarisation. One leap practically clears the whole screen so just hopping from ledge to ledge becomes an art! This is mainly apparent if playing with a Master RAM



Board operational though. Without one, although the action is somewhat slower, jumping is a bit less fraught!

These quibbles do indicate two different features within the game. That you are equipped with a gun, albeit rather dodgy at times, is one and that the doors do not disappear when you enter them with the requisite 'key' is another. There are also a number of other puzzles in the game, along the PALACE OF MAGIC lines of certain objects dispensing with certain obstacles. These are left, by both the instructions and this review, for the player to discover!

Only written in 1996 and spawning the aptly-titled sequel SHIPWRECKED 2 in 1997, SHIPWRECKED is one of only a few BBC/Electron PD releases that attempted to build on that market Superior Software created with CITADEL. Yet these non-scrolling arcade-adventures retain a sense of timelessness even when they are indeed this recent. Perhaps you won't be glued to this for your whole life but it's worth a lingering look!

Dave Edwards, EUG #49



# SHIPWRECKED II

*Public Domain, Originally Released On ADFS 1D00 Disc And DFS 1D00 Disc*

Game Alias : JUPITER III  
Game Type : Scrolling Arcade Adventure; Platform-style  
Author : Dominic Ford  
Standalone Release(s) : 1997: SHIPWRECKED II, Electron User Group, PD  
Compilation Release(s) : None  
Stated compatibility : Electron, BBC B, B+ and Master 128  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ELECTRON USER GROUP, 42 Canterbury Road, REDCAR TS10 3QF  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The Jupiter Commission was set up in 2490 to mark the fiftieth anniversary of mankind's victory in the Great Alien War of 2440. It was intended to build a spacecraft, Jupiter I, as the largest ever space station. The structure, however, was constructed using untested techniques and collapsed shortly after completion in 2502.

Following a deal between the Bagami Space Authority and the Jupiter Space Authority and the Jupiter Commission, documents were made available concerning tested building techniques. Jupiter II was then designed but the cost was too great and due to the depression of the 2500s, the plan was scrapped.

In 2517, plans began for Jupiter III, which it was hoped would be more successful than its predecessors. Following completion in 2523, it was an instant success. Gravity was achieved on board using two revolving discs, in which all passengers and cargo were kept. The hotel was fully booked every night for the first year!

Disaster struck in 2525, however, as aliens eager for revenge invaded Jupiter III. Moreover, they are threatening to bring it out of orbit of Mars, its current location, and send it crashing into Earth. If they did so, humanity would be wiped out completely.

You have been selected to go alone on a mission to save Jupiter III and mankind. Your craft will dock at the far end of the Docking Bar. You should note that although gravity will remain in your craft and others around it, the Docking area itself is a zero gravity enviroment.

## Oil Hazard

There is evidence to suggest that the aliens have filled some areas of Jupiter III with oil to create a sulphurous atmosphere which they can breathe. Be careful as this oil is corrosive. The atmosphere is poisonous, so keep your suit on at all times - although bear in mind that extra protection is required for a space walk in the vacuum outside Jupiter III. Also beware of the fuel in the fuel tanks (in front of the Docking area) - this is explosive!

## Power Losses

Touching a monster ..... -1  
Firing a laser ..... -1  
Falling into oil ..... -10

Power is only lost when you fire a laser if you do not hit an alien. You start with 64 units of power.

## Information About The Aliens



The aliens wear a strong protective suit which makes them difficult to kill. You are armed with a laser which can kill them at close range. To fire this laser, press the DELETE key. Some guards wear thick armour which lasers cannot penetrate. Such aliens have never been successfully destroyed but corrosive substances may work as may blow to the underside where the armour is much weaker than elsewhere.

### **Zero-Gravity Areas**

There are several areas of Jupiter III which have no gravity. These include the Docking area just outside the spacecraft in which you start, and the service areas at the top of the map. Zero gravity areas always have a blue background.

In a zero gravity area, you float in the air and it is difficult to stop once you have started in move in any direction, except when you hit the wall.

### **Continues**

After you receive a 'GAME OVER' message and start a new game, you will find that many of the puzzles remain solved and will not need resolving in the new game. If you break a panel in Jupiter III, for example, this panel will remain broken in the next game. If you want to start a completely fresh game therefore, you need to reload the game.

This feature is also present in SHIPWRECKED, and is actually an unsolvable bug which has been made into a documented feature.

### **Objective**

The objective of your mission is to return Jupiter III to an orbit around Mars and so avoid a collision with Earth. If possible, you should also clear all of the aliens from the craft.

Your mission is more important than your own life. Do not return to Earth until it is complete, but try to find some way back afterwards.

Upon completion of your mission, you will be given a four-digit code. Make a note of this, and then re-run the game. On the main menu, select 'GAME COMPLETE' and then type the code when requested. You will then receive a congratulatory message!

### **Game Controls**

Z - Left, X - Right, RETURN - Jump, / - Down ladder  
P - Open Door, E - Check Power  
<SPACE> - Object control, <ESCAPE> - Restart screen  
<SHIFT><ESCAPE> - Suicide, <DELETE> - Fire laser

To check whether you need a power booster, press E. Your suit will emit two tones. The closer they are together, the less power you have.

In your adventures, you will find keys, doors and many other objects which you will need to identify yourself.

**Instructions' Source** : SHIPWRECKED II (Dominic Ford) Original Text File

### **Review (EUG)**

The final game to come from Dominic Ford is his sequel to arcade adventure SHIPWRECKED, JUPITER III. This time you're not shipwrecked on an island but marooned in space on board an ill-fated spacecraft. It's many years into the future - a lot more than the original even! - yet neither you nor the beastly alien critters that have stuck their flag into Stanley Kubrick's realisation seem to have changed their appearance at all.

More of the same as SHIPWRECKED, you wonder. For professionalism, one thing's for sure: it can't be faulted. The disk version displays one of the most impressive Mode 2 graphical demonstrations you've seen for a long time, with a vortex of swirling pixel-stars nicely framed behind a huge multi-coloured title. In the space below you find a menu of four options. Although the first game had a loading screen of a



reasonable quality, this one is purely unbeatable! And Dominic Ford manages to squeeze the whole game even into systems with PAGE at 1D00. Note that, for loading time reasons though, the Mode 2 screen is missing from the tape version.

Selecting option 1 loads in the game proper. Like with the first SHIPWRECKED, you are now treated to a backdrop of a location on board JUPITER III with the message 'Press SPACE To Start'. Yet the width and breadth of the playing area now fills the whole screen and waiting for a slideshow of the playing locations is in vain.

This is because, whereas the first jaunt was a CITADEL-comparable room-to-room release, this whole element has been dispensed with now that Dominic Ford is really showing off. He is now pitting you in an EXILEsque scenario - where the screen cleverly scrolls around to keep your character in the centre of it!

Note hastily at once this isn't another EXILE however. What it is, in terms of *gameplay*, is the more of the same as you'd imagine when comparing it with the prequel. That is, a graphic adventure where you need to collect and use objects from and in various places and carry certain coloured passes to get through those coloured doors. There's a brilliant use of all of the BBC/Electron's colours and the scrolling keeps pace with the action reasonably well, although it's a bit jerky on an Elk with MRB and it's best to play without it (even though the speed is so evidently reduced!).

There are added touches to the craft, such as zero-gravity sections - and a fatal oil hazard in one area - and these are interesting, even if only at first. You may soon have reservations about Zero-G. It's a real nightmare to navigate without finding your man flying around the screen in the same patterns time after time!

You have been equipped with a marginally more crappy gun than you had in SHIPWRECKED and shooting the aliens basically has the effect that you lose lots of power getting close enough to them and as soon as they are scrolled back onto the screen after a short voyage to another part of the 'map' they mysteriously reincarnate. All these 'features' quickly become irritating, due in most part to the game being so frustratingly difficult. It really is one of the toughest pieces of software you've ever played...

The situation isn't helped by instructions which concentrate in large measure on the irrelevant. These can be accessed by selecting the second option from the disc version menu. (Printed instructions accompany the tape version!) The Game Objective section simply states words to the effect of 'Return Jupiter III to its orbit around Mars'. Great! How?

Completing the game, via the in-built option 3 immortality cheat (The only way to proceed unless you are a glutton for punishment!) will yield a four digit code that can be entered by selecting option 4. Doing so receives congrats and information about Dominic Ford's plans for the final SHIPWRECKED game - which never made it into production.

All things considered, it's very different to its predecessor, but not necessarily better. It has many more features but a surprisingly large number of irksome qualities which weren't quite so irritating in the first adventure. And although it uses the same game sprites and has the same general 'thread' of an arcade adventure, it straddles the genre with a little unease; the Zero-G and scroll-based parts may look visually impressive (despite an occasional quick flash of sprites in the bottom left corner during a scroll) but are rather alien to these puzzle-based types of game where establishing a method pays dividends!

In JUPITER III, there is no simple way. You need a high degree of arcade skill and key manipulation, the ability to think logically, a comprehensive map of the craft by your side, a good memory, the cheat mode on and a dollop of patience smothering it all. Any missing element guarantees your failure in whatever it is you're supposed to be doing. Balanced against this are a full screen playing area, 100% machine code scrolling and displaying, full use of colour, a huge map to explore and



document, impressive screens and a large number of differing puzzles to solve. Minimal sound is also utilitised when you fire a gun check your power, jump or die.

As with the first game, much time and effort has gone into this one and it's apparent. Whether or not you like it, or choose to compare it with SHIPWRECKED, two things are for sure: The object of the game is *not* to collect fishes this time. And it's a lot better than those games our Superior didn't have a hand in!

Dave Edwards, EUG #50



# SHUFFLE

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Sliding Block Puzzles  
Author :  
Standalone Release(s) : 1984: SHUFFLE, Budgie, £1.99  
Compilation Release(s) : 1986: ACTION PACK, Alligata/WHSmith, £3.99  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BUDGIE, 1 Orange Street, SHEFFIELD S1 4DW.  
Tel: (0742) 739061  
Disc compatibility : CDFS E00

## Instructions

Hours of fun for kids of all ages (the grown up kind too!). Beat the clock and rearrange the muddle to its perfect formation. 9 individual puzzles to test your powers of logic and speed of thought.

## Game Controls

To move blocks:           A - Left,     S - Right,     F - Up,     C - Down  
To move blank space:   K - Left,     L - Right,     \* - Up,     ? - Down

Press <ESCAPE> to solve or restart.

**Instructions' Source** : ACTION PACK (Alligata/WHSmith) Inner Inlay

## Quick Peek (Electron User)

A sliding block puzzle of the traditional type. You have to unscramble a puzzle made up of a number of blocks, one of which is a blank. There are two sets of control keys. One set moves the blank and the other moves blocks into the blank. The idea is to solve the puzzle in the fewest possible moves and the shortest possible time. There are eight different puzzles with three levels of difficulty.

ELECTRON USER 3. 3

## Review (Electron User)

Sliding block puzzles are still a popular pastime for children and adults alike. This offering gives a choice of fifteen different pictures for you to sort out.

The basic idea is that a picture is drawn on the screen, divided into squares, and these squares are then shuffled. Your task is to get them back into the correct order and so re-make the picture.

There are three levels of difficulty. At the first level the picture needs only a few moves to get it back in order, whereas the third level will require many more.

The sound, which is simple but meaningful, can be turned off if required. You may mark the edge of any square with lines if you wish. The pictures range from sequences of letters or numbers, through pictures of houses or flags to a series of patterns. All are pleasantly coloured, and a lot easier to complete with a colour television.

One of the spiral patterns is very difficult. It makes use of flashing colours and looks like nothing on earth until it is completed.

Technically the program is very good. My main gripes are that the keyboard repeat is left on and the choice of keys is unusual. There is, however, a First Byte joystick



option within the program and it works with a Plus 1 joystick too if you use the Joyplus program in the Electron User for April 1985.

This is a worthwhile program, with many interesting features. At the easy level, it could appeal to five-year-olds, but the flashing spiral takes it right through to Einstein standard.

Sound .....	5
Graphics .....	9
Playability .....	8
Value for money .....	8
Overall .....	8

Rog Frost, ELECTRON USER 3. 9



# SIM

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Author : Joshua Portway  
Standalone Release(s) : 1985: SIM, Viper, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : C.S.M. (Consolidated Software Marketting), Suite 40, Strand House, Great West Road, Brentford, MIDDLESEX TW8 9EX  
Disc compatibility : CDFS E00, DFS E00

### **Introduction**

*"70+ screens \* 20+ different game characters \* Two voice music \* Multi-colour mode 2 graphics \* Realistic jetpac sound effects \* 13 objects to carry \* Smooth sprite movement \* Option to change control keys \* Problems to solve in order to complete the game"*

The energy crisis is reaching a catastrophic level. Hercules K. Orange-bottom (galactic superhero) has been commissioned by H.M.Govt. to go in search of Simarils to feed the reactor. Not a simple task for although the Hercules knows the whereabouts of the Simarils he encounters numerous obstacles, all of which are capable of destroying him and his jetpack.

Sim is an arcade strategy game. The object being, to control a man and his jetpack through numerous scenes, collect ten Simarils one at a time and deposit them in a reactor, which is in the temple screen. However, you must avoid all moving characters designed to block your way and manoeuver around them. Apart from the Simarils, there are also various stationary objects which you can pick up to assist you to get past the evil characters, e.g. a carrot, to tempt the rabbit away from its warren.

The evil characters include clouds, suns, snakes, flying saucers, rabbits, starfish and radioactive seaweed.

Helpful objects are anything that is stationary.

### **Game Controls**

<COPY> - Left, <CTRL> - Right, <RETURN> - Thrust  
<CURSOR UP> - To pick up an object, <CURSOR DOWN> - To drop an object

**Instructions' Source** : SIM (Viper) Back and Inner Inlay

**Reviews** : No Review Yet



# SIM CITY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Strategy; Classic City Building Simulation  
Author : Peter Johnson  
Standalone Release(s) : 1990: SIM CITY, Superior/Acornsoft, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Introduction

Enter SIM CITY and take control. Be undisputed ruler of a sophisticated real-time city simulation. Create your own dream city (or dream slum) from the ground up, or become the master of existing cities such as SAN FRANCISCO or NEWCASTLE. You are the Mayor and City Planner with complete authority.

Your city is populated by Sims - simulated citizens. Like their human counterparts, they build houses, flats, offices and factories. They expect to be protected by the police and fire brigade and they enjoy sport in the stadium. And, also like humans, they complain about things like taxes, mayors, taxes, crime and taxes. If they get too unhappy, they move out; you collect less taxes, the city deteriorates.

The next few sections will explain the overall concept of SIM CITY and will give information which will help you design and develop better cities.

## System Simulations

SIM CITY is the first of a new type of entertainment/education software called SYSTEM SIMULATIONS. We provide you with a set of RULES and TOOLS that describe, create and control a system (in this case a city). The challenge of playing a SYSTEM SIMULATION game is to figure out how the system works and take control of it. As master of the system, you are free to use the TOOLS to create and control an unlimited number of systems (in this case cities), within the framework and limits provided by the RULES.

In SIM CITY, the RULES to learn are based on city planning and management including: human factors, such as residential space, jobs, quality of life; economic factors, such as land value, industrial and commercial space, electric power, taxation; survival factors, such as crime, pollution, disasters; political factors, such as public opinion, zoning, keeping businesses and residents happy. The TOOLS provide you with the ability to plan, zone, build, bulldoze, re-zone and manage a city.

## The Main Objective

The main objective of SIM CITY is to design, manage and maintain the city of your dreams. Your ideal may be a bustling metropolis or a linked group of small communities providing slow paced country living. As long as your city can provide places for people to live, work, shop and play, it will attract residents. And as long as traffic, pollution, overcrowding, crime or taxes don't drive them away, your city will thrive.

An assessment of your success is provided by the SCORE given on the EVALUATION SCREEN. A score of above 500 (out of a possible 1000) means you are doing better than average, 800 or greater indicates you are being very successful. If you score 950 or more, then send a photograph of the EVALUATION SCREEN to Superior Software and we will send you a signed congratulatory certificate.



You can also try to sort out the problems presented by the four SAVED SCENARIOS. These can be loaded in from the game disc or cassette.

### **Game Controls**

The controls are very simple. The Z, X, \* and ? keys are used to move the select arrow around - LEFT, RIGHT, UP and DOWN respectively. The RETURN key then selects.

The CURSOR ARROW keys are used to scroll the landscape on the EDIT SCREEN.

If you wish to pause a game, then select the MAP SCREEN or EVALUATION SCREEN. Press RETURN to restart the game.

To get started, load in the program, then continue as described under the heading EDIT SCREEN.

### **Saved Scenarios**

There are four saved scenarios for you to try and sort out. Aim to produce well-balanced, successful cities within about twenty years.

The four scenarios are:

SAN FRANCISCO in 1906 after the earthquake and fires. This is saved under the filename SANFRAN

NEWCASTLE in 1960, a depressed economy and generally a 'Dullsville'. This is saved under the filename NEWCAST

CHERNOBYL in 1986 after the nuclear reactor accident, when the land around the reactor needs bulldozing to 'clean it up' before redevelopment. This is saved under the filename: CHERN

HONG KONG in 1997, when a depressed city that has been squeezed into a small area has the potential to expand. This is saved under the filename HONG

### **Edit Screen**

When you load in the program you will initially be asked for a name for your city. Type in a name of up to 12 characters and press the RETURN key. A region will then be 'terraformed' consisting of water (in cyan) and land (in red). Rough land is shaded with black. You will then automatically move into the EDIT SCREEN, which has a row of icons at the bottom. By pressing RETURN with the pointer on the MAP SCREEN (looks like Britain), you can see the whole region. Press RETURN again to return to the EDIT SCREEN. If you don't like the region produced for you and wish to restart, or if you wish to load in a saved city, then move to the DISK ICON and select accordingly (see below).

Once you have a region with which you are happy, or have loaded in a saved city, then you are ready to start to develop, or re-develop, the city using the MANAGEMENT ICONS and CONSTRUCTION ICONS as described below.

The current date is given at the bottom of the EDIT SCREEN. At the end of each year, the screen will go blank for a short time whilst all calculations are updated. The amount of money currently available to your city is also given at the bottom of the screen.

To the left of the EDIT SCREEN are the demand indicators; red for RESIDENTIAL, cyan for COMMERCIAL and yellow for INDUSTRIAL. If the demand is positive, this indicates the Sims are 'happy' and possibly require more of that type of zone for development.



## The Icons

The construction, development and management of your city is controlled by the twenty icons at the bottom of the EDIT SCREEN. Any icon can be selected by moving the select arrow over it, and then pressing the RETURN key.

The six icons at the right of the screen are the management icons and control special functions such as setting taxes and saving a city to disc or cassette. The other fourteen icons control the construction of your city.

[Disc Icon]        DISC ICON is used to save a city to disc or cassette, to load in a saved city or to restart the game.

To load in a saved city, simply type in the filename and press RETURN, with the disc or cassette containing the file ready to load. To save a city, you should always use your own formatted disc or a cassette and NEVER USE THE GAME DISC OR CASSETTE. Type in a filename of up to 7 characters, press RETURN (twice when saving to cassette) and wait for the file to be saved. Please note that your game score will not be saved - you start again with a score of about 500. You cannot catalogue a disc or cassette whilst playing the game, so keep a note of your city filenames.

[ Monster ]        DISASTERS can strike at any time whilst playing the game, but by selecting this icon you can bring a disaster down upon your city, in order to assess your ability to deal with it. The three types of disaster are: TORNADOES, EARTHQUAKES and MONSTERS. Each produces different types and degrees of damage.

[ Suitcase ]        BUDGET SCREEN can be selected by the pointer as usual, but also appears automatically at the YEAR END so that you can adjust your budget for the coming year. (Please note that in a real city the financial figures would be about 1,000 times greater than the values used in this simulation.)

Move the pointer to the + or - signs and press RETURN to adjust the values. The tax rate can vary between 0 and 20%. The tax collected from each zone is a product of the tax rate, population, land value and a scaling factor. A tax rate of above about 2% will have the Sims complaining, but 5-7% is not unreasonable. To slow city growth without shrinking it, set the tax to 8 to 9%. Underfunding the Police, Fire or Transit Departments will lead to a deterioration in services. You should not overfund these departments.

To leave the BUDGET SCREEN, move the select arrow to the QUIT icon or to the BUDGET SCREEN icon and press RETURN.

[ Tick/Cross ]     EVALUATION SCREEN allows you to assess how well you are doing, and to ascertain when problems such as CRIME and POLLUTION are arising.

The population decides the type of city you have. Up to 24,999 is a VILLAGE; 25,000 to 49,999 is a TOWN; 50,000 to 74,999 is a BIG TOWN; 75,000 to 99,999 is a CITY; 100,000 to 124,999 is a BIG CITY; and 125,000 or more is a CAPITAL.

The GRID percentage gives an indication of how much of your city is connected to the power supply, and hence is able to develop. You will have to search around your city to find zones that are not connected, and link them to the power supply, otherwise areas may degenerate.

The SCORE is the ultimate assessment of your success and is an average of your (i.e. the mayor's) approval rating over the



previous ten years. Factors affecting the overall city SCORE are indicated in the CITY DYNAMICS CHART.

- [ Britain ] MAP SCREEN allows you to take an overview of the city region. Pressing the P key will show the area where police protection is greatest. Pressing the F key will show areas where the fire protection is greatest. Pressing the RETURN key will allow you to exit from the MAP SCREEN.
  
- [ Bar Chart ] GRAPHS show the variation of various factors over the previous ten years. The first set of three graphs (shown as a series of bars) are equivalent to the demand lines at the side of the EDIT SCREEN. Red is RESIDENTIAL, black is COMMERCIAL and cyan is INDUSTRIAL. The second set of three graphs shows how well you are doing in preventing CRIME (red bar), how well you are doing in keeping down UNEMPLOYMENT (black bar) and your OVERALL APPROVAL rating (cyan bar); in each case the more positive the graph, the more successful you are being.
  
- [ Extinguisher ] FIRE DEPARTMENTS help protect the surrounding area against fire damage. The effectiveness of fire protection depends on the level of fire department funding. Full yearly maintenance of each fire station is £100. It costs £1000 to build a fire station.
  
- [ PD Badge ] POLICE DEPARTMENTS lower the crime rate in the surrounding areas. This in turn raises property values. Place police departments in high population density areas. The efficiency of a station depends on the level of funding it receives. Full yearly maintenance of each police station is £100. It costs £1000 to build a police station.
  
- [ Power Station ] POWER PLANTS can be either coal or nuclear, chosen from a sub-menu when you activate the power plants icon. The nuclear power plant is more powerful, but is more expensive. The coal power plant pollutes more than the nuclear power plant (but see the CHERNOBYL scenario described overleaf).  
  
Coal power plants cost £3000 to build and supply energy for about 50 zones. Nuclear power plants cost £5000 to build and supply energy for about 150 zones.
  
- [ Helmet ] STADIUMS encourage residential growth once a city has become fairly large. Stadiums indirectly generate a lot of revenue, but create a lot of traffic. Properly maintaining a stadium requires a good road and transit network. It costs £3000 to build a stadium.
  
- [ Aeroplane ] AIRPORTS increase the growth potential of the commercial markets. Once a city starts getting large, commercial growth will level off in the absence of an airport. Airports are large and expensive and should not be built unless your city can afford one. It costs £10,000 to build an airport.
  
- [ Anchor ] DOCKS increase the potential for industrial growth. They have little effect on a small city, but contribute a lot to industrialisation in a large city. Although in general they should be placed in coastal areas, inland docks (such as in Manchester) are permitted. It costs £5000 to build a dockland zone.

### Construction Icons

When an icon is selected, a rectangle will accompany the pointer to indicate the size and area of land that will be affected. Pressing the SHIFT key, at the same time as the movement keys, speeds up the movement of the construction rectangle. Pressing the RETURN key constructs the item selected, provided the land is suitable



(rough ground may need to be bulldozed first) and you have sufficient funds available.

[ Bulldozer ]      BULLDOZER clears rough ground ready for roads, etc. Also can clear existing zones for redevelopment and clear rubble produced by disasters. If you bulldoze the top left hand corner of a zone, the whole zone will be demolished. You can fill in water by first building a road to it (vertical direction only), and then bulldozing the road.

Bulldozing one section of land costs £1.

[ Road Icon ]      ROADS connect developed areas. Intersections and turns are automatically created. Lay continuous roads by dragging your pointer with the RETURN key pressed. Be careful - if you accidentally lay a road in the wrong place you will have to pay for bulldozing and rebuilding. Laying roads across water creates a barrage/bridge. They can only be built vertically in a straight line, and no curves, turns or intersections are permitted.

Roadways are maintained by the transit budget, and wear out if there is a lack of funding. The amount of yearly funding requested by the transit department is £1 for each section of road.

It costs £10 to lay one section of road and £20 to lay one section of barrage/bridge.

[ Rail Line ]      TRANSIT LINES create a railway system for mass transit. Tracks should be placed in heavy traffic areas to help alleviate congestion. Intersections and turns are created automatically. Lay continuous transit lines by dragging the pointer with the RETURN key pressed. Transit lines can only cross water vertically (in a tunnel) in a straight line, and no turns, curves or intersections are permitted. If a road and a transit line are to cross, the road must be built first.

Mass transit lines are maintained by the transit budget, and wear out if there is a lack of funding. The amount of yearly funding requested by the transportation department is £4 for each section of transit line.

It costs £20 to lay one section of transit line on land and £20 to lay one section of tunnel.

[ Pylons ]      POWER LINES carry power from power plants to zoned land and between zones. All developed land needs power to function. POWER IS AUTOMATICALLY CONDUCTED THROUGH ZONES WHICH ARE JOINED TOGETHER. Power lines cannot cross zoned land or rough land without first bulldozing. Junctions and corners are automatically created. Lay continuous power lines by dragging the pointer with the RETURN key pressed. Power lines can only cross water vertically in a straight line, and no turns, curves or intersections are permitted. If a road and power line are to cross, the road must be built first. Safety by-laws prevent power and transit lines crossing directly. If you wish to cross power and transit lines, you must first establish a zone (residential, commercial or industrial) at the intersection.

It costs £5 to lay one section of power line on land and £20 over water.

[ Tree ]      PARKS can be placed on any clear land. Parks, like access to the coast, raise the land value of surrounding zones.



It costs £10 to zone one park.

[ House ]      RESIDENTIAL ZONES are where the Sims live, build houses, apartments and community facilities such as schools and hospitals. The development of residential zones is shown in the ZONE DEVELOPMENT diagram. Factors influencing residential value and growth are traffic density, pollution, population density, surrounding terrain, roadway access, utilities and parks.

[ Buildings ]      COMMERCIAL ZONES are used for many things including retail stores, office buildings, parking and petrol stations. There are six levels of commercial growth, from the small general store to the tall skyscraper, as illustrated in the ZONE DEVELOPMENT diagram. Factors influencing the value and growth of commercial zones include internal markets, pollution, traffic density, residential access, labour supply, airports, crime rate, transit access and utilities.

It costs £100 to zone one plot of land as commercial.

[ Factory ]      INDUSTRIAL ZONES are for heavy manufacturing and industrial services. There are five levels of industrial growth, from small pumping stations to large factories, as illustrated in the ZONE DEVELOPMENT diagram. Factors influencing industrial growth include external markets, access to docks, transit access, residential access, labour supply and utilities.

## Design Strategy

You will have to devise your own strategies for designing and developing your dream city, and learn by trial and error. Here however are a few points to guide you.

1. The number of residential zones should be approximately equal to the sum of commercial and industrial zones. When your city is small, you will need more industrial than commercial zones, and when your city gets larger, you will need more commercial zones than industrial.
2. Separate the residential from the industrial zones.
3. Proximity to parks and water increases land values and hence taxes collected.
4. Allow time for any changes you make to take effect. This may take two to three years or longer.
5. All zones and utilities must be powered for the city to fully develop.
6. Save your city to disc or cassette before trying any major new policy so you can go back if your plan doesn't work.
7. Roads or mass transit must provide access to each zone for it to fully develop. Mass transit systems can carry much more traffic than roads, but are more expensive to build and maintain. Roads and mass transit systems typically occupy 25-40% of the land in urban areas.
8. Check the EVALUATIONS SCREEN and GRAPHS often. The Sims will let you know how they are doing. Also the statistics can be useful. If your population is shrinking, don't go zoning new areas that may never develop. Look for problems in the existing zoned areas, and spend your time and money solving them.

[ZONE DEVELOPMENT graphical section, RESEDENTIAL buildings have BLACK outlines, COMMERCIAL buildings have CYAN outlines and INDUSTRIAL buildings have YELLOW outlines. The graphics cannot be reproduced here for obvious reasons.]



## SIM CITY Dynamincs Chart

	Traffic Density					Overall City Score				
	Residential Population					Taxes Collected				
	Commercial Population					Pollution				
	Industrial Population					Land Value				
	Population Density					Crime				
	Maintenance Funding									
Residential Population	+		+			+	+			
Commercial Population	+		+			+	+			
Industrial Population	+		+			+	+	+		
Population Density										+
Traffic					+	-		+		
Pollution				-		-			-	
Crime						-			-	-
Land Value				+		+	+			
Trees/Parks									+	
Water									+	
Proximity to City Centre									+	
Power Plants								+		
Tax Rate		-	-	-		-	+			
Unemployment				+		-				
Stadium				+						
Docks		+								
Airport			+							
Police Departments	+									-
Fire Departments	+									
Roads	+									
Mass Transit	+									

+ Positive effect      - Negative effect

**Instructions' Source** : SIM CITY (Superior/Acornsoft) Back and Inner Inlay

**Reviews** : No Review Yet



# SIMONSOFT SPRITES VERSION TWO

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Create Your Own Sprites  
Author : Unknown  
Standalone Release(s) : 1984: SIMONSOFT SPRITES v2, Simonsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SIMONSOFT. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : SIMONSOFT SPRITES v2 (Simonsoft) Inner Inlay

**Reviews** : No Review Yet



# SIR FRANCIS DRAKE

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Navigate A Map  
Author : Genevieve Ludinski  
Standalone Release(s) : 1984: SIR FRANCIS DRAKE, LCL, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LCL. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This is a graphic adventure game simulating the voyages of Sir Francis Drake in the Pacific Ocean. Having taken the cassette from its attractive library case, the first thing I noticed was that the program was almost impossible to load.

LCL have put the program on both sides of the cassette, but both proved difficult and required adjustments to tone and volume of my tape recorder for almost every block.

I took the only way out, struggled to load the program once and resaved it onto my own cassette. It took over an hour to achieve.

The loading program presents a title sheet and sound that's meant to be the sea, and then draws a map of the Pacific Ocean. The second loads and then takes about thirty seconds to initialise.

Your boat starts at Lima and you must follow Drake's route via New Albion - California - across the Pacific to Java. On the way you commit acts of piracy so that you may bring riches back to your queen. The boat is steered using the cursor keys and you have a permanent status record of cargo, supplies, crew number, cannon balls and damage.

As you sail you will encounter hazards such as rocks and reefs and may need to put into an unknown port for repair. The sea bed awaits anyone whose damage reaches 10.

If you see a Spanish ship, you may attack or ignore. If the ship has a name, attack it. You always win. If it does not, winning or losing is random.

Incidentally, a ship you beat has more cargo to steal. If you move away and come back, you can quickly gain your required cargo. Winning is quite difficult and needs careful mapping and it is in this that the program has its value. A keen child would need to keep a chart - sample included with the program - and would thus practice record keeping, co-ordinates and map work.

A big snag is that if the player loses, the whole program has to be reloaded.

It is not very well written in many ways and rather easy to cheat the system. Documentation is poor, keywords that are needed are not given but nonetheless at its lowish price - about six pounds - it could be considered for primary schools.

Rog Frost, ELECTRON USER 2. 6



# SIR NATHANIEL'S SAVING GAME

*Public Domain, Originally Released On ADFS 1D00 Disc*

Game Type : Arcade; Monochrome Card Game Based On Natwest Board Game  
Author : (The) Dave  
Standalone Release(s) : 1998: SIR NATHANIEL'S SAVING GAME, (The) Dave, PD  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : EUG, 42 Canterbury Road, REDCAR TS10 3QF  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Based upon the card game of the same name, Sir Nathaniel's Saving Game pits the player against three opponents ub a bid to be the first to collect the five Natwest piggies.

On commencing a new game, the main screen is displayed with the prompt "Play As Player 1/2/3/4". After the 'real' player is selected (one of the keys specified is pressed), there is a short pause then each player in turn is either given money or not according to the 'card' they draw from the 'deck'. The real player must press 'RETURN' to take the card.

As the game continues, each player's savings will increase and a player may 'draw' an object card. When this occurs, all the money that player has accumulated will be spent and the player must begin to save again from zero.

The aim of the game is to collect the five piggies of the Natwest bank. The baby of the family, Woody, is given to each player free of charge but the other piggies are obtained only when a player either saves or exceeds the amount of money to claim that piggy. The piggies' names and the amounts needed for each are:-

Annabel	£25
Maxwell	£50
Lady Hilary	£75
Sir Nathaniel	£100

When any new piggy is claimed, the player's saved money reverts to zero.

As soon as any player claims Sir Nathaniel, they have won the current game and if the winning player is an opponent, the 'real' player is commiserated. If the 'real' player has chosen to 'play as' the winning player, a congratulatory message will appear. Pressing 'SPACE' begins a new game. Pressing 'ESCAPE' reports how many games have been played and how many the 'real' player has won.

**Instructions' Source** : SIR NATHANIEL'S SAVING GAME (The Dave) Original Text File

**Reviews** : No Review Yet



# SKIRMISH

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Classic Joust Clone  
Author : Delos D. Harriman  
Standalone Release(s) : 1988: SKIRMISH, Go-Dax, £9.95  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 12, Superior/Acornsoft, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : GO-DAX, 12 Chiltern Enterprise Estate, Theale, BERKSHIRE  
RG7 4AA  
Disc compatibility : CDFS E00, DFS E00

### Instructions

This classic flying combat game is set in a fantasy world of medieval knights and strange birds.

The enemy knights always play, with either one or two human players. Beginners are recommended to play in pairs, so they can help each other, and experts may enjoy the extra challenge of a human opponent.

Player 1 wears yellow armour and rides on the light blue ostrich. Player 2 wears white armour and rides on the pink stork. All of the enemy knights ride on green buzzards: the Bounders wear red armour and are fairly stupid; the Hunters wear light blue armour and are more cunning; the Shadow lords wear dark blue armour and move the fastest.

When an enemy rider is killed, an egg is produced. If the egg lands safely on one of the six rock ledges, then it will hatch into another rider. It will not hatch if it falls into the lava or a player catches it.

When a player is killed, his new life rises up out of one of the grey energiser pads located on the rock ledges. Until he moves, he flashes and is immune to attack. These are the same energisers from which enemy birds appear at the start of each wave.

On WAVE 3, flames burn away the bridge over the lava pit.

On WAVE 4, the Lava troll appears as another flame above the lava. Any bird flying too close will be caught by his hand and pulled down into the lava, though it is possible to escape with rapid flying.

WAVE 5 is the first Egg Wave. Egg Waves begin with just twelve eggs scattered on the rock ledges.

From WAVE 6 onwards, the rock ledges will begin to disappear. These screens give more freedom of movement, but require different tactics.

WAVE 8 is the first Pterodactyl Wave, though you may meet him in earlier waves if you take too long killing the enemy knights. The 'unbeatable' Pterodactyl kills human players on contact. He will fly away when all the enemy knights have been killed.

In TEAM WAVES, each player gets a bonus of 3,000 points for not killing the other player.

In GLADIATOR WAVES, the first player to kill the other gets a bonus of 3,000 points.



In SURVIVAL WAVES, the player gets a bonus of 3,000 points for not losing a life during the entire wave.

Prepare to Joust, Buzzard Bait!

## Game Controls

BBC Micro	Electron
f4 .....	Start 1-Player Game ..... 1
f5 .....	Start 2-Player Game ..... 2
f1/f0 .....	Sound On/Off ..... 4/3
f2/f3 .....	Pause On/Off ..... 5/6
ESCAPE and RIGHT CURSOR .....	Quit Game ..... ESCAPE and RIGHT CURSOR

### Movement Controls

There are just three controls: Left, Right and Flap. Each player has a choice of keys. Choose the combination of keys which suits you best.

BBC Micro	Electron
<CAPS LOCK> or W .....	Left - Player 1 ..... <CTRL> or W
+ or UP CURSOR .....	Left - Player 2 ..... + or UP CURSOR
<CTRL> or E .....	Right - Player 1 ..... A or E
* or DOWN CURSOR .....	Right - Player 2 ..... * or <COPY>
<TAB> or S or D .....	Flap - Player 1 ..... <CAPS LOCK> or S or D
@ or [ or <RETURN> .....	Flap - Player 2 . P or UP CURSOR or RETURN

In the 1-Player Game, any combination of the Player 1 and Player 2 keys may be used. For example, in the 1-Player Game on the BBC Micro, CAPS LOCK could be used for Left, CTRL for Right and RETURN for Flap.

Joysticks may be used on the BBC Micro version of the game, but not on the Acorn Electron or Master Compact versions. Press the Joystick 1 fire button to start the 1-Player Game; press the Joystick 2 fire button to start the 2-Player Game.

**Instructions' Source** : PLAY IT AGAIN SAM 12 (Superior/Acornsoft) Inner Inlay

## Review (Electron User) - "Battling Buzzards"

Imagine a world in which you sit astride a giant ostrich and engage in medieval-style jousting contents with opponents riding giant buzzards. This is the setting for JOUST, Atari's smash arcade hit.

It sets itself apart from most other games by taking the idea of a two player game one stage further - you play not only against another human player, but also against a number of other computer opponents. Thus half a dozen combatants can be on the screen at once.

Now we have SKIRMISH, a superb conversion of this arcade favourite. Once loaded, three landing stages are displayed and you are invited to start the game.

I found that the player sprites look rather messy because of the crammed-in detail. Aside from this minor point, SKIRMISH faithfully re-creates all the addictive qualities of the original.

The controls are simple: Left, right and flap. The last control causes your bird to flap its wings once. Press it repeatedly to hover and faster still to gain height.

SKIRMISH features three different types of computer controlled rider - the bounders, wearing armour, are fairly easy to defeat, the Hunters are more cunning and the Shadow Lords are almost impossible to dismount.



To win a joust you must fly into an opposing player making your lance is higher than his. A vanquished human opponent loses a life and reappears somewhere else on the screen.

However, a computer opponent falls off his mount and turns into an egg, while his riderless buzzard flies off into the distance. You must grab the egg quickly or it will hatch, spawning a rider of the next grade.

If your lance is lower than your opponent's, you will die and your bird will fly mournfully away. You soon learn to fly to the top of the screen as quickly as possible, but even this commanding position is by no means safe.

When all the computer controlled riders have been defeated the next wave stage begins. Later stages add even more nasties: The lava troll that stalks along the bottom of the screen ready to grab any foolhardy contestant who comes too close. And the indestructible pterodactyl that flies backwards and forwards until the wave has ended. The pterodactyl can appear on earlier waves if you take too long to dispose of your opponents - give it lots of air space.

SKIRMISH provides all the useful features that make all the difference to any good game: Pause/restart, sound on/off and quit game are all included. I can recommend it wholeheartedly - and it's even better if you have a SLOGGER Turbo board fitted.

It is one of the most playable games I have seen this year and will certainly lead to many late nights. To quote the loading commentary: Prepare to joust, buzzard bait.

Sound .....	7
Graphics .....	7
Playability .....	9
Value for money .....	8
Overall .....	8

Martin Reed, ELECTRON USER 5. 7



# SKYHAWK

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Authors : Steven Lee & Margaret Stanger  
Standalone Release(s) : 1986: SKYHAWK, Bug Byte, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG BYTE, Mulberry House, Canning Place, LIVERPOOL L1 8JB  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"THE BATTLE BEGINS...*

*Skyhawk: the ultimate flying machine.*

*Scrolling countryside to defend . . . or die in the trying."*

## The Game

The story so far...

They lived in fear from the raiders. It was almost as if the retribution for the War would never end. Then the silver-suited men appeared. Skyhawk arrived. The raiders returned but, this time, they met powerful weapons - Skyhawk and you...

## Game Play

Allow maximum fuel and ammunition to be loaded before taking off, speed is of the essence. On the bottom right of the screen you will see the fuel and ammunition loading. Use the radar to position yourself and listen for the low fuel warning.

## Game Controls

Points are awarded for shooting down aircraft: 25, 50, 100, 200. A bonus life is awarded at 3,000 points. Fuel decreases according to the speed. You must land on an undamaged fuel pad to refuel and re-arm. Skyhawk is the bar in the centre of the radar display. The blips are the enemy. Intact fuel pads are the lights on the bottom.

**Instructions' Source** : SKYHAWK (Bug Byte) Inner Inlay

**Reviews** : No Review Yet



# SMASH AND GRAB

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Platform-Style  
Author :  
Standalone Release(s) : 1984: SMASH AND GRAB, Superior, £7.95  
1990: SMASH AND GRAB, Superior/Blue Ribbon, £2.95  
Compilation Release(s) : 1988: SUPERIOR COLLECTION 3, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Your character, the robber, has to collect the bags of gold that are falling from the bank window that he has smashed. The object is to fill the billboard with the pound signs which are awarded for each bag collected. If five bags get past you to the water, a life is lost. Bags that do not get past are displayed as a flashing alarm above the bank.

Your opponent in the game is a policeman, who will try to knock you into the water. Also against you are flying police cones which have to be kicked to avoid losing a life and floating dustbin lids which must be avoided. If, however, a police box is kicked while it is flashing, it will turn the traffic light to red and enable you to, by contact, send the policeman into the water. This facility also stops the bags of gold from falling.

If the traffic light turns to red-and-amber, you have a limited amount of time to get the policeman. A green light means contact with the policeman is fatal. The bags of gold score more points the nearer to the top of the screen they are collected. A bonus man is awarded for each 10,000 points scored, but only to a maximum of 3.

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down, RETURN - Kick  
<COPY>/<DELETE> - Freeze/Restart, S/Q - Sound On/Off  
Joysticks may also be used

**Instructions' Source** : SMASH AND GRAB (Superior) Back and Inner Inlay

### Review (Electron User)

With a swift kick, you send the police traffic cone crashing through the bank window. Bags of money begin to fall from the broken window and drift gently down towards the river below...

In SMASH AND GRAB, your job as the villain is to catch the falling loot before it reaches the river. As is always the case in these ladders and levels games, there is a snag. In this one it is in the shape of PC Plod, your local neighbourhood bobby. This particular policeman would be more at home in the Sweeney than pounding the beat.

Should you be running along the level directly above him, he is quite likely to leap upwards and thrust his truncheon through the floor into your nether regions. When he is on the upper level his actions are even more dramatic as he falls flat on his face and batters you around the head.

To complicate things even further, the occasional trio of flying traffic cones will



wing their way along one of the levels in your direction. These can be dealt with by either getting out of the way, or by kicking each one in turn by pressing <RETURN>.

Although it may sound that odds aren't exactly in your favour you do have one trick up your sleeve. Should you kick one of the four police boxes when the light on top is flashing the traffic light at the top of the screen changes to red. Immediately the bags of money stop falling, and any physical contact with the policeman will send him plunging into the water below.

If you can collect eight bags of money you progress to the next screen. However as each missed bag of loot hits the water an alarm bell appears at the top of the screen. Five alarm bells and a life is lost.

Jon Revis, ELECTRON USER 2. 6



# SNAKE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Wynand Thompson  
Standalone Release(s) : 1985: SNAKE, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Eat the red and magenta spots and your snake will grow. Eat a green spot or hit a wall and you will lose a life!

Clear any screen in less than a minute without losing a life and you will be awarded a BONUS.

## Game Controls

Q - Up, A - Down, Cursor Left - Left, Cursor Right - Right  
<SHIFT> - Accelerator

You may use a Plus 1 joystick if you prefer.

**Instructions' Source** : SNAKE (Kansas) Opening Screen

**Reviews** : No Review Yet



# SNAPPER

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; PAC MAN style  
Authors : Jonathan Griffiths  
Standalone Release(s) : None  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 7, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128. Plays very fast.  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Guide the Snapper through the maze eating dots and fruit while trying to escape the creatures from the cave. When you eat a flashing dot, the creatures turn blue and become edible; eat them quickly while you can. Uneaten creatures start to flash just before they are due to change back again.

When you have eaten all the dots, you tackle a new screenful. The game gets progressively harder, and with higher scores as the fruit increase in value.

You start with three Snappers, but can earn another one by scoring 15,000 points. You must survive thirteen screenfuls before catching a glimpse of the ultimate prize - the Acorn, worth 5,000 points!

### Game Controls

To control the Snapper's movement, you can use either a joystick (only Plus-1 on the Electron) or the keyboard. Press Fire to start the game if using joystick control; press the SPACE key to start the game if using keyboard control.

Z - Left, X - Right, : - Up, / - Down  
S/Q - Sound On/Off, <COPY>/<DELETE> - Pause On/Off, <ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM 7 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# SNAPPLE HOPPER

***Professional, Originally Released On Cassette Only***

Game Type : Educational Arcade Games  
Authors : Betty Root & Fisher-Marriott  
Standalone Release(s) : 1985: SNAPPLE HOPPER, Macmillan, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MACMILLAN, Macmillan Publishers Limited, 4 Little Essex Street, LONDON WC2R 3LF  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Two great games of fun and skill for kids of 4-8. See your children's reading abilities grow as they play and learn.*

*\* Teaches initial sounds and rhyming words \* Designed by one of Britain's top reading experts \* One or two players \* Choice of nine speeds \* Disk copyable*

*Devised by Betty Root, one of Britain's leading experts in reading. Betty Root is the 1985 President of the United Kingdom Reading Association and is in charge of the Centre for the Teaching of Reading, University of Reading. She is especially well known for designing educational games for young children.*

*Programmed by Fisher-Marriott, award-winning software developers.*

*The cassette contains two different games, one on each side : SNAPPLE and HOPPER."*

## Copying to disk

The publishers allow you to make one copy only of each program on to disk. Any further copying is prohibited and is an offence under the Copyright Act. Make sure you have a formatted disk with at least 17K spare memory for each program. You must make your copy as soon as the program has loaded and the main menu screen has appeared, before any key has been pressed.

Press CTRL and D simultaneously then release. The program saves automatically in two parts: CASTLE and BYTES; CLOWN and SHAPES.

To load the programs from disk type CH."CASTLE" or CH."CLOWN" then press RETURN.

## Running the programs

Both games are great fun for children but they also have an educational purpose. SNAPPLE helps children recognise words which have the same two beginning letters, such as SKate and SKull. HOPPER helps children recognise words which rhyme, such as BOAT and GOAT. They feature an element of chance as well as skill so children of varying ages and abilities can play together happily.

## Program settings

To play the game without sound effects, wait until the menu screen has appeared, then press CTRL and S simultaneously.

Type 1 or 2 then press RETURN to select a one-player or two-player game.

Type a number between 1 (very slow) and 9 (very fast) to select an appropriate speed.



To break out of the game at any stage and return to the menu for re-selection, press CTRL and Z simultaneously, then release. New options can be set and the game begun again.

When you have finished playing one game, and want to load another, press CTRL and BREAK simultaneously then release.

## **SNAPPLE**

### **Two Player Game**

A picture is shown in each player's tree. The arrow indicates whose turn it is. That player must press a key (<RETURN> for right-hand side, A for left-hand side) to generate a new picture. If the two pictures shown begin with the same two letters, the first player to press <RETURN> or A respectively wins the SNAP and gains an apple from the tree. A false SNAP gives the opponent an apple. The winner is the first to win six apples.

### **One Player Game**

This works in the same way, but with the player (right-hand side of the screen) challenging the computer (left-hand side). The player must press <RETURN> for a SNAP.

## **HOPPER**

### **Two Player Game**

Eight pictures appear on lily pads. The frog indicates whose turn it is. A picture appears in the centre of the pond. The player must spot which of the eight pictures rhymes with the one in the centre, and press the appropriate number. If an incorrect number is pressed, or no number at all, the rhyming word appears on the screen. (Pressing any key speeds up the removal of this word.) The winner is the player to accumulate the most lily flowers.

### **One Player Game**

This works in the same way; the aim being to spot as many of the rhymes as possible.

**Instructions' Source** : SNAPPLE HOPPER (Macmillan) Back And Inner Inlay

**Reviews** : No Review Yet



# SNOOKER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Snooker Simulation  
Author : Kevin Reid  
Standalone Release(s) : 1984: SNOOKER, Acornsoft, £9.95  
Compilation Release(s) : 1988: ACORNSOFT HITS 2, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 4, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

This is a game for two players. The winner is the person who scores most points. There are eight different colours of balls on the table and their points are assigned as follows: Red-1, Yellow-2, Green-3, Brown-4, Blue-5, Pink-6, Black-7 and the white cue ball.

Each player in turn uses the cue ball to try and hit other balls into the six pockets situated along the two sides and at the corners of the table. This is called 'potting'. The player's turn ends when he *either* scores no points during his turn or plays a 'foul shot' (this will be defined later). When the red balls are potted, they are not replaced, unlike other coloured balls.

Whenever red balls are present on the table, the player must first pot a red. If successful, then he must try to pot another colour. If successful, he can attempt to pot a red ball again. When all red balls are potted then the player must try and pot other balls in ascending order of their colour values.

A 'snooker' is defined as no clear line of sight between the cue ball and any valid balls.

FOUL SHOTS: the cue ball must hit the ball of the appropriate colour first. Failure to hit any ball, or hitting the wrong colour ball constitutes a foul shot. The opposing player then gains *either* 4 points or the value of the ball which should have been hit, whichever gives him the most points. If the cue ball ends up in the pocket, then the opponent has 4 points OR the value of the ball which the cue ball first touched. The cue ball will then be put back on the table.

FOUL SNOOKER: If by means of a foul shot a player causes his opponent to be snookered, i.e. there is no clear line of sight to a valid ball, then his opponent may ask him to play the shot.

## Scoring

RED	1
YELLOW	2
GREEN	3 [CYAN]
BROWN	4 [FLASHING MAGENTA]
BLUE	5
PINK	6 [MAGENTA]
BLACK	7

The green and brown balls are represented on screen by the colours cyan and flashing magenta respectively.

A score board at the top of the screen displays the scores of both players. An arrow at the right of the score board indicates whose turn it is.



The green strip at the bottom of the screen represents the cache in which the balls are collected when potted.

### **Game Controls**

Using the Z, X, : and / keys, the cue is 'drawn' on the screen pointing in the direction of the intended shot. The length of the cue determines how hard the shot will be: the longer it is, the harder the shot, and *the cue ball goes in the direction of the extended cue.*

To complete a shot, press either S, B or T according to whether you want a Normal Shot, a Backspin or a Topspin.

### **Other controls**

SPACE BAR ..... Select ball colour  
C ..... Confirm colour  
R ..... Renominate colour or shot  
O ..... Change to other player  
ESCAPE ..... Start a new game

### **Joystick controls**

Using the joystick to 'draw' the cue on the screen in the direction of the intended shot. Moving the joystick further from the centre position will lengthen the cue: the longer it is, the harder the shot. When the cue is ready, press the Fire button.

The player will now have the option of using the joystick to select the colours of balls and spins:

Right ..... Gives a choice of colours of balls and spins  
Left ..... Stops the selection of balls and spins  
Fire ..... Confirms the selection  
R ..... Renominate colour or shot  
O ..... Change to other player  
ESCAPE ..... Start a new game

**Instructions' Source** : ACORNSOFT HITS 2 (Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# SNOOKER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Snooker Game  
Author : Andy Williams  
Standalone Release(s) : 1985: SNOOKER, Visions, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : VISIONS, 1 Felgate Mews, Studland Street, LONDON W6 9JT  
Disc compatibility : Unknown

## Game Features

- All machine code
- Variable shot strength
- Full colour hi-res. graphics
- Accurate table layout
- 1-2 Player option
- Enquire colour feature
- Sound
- Puts spin on ball in any direction
- Ball delete function
- Foul snooker option
- Positional cue ball feature
- Ball select feature
- Accurate cue function position
- Play help feature on colour
- Playable on B/W TV
- Full or short game option

## Instructions

Snooker - a load of balls. Well, judging by those words planetary physics could be a game of marbles. I mean, the sheer joy of matching those spatial velocities, the angles of intersection, the conservation of momentum and the restitution. Just there you have it. Physical co-ordination, advance geometry and applied mathematics. And they try to tell me I've had a mispent youth; I couldn't have learnt as much in a three year degree course at the local Poly. Some people say I wouldn't have learnt as much in a ten year course but I don't think they've got much regard for the educational system.

Well, they spent years trying to perfect a snooker table to play on at sea, but with this I can take it on the Shuttle (and with my qualifications, maybe I should) or I can play a game in the comfort of my own home. O.K. So I don't have a full-scale table in front of me but then I'm not paying two grand for one (Could this be a lesson in economics?). I mean, all in all, this has got to be the BEST game around - even the girlfriend can play. The rest of the family have also been noted having a go.

So unless you're a generous, free spirited nature, guard this game with care. You never know who you'll find playing it next!

## Starting A Game

After loading, the message "1 or 2 PLAYERS?" will appear.

1 = one player option

2 = two player option



Select the option you require, and the message "15-BALL GAME?" will appear. This permits you to play a full or a 10-ball game. After choosing your mode of play, the message "PLACE WHITE BALL" will appear. Using the keys shown, position the + within the "D" on the table plan. Ensure that the "+" is not touching one of the other balls. When you are satisfied about the position of the cue ball, press "FIRE" and the cue ball will appear.

### **First Break**

The message "POSITION CROSS" will appear on screen. To make the break, move the + which represents the cue aiming point. i.e. the line the ball will take to your target point on the pack of reds. When you have chosen this position, press the Space Bar.

Holding this button down will increase the strength of your shot. The shot will be taken when you release the button.

### **Potting And Spin**

To aim for a ball, use the same procedure for controlling the cursor as described above. To put spin on the ball, just move the cursor in the direction that you wish the ball spin to take, whilst first pressing the Space Bar.

Then release the Space bar and continue to press the direction key. When you release the key, the shot will be taken.

If you do not pot a ball and are playing a two-player game, the next shot is offered to your opponent, otherwise you may continue.

If you pot a red you must then select a colour.

### **Selecting A Colour**

After potting a red, the message "SELECT COLOUR" will appear. A white square will appear on screen on one of the colours and you must move this to the colour you are going for. This is done by using the keyboard left to right. When you have selected the colour you want, press Space Bar and the game will be resumed. When all the reds are potted, the computer is programmed to automatically select the colours in proper order.

### **Options**

When the message "POSITION CROSS" appears, there are three options available:

#### **1. DELETE BALL FUNCTION. Function key 1.**

The Space Bar deletes the next ball which is flashing and moves on to the next one. To skip a ball. press any direction key. To skip through them all, continue pressing any direction key until the cross reappears.

#### **2. ABORT GAME FUNCTION Y/N. Function key 2.**

Y starts a new game.

N returns you to the current game.

#### **3. FOUL SNOOKER OPTION. Function key 3.**

This option is only available on a two-player game.

After a "FOUL SNOOKER" message appears, press Function key 2 to get the instruction "FOUL PASS Y/N".

If you answer "Yes" then the turn is passed on to your opponent, and if it is "No" you choose the colour to pot.

**Instructions' Source** : SNOOKER (Visions) Back and Inner Inlay



# SNOWBALL

***Professional, Originally Released On Cassette Only, BBC Game Made Compatible With Electron With Slogger MRB Plus Jafa Mode 7 Adaptor/Simulator (Optional), Also available on CDFS and DFS Disc***

Game Type : Text Adventure  
Authors : Pete Austin and Mike Austin  
Standalone Release(s) : 1987: SNOWBALL, Level 9, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC  
Actual compatibility : Electron With MRB, BBC B, B+, Master 128  
Supplier : WHS Distributors, St Johns House, East Street, LEICESTER  
LE1 6NE. Tel (0533) 551196  
Disc compatibility : CDFS E00, DFS E00

## Instructions

SNOWBALL is a big adventure game. It has over 7,000 locations and has taken nine months to produce. It's probably unique among adventures in having a realistic, planned background and being set aboard a starship that could actually work.

You play Kim Kimberley, secret agent extraordinary.

Your mission: to safeguard the interstar transport, Snowball 9, as a last resort following catastrophic accident or sabotage.

Thus when your modified freezer-coffin wakes you with the Snowball still in transit, you know that something must be very wrong. You're weakened and disorientated from lengthy hibernation, but the fate of two million passengers is in your hands!

To play the game, turn to the middle section for loading instructions and commands.

## Background

Snowball 9 started its journey to the stars from the EEC's Ceres base, one of fifty colony starships launched in the 2190s. It carried the first colonists for Eridani A.

First to be despatched were the ten giant passenger disks, rotating ponderously to provide internal gravity. Each was towed gently by a cluster of small tugs and floated into the void with 200,000 sleeping colonists on board.

Then the Snowball's engine unit followed, accelerated rapidly by the spectacular flares from its four great fusion motors. Like previous launches, and the link-up with the disks some weeks later, this was holo'd worldwide...though few people bothered to watch.

Looking like a necklace of sparkling beads, Snowball 9 headed out into deepest space, and into a century of obscurity.

But the major part of the launch was yet to come. And it happened quietly, out of the glare of publicity. The chains of accelerators, beyond Pluto, burst erratically into life throughout the following three years: firing ten-tonne blocks of ammonia-ice at precise speeds after the receding craft. Once reeled in by the Snowball's skyhooks, the ice was built into a huge hollow shell around the linked passenger disks. When complete, this shielded the disks during the voyage; until the ice was finally needed as fuel for the ravening fusion drives.

The ice-shell, which gave the Snowball series its name, formed most of the mass of the completed craft. And without the accelerator/skyhook system of "in-flight refuelling", realistic-time interstar voyages would not have been feasible.



As with life, the first thirty years of Snowball 9's journey were the most interesting. The computers and crew had to catch as much ice as possible before it flew past. But even then there were never more than 6 active crew at a time.

Then the starship was left to coast until its destination was near, the crew hibernating with the passengers. A brief flurry of activity to start deceleration, and back to autopilot. Even allowing for the great resilience, and hence low sophistication, of the Snowball's machine intelligences, they are quite capable of running everything unaided. No further crew members were woken until a year from journey's end.

The plan from here on was to continue deceleration, shed the remains of the ice-shield (by now eaten away to insubstantially by the needs for fuel), and dock with the target planet, Eden, in geostationary orbit. Finally the passengers would land by glider-shuttle...a process taking many years to get everybody down, and necessitating the retrieval of grounded gliders by sky hook: the same gliders being used many times.

That was the plan, anyway.

Meanwhile in the Eridani star system, the robot descendants of the original survey craft that scouted Eden have been hard at work. The original crude waldroids, directly controlled from the survey craft's computers, were good for little other than routine manual work. But they have long been superseded by a host of specialised robots: highly intelligent and suitable for any task.

Indeed, in the outer reaches of the planetary system the first accelerator chains are already being built. It will not be long before colonists can leave Eden for remoter stars.

The colonists have taken over a hundred years to reach Eden, but the robots can obtain information and programming at high speed. They are immeasurably ahead of their future 'masters' in knowledge and technology. Even if Snowball 9 arrives safely, it is by no means certain that the passengers will be able to cope with the sudden outdating of all their experience.

The physical well-being of the colonists is, however, assured by the robot's diligent work. Condos, paveways, PVTs, holo nets, pre-ordained work...everything necessary for civilised life will be provided. After all, why risk further disruption of the social fabric resulting from a manifestation of the so-called "pioneer spirit"?

All you, as Kim Kimberley, have to do is rescue the Snowball 9. The task of helping the colonists cope with the city that the robots have built can be tackled in the sequel to this adventure: "Return to Eden". Neither will be easy!

### **Kim Kimberley**

Kim is 1.7 metres tall, weighs 55 kilos, is fairly intelligent, athletic and has brown eyes and fair hair. Now aged 22, or 25, or 131 years depending on how you calculate these things.

Born on September 29th, 2172 AD, of Jorel Cowans and Alice Kimberley, Kim was raised by the Hampstead Creche. This was a peculiar place, set amongst decaying buildings, and heavily reliant on a mix of relationship/engineering, behaviour conditioning and Hell-Fire religion. It was finally closed in 2185 for breaches of the Android Protection Acts. It seems to have done Kim little harm however, though possibly contributing to a tendency towards introversion.

Then to Milton Keynes School of Life: a fine, residential establishment situated (despite its name) in Malta. The staff were, in effect, Kim's family. (This type of situation, by the way, was far from unusual in the late 22nd century. Advances in entertainment and travel, plus the sexual revolution resulting from AI, partho and cloning techniques, made a family up-bringing the exception.)



Kim returned to England for National Service before progressing to Oxford (being not quite bright enough for Cambridge). Kim proved a good student, and established many close relationships, though nothing permanent.

It was during National Service that the event central to the Snowball mission took place, though it went unremarked at the time. Kim was approached, discretely, to do security work. Initially this simply involved training, and occasional surveillance of possible subversives (Unionists, Americans, members of racial minorities etc) but it soon developed into counter-espionage (e.g. arresting Russians who used the public reference libraries).

And then, when the Snowball project got under way, Kim was approached to volunteer for the stars. The Snowball craft were as near automatic as possible, and carried a trained crew in case anything went wrong. But suppose something happened to the crew?

What was needed were one-or-two trained people, carried without the crew's knowledge, who could emerge and take over if something went really wrong. And, with the Snowball 9, it has...

### **The Game**

SNOWBALL is a full scale adventure game, with well over 7000 locations, 700 messages, about 60 objects etc etc. You will have to solve a large number of puzzles while finding your way to the main control room in the engine unit - and saving the starship.

To play SNOWBALL, load it from cassette and then simply enter English phrases to tell the computer what you want to do (e.g. SEARCH THE ROOM or LOOK AT THE PANEL). The program will act as your eyes and ears to describe your surroundings.

As with all proper adventure games, SNOWBALL is very easy to play - you don't need to be able to type rapidly, or blast aliens by reflex. But don't be too surprised if it takes weeks (or months) to complete.

The best way of playing is probably to use the program in short sessions, stopping if you seem to be totally stuck and resuming if you come up with an idea that might work. Making a map will probably help, though I advise against trying to show all the rooms! Remember that you can use the SAVE and RESTORE commands to save the current state of play and restart later - they are quite quick.

If you have any problems with solving the game, please use the hints card included. You're welcome to enclose it with a letter if you like, but hint-requests may not be answered unless the card is included.

If you have any problems with using the game program, please tell us which computer you have (and, for cassette problems, which cassette recorder you have). Please help us to help you!

### **How to load and Start**

SNOWBALL is a 32K program which uses most of the computer's memory. There is a copy on each side of the cassette.

The game can't be restarted if you press BREAK, so don't!

### **Instructions**

The program asks "What now?" whenever it expects you to enter another command. Simply type an English phrase to tell it what you want it to do and press RETURN. The program will act on your request, ask you for the next command, and so on.

The program knows an extensive vocabulary of English words (over 200) and it looks at your entered command, picking out the words it knows and 'guessing' your meaning from these. Only two or three words are used for each phrase, so you are advised to keep instructions simple.



In practice you should find it is simple to state what you want to do, but if the program does not understand just rephrase your request.

SNOWBALL provides great freedom in possible commands but, to help you get started, some possible instructions are summarised below:

INVENTORY	SEARCH THE ROOM
LOOK AT COFFIN	PUSH THE GREEN BUTTON
EXAMINE COFFIN	LOOK AROUND
NORTHWEST	GIVE DRINK TO ROBOT
TAKE SPANNER	OPEN DOOR
WEAR HELMET	WHAT'S MY SCORE
DROP THE RED FORM	CUT TUBE WITH SCALPEL

These are only a small sample of the words known by the program. To save typing, words can be abbreviated (e.g. EAST to E, NORTHEAST to NE, and AGAIN to A).

The command analyser used by SNOWBALL is even cleverer than that used in our "Middle Earth" trilogy of games. For example:

- \* Word order is less important. For example "GIVE THE ROBOT A DRINK" is the same as "GIVE A DRINK TO THE ROBOT"
- \* You can take or drop EVERYTHING
- \* As well as compass directions for movement, LEFT, RIGHT, FORWARDS and BACKWARDS are allowed
- \* AGAIN repeats the previous command
- \* SNOWBALL understands IT, and IT can save you time. Use IT if you want to act on the same object as in your last command - but please keep IT simple

You should also know three special commands:

QUIT	Abandon the game. You can start it again if you like.
SAVE	Keep the current state-of-play on tape. Start your recorder on RECORD with a blank tape first.
RESTORE	Load a SAVED position back from tape.

### **Scoring**

There are no "treasures" in SNOWBALL: you don't score points for finding things and storing them away as in many games.

Instead, points are scored for doing things that are steps on the way to the eventual goal for getting to the main control room and rescuing the starship from its fate.

For example, you need to get out of the freezer coffin, where you are at the start of the game, and subsequently need to assemble a working space-suit. Both these activities score points.

On the debit side, if you're caught by the Nightingales you lose points. And if you manage to get killed you lose more.

### **Hints**

Buyers are entitled to a free clue each, and a hints card is enclosed for this. Put it in an envelope, with another stamped, self-addressed envelope, and send it to the address at the back of this instruction booklet. We will do our best to reply as quickly as possible. Don't use up the clue too soon!

Answers will be truthful, but partial answers may be given to questions which take too much work (e.g. "Please list all words understood by the program" or "What are the functions of all the objects?"). We'll try to be fair and help you to progress.



- \* Everything in SNOWBALL has a purpose.
- \* Remember that the adventure is set in the starship described in this booklet. It is logically designed and there is no "magic". However, some of the technology used might be described as magical in 1980s terms.
- \* North means towards the front of the starship and the other "compass" directions are relative to this. Up and down, on the other hand, are determined by local gravity.
- \* At the start of the game, you are in the lowest level of a passenger disk. You need to go "up".

### **Terran Expansionary Phase, 2120 - 2210**

The late 21st Century saw a great increase in space travel within the solar system.

Fusion power was not yet feasible, conventional fuel sources were close to running out, and the energy needs of the industrial nations were ever-increasing. The solution lay in space. Solar reflectors, if made large enough, could easily concentrate any amount of energy...and beaming it back to Earth was simplicity itself.

What was not simple was to transport enough material for thousand-mile reflectors into space. Indeed, it was much more efficient to use what was already there...and thus the first accelerator chains (footnote a) were set up to boost asteroid material from beyond Mars into Earth orbit.

By 2120, thirty percent of Earth's energy came from the space reflectors and the proportion was steadily rising. And, to supply the colossal requirements of the orbital industries, the whole Solar System was linked by accelerators.

Then workable fusion power was perfected. And it was VERY cheap.

The whole space sector of the economy was redundant. And a lot of politicians risked looking very silly indeed.

Thus a use for the accelerators, space reflectors and orbiting factories had to be found...and Stellar Colonisation was it. A lot of voters/party members read SF, after all. And colonies are always popular (at first, anyway).

So the accelerators were linked up and fired out of tens of thousands of small exploration probes in all directions. These robots would coast through space with only one mission - as each flashed past a star it would report back the existence of Earth-sized planets. Unmanned, they could continue for centuries.

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footnote a) Electro-magnetic accelerators: Linear-motor guns. The payload was slowed down by sky-hook (a docking unit connected to the main space station by a VERY long, elastic strand).

Ten years behind came larger survey craft, each clutching a great ball of ammonia ice to power its fusion motor. If one was lucky enough to be following a successful exploration probe, it had just enough time to decelerate (from its coasting speed of 0.3 C) before reaching the star. Once there it would scout the system and if there really were habitable planets (or even ones requiring controlled climate domes as long as the ground was solid) it would radio the information back to Earth.

Then, while waiting for the first colonists to join it, decades later, the survey craft would proceed to prepare a world for them to live in.

First came a long, slow, painstaking period of asteroid mining - assembling the necessary materials to build its first robot-production line. The first robot would



take ten or twenty years, the next ten or twenty days and the thousandth would take minutes.

By a process of careful boot-strapping, highly-intelligent space factories were built...and colossal disk receivers to collect the constant stream of technological data from Earth.

Next came the landings on the target planet, city building and making ready for the colonists. And, at the same time, preparations for launching more probes and survey craft.

The Terran Expansionary phase was scaled down as time passed, and eventually stopped - as far as Earth was concerned. Domestic political pressures changed, and politicians became more concerned with the quality of life for the so-called Free Nations than with space exploration. But the starships were in flight, and the foundation of the Human Empire was assured.

### **Geopolitical Summary, 2195**

To generalise: nations can be divided into two groups: the Big 5 super-powers, and the Free Nations.

The Big 5 (China, EEC, Pacific, US Empire and USSR) are fully urbanised, dependent on sophisticated technology, and despite their much-publicised feuding they have reached de-facto compromises to prevent war. Politically, they are neither true democracies nor dictatorships. Most of their populations live in luxury (though the man-in-the-street would never admit this).

The Free Nations are, in effect, the former Third World. No significant improvements have taken place in living standards or technological infrastructure, though populations are higher than ever before. Communications are excellent, however. The people know that they are kept in poverty and resent the fact, and ironically this is a major reason for the Free Nations' poor development performance. Other reasons are: proxy wars, wealth disparity combined with ready supplies of weapons, poor infrastructure, reduced world market share due to automation elsewhere, excess imports to ruling cliques, skill-drain, population growth, endemic disease and climatic instability.

In the near future the Big 5 will finally decide to help the Free Nations, but in the 2190s they are chasing stars.

England, Kim's "birth"place, is a minor part of the EEC. Very prosperous, 50% built-up and with a population of 70 million.

To the evident astonishment of its citizens, who consider it a most boring place, the major industry is tourism. In summer, you can't move in London for the waldroids shuffling around: foreigners soaking in the sights through every gleaming lens.

The biggest employer of labour, however, is the Experience Industry. The Dream Palace of Wigan and Reveline of Buc?ks churn out epic "adventure games" for the enjoyment of billions worldwide - and for the 30 million unemployed at home.

Housing is good, robot slaves are plentiful, and most people are quietly happy in the belief that their country is best.

### **Implementation**

SNOWBALL is written in Level 9's own super-compact adventure language known as 'a-code'. This gives machine-code speeds and is much smaller. Additionally, text messages have been compressed to about half size (by the automatic extraction of the most common strings - such as "the" - and their replacement by single characters). Additionally, the coding is rather cunning in places.

Thus the game needs much less space than it ordinarily would - and we can cram in much more details than others do.



### **Credits**

Game Design	Pete Austin
Implementation	Pete Austin
Transport to your Computer:	Mike Austin
A-code Compiler and System:	Mike Austin
Data Compiler:	Pete Austin
Additional Expertise:	Ian Buxton
Instruction Booklet:	Pete Austin
Artwork:	Tim Noyce and Pete Sherwood
Typesetting etc:	Crowley Graphics
Miss Kimberley's Costume:	Spider & Jeanne Robinson (Stardance)
Inspiration (in part):	Larry Niven and Jerry Pournelle (The Mote in God's Eye)

**Instructions' Source** : SNOWBALL (Level 9) Instruction Booklet

**Reviews** : No Review Yet



# SOCCER BOSS

## *Professional, Originally Released On Cassette Only*

Game Alias : THE BOSS  
Game Type : Text; Football Management  
Author :  
Standalone Release(s) : 1985: THE BOSS, Peaksoft, £6.95  
1989: SOCCER BOSS, Alternative, £1.99  
Compilation Release(s) : 1990: SPORT SPECTACULAR (Alternative), £7.95 (Tape);  
£11.95 (5.25" DFS Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Britain's No. 1 Football Management Game

- \* Four Divisions
- \* FA Cup
- \* European Cup
- \* Cup Winners' Cup
- \* Full Game Save

Ever fancied yourself as the Manager of a Football team? Ever thought "Why did they buy him?" or "He's a useless manager, I could do better than that!"? Well, now's your chance. Test your decision making and managerial skills with Alternative Software's Football Management game SOCCER BOSS.

Tips for new managers; Players move in and out of form - so keep an eye on their skill ratings, take care in the transfer market - a player with a skill rating of 1 costs £10,000, but selling him will only earn you £7,500. If an injury crisis strikes and you can't afford new players, you can play a goalkeeper out of position - but his skill level will plummet!

**Instructions' Source** : SPORTS SPECTACULAR (Alternative) Booklet

**Reviews** : No Review Yet



# SORCERER OF CLAYMORGUE CASTLE

*Professional, Originally Released On Cassette Only*

Game Alias : SCOTT ADAMS ADVENTURE 13  
Game Type : Text Adventure (Rated Advanced)  
Author : Scott Adams  
Standalone Release(s) : 1986: SORCERER OF CLAYMORGUE CASTLE, AInternational, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Long ago, in times passed beyond remembrance, Solon the Master Wizard and wearer of the Secret Cloak lost the 13 Stars of Power. The grasping Vileroth believed the Stars to be the only source of Solon's expert wizardry. But, unbeknownst to Vileroth, it was the Secret Cloak that controlled the Stars and protected the wearer from their awesome powers. Unable to master the Stars, Vileroth was undone.

In his final days, as Vileroth's strength slipped from him, he concealed the 13 Stars of Power within the Castle of Claymorgue, determined that no-one save he should possess them. Solon, learning of Vileroth's destruction, despatched his faithful young apprentice Beanwick to retrieve the Stars.

"Tread carefully, O Beanwick! Would that I could assume this quest myself, but alas, I can only send with you these few spells. Claymorgue Castle harbors further spells, but beware - one unskilled in the arts cannot predict their outcome."

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

## Some Helpful Words

Although the vocabulary accepted by your computer is extensive, you may find the words listed overleaf to be of great help as you set about your Adventure. Remember: These are just a few of the words available.

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Hit

## One Letter Commands

You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you wish to use and press RETURN.

N, S, E, W, U, D	- Go North, South, East, West, Up or Down
I	- Display inventory of items on your person
L	- Look

## Saving Your Adventure For Later Play

An Adventure will often last longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type SAVE GAME at any time the WHALL SHALL I DO? message appears on your screen. You will be asked to specify A, B, C or D. This will allow you to assign a code letter to your game so that you might restore it at a later time.



To restore a saved game, type LOAD GAME before you begin a new game. The computer will ask DO YOU WISH TO RESTORE A SAVED GAME? Type YES and type the correct code letter (A, B, C or D). The Adventure will resume at the point at which you saved it.

To end a game in progress, type QUIT. If you intend to continue the game later, be sure to save it before using this command.

### Some Playing Tips

Be sure to examine the items you find during your Adventure. Also, keep in mind that most problems and solutions require no more than common sense to solve; special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light in order to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on what you are carrying, where you are at and a number of other factors. Too, be careful about making assumptions - they can be fatal!

Finally, if you are seriously stuck, special Hint books are available from Adventure International (U.K.). Call (021) 643 5102 for ordering information.

Here is a sample to show you how to get started in the game and how the Hint Book can save you hours of frustration while you are having fun solving the adventure.

1. Can not get into the castle?  
TAKE INVENTORY
2. More help for above problem  
DO WHAT ANY SPELL CASTER WOULD DO
3. Solution to above problem  
CAST SEED SPELL

### Solution (EUG)

The object of THE SORCERER OF CLAYMORGUE CASTLE is to locate 13 mystic stars and store them in a hollow tree in the Enchanted Forest.

You start in a clearing and if you DIG a HOLE here, you will immediately get the first mystic star automatically. Hoorah! One down, twelve to go. GO into the MOAT and HOLD your BREATH. SWIM DOWN past the monster and GET the TOWEL. Now SWIM DOWN, SWIM EAST and move UP. WRING out the TOWEL. (Ignore the choked gasps you are making - you eventually breathe out safely!) OPEN the CABINET and you will automatically find the bliss spell. GET the CRATE as well.

Go S and S into an empty room. The walls are moveable so first PUSH the EAST WALL. Now to cast the first of all those spells you're carrying - CAST SEED. Go W, N and W. You will be in a room with a lever. PULL LEVER and DROP the pieces of WOOD. Now go E and S back to the empty room and PULL the WEST WALL. You can now GET the UNRAVEL SPELL. Go E, N and E and CAST the UNRAVEL SPELL upon the rope suspending the chandelier. Go W and DROP the BLISS SPELL. Now go back S again to the room with the moving walls and PUSH the SOUTH WALL.

Hoorah! There's the second star that you need. GET the STAR before going DOWN and CASTing the LYCANTHROPE spell. This turns you into a ferret, scares the rats and, in this smaller state, allows you to GO HOLE, GET the third STAR, GO back through the HOLE and WALK DOWN to the end of the staircase.

You will now be in the anteroom where you should CAST the FIRE spell AT the DOOR before GOing through the DOOR. GET the next STAR then GO back through the DOOR and UP. WALK UP the staircase and go N, N and W into the entryway. GO over the DRAWBRIDGE then W and S into the forest of enchantment. You are looking for a tree to store the stars in. CAST the FIRE spell (It's there even though it's not mentioned in the inventory, only in the written instructions for the game!) AT a



TREE then LOOK at the ASHES to discover another star. Now DROP STAR five times, freeing up your inventory space.

Now go E and GO back over the DRAWBRIDGE and E, E into the courtyard. GET the BLISS spell and go E to the room with the fallen chandelier. GO onto the CHANDELIER. GET the sixth STAR and CAST the QUEEN spell. (Remember the Wicked Queen in Snow White?) A magic mirror will appear. GET the MIRROR and now CAST the LIGHT spell which will make the light (chandelier) light (in terms of weight). Where does Adams get these ideas from? Up the chandelier will go...

GO into the LOFT now. The chandelier will fall back down behind you. GET the POTION and THROW the CRATE. The next part has to be done perfectly as the Bliss spell wears off just after the moves have been completed. So CAST BLISS, JUMP into the ballroom, go W, S and PUSH the EAST wall. GO through the DOOR, DOWN and CROSS the STREAM of hot lava. (If you want to know how you managed it, LOOK MIRROR!) Go S and GET the next STAR and also GET the DIZZY DEAN SPELL.

Go N, N, UP and UP through the dusty room, W and N into the courtyard. DROP the MIRROR, DROP the DIZZY DEAN SPELL, GET the PERMEABILITY SPELL and go W. GO DRAWBRIDGE again then go W and S back to the forest. Two more stars to drop here so DROP STAR, DROP STAR. Go E into the field and GO over the DRAWBRIDGE. Now go E, E and S then PUSH the EAST wall to get back to the dusty room. Dusty, eh? GET DUST!

Go W and DRINK the POTION. Now PUSH DOWN on the ground and it will fall away revealing a room with another star. GET STAR and LOOK at the DRAGON to get another star automatically. Now THROW the DUST at the dragon and he will sneeze, creating an exit. GO HOLE and you will wind up in a wizard's workshop. GET the STAR here and GET the FIREFLY spell.

Go W, U and N back to the courtyard. DROP the TOWEL and hike W. GO DRAWBRIDGE, go W, go S and DROP the FIREFLY SPELL. This next part really sucks but trust me, it has to be done: Keep typing GET STAR until you have picked all of them up. Now CAST PERMEABILITY SPELL and everything will go black. Now you must DROP each STAR again (in the dark). When your inventory's exhausted (star-wise) then CAST the YOHO spell.

You'll be transported back to the drawbridge. GO DRAWBRIDGE then and go E and E. At this point you should SAVE the GAME as the next parts are quite tricky and some of them are random hence you may have to try a couple of times before this solution works correctly.

GET the TOWEL and GO into the FOUNTAIN (of youth). GET the STAR and GO COURTYARD. (Sometimes you won't survive!) DRY MYSELF and DROP the wet TOWEL. GET the BRICKS and GET the DIZZY DEAN SPELL. Now for the really tricky bit. SAVE the GAME again before continuing.

Go W and GO DRAWBRIDGE. LOOK UP and then LOOK BATTLEMENTS. Aha! There's a can on them. CAST the DIZZY DEAN SPELL. It gives you arms of steel! THROW BRICKS, AT CAN. If you're told "I hit it!" then you're in luck. If not, then tough, you'll have to re-load and try again. After success go E and E and GET the CAN from where it has fallen. Go E and GO into the CRATE. GO into the HOLE and GET the piece of METAL. It appears to be a canopener.

OPEN the CAN by typing USE CANOPENER and LOOK into the CAN to get the twelfth star. Now DROP the CAN and DROP the CANOPENER. GO HOLE and JUMP then go W and W to the drawbridge. GO over the DRAWBRIDGE, go W and S and GET STAR, GET STAR.

Now onto the endgame. GET the FIREFLY SPELL again and go E and GO into the MOAT again. HOLD your BREATH and SWIM DOWN five times. You should LOOK at the moat BOTTOM whereupon you'll get the very last star. Now CAST the YOHO spell to transport out of the water before you need to take a breath and CAST FIREFLY to be transported to the hollow. See why you dropped the stars earlier? Keep typing DROP STAR until all thirteen stand in front of you and finally type SCORE.

Jacob Gunness, EUG #62



# SOUTHERN BELLE

*Professional, Originally Released On Cassette Only*

Release Information : 1988: FIVE STAR GAMES 3, Beau Jolly, £9.95  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Review (Electron User)

When steam locomotives were popular, many schoolboys had ambitions of becoming engine drivers. Even adults who were not steam engine fanatics often dreamed of taking control of a real train. Now, with SOUTHERN BELLE, you can re-live those days and try your hand at being a steam engine driver in the comfort of your own home.

The ultimate aim is to travel from London to Brighton taking your place on the footplate of this King Arthur class locomotive. A menu has seven options, including a demonstration run, various practice options and a problem run. The demonstration run automatically engages after a minute and you would be well advised to watch this. It gives you an idea of the features and terrain you are going to meet. A leaflet explaining the principles of steam locomotion is included in the package.

The demonstration over, you should spend some time on the training run. When you have mastered the training, and it will take a while, you can move on to more challenging schedules such as the record breaking run set on July 26th 1903 at 48 minutes 41 seconds.

You must keep to speed regulations and be careful not to derail when going round bends - a regular occurrence in my attempts. The screen is built round a central window containing a 3D graphic representation of the track, surrounding countryside and the footplate.

The information display includes a digital clock, water, coal, and speed indicators, and a typical railside signal. There is also an indication as to your current position along the line.

The passing countryside and stations are depicted using 3D wire graphics. Unfortunately they aren't very smooth, jumping in big blocks as the train moves forwards, particularly when travelling at speed. Sound is kept to a minimum and consists mainly of suitable hissing noises and the inevitable whistle.

The program is certainly original. As an attempt to provide something new, it succeeds and I enjoyed reviewing it, if only for that. This game should certainly be a hit with railway enthusiasts and simulator fans, but whether it will catch on with arcade addicts only time will tell.

Sound .....	8
Graphics .....	6
Playability .....	6
Value for money .....	6
Overall .....	7

David Andrews, ELECTRON USER 3. 8



# SPACE CAVERNS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1986: SPACE CAVERNS, Tynesoft, £6.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Fly your Spacecraft through the numerous underground caverns en route to your homebase. Any flat surface may be landed on, provided that both ship 'pads' are level.

Points are awarded the longer the player survives.

Every time a round is complete, the gravity is increased.

## Game Controls

Z - Left, X - Right, <RETURN> - Thrust

**Instructions' Source** : SPACE CAVERNS (Tynesoft) Inner Inlay

**Reviews** : No Review Yet

**See also** : ELECTRON USER 5. 9 for a review of MICROVALUE FOUR GAMES 3



# SPACE RANGER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; LUNAR RESCUE Clone  
Authors : Kevin Blake  
Standalone Release(s) : None (Assumed)  
Compilation Release(s) : 1986: ELECTRON POWER PACK, Audiogenic, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : AUDIOGENIC, PO Box 88, Reading, BERKS RG7 4AA  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"A team of astronauts taking part in lunar exploration are stranded on the moon. Your job is to pilot the lunar module to make a successful landing on the moon, pick up the astronauts and ferry them to safety. You will have to make a number of journeys because you can only fit in one person at a time. But there are problems - the surface of the moon is riddled with craters so you can only land on certain spots; also a freak asteroid storm is making landing and taking off extremely hazardous!"*

You are the pilot of a lunar module sent to rescue a team of stranded astronauts from the surface of the moon. The moon is pitted with craters and there are only five flat landing pads where you can land. You have only four modules, so collisions must be avoided. Unfortunately, there is an asteroid storm going on! Your mission is to guide the module down from orbit, through the asteroids, and land safely on one of the landing pads. Then you have to take off back through the asteroids to resume your orbiting pattern. You must keep doing this until you have landed at each of the five pads. Only then can you move on to the next mission - and it'll be a tougher one!

## Game Controls

Z - Left, X - Right, <RETURN> - Thrust  
<SHIFT> - Release from orbit/take off from moon

**Instructions' Source** : ELECTRON POWER PACK (Audiogenic) Inner Inlay

**Reviews** : No Review Yet



# SPACE SHUTTLE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Simulation  
Author :  
Standalone Release(s) : 1984: SPACE SHUTTLE, Microdeal, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRODEAL, 41 Truro Road, St. Austell, CORNWALL PL25 2JE.  
Tel: 0726 3456  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"So you think you can control the most complex piece of flying machinery - well maybe you can, but first, like all pilots, you must earn your 'wings'!"*

*"Space Shuttle is a full feature flight simulator with a difference. The high resolution graphics show you, with dials and gauges, all of the information you will need during your mission into space. The views through the cockpit window are really quite something.*

*"Your mission in this space adventure is to successfully pilot the shuttle through each stage of the Launch, Fetch and Finals. After a brief weather report, your shuttle is launched into space. You control the shuttle and attempt to manoeuvre into position to receive the malfunctioning satellite using the remote arm. After closing the doors, you are into the re-entry stage. Using the radar assisted plot board, you guide the shuttle down into the landing zone and attempt to successfully land the shuttle without the use of engines in the White Sands Desert. After the mission, a debrief screen shows you where you went right or wrong and your points out of 600.*

*"HIGH RESOLUTION GRAPHICS AND SOUND"*

You are about to fly the world's most sophisticated flight vehicle... **THE SPACE SHUTTLE!** However, like most worthwhile things, it is not easy. There is much that you need to learn before you make your first completely successful flight (launch to landing).

## Part 1. Introduction

### A. Welcome!

This flight manual was written to help **you** learn about the many requirements of a successful mission so you can earn your "WINGS" as soon as possible!

### B. Mission Plan

Your **plan** is as follows: **Launch** yourself successfully into orbit. **Fetch** a malfunctioning satellite by first **parking** next to it and the retrieving the device with your remote control **arm**. After the satellite is safely stored, close the bay doors, fire retros and being **re-entry**. Fly into a final-approach to the runway resulting in a safe **landing**, **debrief** your mission afterwards to find your successful phases of flight, and your mission score compared to the high score.

### C. Mission Phases

The **bolded** words in the above paragraph were used to emphasize the various parts of the simulation, which is divided into three distinct phases (**LAUNCH**, **FETCH**, **LAND**). The phase **FETCH** and **LAND** each have two sub-phases namely, **PARK** and **ARM** and **ENTRY** and **FINAL**, respectively. So then, there are actually five phases and sub-phases.



When you see these **KEY WORDS** on your instrument panel and in this flight manual, they will refer to one of these five portions of the simulation. The **LAUNCH** phase gets you into orbit. The **FETCH** phase is your chase and retrieval of the satellite (sub-phases **PARK** and **ARM**). After closing the bay doors and firing your retros you move into the **ENTRY** sub-phase of **LAND** which is your descent from orbit to a final approach window. Here you perform a mock-landing flare in preparation for your final approach. In the **FINAL** sub-phase of **LAND**, you will control the shuttle's altitude, range to runway, drift, velocity, and pitch and roll attitudes. Hopefully all this control freedom will result in a safe landing and a complete mission.

#### D. Aborts

All phases and sub-phases have success criteria (to be discussed later) and **ABORT** criteria or time limits. If an **ABORT** occurs, a falling tone and a flashing screen will tell you which phase you just muffed and will automatically "auto-pilot" you to the next phase. You will receive no score, however.

#### E. Control Tips

Control Inputs are **always** noted by a falling tone. In some phases, a graphic square is also used.

The joystick has a substantial "dead-band" centre so that the stick's position is not critical. The control is that of **RATE**. That is to say, when the stick is moved past the dead-pband limit of flight condition is changed at the update rate of the simulator. This changing will not stop until the stick is re-centred. Since your joysticks have no self-centring springs, you will have to remember to centre it yourself. If in doubt or confused...**centre the stick!** Then try again.

### **Part 2. Displays**

#### A. Landing Site Weather

This display is your landing site weather. The most important data shown are the **WIND** speed and direction, and the cloud **CEILING**. These three will essentially determine how difficult it will be for you to land the shuttle. If you forget this information, don't worry, you will get a chance to see a weather summary just before firing your retros for re-ENTRY. You will find that the winds will blow you from side to side which you will have to correct for by "banking into" the wind. The **CEILING** is the altitude at which you start your final approach. The lower the ceiling, the more difficult it will be to land with adequate velocity. A 5,000 foot **CEILING** is a real challenge, however perfect landings (see section IV) are possible at all **CEILINGS**. Press any key to start the simulation.

#### B. Instrument Panel

Ah, the instrument panel! Looks busy? Well, ever seen the **real** thing? That's **busy!** Please let me explain! The top quarter of the screen is the mission-status panel. Here you will find the mission **PLAN**, the **STATUS** label, the mission **CLOCK**, and the mission **SCORE**. The second quarter is the view out the shuttle window. The last half is the actual instrument display. Everything on your TV screen has been put into one of four categories, **LABELS**, **DIGITAL READOUTS**, **INSTRUMENTS** and the **VIEW OUT THE WINDOW**. These are explained in the following four sub-headings:

##### **1. Labels**

The term **label** refers to display elements which convey information by way of abbreviations or short descriptive words. Labels are **never** numbers and may or may not change during flight. The labels which do not change are called **Static Labels**. Labels which change during flights are called **Dynamic Labels**.

a) **Static Labels** are defined below:

- |                             |   |   |
|-----------------------------|---|---|
| <b>PLAN</b>                 | - | shows the three phases of the simulation  |
| <b>RANGE</b> and <b>ALT</b> | - | indicates that the rangewise progress of the shuttle is plotted on the horizontal axis of the plotboard (extreme left instrument) and that the altitude is plotted on the vertical axis |
| <b>RJETS</b>                | - | indicates that a graphic display of the reaction jet being fired is below. A white graphic light appears to the right   |



- of the appropriate label. Display is active when the **MODE** label reads **RJET**
- A - F** - Forward or aft propulsion
  - L - R** - Left or right propulsion
  - U - D** - Up or down propulsion
  - ARM** - indicates that a graphic display of the commands to the remote control **ARM** is below. Display is active when the **EVENT** label reads **ARM**. A graphic light appears to the right of the appropriate command
  - RT** - Horizontal right command
  - LT** - Horizontal left command
  - UP** - Vertical up command
  - DN** - Vertical down command

b) **Dynamic Labels** - are defined below:

- STATUS** - indicates which of the three phases the simulator is in
- MODE** - indicates one of three shuttle **control modes** (**AERO** - aerodynamic control; **RJET** - reaction jet control; **AUTO** - auto-pilot control - no joystick control of flight path)
- RH** - runway heading. Denoted by letters (**N, S, E, W**). Active during **LAND**.
- EVENT** - short descriptive words or abbreviations which describe the current primary function, event or sub-phase

#### Event Labels

- COUNT** - countdown proceeding
- IGN** - main engines running
- LIFT** - lift off
- ORBIT** - orbit achieved
- ACQ** - satellite acquired; shuttle attempting to **PARK**
- PARK** - shuttle parked by satellite
- OPEN** - bay doors open or opening
- ARM** - retrieving arm active
- LOCK** - locked to satellite
- CLOSE** - bay doors closed or closing
- RETRO** - forward **RJET**s have caused de-orbit
- ENTRY** - descent from orbit is in progress
- BLKOUT** - communication blackout
- FINAL** - shuttle on final approach

## 2. Digital Readouts

These displays communicate flight and mission-related data. Some displays update in "real-time", others at the completion of each sub-phase. No more than three digital readouts are active at once. They are defined as follows:

- CLOCK** - Time into mission. Updates real time
- SCORE** - Current mission score. Updates at the end of the sub-phases
- RTRW** - Range to the beginning of the runway. Active when the **EVENT** label reads **FINAL**
- ALT** - Altitude of shuttle. Active when the **EVENT** label reads **IGN**; **ENTRY**; **BLKOUT**; **FINAL**
- VEL** - Velocity of shuttle. Active when the **EVENT** label reads **ACQ**; **RETRO**; **ENTRY**; **BLKOUT**; **FINAL**
- RH** - Runway heading. Active when the **EVENT** label reads **ENTRY**
- RTT** - Range to target (satellite). Active when the **EVENT** label reads **ACQ**
- FUEL** - Reaction jet fuel remaining

## 3. Instruments

Three analog-type instruments are situated on the instrument panel. On the far left is the **PLOTBOARD** which displays the shuttle's range versus altitude progress. This instrument is active in the **LAUNCH** and **LAND** phases or when the **EVENT** label reads **IGN**, **ENTRY** and **BLKOUT**. The centre of the box or window of the plotboard is the ideal



rangewise location for the **LAUNCH** phase. Although altitude is also represented by this plot, always use the digital **ALT** readout to adjust your altitude.

The centre instrument is the pitch altitude or rate of climb indicator. It is active in the **LAUNCH** and **LAND** phases. From the top of the meter to the bottom, the hash marks represent pitch attitudes +90, +45, 0, -45, -90 degrees, respectively. On FINAL approach, the attitudes +15, 0, -15, -30, -45 give climb rates of +75, -30, -135, -230 and -310 at a reference velocity of 400 f/s. These rates are proportioned to **VELOCITY** except the 0 degree attitude which always gives -30 f/s. The 0 degree attitude is the pitch attitude required for a successful landing.

The far instrument is the compass heading. It is also active during **LAUNCH** and **LAND**. West of North headings are not allowed because launches and orbits are always easterly.

#### 4. The View Out The Window

The view out the window changes with altitude and control input. Heading changes cause the scenery to shift left or right, as the shuttle climbs the mountains move downwards leaving first a cloudless sky then a star field as the shuttle approaches orbital altitude.

When the **EVENT** label reads ACQ, the view shows the target satellite. The satellite image grows as the shuttle closes to within 60 feet. If the shuttle passes the satellite, it will **DISAPPEAR** from view. Backing (or slowing) the shuttle down will eventually place the satellite out in front once again (RTT > 0) and the image will reappear. Aim to keep the satellite in the centre of the window.

Following the **PARK** event, the shuttle tail camera will display the shuttle bay area. The pilot may witness the opening and closing of the shuttle doors as well as the entire operation of the remote arm.

After successful retrieval, the camera is turned off and the shuttle is prepared for retro fire. After retro fire the shuttle starts its descent towards earth.

On **EARTH** approach the scene changes to a White Sands type desert approach with a mountainous background. As you close, the runway perspective slowly grows until the shuttle's wheels are over the beginning of the runway. A **CRASH** piles you into the desert floor.

#### Mission Score Display

Shows your score for each section and also the TOP TEN scores.

### Part 3. Controls And Success Criteria

#### A. Launch

Z - Left, X - Right, . - Up, ; - Down

In this phase, the ALT digital readout, plotboard, attitude and compass instruments are important. Headings are controlled by the Z and X keys. Altitude and pitch attitudes are controlled by the . and ; keys (. = joystick back ; = joystick forward).

Note your heading - North; your attitude - + 90 degrees (straight up) and that the mountains have moved downwards and that your ALT and VEL readouts have substantially increased ... you are **flying**!

How about some control? Then press the ; key until you hear or see the DOWN response tone. Then release **immediately**. Note your plotboard progress. You have pitched over slightly. Sure enough, your attitude meter says you have nosed down 15 degrees to +75 degrees. Now to change your heading. Press the X key and hold it there for 5-6 control response tones then release. Did you see those stars move to the left and the compass heading move to the East? Well, you have just performed all the necessary manoeuvres to achieve orbit. Here are your requirements:

**GIVEN:** Your boosters will shutdown at a velocity of 25200 f/s. The **VEL** display increments in 400 f/s steps. Pitch attitude at +90 (straight up). Northerly heading.



**YOU MUST:** (at shutdown) be **in the box** - closer to the centre the better; **NOSE LEVEL** (0 deg); Heading should be **easterly** within + or -5 deg; ALT = 530000 + or - 5000 feet.

**LIMITS:** Pitch attitudes + 90 - 90; Headings to those East of North. Now fly into orbit until the **EVENT** label reads ACQ and the small target satellite appears out of your window.

#### **B. Park**

Z - Left, X - Right, . - Up, ; - Down  
F - Forwards, B - Backwards

You are now in the **PARK** sub-phase of the **FETCH** phase. Did you **abort** your way here? Then you have no score yet. But that's OK. Guess what? **PARK** is more difficult than **LAUNCH** primarily because you use more keys. The **MODE** label now reads RJET which means you are controlling only reaction jets. Your forward and aft thrusters are controlled by 'F' and 'B' keys. 'B' slows your velocity; 'F' increases it. The satellite is travelling your insertion velocity (25200) thus RTT does not change from 4000 until you fire either a FWD or AFT thruster. Pressing ';' will tip your nose down hence the satellite will move up. Pressing '.' will pull your nose up hence the satellite will move down. Pressing 'X' will move your nose right hence the satellite will move left. Pressing 'Z' will move your nose left hence the satellite will move right.

Press 'F' once and note that you increased VEL by 20 f/s and that **RTT** is decreasing in steps of 20 ft. Now move to the left or right until you hear **one** control response tone then **release immediately**. The satellite should be drifting right or left. Now stop it by putting in **one** opposite command and then **release**. It should have stopped. Now stop closing on the satellite by pressing B. Your **VEL** should read 25200 and RTT should not be changing. UP/DN control works in the same fashion as RT/LT.

You are strongly advised not to input more than one UP/DN/RT/LT command at a time until you get the feel of the control. OK, now that you have performed the manoeuvres, here are your requirements:

**GIVEN:** Shuttle in orbit, nose level, at 25200 f/s, on an easterly heading, at an altitude of 530000 ft (100 miles).

**YOU MUST:** Manoeuvre satellite to within two pixels of the centre of the window. RTT must be 0000. VEL = 25200. Hold position for 60 seconds.

**LIMITS:** Satellite must be no more than 50 ft in front of the shuttle (you start at 4000 ft) and less than 50 ft behind it. Note if you PASS the satellite RTT will begin to increase and the satellite will **disappear**. You have approx. 60 seconds to accomplish this phase.

#### **C. Arm**

To enter the **ARM** phase, press the 'O' key for **OPEN**. Note the **EVENT** label reads **ARM**. The remote arm is now active. ';' key is **UP**. '.' key is **DOWN**. Right and Left are X and Z.

Z - Left, X - Right, ; - Up, . - Down

**GIVEN:** Shuttle parked by the satellite. Flight control in AUTO-pilot.

**YOU MUST:** Touch the bottom point of the satellite with the end of the arm. The end of the arm should be on the centreline of the satellite to within one pixel horizontally. **EVENT** label will read **LOCK** when satellite locks to arm. Retract the satellite all the way down into the shuttle (doors will not shut of not all the way in). Press 'C' to **close** doors.

**LIMITS:** Control is limited so that the operator cannot hit the shuttle with the satellite. Time counts against you. You **MUST SUCCESSFULLY COMPLETE** this phase to



proceed. Be speedy! You have 100 seconds after which the arm will retract and you will have to close the doors and continue without the satellite.

#### **D. Entry**

Once the satellite doors are closed, a brief delay will occur while the shuttle's systems prepare for retros. A reminder of the wind strength and direction appear in the window. Soon you will see the **STATUS** and **EVENT** labels read **LAND** and **CLOSED** respectively. You are now ready for re-**ENTRY**. Your **RETROS** (forward thrusters) cause you to lose velocity while the auto-pilot pitches your nose down. You are now in the **ENTRY** sub-phase of **LAND**. Control is the same as for the **LAUNCH** phase.

Notice the silence. You are not using your main engines. You are a glider. You will get one and only one chance to land the shuttle. So pay attention! Here's what required:

**GIVEN:** Shuttle at 20000 f/s; Nose down at 75 degrees; VEL will delay to 800 at the end of the **ENTRY** sub-phase. The same instruments and displays are used as when in the **LAUNCH** phase.

**YOU MUST:** At VEL = 800; Your heading must be on the RH label value (N). Your **NOSE** must be **LEVEL** (as in a landing flare); and you must be INSIDE THE WINDOW in the lower left of the plotboard and ALT must be 10000 + or - 500 feet.

**LIMITS:** Pitch attitude is limited to - 90 to + 90 degrees. Headings are limited to those of East of North.

**HINT:** Do not try to pull out at all until 30-40 KFT. Maintain - 15 degrees pitch attitude until you see 5-15 KFT on the ALT readout then pull out to 0 degrees. Experiment yourself. This ain't easy!

#### **E. Final**

Don't worry if you **aborted** to here! You will have more opportunities to get all these requirements straight. But if you did make it, congratulations!

Three digital displays will be active on this the **FINAL** sub-phase of **LAND**. They are **ALT**, **RTRW** and **VEL**. The active instruments will be the **PITCH-ATTITUDE** instrument or rate of climb meter (centre) and compass. Please note the substantially slower update rate (approx. 1 sec). However, this rate is close to the shuttle's real response, so please ANTICIPATE your control commands!

**GIVEN:** VEL = 900 f/s; RTRW = 30000; ALT = CEILING; Wings level; Nose down at 15 degrees; Drift = + or - 178 pixels off runway centreline; Winds as per the **LANDING SITE WEATHER** chart.

**YOU MUST:** In order to land; VEL 250; Wings level (0 deg); Nose level (0 deg). No more than 5 degrees either side of NORTH. Be over runway (RTRW NEGATIVE) but not more than 5000 feet along it (RTRW - 5000).

Z - Left, X - Right, . - Up, ; - Down

**CONTROLS:** Pitching your nose down will cause you to lose height and gain velocity. Climbing will have the opposite effect. Move right and left to keep the runway central.

**LIMITS:** Roll + and - 45 degrees; Pitch + to - 45 degrees; Drift = limited to window.

You are almost through one complete mission! You may now replay by pressing 'Y' as noted at the bottom of the **DEBRIEF** display. Now centre your stick start the simulator and **HAPPY LANDINGS!** We will talk about your score after you land.

If your score is in **TOP TEN**, you will be asked for your initials (3 characters).

#### **Scoring**



It is possible to earn 100 points for each of the five phases, except arm phase where you lose one point for every second taken. Your **TIME** and **FUEL** score is added only after a successful landing. After all, if you crashed, who cares how much time or fuel you saved? Below, in tabular form are the perfect conditions of each sub-phase, the total amount of possible points and the penalty rates for non-perfect flight conditions.

<b>LAUNCH</b>	(100)	Subtract one point for every 100 ft away from 530000 ft. Subtract 10 points for every degree away from E. Subtract 10 points for every degree off level.
<b>DOCK</b>	(100)	Subtract one point for every foot away from satellite. Subtract one point for every 10 pixels from centre.
<b>FETCH</b>	(100)	Subtract one point for every second taken.
<b>RE-ENTRY</b>	(100)	Subtract one point for every 100 ft away from 10000 ft. Subtract 10 points for every degree away from N. Subtract 10 points for every degree off level.
<b>LAND</b>	(100)	Subtract 10 points for every degree off N. Subtract 10 points for every degree off level. Subtract one point for every foot/sec. away from 250 ft/sec. No points if you don't reach runway. No points if you overshoot runway.

Well, **that's it!** Keep trying. Follow the instructions. Watch those instruments and digital readouts. Then correct the way you steer. Soon you will be (if not already) successfully completing missions with scores above 450.

**Instructions' Source** : SPACE SHUTTLE (Microdeal) Back Inlay And Instruction Manual

### Review (Electron User)

Ever wondered what it must be like to sit atop several million pounds of thrust as it blasts you skywards toward a minute hole through which you must pass? Ever thought how difficult it must be trying to link up with an object the size of an armchair in the vast emptiness of space while both of you are hurtling around the earth at 17,000 miles an hour? What goes through your mind as you pilot the world's biggest and most expensive glider toward a minute strip of tarmac, knowing that you'll only get one chance, balancing height and speed to make a good or disastrous landing? Stop wondering. Cease thinking. Put yourself out of your misery. See for yourself.

Microdeal has got it all on cassette. SPACE SHUTTLE encompasses all these things. You lift off and pilot the shuttle toward a small "window" to achieve a successful orbit near a satellite you have to reclaim. Your progress is plotted on a screen on your instrument display board. Once successfully established in orbit you dock with the satellite and retrieve it with your mechanical arm.

Retro fire slows you down and you re-enter the earth's atmosphere and pilot the shuttle down to the landing strip. Easy, hey? Just you try it! One millimetre out on blast off or re-entry and you rendezvous with neither the satellite nor landing strip and no points are scored. A mite too heavy with your thrusters on docking and you end up spinning out of control or crashing into the satellite - with no points. Fail to balance your height and speed correctly on approach and you end up as yet another crater - again no points.

The easiest part is picking up the satellite with the shuttle's arm. Sad to say, these are often the only points I can pick up, and I've been at it for ages.

For your money you get a full instrument display, a panoramic view through your windscreen and an extremely interesting and absorbing game. Any section at which you



fail is aborted and the next section is started, so you always complete the game, even if you're a compete "no-no" like me.

On the minus side, the game is in black and white, and I found the music between the games a bit tedious. You can't turn it off without BREAKing the program. If you want ten minutes' peace and quiet you have to reload the game before restarting.

But don't let that put you off. It is a game well worth buying.

Adam Young , ELECTRON USER 1. 9



# SPACE STATION ALPHA

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Graphical Space Battle  
Authors : D. Crofts and I. Elliott  
Standalone Release(s) : 1984: SPACE STATION ALPHA, Icon, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

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

As commander of earth's last orbiting space station, your mission is to destroy as many of the invading Cylon fleet as possible before their lethal lithium missiles hit the earth.

As the missiles are guided by on-board computers, hitting the enemy ship with your phaser before the missile hits earth will automatically destroy it.

The Cylons attack in waves of fifty, each wave getting gradually faster. Your phasers are prone to overheating and if overused will cut out for a few seconds (the word 'OUT' will flash in place of 'ACTIVE').

Earth's shield power is shown in the middle gauge marked 'E-SHIELDS'. When this reaches 1,000, the shields will begin to glow red under the stress of the bombardment.

Your score is calculated under section marked 'TOTAL SCORE' and an updated 'HIGH SCORE' is held whilst the program is running.

BEWARE - If you fail in your mission to save earth, the planet will be destroyed and explode into hundreds of pieces.

## Game Controls

You control your phaser sights with the following keys:

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire

**Instructions' Source** : SPACE STATION ALPHA (Icon) Back and Inner Inlay

**Review** : No Review Yet



# SPACE TREK

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Review (Electron User)**

This is quite a good implementation of the classic game for micros. I would imagine there are still quite a few people who have not yet commanded the Starship Enterprise on its voyages through the edges of space where it encounters the dreaded Klingons/Vaiders.

The program offers a variety of commands via which the on-board computers produce information on screen. The commands are printed on handy reference cards included in the cassette case. The program is written to run on both the Electron and BBC Micro, so the speed tends to suffer when run on the Electron. With the program priced competitively and the listing freely available, Dimax have bravely taken a positive stand in the controversy over copying.

I have played Trek on the Electron before, and this is a much better version than the one I bought previously. Even with all the on-board computers, it's still very tough going. There are moments requiring split-second decisions, but generally tactics can be formulated carefully. The speed with which I moved from Condition Green to being disabled was rather disconcerting, but I think that was more a reflection on the captain than the ship.

Phil Tayler, ELECTRON USER 1.12



# SPACEMAN SID

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Authors : David Woodhouse and Tony Racine  
Standalone Release(s) : 1984: SPACEMAN SID, English, £7.95  
1984: SPACEMAN SID (Joystick compatible), English, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ENGLISH, PO Box 45, MANCHESTER M60 3AD. Tel: 061 835 1558  
Disc compatibility : Incompatible

## Instructions

*"SPACEMAN SID fights to survive on the planet Tribos, featuring scrolling screens, sliding bridges, meteor storms, 100% machine code action and one player game - joystick not required!"*

SPACEMAN SID stared out over the barren landscape, no enemy in sight. Bored, Sid's mind drifted back to the mission briefing and the C.O.'s desperate instructions.

"Sid... You are required to recapture out Dilithium Crystal Mines necessary to Earth's defence systems. The mining operations on Tribos have been captured by the Martian Forces. You have been picked to take the new XR5 Laser-Armed Combat Rover, to infiltrate the Martian defences and to destroy the enemy command camps."

Suddenly, lights appeared from over the horizon, and his attention instantly fixes on the approaching drone, his hand slams onto the fire button, reducing the oncoming craft to a ball of flame and twisted flying alloys.

"Drok..." gasps Sid. "That one nearly got me!"

But there is no more time for contemplation as an Enemy Scout Ship appears in close pursuit of his now vapourised comrade.

## Game Controls

Z - Left, X - Right, <SHIFT> - Jump, <RETURN> - Fire  
Q/S - Sound Off/On, <SPACE> - Pause On/Off

## Scoring

Small Rock	30 pts
Large Rock	50 pts
Meteor	50 pts
Drone	50 pts
Scout Ship	100 pts
Enemy Base	500 pts
Alien Bomb	0 pts
Beacon	0 pts
Land Mine	0 pts

Bonus Craft for completing Level 3

SPACEMAN SID features three progressive leves of difficulty and five sectors. Watch out for the meteors in sector 3 and the nasty sliding bridges in sector 4.

**Instructions' Source** : SPACEMAN SID (English) Back and Inner Inlay



### **Review (Electron User)**

As SPACEMAN SID, you're sent to the planet Tribos to attempt to recapture the Martian-occupied dilithium crystal mines which are essential for Earth's defence. Your only protection on this barren landscape is your XRS laser-armed Combat Rover.

As you proceed cautiously, jumping over pits, you are confronted by endless hazards - drones and enemy scout ships are only two of the Martian dangers. Land mines abound too, and there's nothing so unnerving as seeing your wheels dance into the air with gay abandon as you trip over an innocent-looking explosive.

And just wait until you get into the further sectors, where you're finally confronted by the dreaded bases of your fiery enemy. Tempted? You should be. Any potential Sids out there will be positively riveted by this tricky little game.

The keys are easy to use. X speeds you forward, Z slows you down while <SHIFT> certainly makes you jump. You tend to use <SHIFT> a lot. <RETURN> releases the laser beam to burn the nasty green machines from Mars.

The three progressive levels of play and five sectors, combined with convincing graphics which give a 3D effect to the heavens, produce a fascinating and frustrating game which can keep the family amused for hours.

Keith Young, ELECTRON USER 2. 7



# SPECIAL OPERATIONS

*Professional, Originally Released On Cassette Only*

Game Type : Strategy Wargame With Graphics  
Author : M. C. Lothlorien  
Standalone Release(s) : 1984: SPECIAL OPERATIONS, Lothlorien, £7.99  
Compilation Release(s) : 1988: 10 COMPUTER HITS, Beau Jolly, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : CDFS E00, DFS E00

## A. Setting And Objective

This exciting adventure war-game is set during the latter days of World War 2. The game utilises a split-screen and maps of various locations. Your position is shown in such a way that you are only shown what you would be able to see if you were on the ground (except the compound scenario which is an aerial photo).

Time plays an important role. You also have a time limit you set yourself; this is a rendezvous time for your pick up plane.

Your team members have two specialist skills, the choice of team members is up to you. There are thirty to choose from.

## B. Restart Objectives And Time

"Continue saved game Y/N". To play a saved game, press Y and follow instructions. N starts a new game. Select Objective 1-7 from the list, time 1-9. The number of hours to pickup is in 10's of hours. e.g. 6 = 60 hours time to pick up.

## C. Team Selection

From thirty applicants, choose four to accompany you, the team leader. At this stage, you will only be aware of one skill per applicant. To find a second skill, you will have to interview. This will take a full day and only eight can be interviewed before the mission commences.

When asked "Interview?" answer "i" will reveal second skill.

Having selected your team of four, the computer will create the adventure - this takes about a minute.

## D. 3 Main Scenarios

Although there are eighteen maps, the majority of play will be around FOREST, COMPOUND and COMPLEX.

1 FOREST - You are parachuted into the centre, close to the target area. The map will depict an impression as you come down; it is NOT accurate.

Your position is shown by a flashing square. While in the forest, beware of enemy patrols.

A key to the forest terrain is available by using "tf" command.

2 COMPOUND - The entrance to the underground complex is in the centre of the compound and is constantly guarded. The place is literally crawling with enemy personnel.

3 COMPLEX - The underground complex is a series of passages and rooms. The display shows what you can see plus area you have been in. You cannot see around corners!!



Apart from the East and West edges, there are no dead ends. All passages lead somewhere.

There are three possible entrances and exits at the East and West edges. To exit, use the "ou" command at these locations.

You can only exit by the way you entered apart from the MAIN entrance.

### **E. Time**

Time elapsed will constantly be displayed in hours and minutes. Different actions and skills use different amounts of time, and also vary with the scenario e.g movement in the forest takes twenty minutes, in the complex, it takes two minutes.

It's up to you how much time you need but for excitement, don't give yourself the maximum.

### **F. Actions/Skills**

Actions are shown in the reference tables.

Use of team skills is important.

Only three skills may be used simultaneously.

The team leader is proficient in all skills BUT YOU CAN SELECT HIS SKILL USE ON FIVE SEPARATE OCCASIONS.

Team skills are constantly displayed.

Team members only use skills when instructed. This is done by the "su" command. You will then be asked "SKILL TO USE?" Enter first three letters of the skill. If one of your team has this skill, it will be used until cancelled.

For leader skill, you must first select "Lea" then follow above procedure.

To cancel skill used; type "sc" when asked for ACTION and then the first three letters of the skill.

To cancel leader skill, you MUST enter "lea" and not the skill.

NOTE : To correct errors, press z once or twice. If you select "su" or "sc" in error, escape by keying in a skill which you DO NOT POSSESS in your team. Skill use is cancelled in combat.

### **G. Combat**

When an enemy patrol enters one of the adjacent areas to the team, combat will normally occur. During combat, your men will be shown at the bottom of the screen numbered 1 to 5. Team leader is number 1.

The enemy is deployed at the top.

For each of your men you must select an enemy target, then move each man two squares by using cursor keys (5-8) or 9 for no movement.

One hit causes a wound. Two hits causes death.

In order to hit a target, there must be a clear line of sight.

When hit, the man will "flash" on and off.

After combat, a status report on your team's condition will be given with by "st" command.

### **H. Saved Games**



You may save the current game. Enter "qu". You will be asked to save the game position by pressing Y. Follow the on-screen instructions.

### Tips

1. Keep your leader safe.
2. There are at least six completely different routes into the Compound and Complex.
3. Be careful in the Compound and Complex. These are high security areas.
4. Take great care in choosing your team. Get the best balance of skills.
5. Remember your leader can use any of the thirty skills.
6. Use skills to the utmost. Keep trying them and find out what they are capable of.

### Objectives

1. Find location of the enemy compound and take photographs of it. You do not need to enter.
2. Find a method of getting in and out of the Compound.
3. Find a method of getting in and out of the Complex.
4. Get samples of an experimental chemically based rocket fuel.
5. Get sample of viral agent.
6. Get details of the rocket guidance system.
7. Destroy the production area in the Complex.

### Reference Table - Actions

mn, ms, me, mw = move N, S, E, W (North is always top)  
in = enter terrain, feature or vehicle (skills or equipment are sometimes used)  
ou = get out  
su = skill use  
sc = skill cancel  
eq = list of equipment found  
se = search (not in caves)  
ta = take (a piece of equipment)  
hi = hide (you, not the equipment)  
at = attack guards (forest only)  
no = do nothing (short periods)  
w = wait (long periods)  
st = status report on the team  
tf = terrain features in the forest  
qu = quit the game

### Skills

Acr(obat) Act(or) Bio(logist) Car(tographer) Che(mist) Cip(hers)  
Cli(mber) Div(er) Doc(tor) Ele(tronics) Exp(losives) For(ger)  
Int(errogator) Lea(der) Lin(guist) Loc(ksmith) Mec(hanic) Mid(get)  
Nav(igator) Pho(tographer) Phy(cisist) Pic(kpocket) Pil(ot)  
Rad(io operator) Sap(per) Sco(ut) Sni(per) Str(ongman) Una(rmed combat)  
Veh(icles).

**Instructions' Source** : 10 COMPUTER HITS (Beau Jolly) Inner Inlay

**Reviews** : No Review Yet



# SPECTIPEDE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up; CENTIPEDE clone  
Author :  
Standalone Release(s) : 1987: SPECTIPEDE, Mastertronic, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MASTERTRONIC, 8-10 Paul Street, LONDON EC2A 4JH  
Tel: 01 377 6880  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Destroy the spiders, slugs, bats and worms before they destroy you!!!!

Life in the garden was never like this - evil bats, slimy slugs, nasty little spiders and a manic worm make for a very hectic time in the garden - did I just say garden? It's a jungle!!!!!!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, User-selectable key for Fire  
Or make joystick selection when requested.

**Instructions' Source** : SPECTIPEDE (Mastertronic) Inner Inlay

## Review (EUG)

The BBC/Electron owner is spoilt for choice when it comes to the CATERPILLAR-style game, and they appear in so many compilations that it's pretty much inconceivable that one of them isn't somewhere in your games collection. SPECTIPEDE is the bug blasting variant from the budget company MASTERTRONIC; a fast-executing but clumsy conversion - and one that kills you off far more often than those of a similar vein!

The blaster at the bottom of the screen, the sparse mushroom field becoming more and more overcrowded as the game goes on and the long insectipede winding through them and splitting in two when hit by your bullets is one of the symbols of the true retro age. It's available in almost this standard form on all machines up from the humble GAMEBOY to the most powerful PC, and now you're unlikely to be asked to pay out anything like the £8.95 ALLIGATA thought BUG BLASTER justified, or even the £2.99 budget price this title went for. [At least, not just for it alone. - Ed] So the question is what this particular title has to recommend it from the rest?

Regretably, as indicated by the above intro, the answer is not very much. You CHAIN it from the prompt and, after a few seconds' loading, the micro makes an odd twittering sound as the MASTERTRONIC 'logo', which is actually just the word, wriggles over your screen in an S-shape typical of budget 'loaders' and introduces you to "SPECTAPEDE"!

Immediately being presented with spelling mistakes like this, a fault of which a few budget companies are guilty, is at best irritating and at worst merely symptomatic of what is to come.

After loading the next part, the screen blanks to Mode 6 and you are asked which button you wish to use to fire. This causes two problems. First, absolutely no effort has gone in to making the said screen look attractive and even the cursor is still amateurishly blinking away. Secondly, the message gives the impression that you only need one key to press in order to play the game. So, for instance, you



might quite likely press <RETURN>. You must then tap whatever button you have chosen to continue (unnecessary!) and then you are informed of the existence of the OTHER buttons: Z - Left, X - Right, + - Up and . - Down. With the <RETURN> key as fire, you're then left with a huge gap between your fingers (stretching over one button on the Electron and two on the BBC) unless you reload the game and choose \* or <SPACE> as fire - the only two realistic choices, anyway! And what of the possibility of a player using one of the reserved keys as a fire button? Well, try this and your game will be a chaotic mess where the fire button not only fires but also sends your blaster in the specified direction at the same time! For goodness' sake, MASTERTRONIC! Either have an option to redefine all the keys or choose sensible ones and be done with it!

More loading and a similarly sighworthy screen asks "KeyBoard or Joystick (K/J)?", "High/Low Resolution" and "Fast, Medium or Slow Game" in turn. Now there's no doubting the usefulness of these features. Far too few games have the joystick facility and the resolution factor means simply that you can play in either Mode 1 (High) or Mode 5 (Low) which is both easy on the eyes of respective players, helps vary the action of a style of game which can seem to go on (and on!) and also makes the game a little easier as the "pede" occasionally has a longer breadth of screen to cross in Mode 1. You can even look upon this option as giving you two conversions of the game; the only differences between some of those put out by other companies was the Mode. Speed of game, of course, also helps those whose arcade prowess is not up to that of the hardened arcade addict.

But unfortunately the author has blown it again! In practice, the game speed has little effect on how tough it actually is to play and the options must be chosen before any game is commenced. So the screen is forever flashing up and demanding input. Even this would be bearable were it not that, after inputting F, M or S, you were not forced to sit through a truly awful string of blips for fifteen seconds before the game started. The same is also true on death, except the tune lasts twice as long!

The game itself although it runs well on the Electron, goes far too fast on the BBC, even on the S(low) setting and, also as mentioned in the intro, death is a frequent occurrence. Often you 'die' not as a result of a collision with any of the insects in the field (actually a garden in this clone) but simply after blasting the last portion of the pede. This is extremely frustrating and means you can probably not survive beyond level three...and it's not the only bug. On death, your previous blaster stays on screen and becomes an obstacle to be avoided, but can also be used to shelter behind from a pede on the bottom level of screen coming at you from the side. If it's a feature, then it's one not seen on other conversions, not one you'll like and looks like a bug!

After a while you'll be dead and invited to enter your name (by a left-justified message that simply appears obliterating the background) at a "?" prompt. As the keyboard buffer isn't cleared, you'll be staring at a row of Zs and Xs so, to make your mark, you must first delete them! Having rather emphatically berated this product by now, it does find some saving grace in its graphics, which do all the right things and are animated quite smoothly. A wriggling worm, bouncing spider and mushroom-laying spider (!) invade the screen quite regularly and keep the player on his toes.

There's no getting away from the fact that this is a flop though, even though it was published at a time when budget titles were not expected to be of a very high standard. It was originally published quite early into the life of its respective machines (1984), and, as ALLIGATA and SUPERIOR's versions were doing the rounds at almost a tenner, with a little thought could have provided serious competition at its reduced price. But it doesn't, it wasn't, it isn't...and it never will be. For any bug blasting, stick with the aptly-titled BUG BLASTER!

Dave Edwards, EUG #55



# SPELLBINDER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Monochrome Dungeon Maze Game  
Authors : Dan Shirron & Etan Shirron  
Standalone Release(s) : 1987: SPELLBINDER, Superior/Acornsoft, £9.95  
1990: SPELLBINDER, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1988: PLAY IT AGAIN SAM 4, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : Unknown

## Instructions

### The Scenario

At the end of the thirteenth century, there lived in the land of Lorraine ten wise and powerful Magelords. Each of them had studied sorcery and enchantment from childhood days, and each knew how to evoke potent spells capable of causing metamorphosis and devastation.

### Your Mission

You play the role of one such Magelord named Eldon The Spellbinder. Your task is to find the evil Zorn, who has deserted the Magelord brotherhood and fled to the Castle of Lorraine. Then, by collecting the correct ingredients, you must mix the Ultimate Spell, cast it at Zorn and banish him for good.

### The Castle of Lorraine

You must work your way through the many rooms comprising the castle's two floors, three citadels, catacomb and dungeon. To move between levels, you must locate a teleport or use the portals. Your route through the castle is complicated due to secret passages, one-way doors and doors that will appear only after specific tasks have been performed.

### The Creatures of the Castle

The creatures guard the castle from trespassers. When a creature touches you, it takes a certain percentage of your energy dependent upon its strength and your shielding. Without shielding, the percentage (for each type of creature) is:

WATCHER .....	2%
BLACKWITCH .....	3%
CYCLOPS GUARD .....	4%
WINGED SKULL .....	5%
FOREST HAG .....	6%
ZOMBIE .....	7%
DEATHMONK .....	8%

### The Magic Ingredients

Magelords have extensive knowledge about magical ingredients and their use in spells. Some of the important ingredients are:-

**BURNED ASHES** : The first and most common ingredient. This ingredient is created in some villages by burying the bark of the Red Oak Tree. It is used in spells that will cause effects on other beings: for example, Freezing spells.

**SULPHUR** : This profane ingredient is found as a yellow powder. The villagers around the castle use it in a simple way to cure wounds. The Magelords use it to restore strength and for Healing spells.



**TOAD'S LEGS** : This pungent-smelling ingredient is created by taking and drying the legs of the Giant Green Toad. Some of the villagers use it in soups and exquisite delicacies. The Magelords use it for Freezing spells.

**DRIED ROOTS** : This ingredient is not so common nowadays since it is produced from the roots of the Nightshade, once abundant, but now rare indeed. It is used in spells that will work upon the spellbinder, such as healing and Shielding spells.

### Use of Spells

The magical spells are created by mixing an effective recipe. All novice Magelords are taught these three extremely useful spells:-

**HEAL** : Casting this spell will raise your strength by 10%. Ingredients: Sulphur and Dried Roots.

**FREEZE** : This spell is used against creatures. It cools their blood and thereby slows them down. The spell will cease its effectiveness once you have left the room in which it was cast. Ingredients: Toad's Legs and Burned Ashes.

**AIRSHIELD** : A spell which will protect you from the creatures in the castle. It causes the air around you to swirl rapidly thus making the creatures' hits 50% less effective. Ingredients: Wine and Burned Ashes.

You can't kill creatures by regular spells, but the FREEZE and AIRSHIELD spells will help you to avoid their bad effects.

When wandering through the castle, you may find hints or clues about creating more effective or totally new spells. If you come across new ingredients or recipes, always make a note of them - you never know when they might come in useful!

### The Icon System

At the bottom of the game screen, you will see the Icon System. There are six icons that may be selected:-

- |            |                    |  |
|------------|--------------------|--|
| [ Arrow ]  | MOVE               | - This icon is automatically selected at the start of each         |
| [ Icon ]   |                    | new game. You can move left, right, forwards and backwards. After  |
|            |                    | selecting other icons, you should resume movement by choosing this |
|            |                    | icon.  |
| [ Eye ]    | LOOK/SEARCH OBJECT | - When standing next to an object, this                            |
| [ Icon ]   |                    | function will search it for other objects, clues or special uses.  |
| [ Potion ] | CHECK INVENTORY    | - When chosen, you are first shown your Strength                   |
| [ Icon ]   |                    | Percentage. Other items are displayed each time you press the      |
|            |                    | Forward Movement key (the "?" key).                                |
| [ Bowl ]   | MIX A SPELL        | - You must first have an appropriate recipe. Scroll                |
| [ Icon ]   |                    | down the list of ingredients by pressing the Forward Movement (the |
|            |                    | "?" key.). To select an ingredient to be used for the spell, press |
|            |                    | the Selection Key (the RETURN key). After you have chosen the      |
|            |                    | required ingredients one at a time in the specified order, you     |
|            |                    | should then scroll down the list to the END marker and press the   |
|            |                    | Selection Key. The ingredients will then be mixed together.        |
| [ O ]      | CAST A SPELL       | - Scroll down the list and choose the spell by                     |
| [ + ]      |                    | pressing the Selection Key (the RETURN key).                       |
| [ Hands ]  | USE AN ITEM        | - Scroll down the list and choose the item you wish to             |
| [ Icon ]   |                    | use by pressing the Selection Key (the RETURN key).                |

### Game Controls

The movement keys are user-definable. However, you will not be able to choose the function keys, <ESCAPE>, <CTRL> or <SHIFT> because these keys have a constant usage.



The following keys are suggested:

Z - Left, X - Right, \* - Backwards, ? - Forwards, <RETURN> - Selection key

BBC MICRO		ELECTRON
f0 .....	Select MOVEMENT icon .....	1
f1 .....	Select LOOK/SEARCH icon .....	2
f2 .....	Select INVENTORY icon .....	3
f3 .....	Select MIX SPELL icon .....	4
f4 .....	Select CAST SPELL icon .....	5
f5 .....	Select USE ITEM icon .....	6
f6 .....	SOUND ON/OFF control .....	7
f7 .....	PAUSE ON/OFF control .....	8
SHIFT and ESCAPE .. Commit suicide ..... SHIFT and ESCAPE		

**Instructions' Source** : PLAY IT AGAIN SAM 4 (Superior/Acornsoft) Inner Inlay

### **Review (Electron User) - "Bewitching Adventure"**

In true adventuring tradition, SPELLBINDER asks you to take the role of a powerful and wise Magelord entrusted with the awesome task of banishing the evil Zorn. In order to do this, you must search the foreboding Castle of Lorraine, find Zorn and then by mixing the ultimate spell, despatch him to the wilderness forever.

Released in the aftermath of a glut of arcade/adventure hybrids, SPELLBINDER must offer than the usual range of features, particularly with its relatively high price tag. This it does, mainly through its icon system, its size, its graphical detail and spell-collecting and casting procedures.

Playing SPELLBINDER is not difficult. The character moves freely around each room, though you do have to be accurate when guiding him through one of the many doors.

Control is aided by a well thought out icon system complementing the four definable keys. These icons, selected by function keys, enable you to mix and cast spells, examine and use items to be found in the adventure, and keep tabs on what items you have in your possession.

SPELLBINDER's graphics are not outstanding. However, the program designers have put some thought into littering the stone-walled castle with the sort of medieval accoutrements you would expect to see in a place like this.

Heraldic shields and gargoyles adorn the walls and you find suits of armour, wooden barrels and sturdy chests dotted around the place, all adding atmosphere to the proceedings.

What is more impressive than the detailed graphics, is the sheer number of rooms comprising the two floors, three citadels, catacomb and dungeon.

One-way doors, secret passages and teleports all confuse the explorer but I found the colour coding of the various parts of the castle (the game is in two-colour, high resolution Mode 4) most helpful in creating a game map.

What makes this more than a mapping and avoiding the monsters affair, are the weird and wonderful spells you are called on to cast. First however you must find the ingredients for each spell - items like burnt oak leaves, toad legs and sulphur are all essential components of the common spells.

The instruction leaflet details some spells, but it is up to you to obtain the rest. Speaking to the stone dwarves, browsing through the bookshelves and similar ruses will all help glean the necessary information.

The game sticks to some quite strict adventuring rules - it is more a problem-solving graphical puzzle than a key-bashing exercise of dexterity.



The spell element, which you must master if you aspire to solve SPELLBINDER, is far from easy. It is this aspect of the game, coupled with the thought put into much of the design which marks it out as better than most of the other, similar offerings.

Sound .....	7
Graphics .....	8
Playability .....	8
Value for money .....	7
Overall .....	8

Clive Gifford, ELECTRON USER 3. 3 (Jan 1988)



# SPHERE OF DESTINY

***Professional, Originally Released On Cassette Only***

Game Type : Horizontally Scrolling Arcade Game  
Author : Gary Partis  
Standalone Release(s) : 1986: SPHERE OF DESTINY, Audiogenic, £7.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

*"Bruce the bashful jet-ball is speeding along the technicoloured inter-Starian freeway en route to where his true love waits. But the course of true love never runs smooth, and the freeway surface is starting to crack up, with unpredictable results. So the stellar highway engineers have marked sections of the surface with different colours according to the different effects that they have on progress. Certain sections slow you down, speed you up, or make you bounce. Other sections can have the disastrous effect of reversing your ball controls - while others are just plain deadly!"*

*SPHERE OF DESTINY is superfast arcade action for the BBC - including Master - and Electron. There are 64 stretches of freeway to test your reactions and dexterity to the limit - with a fulfilling reward for those who can make it through!"*

Bruce the bashful jet-ball is speeding along the technicoloured inter-Starian freeway en route to where his true love waits. But the course of true love never runs smooth, and the freeway surface is starting to crack up, with unpredictable results. Rather than set up an intergalactic contraflow system, the stellar highway engineers have marked sections of the surface with different colours according to the different effects they have on progress...

BLUE - O.K. No problem.  
YELLOW - O.K. No problem.  
BLACK - Black Hole. Avoid these sections at all costs.  
RED - Slows Bruce down.  
GREEN - Gives Bruce a boost of speed.  
MAGENTA - Gives Bruce a bounce.  
WHITE - O.K. Gives a small bonus.  
CYAN - Reverses Bruce's speed and steering controls - aagh!

Bruce has to travel 64 eons before he gets to his true love - and his reward! (In the year 2129, women seem to go for the oddest balls) Lucky Bruce has three lives, and your job is to help get him there - or at least as far as possible!

Note - Every self-inflicted bounce will reduce your lifespan more quickly!

## Game Controls

Z - Left, X - Right, \* - Speed Up, ? - Slow Down, RETURN - Bounce

**Instructions' Source** : SPHERE OF DESTINY (Audiogenic) Back And Inner Inlay

## Review (Electron User) - "Something Really Special"

Just in at the last minute is SPHERE OF DESTINY, the latest game from Gary Partis, author of such notables as POSITRON, PSYCASTRIA and the vast DR WHO AND



THE MINES OF TERROR on the BBC Micro. The title is perhaps more suited to an adventure, though I assume it derives from the reggae group Spear of Destiny.

The idea of the game is simple: Guide a bouncing ball through 60-odd levels of a 3D obstacle course within the allotted time limit. Control is also relatively simple - left, right, accelerate, decelerate and jump/bounce. The action takes place on a five-lane roadway made up of a number of multicoloured tiles, each of which has a different function.

White squares give bonus points, purple ones make you bounce. Green tiles increase your speed but red bring you to a virtual standstill. Beware the cyan tiles - right becomes left, accelerating slows you down and you're soon totally lost.

Owners of the Spectrum, Atari or Amstrad CPC will notice many similarities with TRAILBLAZER from Gremlin Graphics. SPHERE OF DESTINY is a perfect example of the way delicate little refinements can give a game that subtle feel of something really special.

From the rolling demo to the clicking on and off of the keyboard LED as an invitation to enter your name in the high score table, SPHERE bombards you with special effects.

The game features some of the most advanced programming techniques seen on the Electron. Unfortunately I found SPHERE, like Gary's other recent games, much too difficult.

This is a great pity as he's remarkably good at finding that elusive addictive quality. I still regularly go back to PSYCASTRIA but I have rarely completed the first stage. Perhaps Gary should release his games before he's had a chance to get too good at them - it might give us mere mortals a chance!

I found it particularly ironic that the highly amusing scrolling text featured a message of thanks to someone who had helped make the game "more playable". I only made it to level three a couple of times in a few hundred attempts.

SPHERE OF DESTINY is driving me nuts, but I'm sure it'll still be driving me nuts in a year's time.

Sound .....	6
Graphics .....	10
Playability .....	8
Value for money .....	10
Overall .....	9

Chris Murphy, ELECTRON USER 4. 8



# SPHERE OF DESTINY 2

*Professional, Originally Released On Cassette Only*

Game Type : Horizontally Scrolling Arcade Game  
Author : Gary Partis  
Standalone Release(s) : None  
Compilation Release(s) : 1989: FAB FOUR VOLUME 1, Audiogenic, £9.95  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

The inter-stellar highway is constructed from brightly coloured tiles. Unfortunately Bruce the jet-ball is very sensitive, and reacts to different colours in different ways.

Blue and Yellow are no problem, but Red slows you right down. Green speeds you up and Magenta makes you bounce, whilst Cyan reverses the controls (Aaarrgh!). White gives a bonus, but avoid the Black holes at all cost!

## Game Controls

Use Z and X to move left and right, \* to speed up and ? to slow down. Press <RETURN> to bounce, but beware - too much bouncing can be bad for your health! Can you take Bruce through all 64 levels with just three lives?

**Instructions' Source** : FAB FOUR VOLUME 1 (Audiogenic) Inner Inlay

**Review** : No Review Yet



# SPHINX ADVENTURE

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure  
Author : Paul Fellows  
Standalone Release(s) : 1984: SPHINX ADVENTURE, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"This pack contains cassette plus instructions for SPHINX ADVENTURE on the Acorn Electron, a classic adventure in which you move through caves, fight with trolls, collect treasure and finally make your way to the Sphinx to collect your reward. But the Sphinx is not that easy to find, and along the way there are all the pitfalls - some predictable, and others not - typical of the adventure game."*

The game starts by describing your immediate surroundings and possible routes that you can take; type in a command such as GO WEST, or just W (you will discover other abbreviations as you play the game). Press <RETURN> after each command.

As you travel you will come across various objects which you can take with you. To pick up objects type in TAKE followed by the name of the object. You can take as many as you want, but you can only pick up one at a time since the computer only looks at two words in one command.

The computer becomes your eyes, ears and hands. It tells you what is happening to you, and you must tell it, in return, your response to the situations that you find yourself in.

## Some General Advice

Going North may take you North to begin with, but the path or tunnel may bend round so that you find yourself back in the same place. Take note, and try a different direction.

You will be travelling in the dark sometimes, and so will need a light source.

## Useful words

Don't be afraid to experiment with a wide range of verbs and nouns. Only in this way will you discover the vocabulary of the adventure; this is part of the fun but is also vital to overcome all the obstacles in your path to the Sphinx.

To move in some direction, try something like GO UP, DOWN, IN, NORTH or N etc.

To get or drop some keys, for example, try GET KEYS, TAKE KEYS or DROP KEYS.

To get a full description of where you are, LOOK.

For a full list of your current possessions, use INV or INVENTORY.

A selection of other words: FILL, ENTER, PAY.

To stop altogether, QUIT.

## Score

The score depends on two things: how much treasure you manage to bring to the Sphinx and how many mistakes you make on the way. So although the maximum score is 800, in



the first few games when finding out what you can or cannot do, the penalties for errors may keep your score right down. Don't be discouraged (unless your score is less than 5!).

You can find out your score at any point during the game by typing SCORE.

### **Saving and Loading**

An additional procedure on the disc version allows your current position to be saved and then loaded back into the adventure. Type SAVE or LOAD then enter the filename at the prompt.

### **Hints & Answers**

Here is a list of commonly asked questions about Sphinx Adventure, together with a set of hints and answers.

I can't open the clam.

Hint: Find an implement that will help.

Ans.: A jack will open the clam.

What do I pay to get across the toll bridge?

Ans.: Anything will do, as you can regain it.

How do I kill the vampire?

Hint: In the usual way.

Ans.: With a wooden stake.

I can't get across the chasm.

Hint: Try magic.

Ans.: Wave wand.

I can't get across the glacier, as it breaks.

Hint: You need something magical.

Ans.: You need the mithril ring.

I can't get out of the serpent.

Hint: Try aggravating it.

Ans.: Set light to something.

I can't get out from under the bottom of the rock slide.

Hint: Try magic.

Ans.: Rub the magical mithril ring.

I can't get across the lake.

Hint: What do you need when crossing water?

Ans.: Find the boat.

The pirate can't be killed.

Hint: Is that disturbing?

Ans.: No, he can't be killed. He just dodges away.

The pirate steals something whenever I move away from him.

Hint: He will always try to steal from you, and only you.

Ans.: Put the objects down, and they will not be touched.

I have lost something. How do I get it back?

Hint: The thief does not keep it on him.

Ans.: He stores it in a safe place.

I can't pass the fiery walls.

Hint: Put out the fire then.

Ans.: Use the water, but don't just drop it.

After a time, my lamp runs out.

Hint: Use magic to brighten the lamp.



Ans.: Do as Aladdin did to his lamp.

I can't get past the goblins.

Hint: You need something they don't like.

Ans.: The dragon's teeth frighten them.

I lose a weapon when I kill the dragon.

Hint: Use a weapon that will remain with you.

Ans.: Be bold and use no extra weapons at all!

I can't find the dragon's teeth.

Hint: Make sure it's dead first.

Ans.: Look for them after killing the dragon. They are there.

I can't get past the crocodile.

Hint: Make him interested in other things.

Ans.: Feed him.

I can't pick up the mouse.

Hint: It is frightened of you, so make it happy.

Ans.: Entice it with cheese.

I can't get rid of the bear.

Hint: Divert his interest to something else.

Ans.: Orcs are frightened of bears, so find an orc.

I can't get rid of the orc.

Hint: Find something it does not like.

Ans.: It is frightened of bears.

I can't find my way out of some rooms.

Hint: Use magic.

Ans.: Rub the magic ring.

I can't get all the points.

Ans.: Either you have not found everything or something was used or stolen.

I have got to the Sphinx, but can't finish.

Hint: Use hints from the messages on the walls.

Ans.: Kneel and use magic.

**Instructions' Source** : SPHINX ADVENTURE (Acornsoft) Back And Inner Inlay

### **Review (Electron User)**

SPHINX ADVENTURE was the first adventure to be released by Acornsoft and is, to my knowledge, still the only one available on cassette for the Electron. It's modelled very generally on the original Crowther and Woods' Colossal Caves. You'll meet some familiar characters in it, though, to be fair, it is nothing like Colossal Caves and is a very worthy adventure in its own right.

Your task is to search an underground complex to add yet more treasures to the pile you have built up from previous adventures. You start your quest on a well-trodden road and a quick search of the countryside should find you equipped for the start of your quest. Then it's off to the Valley of Doom and down the Hall of Spirits for the start of your perils. You'll soon come across a pirate and a dwarf who will leave you an axe.

Your first major problem is likely to be in getting past the fiery passage - this is where you find out whether you have the bottle for this adventure! Later you'll need to escape from a sea-serpent - match that if you can! The troll shouldn't prove to be much of a problem. You should be able to discover where he puts his loot. Right! That's enough clues!



One thing I couldn't discover was whether there was any meaning to the graffiti in the Inner Sanctum. I'm sure that there are more locations to be discovered here. Please let me know if you have figured it out.

I've managed to map more than 100 locations so it is a big adventure. In fact I must confess that it is one of those games that keeps you up until the small hours. Five o' clock in my case.

Overall, an extremely good adventure and one that I can wholeheartedly recommend. Let's hope Acornsoft do conversions for their other adventures. Excellent stuff.

Merlin, ELECTRON USER 2.11



# SPITFIRE '40

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Aircraft Simulation  
Author :  
Standalone Release(s) : 1990: SPITFIRE '40, Alternative, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : MIRRORSOFT, Hoborn Circus, LONDON EC1P 1DQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Spitfire 40 is not only the closest you're likely to come to flying one of the most famous aircraft of all time - it's a spectacular wartime adventure as well.*

*"As a young Spitfire pilot in 1940, you'll be trained in the techniques required to fly a Spitfire. You'll be able to practise your combat skills, before going on missions in full combat mode - the real thing. A full demonstration of the Spitfire's features, and the type of mission you'll be sent on is also included on the disk.*

*"Once you've mastered the controls and can fly the Spitfire with confidence, you can take to the skies for a dogfight with the enemy. Get the most of the aircraft's authentic looping and rolling capabilities to outwit your opponents, and manoeuvre your way to dominance of the air.*

*"You can save all your practice and combat experiences, allowing you to rise through the ranks of the RAF to the coveted position of Group Captain, DSO DFC VC.*

*"Your personal pilot's log is included with the program, together with a keyboard guide and quick reference flight checklist.*

*"THE BEST THING SINCE THE REAL THING*

*"'Spitfire 40 is a graphically excellent game' - Computer & Video Games.*

*"'Flying the Mirrorsoft Spitfire is a joy' - Commodore User.*

*"'The best simulation in years' - Crash."*

## Preface

Spitfire '40 is not only the closest you're likely to come to flying one of the most famous aircraft of all times - it's a spectacular war-time adventure too.

Picture the scene - it is the Summer of 1940 and you are a newly trained pilot, posted to a Spitfire Squadron in South East England.

Like so many of those young men in 1940, you will learn that a Spitfire is no ordinary place. You will discover its special capabilities and, most importantly of all, how to handle it in combat. As you learn, you can save your growing experience to tape or disk. With practice and your increasing skill, you can rise through the ranks, gaining medals, to reach for the highest accolade - to achieve the rank of Group Captain and the coveted VC, DSO and DFC medals.

SPITFIRE '40 gives you not just valuable experience in the principles and techniques of flight combat; it's a lot of fun, too!

## Loading and Game Controls

When the program has loaded, you will be asked to load:

ORIGINAL LOG

SAVED LOG



Use the joystick and fire button to make your selection. For convenience this manual refers only to joystick controls. The keyboard alternatives are listed below:

: - Joystick up, / - Joystick down, A - Joystick left, S - Joystick right  
<SPACE> - Fire

See the separate keysheet for a summary of all the keys used during the game. See also keysheet for loading a saved log.

A list of pilots' names on the flight log will appear. Choose your pilot by moving the joystick up or down, then press fire.

The logbook for the pilot you have selected is displayed, including rank, medals, flying hours and victories.

Press fire again and you will see a menu of flight modes:

PRACTICE  
COMBAT  
COMBAT PRACTICE

Use joystick and fire to make your selection.

### Practice

This option puts you into the cockpit at the take off point on the runway to enable to practise flying your Spitfire before you head off into combat. If you can then land successfully on a runway, you can save your log on tape or disk to start building up your experience. To save, follow the on-screen instructions, then press FIRE. You should read the flying and landing notes thoroughly first.

### Combat

This mode is the heart of the program. On selection, you will be given your mission instructions, for example:

ENEMY 3 (number of aircraft)  
INTERCEPT 14 (distance in miles)  
BEARING 200 (bearing from the runway)  
HEIGHT 6000 (enemy height)

Now you must take off and engage the enemy in combat. The enemy will remain at roughly the height first given in the instructions. If you are successful and return safely to a runway, you can save your combat record to build your record.

### Combat Practice

The purpose of this option is to enable you to gain some elementary experience in handling the Spitfire in combat. You will find yourself at 10,000 feet with enemy aircraft coming at you in frontal attacks. Practise following and firing at them, allowing for deflection shooting which requires you to judge where the enemy will be by the time your bullets have reached the target.

Your successes in combat practice are not recorded and you can return to the main menu by pressing <RETURN> or by crashing.

### Instrument Panel

Clockwise from the upper left, the instruments are:

FUEL GAUGE	- Indicates the amount of fuel remaining. You start with enough for 45 minutes' flying.
AIRSPEED INDICATOR	- Indicates speed in units of 100 mph.
ARTIFICIAL HORIZON	- Represents the plane's altitude in relation to the true horizon, with black for the sky and white for the ground.
VERTICAL SPEED INDICATOR (VSI)	- Represents vertical speed and movement at intervals of 1,000 feet per minute in the climb or descent section.
ENGINE REV. INDICATOR	- Indicates engine speed in 100s of revolutions per minute.



- |                         |   |
|-------------------------|---|
| SLIP AND TURN INDICATOR | - The top needle represents sideways movement through the air (slip). The bottom one measures the rate of turn; the more displaced the needle, the higher the rate of turn. |
| COMPASS                 | - Indicates compass heading.  |
| ALTIMETER               | - Indicates height above the ground. The large needle shows 100s of feet, the small one 1,000s of feet.   |

The instrument panel on your screen is a faithful reproduction of that in the original Spitfire. However, two instruments have been added for ease of use.

- |                  |  |
|------------------|--|
| RUDDER INDICATOR | - Shows the position of the rudder.  |
| PITCH INDICATOR  | - Represents a sideways view of the Spitfire. Although this duplicates part of the function of the artificial horizon, it does assist orientation when diving or climbing steeply. |

## Joystick

The forward and backward movement of the joystick controls the Spitfire's elevators. Pulling the joystick backwards will raise the aircraft's nose; pushing the joystick back lowers it. This is known as altering the pitch of the aircraft. The sideways movement of the joystick controls the ailerons, which in turn will make the Spitfire roll or bank to the left or right. A secondary effect of rolling is that it causes the aircraft to turn and change direction. The joystick fire button activates the eight Browning machine guns mounted in the wings.

You should be aware that there is an inevitable time lag between moving the joystick and reaction of the aircraft, particularly when applying an opposite correction such as reversing the joystick when rolling the aircraft back to straight and level flight after completing a turn.

## Keyboard Alternatives To Joystick Controls

Ailerons <A> <S>

Roll and bank the Spitfire left/right. A secondary effect is to make the aircraft turn and change direction.

Elevators <:> </>

Raise/lower the aircraft's nose to alter the pitch.

Fire <SPACE>

To activate the wing-mounted machine guns.

## Keyboard Instrument Controls

Throttle <Q> <W>

Increases/decreases power; exact level can be gauged from the engine speed indicator on the instrument panel.

Rudder <Z> <X>

Turns the rudder left/right; exact position of the rudder is shown on the instrument panel. After applying rudder, the first press of the opposite rudder key initially centralises the rudder. This additional feature is particularly useful when there is no time to make a visual check.

Flaps <F>

Toggles flaps up or down; current position is indicated on the instrument panel by the letters U and D. Putting the flaps down lowers the stalling speed of the aircraft; they should not be lowered at speeds above 140 mph.

Undercarriage/Gear <G>

Toggles the undercarriage up or down; the current position is indicated on the instrument panel (black for up, green for down). You should not attempt to fly with the undercarriage down at speeds much above 160 mph.



## Aircraft Controls

Brakes <B>

Toggles the brakes on or off; the current position is indicated on the instrument panel (green for off, black for on).

Map <M>

Toggles the map screen on or off; the map is a representation of South East of England. A white aircraft symbol indicates your current position and a black aircraft symbol shows the position of the enemy. The three squares represent areas which can be examined in greater detail (see below). Looking at the map also has the effect of freezing the simulation and can therefore be used as a pause key.

Expanding the Map <N>

If the Spitfire is within one of the three squares, press <N> to show the current detail. Further keypresses will first expand the area and then contract it. Ground detail is shown in a position relative to the Spitfire's current heading.

Sound <CTRL>

Toggles the sound effects on and off.

## Handling And Flying

### Taking Off

If you have chosen Practice or Combat mode, the Spitfire will be positioned on the runway ready for take-off.

### Checklist

- Flaps up
- Push throttle to give power of 2,000 rpm
- Brakes off
- Increase power to maximum rpm
- As speed reaches 100 mph, ease back gently on the joystick
- When the Spitfire lifts off, retract the undercarriage
- Check that the instrument panel indicator is black
- Do not attempt a steep climb until the speed is over 140 mph
- After completing the climb, reduce power to around 3,000 rpm for cruising speed and level flight

### Climbing

The rate at which the Spitfire climbs is shown on the VSI. This rate is controlled by the power of the engine and the angle of climb.

The optimum rate of climb for this type of Spitfire was 185 mph at approximately 2,850 rpm, giving 2,500 feet per minute. At this altitude you will not be able to see the horizon out of the cockpit. The ceiling height for this aircraft was approximately 35,000 feet.

Experiment with altitudes and power settings to gain experience. If you attempt too steep a climb with insufficient power, the speed will drop until a stall occurs.

### The Stall

The stalling speed of the Spitfire is 75 mph with the undercarriage and flaps up and 65 mph with them down. Remember that if the aircraft is too close to the ground, the consequent loss of altitude will cause a crash. If you have the sound control on, you will hear a warning that the aircraft is approaching stalling speed.

### Straight And Level Flight

Straight and level flight is achieved with the wings horizontal and the VSI at zero. Level flight is achieved by adjusting the aircraft's altitude first, and when level, adjusting the speed using the throttle. Practise flying at various speeds, comparing the actual horizon with the artificial horizon. As power is increased, the Spitfire's nose will tend to rise; with a reduction of power, it will drop. This can be compensated for with the joystick.



Zooming around at maximum power, however tempting, is not recommended if you want to succeed as a Spitfire pilot. The optimum cruising speed is approximately 200 mph, but check this out: Remember, there is only a limited amount of fuel for each sortie.

### **Diving**

You may find yourself in a full power vertical dive during aerobatics or combat, and pulling back on the joystick will have no effect. Reduce power and you will return that control will return to the joystick.

### **Turns**

The direction of flight can be changed by banking the aircraft with the joystick. The Spitfire will remain at a fixed angle of bank when the joystick is released, and the rate at which the aircraft turns is dependent on the angle of the bank. The turn can also be tightened by using the appropriate rudder at the same time. The nose tends to drop in a turn; this can be corrected by easing the joystick back slightly.

The aircraft can be returned to level flight by applying the opposite joystick movement. At first, you may find there is a tendency to apply too much opposite joystick and the aircraft will end up banked in the opposite direction. It is vital during combat to learn to anticipate the movement of the aircraft and small repeated movements of the joystick are far more effective than one large movement.

The direction of the aircraft can also be changed in level flight by using the rudder alone. However, as the wings are level, this also has the adverse effect of skidding the aircraft sideways in the opposite direction. Nevertheless, careful use of the rudder alone can be helpful in certain situations, particularly during an approach to landing.

### **Slip**

It is possible for the Spitfire to slip sideways and lose height whilst maintaining a constant heading. To check out this feature, fly the Spitfire at a safe height and watch the instrument panel closely. Put the Spitfire into a left turn, then apply right rudder until the compass stops moving. If you look at the slip and turn indicator, you will see that the turn needle is in the neutral position and the slip needle is to the left.

### **Landing**

The recommended procedure for landing a Spitfire was to start the approach by reducing speed to 140 mph and lowering gear and flaps. The last part of the approach was made at a speed of 90 mph, descending at 1,000 feet per minute. Just before landing, the joystick was eased back to bring the craft level, and the throttle reduced.

But, as usual, practice is more difficult than theory, and landing is one of the trickiest parts in flying the Spitfire.

There are three main principles to stick to:

- \* Hold the speed at 90-100 mph at a constant rate of descent,
- \* Position the Spitfire on the approach path to the runway, and
- \* Reach the start of the runway at a height just above zero.

### **Try the following exercises to develop your landing skills:**

Climb to 5,000 feet and cruise at 200 mph. Reduce power and hence speed. (Raising the nose slightly will drop your speed quickly.) Lower the undercarriage and flaps. When the speed drops to around 100 mph, adjust the throttle and nose altitude so that constant speed is maintained and the VSI reads 1,000 feet per minute. The power setting should be around 600 rpm. Note the position of the horizon against the cockpit. Level out at a predetermined height and maintain speed and altitude. If you find difficulty in raising the nose despite pulling back on the joystick, a quick burst of power will help.

The next stage is to practise flying the Spitfire so that you are lined up on runway and flying over it a predetermined height. Approach the runway from a distance so



that you have plenty of time to alter your approach. As you gain experience, you will learn to use ground objects as reference points to turn into the approach. These are wind effects in the program to worry about. The accepted practice in landing was to fly parallel to the runway in the opposite direction to your final approach, allowing you to turn through 180 degrees and line up for the final approach. Very gentle use of the rudder will assist in achieving the correct line.

The final stage in the early stages, the program is forgiving of errors in landing. However, as your experience and performance records builds up, your skill must increase accordingly or you may crash when landing.

You can land away from runways, and take off again, but your experience and additional flying hours are not logged unless you land on a runway.

It is assumed in this simulation that there is haze in the sky and ground detail disappears above 3,000 feet.

## **Maps**

As an exercise in navigation, you may find it useful to fly over the areas and draw the maps, entering the relevant distance and bearings between objects. After combat, this information could be crucial in getting back safely.

## **Combat**

The procedure for entering combat mode has already been explained. It is important, however, to understand something of the air combat techniques that were relevant in 1940.

There were four golden rules in air combat:

1. Climb quickly to give yourself a height advantage in attack. This enabled the pilot to climb away after an attack, as the speed gained in diving could be translated into momentum to regain height.
2. Never fly straight and level in the combat zone for more than a few seconds - weave about as much as possible. This increased the areas of the sky observed and made the Spitfire a moving rather than a stationary target. The key was to watch your mirror constantly.
3. In reality, attacks usually came from the rear and at an angle. To evade these, it was necessary to turn as sharply as possible towards the direction of attack, increasing speed if possible. Turning in the opposite direction would place the defender in a stationary position in relation to the attacker.

More often than not, air combat ended up as a dogfight with two aircraft trying to out-turn each other in ever-tightening circles, inevitably reducing height. Maintaining accurate turns was therefore a vital factor.

4. Another method of escaping attack was to dive away. In 1940, this was an option open to the enemy fighters but not to the Spitfire. In the Spitfire, pushing the nose forward caused the engine to cut (under negative G) and valuable seconds were lost, whereas enemy fighters did not suffer this problem. This is the reasons why films of the period will show Spitfires rolling on their backs before diving (hence maintaining positive G). Fortunately, such problems do not occur in this simulation.

## **Simulation Combat**

The key rules of air combat have been built into this simulation:

If you are under attack from behind, the enemy aircraft will appear in the mirror. Try to increase speed to escape and turn as sharply as possible. Use the rudder to induce slip or skid.

If you lose contact with the enemy during combat, you should get back to the height of the original contact and check your map. In keeping with one of the key rules, a climbing turn is the preferred method for regaining height.



There is a much higher chance of hitting an enemy aircraft, the closer you are to it.

If you manage to shoot some or all of the enemy aircraft down, you can return to a runway and, on landing safely, save your latest status.

## **Aerobatics**

A number of interesting aerobatic manoeuvres can be carried out in this simulation. For example:

### **Loop**

At a speed of 250 mph at full power, ease the joystick back gently. As you invert, reduce power and continue easing back the joystick until you are flying straight and level. Reapply power to come out of the loop.

### **Loop with Roll off the Top**

Start as for a loop. When you are inverted at the top of the climb, roll the plane left or right until you are level. Use the joystick to keep the nose at a fixed position on the horizon as you roll out. You can use this manoeuvre to escape an enemy, gain height and reverse direction.

### **Roll**

Raise the Spitfire's nose slightly above the horizon. Apply left or right joystick. Keep rolling until the Spitfire is again straight and level. Practise using the joystick to roll the plane whilst keeping the nose pointed at a fixed part of the scenery. Applying opposite rudder assists in keeping a constant heading.

### **Splits**

Roll over until the Spitfire is inverted. Then pull the joystick back until the horizon appears and you are flying level. You will have lost height and reversed your direction.

## **The Theory Of Flight**

This complex subject cannot be fully dealt with here, but it is necessary for you to understand the basic principles so that you may be better able to fly this simulation.

Aircraft designers shape the top of a wing like the back of a spoon so that the air passing under a wing is slowed and pushed down as it hits the underside. This is the opposite of what is happening above the wing, so the rising pressure pushes the wing up. Suction above and pressure below creates lift. When this lifting force is greater than the weight of the aircraft, it will leave the ground. Lift and weight are two of the forces which act upon an aircraft; the others are thrust and drag. To accelerate to a speed at which lift can overcome weight, a powered aircraft needs an engine to provide thrust. Just as lift must overcome weight, thrust must overcome the resistance of the air to the aircraft moving through it. This is the drag, which can be reduced by streamlining the shape with the undercarriage and flaps.

In addition, the most important criteria for a fighter like the Spitfire are manoeuvrability, speed, and instability. Speed and manoeuvrability are obvious requirements for such an aircraft, but instability needs a little explanation. Stability in an agile fighter would spell disaster because, when attacked from out of the blue, the fighter pilot needs his aircraft to react immediately. So the designers built instability into the plane; it's harder to keep them straight and level than to throw them around all over the sky.

## **Historical Background**

The Supermarine Spitfire is, perhaps, the most famous aeroplane ever built - both a legend in its own time and a most beautiful machine. But your chance to fly this tremendous craft is only a part of the whole story.

Conceived by R.J.Mitchell in 1925, the Spitfire was far in advance of the technology then available. It was not until 1936, when Rolls Royce developed the Merlin engine



and a second World War was feared, that the impetus was there to turn the idea into a prototype aircraft.

The first flight was in March 1936, revealing a revolutionary aircraft design with a top speed of 350 mph and superb manoeuvrability, two factors which are the crux of all fighter design.

By the outbreak of the Second World War, a total of 2,160 Spitfires were on order and on October 16 the first combat took place over Scotland. Then, in May 1940, the Germans pushed strongly towards the Low Countries and France, and the RAF retreated further until the final withdrawal from Dunkerque. Britain was alone, facing the most successful fighting machine since the Roman Empire across just 21 miles of sea.

Hitler was well aware of the importance of superiority in the air. He was convinced by the Chief of the Luftwaffe, Hermann Goering, that his pilots and machines would soon gain a decisive victory over the Royal Air Force, which the Luftwaffe outnumbered three to one.

The average age of a wartime Spitfire pilot was twenty, and some went to operational squadrons with as little as ten flying hours to their credit. Despite this, the Battle of Britain was won by three means: technology, spirit and, paradoxically, mistakes.

The advanced technology of the Spitfire enabled the RAF to arrest attacks - radar assisted in accurate interceptions being made. The spirit of the young pilots is legendary. German mistakes were the result of bad intelligence reports and an underestimation of the British resolve. Once the Germans altered their tactics to bombing civilian targets in the Blitz, the Battle was won.

The Spitfire continued as a front line fighter in the RAF until the advent of a jet-propelled aircraft. Over 20,000 were built, and a number are still flown today.

THE LEGEND OF THE SPITFIRE WILL LIVE FOREVER.

### **Acknowledgements**

The publishers of this program would like to thank Michael Fopp and the Battle of Britain Museum for assistance and advice during development.

There are three Spitfires on display at the Royal Air Force Museum, Hendon, including the earliest surviving MkI aircraft and the postwar Mk24 version. Entry to the RAF Museum is FREE.

### **Flight Checklist For Your Spitfire**

#### **TAKE OFF**

- 1) Brakes off
- 2) Engine revs at 3,400 rpm
- 3) Lift off at 90 mph
- 4) Retract gear

#### **LANDING APPROACH**

- 1) Reduce speed to 140 mph
- 2) Lower flaps and gear
- 3) Final approach between 80 mph and 100 mph

#### **OPTIMUM CLIMB**

Varies with height

200 mph at 2,850 rpm giving 2,500 ft per minute

#### **OPTIMUM CRUISE**

200 mph at 1,900 rpm

Level flight is achievable between speeds of 90 mph and 350 mph

#### **FLYING LIMITS**



STALL - Approx. 65 mph with gear and flaps down  
DIVING - 450 mph  
LOOP - Enter with a speed of greater than 250 mph  
ROLL - Between 180 mph and 300 mph. Nose just above horizon. Higher speed for an upward roll  
CEILING - 35,000 ft

#### OUT OF CONTROL AND DISORIENTATED

- 1) Reduce power
- 2) Apply joystick in opposite direction to turn indicator
- 3) If appropriate, apply rudder in direction of slip indicator. Centralise when indicator at zero
- 4) Ease back on joystick if in a dive

### Keyboard Controls At A Glance

```
Joystick up ..... :  
Joystick down ..... /  
Joystick left ..... A  
Joystick right ..... S  
Fire ..... <SPACE>  
Left rudder ..... Z  
Right rudder ..... X  
Increase power ..... Q  
Decrease power ..... W  
Flaps ..... F  
Gear up/down ..... G  
Brakes on/off ..... B  
Map ..... M  
Expand map ..... N  
Sound ..... <CTRL>  
Main menu ..... <ESCAPE>
```

#### LOADING/SAVING YOUR LOG

Insert a new tape and follow the on-screen instructions.

**Instructions' Source** : SPITFIRE '40 (Alternative) Back and Inner Inlay

### Review (Electron User) - "High Flyer"

All you lovers of those old World War II films can now train to become top fighter pilots with SPITFIRE 40, a new flight (or should that be fight) simulator from Mirrorsoft. With plenty of practice, skill and just plain good luck, you can rise to the rank of Group Captain and be decorated with the VC, DSO and DFC.

On starting, you are presented with five pilots' names from which you must select one. A log book for the pilot is then shown. This displays his name and rank, the number of flying hours clocked up, the number of victories and any medals awarded. I was disappointed not to be allowed to enter my own name here.

Finally, a menu is printed which shows the three game options. The first is a practice run which enables you to concentrate on learning how to fly the Spitfire without the worry of being shot at by enemy planes.

A successful landing adds the flying hours to your log. Once you've clocked up enough hours and feel fairly confident of your ability to fly you can try your hand at aerobatics in preparation for combat.

Combat practice places you in a situation where you can try out your technique. In this mode, crashing or being shot down does not count against you on your log.

Once you've had enough of this, you can move on to the real thing - air to air combat. First you are given your mission instructions. These tell you how many enemy



planes there are and where they are situated in relation to the runway.

When airborne, you can have a map of the area you are currently flying over displayed on-screen. The enemy planes' positions and their heights are also indicated.

My favourite part of the game is the dogfight. I found it difficult to hit the enemy at first as it takes about a second for the shots to reach their mark.

Overall, the game is fairly easy apart from landing the Spitfire. The dogfights can be quite tense and the first time you shoot down an enemy aircraft you get a real feeling of achievement.

The instruction manual is clear and tells you all you need to know about the game. Not only that, it also gives you a brief, but interesting, background history to the Spitfire and includes a small bibliography of books for anyone wishing to learn more about this great aircraft.

The one thing I found lacking was that almost undefinable something which makes a game addictive. I enjoyed playing it for short periods, but it isn't one of those I would automatically reach for when sitting down for a gaming session.

Sound .....	6
Graphics .....	6
Playability .....	6
Value for money .....	6
Overall .....	6

Desmond, ELECTRON USER 5. 4



# SPOOKSVILLE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure In Traditional Style  
Author :  
Standalone Release(s) : 1989: SPOOKSVILLE, Blue Ribbon, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Spooksville is no ordinary town! For it boasts all manner of creepy crawly, ghoulish inhabitants. Do you have the courage to go where no man has been before? Do you dare to enter Spooksville? Your goal is to collect the Spellbook that is hidden deep within Spooksville. Only a super adventurer like you has the ability and strength to traverse numerous soul destroying paths, which will uncover many dangers!"*

Many centuries ago, an all-powerful Spellbook was stolen from the Great Magician. This Spellbook was taken by Count Dracula, in the form of a bat, right from under the Great Magician's nose. Since then it has laid deep in the darkness of Spooksville, the notorious town where all manner of hostile beings roam!

The Spellbook's magic spells can only be used every five hundred years and time is slipping away. It is only weeks before this time arrives. Someone has to enter Spooksville and retrieve the Spellbook before it is put to terrifying use! Who could that be? Could it be you?

Gaston the Intrepid is your name - adventurer extraordinaire. The mission to Spooksville is seen as just another death defying assignment into the unknown. But to Gaston, this means excitement, thrills and death to the fiends.

The Spellbook presently lies somewhere within the Spooksville sanctuary, and guess who is there? Your old fiend Dracula. But he's only one freak that you will encounter on your journey. Frankenstein and many others are out to prevent you accomplishing your mission.

You must use your powers of discernment to decide who or what is there to help or hinder your journey into Spooksville. You, Gaston the Intrepid, have those powers...Good Luck!

Although there are many things within Spooksville with the sole aim of killing you, there are also items, sometimes hidden or just laying about, that can help you achieve your goal. Beware! If any of the 'Big Monsters' come into contact with you, it will be instant curtains!

You will have to climb ladders, ropes, enter dark, forbidding rooms, but somewhere there is help at hand. There's gold to help you bribe your way, lamps to help you light your way and swords to help you fight your way to the Spellbook.

However, there are two items that must be collected and held on to if you are to achieve your objective; the ring and the scroll. The ring is hidden in the Crypt but as to where the scroll is, that's anyone's guess. Happy hunting!

On the BBC version, Spooksville is accompanied by an eerie throbbing just like your heart-beat...or perhaps it IS your heart-beat.



## Features

5 Crosses	Drop in room with five pillars
1 Holy Water	Drop on grave on island - kills ghoul
1 Rope	Extends rope in Frankenstein's lair
1 Barrel	Get out of well in Frankenstein's lair
1 Lamp	Lights up grave yard
1 Stake	Kills Dracula
2 Gold Bars	Pays for boatman
1 Fireball	Kills Frankenstein
1 Sword	Kills Cannibal
1 Rod	Produces bridge in right room

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Jump  
<SHIFT> - Fire, <SPACE> - Fires at objects in particular locations and can also be used to pick up and drop  
S - Sound, Q - Quiet, P - Pause, O - Continue

**Instructions' Source** : SPOOKSVILLE (Atlantis) Back and Inner Inlay

## Review (Electron User) - "Haunting Entertainment"

In SPOOKSVILLE, you play the part of Gaston the Intrepid who is trying to find a spellbook stolen from a great magician many centuries ago by Count Dracula.

The spells can only be used every 500 years, and that time is just about due. The book is hidden in the town of Spooksville - so in you, Gaston, jolly well go to face Frankenstein, Dracula and sundry other horrors.

This torrid scenario paves the way for another arcade adventure game in the style of that old favourite CITADEL. The graphics and sound are also closely based on the older game.

Gaston can travel left and right, as well as up and down ropes and ladders. From time to time objects found may help solve the game. For example, the stake will kill Dracula and the barrel will enable Gaston to escape from Frankenstein's lair. Other objects include crosses, holy water, rope, a lamp, gold bars, fireballs, a rod and a sword.

A fairly comprehensive "what does what" list is given in the instructions. Essential to success are the ring - hidden in the crypt - and the scroll, one of the few items whose location and purpose is not revealed before you start.

Old time CITADEL players will remember the ghostly cloaked figures which needed a magic spell fired between the eyes to remove them from screen. SPOOKSVILLE has these, or similar figures, in abundance.

In fact, there is one in every room except the starting screen and all need to be shot smartly in order to survive. A strange feature of your weapon is that you must be moving when you fire it.

Its range is short so don't fire till you see the red of their eyes. Tall monsters can't be destroyed by the standard technique - it is essential to find the correct object to dispose of them.

This is yet another budget game which has not been written well on the Electron. if you can imagine playing CITADEL with your feet stuck in syrup then that's what you've got here. Mind you, things are changed out of all recognition if you own a SLOGGER Turbo Board. Then the game is almost too fast, but certainly playable.

I would strongly commend the original CITADEL as a far more interesting game, but if you've completed that, SPOOKSVILLE will do at a pinch.

Rog Frost



**\*\*\* Second Opinion \*\*\* (Electron User)**

This is another spin-off based on the highly successful CITADEL. While not quite matching up to the original, it is nevertheless very enjoyable. If you like this sort of game then at only £2.99, it represents a bargain and will provide many hours of entertainment.

Roland Waddilove

Sound .....	7
Graphics .....	5
Playability .....	6
Value for money .....	7
Overall .....	7

ELECTRON USER 6.11



# SPORT SPECTACULAR

*Professional, Originally Released On Cassette And DFS E00 Disc*

Game Types : Arcade  
Release Information : 1990: SPORT SPECTACULAR (Alternative), £7.95 (Tape);  
£11.95 (5.25" DFS Disc)  
Compilation Comprises : 1. MICRO BALL, Alternative  
2. SOCCER BOSS, Alternative  
3. INDOOR SOCCER, Alternative  
4. GRAND PRIX, Alternative  
5. DAY AT THE RACES, Alternative  
6. KARATE WARRIOR, Alternative  
7. HOWZAT, Alternative  
8. FISHING, Alternative  
9. GOLF, Alternative  
10. PARACHUTE, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions



# SPORTING TRIANGLES

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Quiz With Great Graphics  
Author :  
Standalone Release(s) : 1990: SPORTING TRIANGLES, CDS, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : CDS, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 0308 890000  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"No matter what your sporting preference, SPORTING TRIANGLES is bound to intrigue, puzzle and frustrate. Over 1,500 questions from across twelve action-packed sports.*

* Soccer	* Cricket
* Rugby (Union and League)	* Golf
* Athletics	* Boxing
* Equestrianism	* Tennis
* USA Sports	* Pot Luck
* In-door sports	

*All the features of the Top Rating TV quiz show are combined in this equally rated computer version:*

- \* Take on a friend in this 1, 2 or 3 player game.
- \* Time limits can be adjusted to six levels of play.
- \* Computer opponents are available if your friends aren't. The rounds are equally authentic.
- \* Thought provoking Hit-for-Six round.
- \* Fast-moving Quick-Fire round.
- \* Frustrating General question round.

*SPORTING TRIANGLES - a must for the sporting fanatic's computer library!"*

## Options Screen

This is the screen which sets up the game, entering the number of human and computer players, deciding the order of play and setting the time limit within which all questions must be answered. Information must be entered as follows:-

### a) Number of Players

You will be first prompted to enter the number of human players, 1 to 3, followed by <RETURN>. Sporting Triangles is a three player game, so if there are less than three human players the computer will generate one or two players to complete the line-up.

### b) Names of Players

You will then be asked to enter the names of the contestants. The names may be up to eight characters long and will be presented in upper case; they should be terminated by <RETURN>.

Players should not have the same names and only alphanumeric characters are allowed.

### c) Length of Round



You will then be prompted to enter 0-6 for the length of round. 0 switches the timer off. 1 gives ten seconds to answer each question. 2 gives twenty seconds and so on.

d) **Confirm Selections**

Finally, you will be asked if all the information you have entered is correct. Entering "N" or "Y" appropriately will either reset the screen to allow re-entry of the details or will move the game forwards to the next step.

e) **Order of Play**

A die will now appear in the top left of the screen and this will rotate. Pressing <SPACE> will stop the rotation and a score will appear by the side of the player's name. This process continues for each player and, when complete, the screen is redisplayed with the player names in the order in which play will take place.

### **Sports Selection Screen**

The options screen is replaced by a screen showing the twelve specialist sport subjects available. They are named and represented by the figures which appear throughout the game. Players are prompted by name, in order of play, to choose their sport. Once selected, a sport is unavailable as a choice to the other players. Computer players make their own selections automatically. The selection of a sport does not mean that all a player's questions will be on that subject. The questions are selected from all three chosen sports and general sporting knowledge questions: in fact it would be possible to choose a sport and not be asked a question on that sport!

Once the choice of specialist sport is made, there is no opportunity to change, short of resetting the game to the beginning. The cursor is moved across the sports selection screen by the left and right cursor keys only. Selection is made by pressing the SPACE bar.

### **Loading The Questions**

The computer will now begin to load the questions. Each of the cassettes contained in your package has a different question set. They should be used alternately. The six rounds of questions will be loaded in. The game contains a full error detection system and will prompt for action should there be a problem or malfunction, so please be patient. [On the Haven disk version, there are two disks: one containing question sets 1 and 2 and the other 3 and 4. You will be asked to input the set to use on the introductory screen.]

The game is divided into six rounds which occur as follows:

1. Standard Question round
2. Standard Question round
3. Hit for Six Question round
4. Standard Question round
5. Standard Question round
6. Quick Fire Question round

### **Contestant Screen**

Now we come to the beginning of the quiz itself. The characters representing the three players are displayed in the Studio, with score boards and a sport caption behind each contestant. The start of round one is announced and the first player prompted to get ready to roll the die.

### **Game Board Screen**

This consists of a large triangular board, divided into coloured segments. Each colour corresponds to a specialist sport; red for player one, blue for player two and white for player three. Purple corresponds to general sport. The rotating die will re-appear and the first player presses <SPACE> to stop the die. A small black triangular "puck" will then proceed to move the corresponding number of segments around the board, the colour of the final square determining the subject of the question which is to be asked.



### Standard Question Round

There are four Standard Question rounds, each player, in turn, is asked a question of the category decided by the colour segment on which the puck rests. The player has the indicated amount of time to think of an answer and say it out loud to the other playres. If the answer is unknown or cannot be guessed then the "Give up" option may be used. This displays the correct answer and then moves play to the next player.

The "Answer" option displays the correct answer and asks the player "Were you correct?". He should select the appropriate response by moving the highlight bar over the "YES" or "NO" boxes and pressing fire. The highlight bar is moved by the left and right cursor keys or Z and X, and confirmed by pressing <SPACE>. Two points are awarded for a correct answer. Play returns to the Contestant Screen for the next player to take his turn.

### The Hit For Six Question Round

In this round the player is presented with a clue to the identity of a Sporting Personality, Event or Venue and a selection of seven possible answers. Six points are available for a correct answer on the first guess. If the guess is incorrect or the time allowed is exceeded, then a new clue is shown and the possible score decreases by one point. This process continues until the player answers correctly or the score value becomes zero. On a correct answer the points scored are added to the player's score and play moves on to the next player. In the case of zero points value, the correct answer is shown and then play passes to the next player. The answers are selected by moving the highlight bar up and down using the \* and ? keys and confirmed by pressing <SPACE>.

### The Quick Fire Question Round

This is a "buzzer" round in which the Quiz Master asks a question which is open to all three contestants. Each is allocated a "buzzer" key on the keyboard and the first to press their buzzer wins the opportunity to answer the question. The keys are as follows:

Red contestant	Z
Blue contestant	V
White contestant	M

The buzzer keys only become active when the question is completely displayed. When a buzzer is pressed the two other buzzers are disabled, the sound of the buzzer is heard and the score of the player who has buzzed flashes. The answer to the question is then displayed and the contestant is asked "Were you correct?". Answering "YES" adds two points to his score and the next question is asked. However, a wrong answer leads to the deduction of one point, to discourage guessing!

There are six Quick Fire questions in the round.

### Final Scores

The end of the Quick Fire Question round is the end of the game. Should you wish to play a second hame using the same player details, press Y when prompted. When the Sport Selection Screen is displayed the sports chosen in the first game are not available. Pressing NO will reset the game and you must start from the beginning.

**Instructions' Source** : SPORTING TRIANGLES (CDS) Back and Inner Inlay

**Review** : No Review Yet



# SPRITES VERSION 2

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Review (Electron User)**

Whatever you enjoy doing on your Electron, writing games or education programs or just playing around, this program is without doubt a real boon. It lets you produce beautifully fluid-smooth animation in minutes with a minimum of difficulty.

A sprite, for the uninitiated, is a block of graphics which can be moved around the screen pixel by pixel giving smooth movement. The micro takes care of deleting and moving the image, leaving the background underneath undamaged.

The package consists of three definier programs, some ready made sprites - although it's more fun to make your own - and about twenty machine code routines, each incorporating different features and using varying amounts of memory.

Writing, changing and using the sprites is simplicity itself, with the use of the resident integer variables and calls to machine code routines from your Basic program. All this is explained in the comprehensive manual.

Also supplied are two demonstration games complete with listings. However these do not do the sprites justice, being simple and uninspiring.

What puts this program way ahead of other packages available is its many features. These include a collision detector, preset flight paths, extra-large super sprites, an amazing enlargement facility, and up to 48 sprites at once, each of which can have two alternating images instant animation as the sprite moves.

Simonsoft Sprites has to be one of the best things for programmers wanting to write good programs since the Electron itself.

Andrew Oldham, ELECTRON USER 2. 2



# SPY SNATCHER

*Professional, Originally Released On DFS 1900 Disc*

Game Type : Text Adventure; Disc-based; The Last Official Electron Adventure Released!  
Authors : Jonathan Partington & Jon Thackray  
Standalone Release(s) : None  
Compilation Release(s) : 1992: SPY SNATCHER, Topologika, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn, CORNWALL TR10 8LR  
Disc compatibility : CDFS 1900, DFS 1900

## Instructions

The object of SPY SNATCHER is to identify and catch the 'Mole' (whose premises are known as 'The Zoo').

This person, last night sometime, removed the plans of the 'Sonic Macrothrodule' from the chief's safe, and is preparing to leak them to a hostile power (Ruritania). The chief, Sir Arthur Cayley, in co-operation with Superintendent Hardy of Special Branch, leaves you to explore The Zoo to see what evidence you can find.

Because everyone else is under suspicion, nobody must know that you are about - there will be trouble if you run into the security guard, or any personnel who happen to be working late!

SPY SNATCHER is Thackray and Partington's best game yet. Inspired by THAT book, SPY SNATCHER will keep you on the edge of your seat. And the edge of sanity too...

## Foreword

SPY SNATCHER was written, designed and programmed by Jon Thackray and Jonathan Partington.

The game was written in 1988 following the publication of the book "Spy Catcher" by Peter Wright. Nothing and no-one in SPY CATCHER is intended to bear any resemblance to any of the characters in that book, whether living, dead, real or fictitious, sane or insane.

Jon Thackray and Jonathan Partington would like to thank all the (insane!) people who play-tested the early versions of SPY SNATCHER including Richard Forster, Bob Redrup, Peter Killworth, David Seale, Richard Clayton and TOPOLOGIKA.

The Acorn versions would not have been possible without the dedicated work of Jon Thackray, who designed and wrote the playing system.

The Amstrad versions would not have been possible without the dedicated work of Richard Clayton of Locomotive Software, who wrote the playing system for Amstrad CPC, PCW and IBM versions.

Writing games like SPY SNATCHER really is a labour of love. Countless hours have gone into the organisation of the game, the creation of it, and the testing. Please don't give copies away to your friends. Make them buy it, so that TOPOLOGIKA will be encouraged to release even more guaranteed graphic-free top quality classic text adventures!

Welcome agent number 3084. Do you want to be told the details of your mission? Y



You have been summoned to MI7 headquarters, popularly known as 'The Zoo' in order to unmask a mole.

The chief of MI7, Sir Arthur Cayley (known to his friends as 'Z') is extremely worried, because the plans for the new Sonic Macrothrodoule are believed to have been leaked. They were kept in the safe in his office, and were there yesterday when he came in at 9 am; the safe had been disturbed when he checked it in the morning but the plans were still there. Z reckons that it would take at least an hour to remove the plans, copy them and return them.

With Cayley is Superintendent Hardy of Special Branch, who has been assigned to MI7 on special duties for some weeks.

"We're off for a drink in the 'Cloak And Dagger' now," says Z. "Take a look round. Because of your unofficial position we can't openly give you access to the files, but if I were you I'd start with my secretary's office while she's downstairs - she'll have details of my movements yesterday as well. You can probably rule out Newton, who is abroad, and Brauer, who's on holiday. Nobody else knows you're in the building now that a new Security guard has come on duty. The guard usually patrols at about 7pm. Don't let anyone see you, or you'll have to abandon the investigation. Come and find us if you think you have some useful information. Good luck!"

Cayley and Harrison are joined by a third person as they go down the stairs.

You are at the southern end of the first floor corridor, which seems to be fairly brightly lit throughout: for security purposes the lights seem to be fixed on at all times. Three doors confront you at this point, each bearing the names of their alleged occupants.

To the south, the notice says "Sir Arthur Cayley K.B.E. Head of Dept." To the west, a similar sign says "Miss Pell. Secretary." To the east, the notice says "Russell. Accounts."

There is a further corridor to the north, with several more closed doors leading off it. Which way will you go?

We assume that you already know how to play adventure games. (If this is your first game, write to TOPOLOGIKA for a free copy of the leaflet "What is an Adventure Game?" which shows you the sort of thinking you have to go through in order to get anywhere!)

The next few pages contain questions that even tough players ask (when they're stuck!) along the lines of 'What do I use the XXX for?'

If you really are stuck, you can find a hint number by looking up a particular clue. Once you know the number, type HELP <RETURN> at the prompt. The computer will ask you which number you want.

Type the number then press <RETURN>. Once you've read that hint, the computer will ask if you want another Hint from that set, i.e. on the same topic. If you do, press Y <RETURN>. If you don't, press N <RETURN> and you'll be dropped back into the game.

Each hint contains about three clues on the topic you've chosen.

How do I stop the tape from being erased? - Hint 1  
How do I stop the tape from being erased before the information is gone? - Hint 2  
How do I get information from the tape? - Hint 3  
How do I open the safe? - Hint 4  
How do I determine the code for the safe? - Hint 5  
How do I avoid meeting the couple? - Hint 6  
How do I use the terminal in Russell's room? - Hint 7  
How do I long in to the computer in Russell's room? - Hint 8  
What do I do when I've logged in to the computer in Russell's room? - Hint 9  
How do I get into Burnside's office? - Hint 10



How do I avoid the guard when he comes up to the top floor? - Hint 11  
What is the significance of the bin in Conway's office? - Hint 12  
How do I use the terminal in Gibbs' office? - Hint 13  
How do I log in to the computer in Gibbs' office? - Hint 14  
How do I turn on the fire? - Hint 15  
How do I find a password for the computer in Gibbs' office? - Hint 16  
What do I do when I've logged in to the computer in Gibbs' office? - Hint 17  
How do I avoid the guard when he comes downstairs? - Hint 18  
How do I prevent Brauer's office from being locked up? - Hint 19  
How do I open the chest in Brauer's office? - Hint 20  
How do I open the safe in the archive room? - Hint 21  
How do I get out of the archive room? - Hint 22  
How do I get into Mrs Hamilton's room without being attacked by the dog? - Hint 23  
How do I avoid making the guard suspicious after disposing of the dog? - Hint 24  
How do I get out of the building? - Hint 25  
How do I return upstairs past the guard? - Hint 26  
Which key opens the door to Burnside's office? - Hint 27  
How do I avoid tripping over in Burnside's office? - Hint 28  
How do I get into Ramnaujan's laboratory? - Hint 29  
How do I get downstairs after leaving Ramnaujan's laboratory? - Hint 30  
How do I get back into the Zoo? - Hint 31  
How do I see what's happening in Murchiston's office? - Hint 32  
Can I do anything else in Murchiston's office? - Hint 33  
How do I avoid the guard on leaving Mrs Hamilton's room? - Hint 34  
How do I read what's on the disk? - Hint 35  
How do I get out of the Zoo for the second time? - Hint 36  
Who is the transmission from? - Hint 37  
What do I do after leaving the Zoo finally? - Hint 38  
How do I pay the taxi driver? - Hint 39  
What do I do at the mole's house? - Hint 40  
How do I decipher the secret message? - Hint 41  
What do I do with the information on the sweet wrapper? - Hint 42  
What do I do if the pub is closed? - Hint 43  
What do I say to Cayley and Hardy when I meet them in the pub? - Hint 44  
How do I use any specific object in the game? - Hint 45

Still stuck?

Whilst we will always try to give telephone help with *technical* problems, we cannot tell you how to solve the puzzles. If, despite having tried the on-line help system, you're still well and truly stuck, drop us a line with a brief but complete description of your problem. We'll pass your letter on to Jon Thackray or Jonathan Partington who will respond in due course - but only if you enclose an SAE for their reply.

**Instructions' Source** : SPY SNATCHER (Topologika) Back and Inner Inlay

**Review** : No Review Yet



# SPY VS SPY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Split-screen Classic Two Player  
Author : Kevin Blake  
Standalone Release(s) : 1989: SPY VS SPY, Tyensoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

*"Outstanding High-Resolution Character Animation For One or Two Players Playing Simultaneously"*

*"This game marks a new era in BBC/ELECTRON programming, a product of unequalled quality that will become a legend of its time."*

*"A brilliant and unique split-screen layout which allows both players to play independently."*

*"The action starts from screen one, no need to wait your turn as you guide the white and black spies through the inter-connecting rooms of the Foreign Embassy. You'll need to keep one eye on your opponent, though, as you set (and defuse) a variety of bobby traps, engage in club to club combat and frantically search for the Top Secret Briefcase, but don't forget to collect your passport, secret plans, money and a key which must be obtained in order to escape before your plane takes off."*

## Introduction

Welcome to the MAD world of SPY Vs SPY. You will quickly appreciate what is going on, the strategies and tactics come later!

This booklet will help you to get to grips with some of the tactics and includes some important knowledge.

Created by Antonio Prohias, the secret agents dressed in black and white first appeared in MAD magazine in 1960. Their antics as they battle for supremacy over one another, have been enjoyed by millions in paperback as well, since 1972.

TYNESOFT is proud to introduce the first official SPY Vs SPY computer game.

The game can be tackled by two players - one seeking to outwit the other - or one player against a computer-controlled agent. Both appear on the screen independently and both play simultaneously, planting booby traps, engaging in battles with their clubs when in the same room, chasing one another and generally getting in the way as much as possible.

An adventure with a real live opponent out to thwart your every plan and initiate your very destrucion.

The ultimate action strategy game, SPY Vs SPY introduces two new computer game features to help you make the most of the MADcap action.

**SIMULVISION** utilises a revolutionary split-screen display depicting both players' activities simultaneously. Even when playing alone against the computer, you can see what he is up to.



**SIMULPLAY** lets both players play simultaneously. There's no need to wait your turn as you travel throughout the maze of interconnecting rooms. The search goes on for the Top-Secret briefcase and both spies must keep a weather eye on what their opponent is up to, while planning and dashing around themselves.

## **Game Controls**

### **White Spy (Player 1)**

Z - Left, X - Right, F - Up, C - Down, G - Manipulate object/strike opponent

### **Black Spy (Player 2/Computer player)**

M - Left, < - Right, ; - Up, > - Down, \* - Manipulate object/strike opponent

## **Options**

f0 ..... Number of Players  
                  1/2 and quit game when spies are on separate screens  
f1 ..... Difficulty level i.e. number of rooms in a maze and the time to  
                  search them in 1 - 7  
f2 ..... Music on and off toggle  
<SPACE> ..... STARTS GAME

## **Object Manipulation**

First, move within range of any object (border of box will flash). Then press the manipulate key. Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you're not so lucky, it will activate a BOOBY TRAP, blowing you to smithereens...

## **Opening Doors**

Again, move within a range of any open or closed door, press the Manipulation key and it will close or open.

## **Game Elements**

### **Simulvision**

The top half of the screen monitors the actions of the White Spy, the bottom half depicts the Black Spy (either player two or the computer). The activities of both Spies are revealed to both players in the rooms shown on the left side of the screen. The right side is reserved for the Trapulator and its six icons.

### **Simulplay**

With the clock running, we didn't think it was fair to make players wait to take turns. So, Simulplay.

Since both Spies' activities take place out in the open, the challenge includes watching and remembering what the other Spy does while you go about your business.

## **Game Objective**

The ultimate objective is to escape from the embassy with the Top Secret Briefcase with your passport, money, secret plans and the key. If this complete victory is not possible before your time runs out, your Spy will content himself by out-scoring his rival.

### **Hand-To-Hand Combat**

When both Spies enter a common room, they will have the option of attacking the other player. At this point, with only one of the two **SIMULVISION** screens active, the Spies wield clubs and the players use the keyboard to control both Spy and club, attempting to land several solid blows to the other Spy's body. If either Spy had the briefcase when this confrontation began, the winner can now grab it and run.

In the combat mode, Spies cannot search objects, or use the **TRAPULATOR** (no map or traps). Doors, however, still work. If Spies are not within range of any object when pushing the Manipulate Key they will wield clubs with which they can hit the other Spy in the stomach.



Hitting the other Spy weakens him, and about five solid blows are needed to "kill" him. However, Spies will recover strength over a period of time.

If a Spy is carrying anything when he enters a common room, the object is lost or hidden in the common room, depending on the type of object. Traps and remedies are lost, while inventory items and the briefcase are hidden somewhere in the room. The winner of the combat sequence can search the object out, and either regain or gain possession.

NOTE : At the beginning of each new game, both Spies will start out in the same room only a few steps from each other. So keep your guard up.

### Time

Both players start with equal time to travel the maze, collect required objects, search for the briefcase and exit the embassy before their plane takes off. However, there are several time penalties. If you are the victim of a booby trap or the loser in a bout of hand-to-hand combat the clock will continue to count down even though you are 'unconscious'. These losses of time can never be regained.

Both players can never run out of time at the same time. Therefore one player will outlive the other. The surviving player will continue his search for the briefcase, required objects and the exit. If you are playing against the computer and the computer has time remaining, you can abort the mission by pressing f0. Even after your Spy's demise, the traps he has set remain. The game is by no means over just because one player's time has run out.

### Booby-Traps (See Trap And Remedy Chart)

As players move through the maze of rooms, they may select any of the five booby-traps. The booby-trap arsenal contains: Bombs, Springs, Buckets of Water, Guns and Time Bombs. The Time Bomb cannot be carried or neutralized! The Gun and the Bucket of Water can only be attached to a door. All other traps may be placed behind anything found in any room.

Spies can carry traps in and out of rooms, placing them where they wish when they are ready.

1. Hold the Manipulation key, you have just accessed the TRAPULATOR. Observe the large arrow.
2. Move the arrow about the TRAPULATOR using the Left and Right key.
3. Position the arrow over the booby-trap of your choice.
4. Press the Manipulation key. The booby-trap is now held by your Spy.
5. Position the Spy in front of the hiding place you have selected.
6. Watch for a flash in your Spy's room. This flash indicates the Spy is properly positioned.
7. Press the Manipulation key. The booby-trap will disappear and you will hear a beep. This indicates the trap has been set.

Once a trap has been set, **either** Spy can set it off! A Time Bomb will go off in fifteen seconds once selected. Any Spy(Spies) in the room at the time of detonation will be zapped. Unlike other traps, the Time Bomb is not set off by the searching of the Spies. They come in handy if you are being chased. The other player will be awarded points for each trap set off by the opposition. if the bobytrapee had been in possession of the briefcase, the other Spy can use this time to attempt to locate the victim and grab the briefcase.

To add insult to injury, when a player sets off a trap, he gets zapped while the other Spy laughs hysterically.

### Remedies (See Trap And Remedy Chart)

**Except** for the Time Bomb, each of the traps has a disarming remedy hidden throughout the maze. Each type of remedy is always hidden in the same type of location. For example, the scissors are used to disarm the Gun. Scissors are only found in the First Aid kits hanging on the back walls. As with traps, remedies can be picked up and carried from room to room. Spies can **not** carry more than one thing at a time EXCEPT inside the briefcase.



## Booby-Traps And Remedies

TRAP	SYMBOL	REMEDY	LOCATION
Bomb	Everywhere <b>EXCEPT</b> with door	Water bucket	Red Fire Box on Left Wall
Spring	Everywhere <b>EXCEPT</b> with door	Wire Cutters	White Tool Box on Right Wall
Water Bucket	Door <b>ONLY</b>	Umbrella	Coat Rack
Gun with a string	Door <b>ONLY</b>	Scissors	First Aid Kit on Back Wall
Time Bomb	<b>ANYWHERE</b>	None!	N/A

## Trapulator

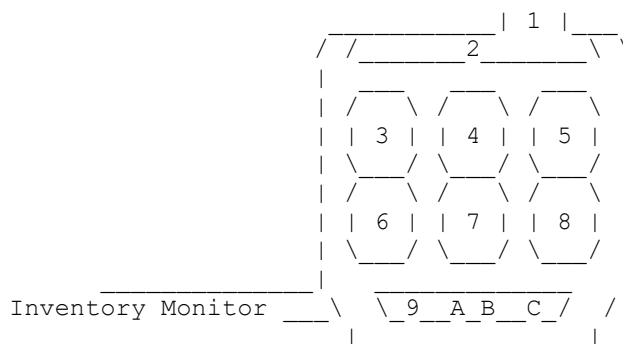
Located to the right of each of the rooms is a calculator-like TRAPULATOR. it serves four basic functions. You can use it to SELECT BOOBY TRAPS; pinpoint your LOCATION, gauge your TIME remaining and check INVENTORY.

Across the top of the Trapulator is a digital clock which indicates the time left until your plane takes off (with or without you)! Below the clock are six buttons. On the first five, selectable booby-traps are indicated. However, the sixth button in the lower right-hand corner calls up a map of the embassy you have broken into.

The map will appear in the room that your Spy was occupying at the time the map was requested. The room your Spy is in will be the one blinking on and off. Black Rooms indicate that your Spy has been in that room at least once. Any required inventory items not yet collected are represented by a dot. The map does NOT tell you what item is in a particular room, just that something you are looking for is there. Finally, the Trapulator displays items you have successfully collected as you ready your escape. The map does NOT show the location of the other Spy.

## TRAPULATOR model FSS 84

1 : Warning Indicator  
2 : Timer  
3 : Bomb  
4 : Spring  
5 : Water Bucket  
6 : Gun & Sting  
7 : Time Bomb  
8 : Map  
9 : Passport  
A : Money  
B : Key  
C : Secret Plans



## Inventory

Your mission being to escape the opposition's embassy, Top Secret briefcase in hand, it is important to remember that all else is but a mere distraction. Before time runs out, you must manage to find and keep the briefcase, locate the only exit and run for your plane with **all** of the following: **PASSPORT**, travelling **MONEY**, the secret **PLANS** and the **KEY**.

## Placing An Object In The Briefcase

In order to pick up any of the four required items i.e Passport, Money, Key or Secret Document, place the briefcase into the file, picture, etc. that holds that item and then remove the briefcase, the item will automatically go into the briefcase.

## Exit

There is only one way out of each embassy building. The exit door is marked. You can **not** leave without all of the required inventory, the airport security guard will see to that!

## Ranking



At the conclusion of each game, players will be awarded the title or rank they have earned. Bonus points and time penalties are calculated by the computer. Rather than indicate a numeric score, you will get "ranked".

**Instructions' Source** : SPY VS SPY (Tynesoft) Mini-manual

### **Review (Electron User) - "Superb Spy Thriller"**

My name is Bond, Roundhay Bond of the tea service and when ELECTRON USER needed someone to review Tynesoft's new game SPY VS SPY, I was their man. This is one of those pieces of software you pick up, play, and after 20 minutes of fruitless fumbling, concede it's better to read the instructions first. This is because it is more complex than it first appears and requires a lot of thought and pre-planning.

Take my advice: Don't rush until you know what you are doing. The game can be played by either one or two players, the Electron controlling your opponent if you select the one player option.

SPY VS SPY employs a clever technique it calls simulvision - a system where the screen is split horizontally across the middle, dividing it into two equal sections.

The two spies move independently of each other and their location is shown in each half of the screen - one at the top, one at the bottom. When both are in the same room only one location is shown. Although similar systems have been used on the Electron (DUNJUNZ springs to mind), SPY VS SPY's display is much clearer and this makes the game easier on the eye and nicer to play.

Each room is drawn in 3D as if viewed from the front. This makes it easier to judge the relative positions of objects than other 3D games I have played.

To the right of each playing area is a peculiar looking device called a trapulator. This displays the time remaining, the objects carried, objects found and a booby trap selector.

The aim of the game is simply to recover four particular objects (I won't tell you which, it'll spoil the game) from a rival embassy, pop them in a briefcase and escape back home on an aeroplane.

On the face of it, this may seem simple, but don't forget the other spy is trying to do exactly the same thing, and he's not going to make it any easier for you.

The objects are hidden in a variety of places: Behind paintings, in cupboards and so on. A nice feature is the way they are shifted around when they're being examined by one of the spies.

As well as the objects you are searching for, you can run into booby traps left by your rival. If you are fast enough you can see where he places them, courtesy of the clever simulvision and either avoid or disarm them.

Unfortunately, you can only pick up and carry one object or tool at once and if you are holding the wrong one, poof, the little guy floats off to that great embassy in the sky, while the other laughs himself silly.

A very useful booby trap is the time bomb, as this can't be disarmed by either spy. Once selected and dropped you have 15 seconds to leave the room or you'll go up too. The trouble with booby traps is that either player can trigger them, so don't forget when you put them.

The control keys are a little odd, but remarkably well placed, although the Electron's keyboard is a bit cramped at the best of times for two hands, let alone four. The game is compatible with the First Byte joystick interface so it may be possible to have one player on keyboard and one on joystick.



All other add-ons, such as Turbo Drivers, for example, should be disabled, as the game takes a long time to load and due to its complexity, can easily be crashed by such units.

For graphics and sound the game is one of the best produced for the Electron and is a credit to the whole programming team.

Overall, I have to say I have never had so much fun trying to outwit a computer at its own game and the sight of your opponent being electrocuted by touching a booby trapped doorknob is hilarious.

Due to its complexity, it's not a game for younger children, although it's already caused a few squabbles among my family over who plays next. Highly recommended.

Sound .....	8
Graphics .....	9
Playability .....	10
Value for money .....	10
Overall .....	10

Mark Smiddy, ELECTRON USER 4.12



# SPYCAT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Authors : Dylan  
Standalone Release(s) : 1987: SPYCAT, Superior/Acornsoft, £9.95  
1990: SPYCAT, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 9, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

### The Scenario

You play the role of Spycat. After loyally (?) serving M.I.4.1/2 for over fifty years, you hear that you are soon to be retired - with only a pittance of a pension! This has something to do with M.I.4.1/2's cash shortages and the governments's recent budget cuts. You feel humiliated and betrayed; you resolve to find three important classified research documents, then flee to Greenland to write your memoirs.

During your endeavours, you will come across some familiar faces. Enlist their support if you can; you will need all the help you can get. Watch out for the technical wizard "Q" and his many strange (and dangerous) creations. At one stage, you will need to make a journey to somewhere so secret that no-one knows where it is!?

### Your Objective

Your objective is to:-

- (a) collect all three research documents,
- (b) transfer them to microfilm,
- (c) obtain a typewriter, a passport and an air ticket to Greenland,
- (d) proceed to Heathrow Airport,
- (e) emigrate to Greenland and write your memoirs.

### Energy

Keep an eye on your energy level - shown at the top-left of the screen. Your energy will reduce if you walk into the surveillance cameras or touch any of the strange contraptions invented by "Q".

If your energy drops too low, you will die from exhaustion. Energy may only be replenished by finding and using an energy pill or a glucose pill.

If you enter a room in which you can see a skull-and-crossbones, then beware! This usually indicates some deadly danger - such as an electric floor - in that room or an adjacent room. Tread carefully otherwise you may find that your energy quickly drains away.

### Doors

To open a door, stand in front of it and activate the "in" icon. Unless the door is locked or impassable, you will go through - into a different area.

### Collectable Objects

There are 16 objects to be found positioned throughout the rooms. These include a Sinclair Z88 computer, a passport and a pound coin. These objects can be picked up and dropped anywhere as you wish.



There are also another 15 objects which can be obtained from cupboards, machines, etc. These objects are generally of a rather sensitive nature (for example, U.S. secrets) and may only be dropped into other cupboards.

You can carry up to three objects at a time. To pick up an object, you must:-

- (a) highlight an empty pocket - that is, a pocket that contains "NOTHING" (as shown at the top-right of the screen);
- (b) activate the "^" icon.

To drop an object, you should:-

- (a) highlight the pocket containing the particular object;
- (b) activate the "^" icon.

### **Using Objects**

To use an object, activate the "[" icon.

Some objects - such as energy pills - may be used anywhere. However, most objects may only be used when you are standing upon a platform base - indicated by two inward-pointing arrows either side of the platform.

To give an object to a particular character, use the object on the platform in the room where the character is present.

### **Tranferring the Research Documents to Microfilm**

You must transfer all three research documents to microfilm. This is the only way you will be able to take the information out of the country, and you'll need this confidential material when you write your memoirs. To tranfer a piece of research to microfilm, you must take the research to a particular room; then you should use the research document in that room. When it has been microfilmed this will be indicated in the "research documents" panel shown at the top of the screen. The microfilm will then be carefully hidden about your person.

### **General Hints**

You start your mission in Blackhall. Walk to the right off the screen; keep out of the way of the moving surveillance camera; jump over the crates; walk right past a door and past another camera; jump onto the crates. Now stop and pick up the Sinclair Z88 computer by activating the "^" icon.

Walk left until you reach the nearest door. Go through it by activating the "in" icon. You will now find yourself in the Ministry. Go to the right until you come across a door marked "Q". Go through, right and drop the computer before you reach the sidepass door. Now you must go back and find the appropriate sidepass that will enable you to open this door.

Trust no one, and always expect the unexpected!

### **Game Controls**

Z - Left, X - Right, <RETURN> - Jump  
Cursor keys - Select Icon, <SPACE> - Activate Icon  
1, 2, 3 - Highlight Pocket 1, 2, 3

The heart icon shows your energy level.

The sound can be turned on or off by highlighting the musical note icon with the positive or negative sign respectively.

### **Credits**

The Spycat	PETER "GIMME MY PENSION" CORRECT
The Prime Minister	The Rt. Ho MARGO THATCH, M.P.
"M"	BERNIE "NOT A DOUBLE AGENT" HOLLUS
American Ambassador	BRAD "NUKE THE LOT" MUCKBURGER
Soviet Ambassador	MIKHAIL "GROOVY" GORBOCHOPS
Greenland Ambassador	BJORN "GOOD MOANING" SMORGASBORD
Special Guest Star, "Q"	Sir CLIVE AMSTRAD



**Instructions' Source** : PLAY IT AGAIN SAM 9 (Superior/Acornsoft) Inner Inlay

### **Review (Electron User) - "Spy Spoof"**

SPYCAT, Superior's latest release for the Electron, is based very loosely on the recent Peter Wright SPYCATCHER fiasco. In it, you play the role of a shady character going by the name of SPYCAT. After loyally serving M14-and-a-half for more than 50 years you hear that you are soon to be retired with only a mere pittance of a pension.

This has something to do with the ministry's cash shortages and the government's recent budget cuts. You feel humiliated and betrayed, and resolve to steal three important classified research documents before fleeing to Greenland to write your memoirs.

To give you an idea of the thread of humour which runs throughout this extremely well-written arcade adventure, you will at some point come across the following locations: Blackhall, 10 Drowning Street, the sewers, Heathrow Airport, Greenland and a location so secret that no one even knows where it is.

During your endeavours you will come across some familiar faces - enlist their support if you can. But watch out for the technical wizard Q, and his many strange and dangerous creations.

Several objects are scattered about, and the purpose of some is rather dubious to say the least. Among the items to be found are a Sinclair Z88, a pound coin, some US secrets and a passport.

During the game you control a small, cloaked figure, which is presumably a car in a trenchcoat. It is animated quite smoothly and responds tightly to the control keys.

The best bit of animation is when you leave the keyboard alone for a while. After a few moments, Spycat will flash at you, revealing a kinky penchant for polka-dot boxer shorts.

To use certain items, you must be standing on one of several platforms which are scattered at various useful locations. And that brings me to the worst feature of SPYCAT.

Every action in the game, apart from the movement of the main figure, is controlled from a small panel of icons at the top of the screen. Picking up, replacing and using objects, opening doors, turning the game sound on and off and more are all done by moving a pointer to highlight the relevant icon, followed by pressing <RETURN>.

This seems silly. In a different game with a different scenario it would be a perfectly acceptable way of controlling parts of the action. In SPYCAT however, with its already crowded Mode 5 screen, it quickly becomes tiresome and slows down the action.

This is a shame, as it's my only complaint in an otherwise excellent game. I can see the temptation to add more of a high-tech feel to a game of this type, but the programmer has succumbed to using positively unhelpful gimmickry.

All in all, though, SPYCAT is an excellent arcade adventure with a strong vein of humour underlying all the action - seeing Maggy at her desk in number 10 Drowning Street really tickled me.

If you can get used to the unwieldy icon system, this game is certainly worth the cash - it will puzzle and amuse you for days to come.

Sound .....	3
Graphics .....	9
Playability .....	8



Value for money ..... 8  
Overall ..... 7

"Electron User Golden Game"

Chris Nixon, ELECTRON USER 5. 9



# SQUEAKALISER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Game  
Author :  
Standalone Release(s) : 1986: SQUEAKALISER, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Don't get mad, get even! Push that giant cat trap and grab yourself a moggy."*

Don't get mad, get even!

If you're a mouse then avoiding cats is a way of life. Now the Squeakaliser is on the case. Collect the keys and you can release the instruments of revenge. Push that giant cat trap and grab yourself a moggy. Hand over the dynamite and watch him run.

Watch out as you collect your keys, or the cats will pulverise you if they can. Keep an eye on the time, as it could be the end of the chase for you.

Go ahead puss! Make my day!

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down

**Instructions' Source** : SQUEAKALISER (Bug Byte) Back and Inner Inlay

## Review (Electron User) - "Darn Near Catatonic"

Software at a reasonable price is always welcome and it's nice to see more appearing on the market. But we want reasonable value for money and I feel that this offering falls short.

SQUEAKALISER, a maze type game with you playing the mouse world's answer to Clint Eastwood, didn't make my day. The half-pint-sized hero must gather a number of keys to open a box containing a giant cat-trap. This is moved round until all the cats have been eliminated from that screen.

On alternate screens the box opens to reveal sticks of dynamite that have to be handed to the cats. Unfortunately, sometimes the cat hands it back and runs off.

The idea behind the game is good. Movement of the hero is simply up, down, left and right. The sound is adequate and the graphics very cute indeed - when the hero gets his comeuppance the little birds twittering round his head are plain to see. But the game is just not properly finished off.

The opening screen starts the rot with the title, Squeekaliser, which shows that someone, somewhere can't spell.

The game uses part of the screen for memory resulting in the picture being limited by two very distracting bands of colour at the top and bottom of the display. I cannot believe that such a simple game should use that amount of memory.



One result of the limited playing area is that the remaining screen is too small to generate anything other than a very basic maze.

When the game starts you are offered a choice of two levels, known as Sheer Panic and Sweaty Palms. These would be better renamed as Sheer Boredom and Sweat It Out. The only difference between the two is that choosing the first causes all the characters to slow down to the point where it is almost impossible to cross the screen before time runs out.

Another point of frustration is that although your mouse starts with seven lives, once he is cornered and despatched by a cat, he is reincarnated in exactly the same place. This usually means the loss of all your lives.

Oh Bug-Byte, PLAN B was terrific, I liked DUNJUNZ so much I went out and bought it myself, but for me SQUEAKALISER is a catastrophe.

Sound .....	4
Graphics .....	3
Playability .....	2
Value for money .....	4
Overall .....	3

Beejay, ELECTRON USER 4.11



# SQUEEZE

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Ages 5-12  
Author : Ian Stewart  
Standalone Release(s) : 1984: SQUEEZE, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*SQUEEZE is a game of strategy which children and adults of all ages will enjoy. You and your opponent each have a shape. The aim of the game is to squeeze your opponent out and to put as many of your shapes onto a board as possible. There are lots of different shapes and board sizes from which to choose and three levels to master.*

*Planning your moves is challenging and exciting. You are able to go from a simple movement up, down or sideways to one which turns or flips the shapes. SQUEEZE encourages its players to visualise and to estimate how shapes relate to each other in a given space. While having a lot of fun, you will be improving your geometry and toning up your problem-solving muscles as well!*

## Introduction

It is easy to learn to play this game. You and your opponent (which could be the computer) each have a shape. The aim of the game is to get as many of your shapes onto a board as possible. Every game is different because new shapes come up at random each time and there are eleven board sizes from which to choose.

The shapes used in this game are called pentominoes (rhyme it with dominoes!) because they all consist of five connected squares.

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just received. Perhaps there was a typing error? In any case, to carry on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## How to use the program



The program tells you what to do at each stage.

First: select a board size between 10 and 20. If this is the first time that you are playing, try size 10.

Next: decide at which level you would like to play. At level 1 you can only move the shape UP, DOWN or SIDEWAYS. At level 2 you can also TURN your shape. At level 3 you can move it up, down or sideways, turn it or FLIP it over as well.

Then: choose whether 1 or 2 people are going to play. If you choose 1, the opponent is the computer.

Now: Type in the names of the players. Press <RETURN> after each name. If the computer is playing, it is Player 2 and calls itself "Micro".

### **Before the game begins**

Depending on the level you have chosen, 1, 2 or 3 pentominoes will now appear on the screen. You can experiment with them. You can move one about, using the arrow keys. You can move another one about, with the T key for Turn, and a third one with the F key for Flip. When you are ready, press <SPACE> to start the game.

### **The game begins**

The board appears. On the left side of the screen is a red pentomino for Player 1 and a yellow pentomino for Player 2, with scoring boxes under each.

A pentomino appears in crosses on the board. Compare it with those on the left to see whose it is.

The name of the player to start the game appears at the bottom of the screen. When this player has decided where to keep the first pentomino, press <RETURN>. It will be coloured in.

If it is the computer's turn to start or play, it will have a think and put its pentomino down. It will be coloured in.

The name of the next player appears at the bottom of the screen. This player's pentomino will then appear in crosses on the board. When this player has decided where to keep it, press <RETURN> and it will be coloured in. Now play returns to the first player and that pentomino reappears. The game continues.

One point is given for each piece placed successfully on the board and the score is recorded in the boxes as the game proceeds.

When there are no more moves left for a player, the message "(player's name) can't go" will appear. The computer will check to see if the opponent can go. If this is possible, the opponent will get another turn. When neither player can move, the winner's name or the words "Game drawn" will be displayed.

The player with the highest score wins. Press <SPACE> to see the scoreboard. It shows the scores for each game so far, and gives a total. Press <SPACE> again to start the next game.

There are four games to a match with a grand total at the end of the match. Once you have seen your grand total, press <SPACE> and see what happens...

When you are ready to go back to the beginning of the program, press <ESCAPE>.

### **Remember**

Pentominoes must not overlap each other. If you overlap once, a ? appears. Press <SPACE> for another move. If you overlap again, you miss a turn.

Try to leave spaces on the board which you can use later but which the other player cannot use. SQUEEZE your opponent out!



If there is a space and you cannot see it, you are allowed one HELP per game. Press H to use it. Your pentomino will be put down and coloured in but it will not count towards your score.

### **Educational notes**

SQUEEZE is a game of strategy that encourages its players to visualise and to estimate how shapes relate to each other in a given space and how their movement continually affects and alters the remaining space. It promotes the ability to think about moving shapes in three basic ways. In this game the players translate them (move in straight lines) turn them (through 90 degrees) or reflect them (flip over). Everyone will enjoy the challenge of anticipating and planning moves and they will be grasping an important geometrical concept without even realising it.

Children will remember the fun they had cutting out their own squares or shapes and sticking them down in different ways. Not only would they have enjoyed the interesting patterns that they had created, but they would also have concentrated on the changing nature of the space being used. Similar games and activities could be made with cardboard from different arrangements and numbers of squares (more or less than 5 to a shape).

**Instructions' Source** : SQUEEZE (Acornsoft/ASK) Back Inlay and Instruction Booklet

**Reviews** : No Review Yet



# STAFF OF LAW

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : C.J. Potter & A. Potter  
Standalone Release(s) : 1984: STAFF OF LAW, Potter Programs, £2.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POTTER PROGRAMS, 7 Warren Close, Sandhurst, Camerley, SURREY  
GU17 8JR. Tel: 0252 877608  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You have been summoned to the land of Arda as the chosen one by the Lord Moram. The Despiser has taken the Staff of Law and corrupted its power. Only the chosen one has the ability to wrest from the Despiser The Staff of Law, and so restore peace and harmony to the land of Arda. Are you up to the task?

**Instructions' Source** : STAFF OF LAW (Potter Programs) Instruction Leaflet

## Review (Electron User)

Stop! Hands up those of you who have never heard of Thomas Covenant. Right! I hereby banish you from this review. Read the next one. It's about frogs or gorillas or something. As the rest of you are aware, Stephen Donaldson is the best writer of the century and the Thomas Covenant books are the greatest works of fiction ever. Who? Tolkien? Never heard of him.

Anyway, take another look at the title of this adventure. Ring any bells? Correct. Well, the bad news is that although the story-line originates from the Unbeliever series, it is not about him. You will meet Mhoram, or Moran as he is called here, and the Despiser, but Hile Troy, Elena, the Forestals, Ravers and the rest are missing.

You play the part of the "Chosen" (minus ring). You've been summoned by the high council where you're informed that you are the only one who can defeat the Despiser and return the Staff of Law to Andelain. I mean, Arda.

Here all the similarities between the books and this game end. You're now faced with an extremely fiendish adventure during which you'll learn to wire-walk and dive from great heights. I won't give you any clues, but you will need to know what a dumb waiter is.

There were, however, several things I didn't like. Mode 4 for example. What's wrong with Mode 6?

Also there's no save game facility, surely a definite must for an adventure? And you have to type in nouns in full, for example DRAWBRIDGE. Try typing that in a few times. Also there are spelling mistakes: 'Suddenly you hear a LOAD crash'! Mind you, the way my cassette recorder's been playing up recently, they could be right.

If it seems that I've pulled this adventure to bits, rest assured that, considering the complexity of the plot, these criticisms are a minor consideration. Also the program is written in Basic and therefore fairly easy to change anyway.

On the plus side is the skill and inventiveness shown by the programmers. Solving



this game requires a great deal of thought, as most of the problems will be new to you. Happily, Potter Programs offers a help service for this and their other adventures - one that I expect will be much used.

An excellent adventure that, although it would benefit from tidying up, is still well worth buying.

Merlin, ELECTRON USER 2. 7



# STAIRWAY TO HELL

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Authors : David Vout & Simon Vout  
Standalone Release(s) : 1985: STAIRWAY TO HELL, Software Invasion, £9.95 (Big Box)  
1986: STAIRWAY TO HELL, Software Invasion, £6.95 (Small Box)  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : SOFTWARE INVASION, 50 Elborough Street, Southfields, LONDON  
SW18 5DN  
Disc compatibility : Incompatible. Customised Loading Sequences

## Instructions

STAIRWAY TO HELL is a 15 screen game in which your task is to guide your man down through the various caverns to the Earth's core where he will encounter the Devil. On the way, he must collect items of treasure to score points. Higher points are awarded the deeper you go and an extra man is given for each screen completed. All 15 screens must be completed to be able to win.

The journey is split into four stages with four screens per stage. On the tape version, each stage must be loaded from tape and the scores etc are automatically transferred.

Part 1 :- "The Mine", "The Pump Room", "The Grotto" and "Vermin"  
Part 2 :- "Blizzards", "The Thaw", "The Garden" and "The Sub-Tropics"  
Part 3 :- "Jungle", "Mangroves", "Swamp" and "Desert"  
Part 4 :- "Entrance To Hell", "Fire & Brimstone" and "An Audience With The Devil!"

## Game Controls

Z - Walk left, X - Walk right, : - Climb up, / - Climb down  
RETURN - Jump (A short press will make a short jump and a long press will make a long jump)  
SPACE BAR will stop the game, wipe the score and set up the next screen.  
S - Sound, Q - Quiet

At "END OF GAME", pressing SPACE BAR will replay from the first screen of the particular section you are in and the RIGHT CURSOR KEY will load the next section. Tape versions must be loaded again from the start.

**Instructions' Source** : STAIRWAY TO HELL (SInvasion) Back Inlay

## Review (Electron User)

By far the biggest game I've yet seen for the Electron, STAIRWAY TO HELL is basically a graphics action game. But it has been produced on such a scale that it takes on the aura of an adventure program. It is actually four linked programs - the first three consist of four separate screens each, and the last of these three, making a total of 15 screens, each of which is nearly a game in itself.

The object is to guide your explorer on his journey to the centre of the Earth through the various hazards to the last screen - an audience with the Devil. I haven't seen this final screen yet, but the preceding fourteen constitute a bewildering variety of detailed graphics and excellent animation.

Each is a variation on a familiar theme - climbing over obstacles, up and down ladders, jumping holes or moving hazards and collecting objects for points.



Variation is the key word here, and I can't think of a possibility which has not been covered in some way in one or another of the locations.

Moving is by the usual keys (Z, X, \* and ?) and <RETURN> for a jump. Each section of the game has some short instructions, informing you of the environments, how to score points and bonus marks, and what to look out for.

Part 1 takes you down into the subterranean world through mines, the pump room and the grotto, each with its own brand of hazard such as rock falls, trolleys and rats. From here you move into the realms of ice and snow, which gradually thaws to become a sub-tropical forest with mutant plants. The temperature rises still further in part three, where snakes abound in the jungle, crocodiles in the swamp and mosquitoes in the mangroves. Should you survive the desert and the entrance to Hell, fire and brimstone are everywhere as your explorer avoids falling lava and jumps flaming pits.

I'd really love to know what the audience with the Devil is like! The instructions do have the strange observation "Is this your journey's end?", so perhaps Software Invasion are keeping something up their sleeves.

My favourite screen is the Grotto, featuring invisible tunnels which you can only enter when approaching from the correct direction. Walking happily along you suddenly find yourself on a different level!

Along the way the very skilful will have accumulated enough points and information to enable them to solve the final screen, and in doing so stand a chance of winning one of the prizes being offered - the first worth seven hundred and fifty pounds!

Sound, however, is only adequate but to be fair this is not surprising when you consider how much has been packed in. STAIRWAY TO HELL has all the hallmarks of a very classy production. If you enjoy this sort of game, you'll love this one, and like all good adventures, it will take a lot of time and perseverance to complete.

One final point. The cassette is one of an increasing number with the Electron version on one side and the BBC Micro version on the other. The result is that many shops are now stocking Electron games where previously they only carried those for the BBC Micro. Manufacturers save on production costs as one tape is cheaper to produce than two, and of course more Electron programs in the shops means more tapes sold. This has to be good for the industry in general and Electron users in particular, and I would like to see this practice adopted by all software houses whenever it is practical.

Nick Rhodes, ELECTRON USER 3. 6



# STAR DRIFTER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure In Rather Unique Style  
Authors : T. J. Wilkinson & J. R. Day  
Standalone Release(s) : 1985: STAR DRIFTER, Firebird, £3.99  
1987: STAR DRIFTER, Firebird, £1.99 (BBC Side A/Elk Side B)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : FIREBIRD, Wellington House, Upper St. Martin's Lane, LONDON  
WC2H 9DL  
Disc compatibility : Incompatible. Customised Loading Sequences

## Instructions

*"One of the Class VII B ships of the ill fated Galactic Colonisation Programme has mysteriously re-entered Earth space . . . totally silent. Non humanoid life forms have been detected on board. Enter the ship and take part in this extraordinary graphic adventure through 120 rooms to solve the enigma of the STAR DRIFTER . . ."*

## The Game

Your adventure aboard this ancient colonisation liner begins on the bridge; your task - to discover the answers to this strange disappearance of the fleet.

You may move freely around the open areas of the ship, discovering artifacts and clues; but many parts will be inaccessible to you without the keys to the computer controlled doors scattered around.

Beware of the intermittent force fields in some of the corridors which will drain your Oxygen supply when active. However, with an oxygenator unit, it is possible to replenish your Oxygen supply by standing in one of these forcefields. Watch out for the many alien life forms that have infiltrated the ship; they will rapidly reduce your oxygen supply if they are allowed to touch you.

Each of your three lives will be terminated when the Oxygen supply is exhausted.

## Playing The Game

When the game has loaded, you will need to select the keys that you wish to use. From the title page, you may start the game by pressing <SPACE>.

Initially, communication with the Earth is impossible. Your first task therefore will be to locate the ship's RADIO and return it to the bridge, which is where you start the game.

You may only carry three items at any time; these are displayed on the left of the screen.

**Instructions' Source** : STAR DRIFTER (Firebird) Back and Inner Inlay

## Review (Electron User)

The first thing that strikes you about STAR DRIFTER is the sophisticated loader complete with twinkling stars. The game allows you to define the keys you wish to use to move around, fire and pick up or drop objects. Other options include sound on or off to spare the rest of the family, and freeze/restart, which I always find useful to rest my aching fingers.

This is the latest in the current vogue for graphics adventures. Set in a maze of



passages on board an ancient starship, your task is to uncover the mystery surrounding the disappearance of the other members of the fleet. The walls of the passages are covered with strange equipment and messages, not unlike Egyptian hieroglyphics.

You soon find that you are not the only creature on board the ship, which is filled with a variety of small, colourful and deadly alien lifeforms, each of which will try to rob you of your vital oxygen supply. When you've picked up the gun you can gain points for zapping them as you travel round the ship.

The graphics are nicely done, as good on a colour TV as a black and white one. The spaceman moves fast and smooth, though it must be said that he slows somewhat when the screen is full of agitated aliens.

Some of the passages are blocked by walls which can be blasted, and others by force fields which repel you unless you are carrying the correct two keys.

Only three objects at a time can be carried, and the instructions suggest that you should start by returning the radio to the bridge to enable communication with Earth.

The limiting factors are three lives and the oxygen supply, so to solve this game you'll have to keep very busy.

STAR DRIFTER needs more thought than most space action games, and it should help bridge the gap between these and text adventures. All in all I quite liked it, even if I didn't get very far. It's well written and the package has been well produced.

Sound .....	4
Graphics .....	8
Playability .....	7
Value for money .....	8
Overall .....	7

Nick Rhodes, ELECTRON USER 3. 8



# STAR FORCE SEVEN

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Space Game  
Authors : Ian Souter  
Standalone Release(s) : 1986: STAR FORCE SEVEN, Bug Byte, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"You are the last Star Fleet Commander deep in space battling for 25 planets. Navigational and battle options, spyships, ground forces, fighters and a range of weapons. Stop the invasion of Earth and destroy the Battleglom from Vragus IV."*

You beat the Zurgs by destroying their home planet or by capturing and keeping 25 other planets.

You lose points by destroying enslaved planets and losing your own ships. Don't lose your command ship.

Navigational controls are Star Jumping, Orbiting and Attacking. Battle options are Break-off (f0), dense fire (f5), dispersed fire (f6). Battles start with a dispersed fire pattern, the concentrated fire pattern allows you to fire at a ship of your choice. Breaking off the action creates an emergency star jump to a random planet. Displays show energy levels; the screen turns blue when the Zurgs are firing back.

In orbit around a planet options are Bombard, Assault, Retire. Remember using up all your energy has its drawbacks. Assaults are started by an air attack followed by a land battle. If the planet is friendly it can supply recruits and fighters etc. Garrisons are essential if you are to hold the planets captured. They will also need changing.

Status reports include information on energy and force deployment. Scouts can operate independently of the main fleet. Intelligence is vital. The Zurg fleet has heavy and light cruisers and they seldom operate with more than 20 ships. You will need an industrial base to build fighters and watch the energy levels.

The best of luck.

**Instructions' Source** : STAR FORCE SEVEN (Bug Byte) Back and Inner Inlay

## Review (Electron User)

STAR FORCE SEVEN is a military strategy game set in a futuristic space context. You take the part of the space fleet commander, battling for 25 planets and trying to prevent the marauding Zurgs from invading Earth. Your first task is to decide how many of the various types of spacecraft you require. You have a limited number of points and must choose carefully between cruisers, transporters, spy ships and so on. Having made your decision, you decide which star to visit first.

There are 26 stars and, to make life easy, each starts with a different letter. When you reach a star, your main options begin. You can get intelligence reports on the size and population of the various planets. You may move into orbit around a planet and assault it or bombard it. If there are any enemy space fleets around you can attack them either in a random way or by picking off individual craft. If the



pressure gets too much for you, you can do a star jump and hope to find somewhere safer and quieter.

This is not an arcade type of game so there is no graphic action which you control. You make general decisions and the computer then carries out the action.

When you are battling to win a planet the display consists of the numbers of troops remaining, both your own and those of the enemy. I found this game rather dull to play. It looks like the kind of game that we had five or six years ago when computers had limited graphics capabilities. It does not offer a real chance to use your own skills and relies too much on random happenings.

Another factor I disliked was that on being destroyed, I had to reload data to be able to play again. I'm afraid I even found the rather limited sound an irritant. Thankfully this can be switched out.

There are five difficulty levels ranging from easy to difficult, but even level one was too hard for me. If you like this kind of strategy game no doubt you would be pleased to add this to your collection. I'd prefer to invest my money elsewhere.

Sound .....	3
Graphics .....	4
Playability .....	4
Value for money .....	6
Overall .....	4

Rog Frost, ELECTRON USER 3.11



# STAR PORT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game With Puzzly Doors  
Authors : Tony Oakden  
Standalone Release(s) : None  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 14, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The STAR PORT BETA has been attacked by hostile alien forces. A brief semi-coherent message was received from the STAR PORT requesting assistance...then all contact was lost. This message, and information on the STAR PORT, are reproduced for you before the mission commences. Press SPACE to leave the scrolling message screen.

Your overall objective is to recover five cases of medical supplies and then to use the escape ship at the top of the port. If you successfully complete the mission, you will be given a special message. If you write to Superior Software, quoting this message, you will be sent a signed certificate.

## Mission Instructions

The STAR PORT is triangular in shape. You commence the mission at LEVEL 0, the lowest level. Dotted around are objects which can be collected by simply walking or jumping on to them. Once collected, the objects will be used automatically.

The objects include; oxygen cylinders (which add 500 units to the remaining oxygen, up to a maximum of 1,000 units), batteries (which boost the energy level), extra blaster ammunition, medical supplies, numbered security doors. The security doors are red with numbers on them. The red doors with E on them cannot be opened with pass keys. Blue doors can only be opened by solving a puzzle (see below).

The base is populated by robots. These are destroyed by various numbers of hits by the blaster. Points are scored for destroying the robots, with higher scores being obtained for destroying the flying robots. You must score at least 500 points by destroying robots in order to complete the mission successfully.

Your mission can be terminated in three ways; run out of oxygen, run out of energy, run out of puzzle time.

## Puzzle Instructions

To open a blue door, you must solve a puzzle. Each puzzle consists of four interlocked wheels, which must be rotated in order to get the letters into the pattern;

```
      A
     B   C
    D   E   F
     G   H
      I
```

It is useful to practise puzzle-solving before commencing the mission (by pressing the P key), as once you are in the game, then the puzzle must be solved within a time limit. On LEVEL 1 only one wheel needs to be turned to complete the puzzle, on LEVEL 2, two wheels need to be turned ... and so on.

## Mission Controls



Z - Left, X - Right, <RETURN> - Jump, <SPACE> - Fire  
Press <RETURN> for longer to jump higher.  
<COPY>/<DELETE> - Pause On/Off  
S/Q - Sound On/Off (When paused), <ESCAPE> - Quit Game (When paused)

#### **Puzzle Controls**

1 - 4 ..... Turn Corresponding Wheel Clockwise  
SHIFT and 1 - 4 .. Turn Corresponding Wheel Anticlockwise  
R ..... Reset Puzzle to Start Positions  
ESCAPE .... Quit Puzzle (return to status screen or game)

**Instructions' Source** : PLAY IT AGAIN SAM 14 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# STAR WARS

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade 3D Wire-Frame Machine Code Battle  
Author : "Vector Grafix"  
Standalone Release(s) : 1987: STAR WARS, Domark, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : DOMARK, 22 Hartfield Road, LONDON SW19 3TA  
Disc compatibility : CDFS E00, DFS E00

### Instructions

At last the most famous coin-op Arcade Game and one of the most successful films of our era come together in this Domark publication!

Faithful to the original, the home computer version of STAR WARS should win first place in any game player's collection and will always be the one you go back to time after time.

The first scene is the Space Attack, with waves of hostile space-craft attacking your lonely but powerful ship. You battle to the Death Star, and once there fly close to the ground in a daring attempt to blast the space towers and flying stars, steering your way through the barrage.

Finally, you emerge in the trench, jumping and ducking the stretch barriers and shooting the missile emplacements fastened to each side of the death defying walls. There are many levels to the game with stirring music and fast and furious action is guaranteed throughout.

### The Game Structure

You take the place of Luke Skywalker, steering your X-fighter space ship from one attack wave to another, in order to eliminate the Death Star.

Each attack wave consists of three sequences:

#### **Sequence 1 - Dogfight In Deep Space**

Approaching the Death Star, you must shoot down the defending Empire's Tie-Fighters, while avoiding their deadly missiles.

#### **Sequence 2 - Through The Towers**

After reaching the Death Star's surface, you have to survive the attack of various laser towers, which grow up from the ground.

#### **Sequence 3 - Down The Trench**

At last, you dive down into the trench searching for your final aim: the exhaust port. Hitting the exhaust port causes the Death Star to explode and your mission has ended successfully.

At the beginning, you start out with a number of shield points. Each hit by an enemy missile, or collision with a Tie-Fighter, Laser Tower or Laser Barrier will decrement the shield strength by one point. At the end of each wave, you will get extra shield points, and bonus points for each remaining shield.

If you lose all of your shield points, your X-Fighter explodes and the game finished.

### Scoring



Hitting and destroying the various targets increments your score during the play. Here is a list of the different values:

Missiles .....	33 Points
Tie-Fighter .....	1,000 Points
Laser Tower .....	200 Points
Trench Turret .....	100 Points
Exhaust Port .....	25,000 Points

The ten best players are recorded in the highscore list.

### Choosing The Level Of Difficulty

At the very start of each new game, you have the possibility to choose between starting at wave 1, 3 or 5 with a different starting score of 0, 400,000 or 800,000 points. (Beginners are recommended to start at wave 1)

To choose the starting wave, you simply point with your cursor at the appropriate icon and press the FIRE button.

### Game Controls

Your spaceship will be steered by moving the joystick; the lasers of your X-Fighter are fired by pressing the FIRE button. See keyboard control instructions on the screen.

Good Luck, and may the Force be with you! Always.

**Instructions' Source** : STAR WARS (Domark) Back And Inner Inlay

### Review (Electron User) - "Use The Force, Luke!"

Several years ago Atari released a coin-op arcade game based on that most famous of films, STAR WARS. Employing fast moving vector graphics, it was an instant success. Domark have now released a version for the Electron.

As in the original game, the action is divided into three scenarios - dogfight in space, through the towers and down the trench. These scenes are repeated with increasing difficulty as you proceed through the game.

Scene one is based on Luke's dogfight in space en route to the Death Star. The Empire's Tie-fighters zoom in at high speed, launch laser bolts, then veer away. Using the four direction keys you steer the fighter's gunsights over the laser bolt and fire. The same tactics also work with the fighters, but the bolts must be your main priority. Each hit you sustain destroys one of your shields - you begin the game with six. Lose every shield and the next hit will destroy your fighter.

If you survive the dogfight you are transported to the surface of the Death Star (though not on level one). Here you begin a strafing run through a forest of laser-firing defence towers. I found this to be the easiest of the three scenes. By swinging your sights slowly left and right while pressing the fire button, you can destroy all towers and laser bolts in your path without sustaining a hit.

The final scene is set in the trench. To destroy the Death Star you must travel its full length and accurately blast the exhaust port at the far end. Success is rewarded with an exploding Death Star.

On level one the only hazards in the trench are laser bolts - you can avoid these by flying high and left, only venturing down into the trench at the very end to zap the exhaust port. Unfortunately, these tactics don't work on the higher levels, where the trench is criss-crossed by barriers - these must be flown over or under.

Unfortunately although STAR WARS sounds attractive, the graphics are chunky (Mode 5) monochrome and at times, poorly defined. The gameplay is very sluggish and the controls are slow to respond. On top of this you have to sit through a 20k loading



screen before the game starts to load.

All this adds up to a pretty dull, unexciting fare. I would advise you to try before you buy.

Sound .....	3
Graphics .....	4
Playability .....	5
Value for money .....	5
Overall .....	5

Nev Astly, ELECTRON USER 5. 4



# STARFINDER

***Professional, Originally Released On Cassette Only***

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Review (Electron User)**

This BBC/Electron program is described as a starfinder and home planetarium. It comes in a very plush library case, complete with a book of about 140 pages. Chapter one in the book is designed to help you with the software (you'll certainly need that). The bulk of the book is a treatise on astronomy. Most of the text could be read by an intelligent older teenager.

The program itself loads very smoothly to present a menu of options. To start with you enter date, time, position and which way you wish to look. This is fairly straightforward.

You may then look at a section of sky. This rather untidy screen plots stars very slowly. It takes about a minute to complete. Using the "space probe" (a small cross) you may identify any star shown by positioning the probe on the star. The screen displays information in the form Az=W15 Alt=31 Omicron Cet!!! This cryptic clue is somewhat explained is somewhat explained in the text.

Incidentally, the program includes planets, the Sun and Moon and even Halley's Comet as well as stars.

Having got your display you can change your direction of view left or right by 45 degrees or look up instead of along (with a one minute pause). You can also move forward in time.

Returning to the menu (<ESCAPE>) gives you the chance to search for any of the heavenly bodies contained in the program. The computer will display them at your specified time or at their highest point in the sky. This can be of great interest. For example, as you eat your Christmas tea in 1985, Halley's Comet will be at a height of 36 deg between south and west and Jupiter will be beneath it.

While search and time stepping facilities are excellent, the screen star maps take a lot of getting used to, but with perseverance constellations can eventually be learned.

One particularly useful function for the lucky few is the ability to print a star map at the touch of P. This produces a high quality screen dump on Epson-compatible printers.

Overall this seems a worthwhile program for the enthusiastic astronomer, but perhaps rather overpriced at £12.95.

Rog Frost, ELECTRON USER 2. 8



# STARMAZE 2

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Find Way Through Wire-Frame Maze  
Author :  
Standalone Release(s) : 1988: STARMAZE 2, Mastertronic, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MASTERTRONIC, 8-10 Paul Street, LONDON EC2A 4JH  
Tel: 01 377 6880  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Banished to the Star Maze after committing the crime of the century - stealing the Emperor's jewels - you find yourself in an amazing 3-D maze which is constructed on a platform in space. Can you find your way out before you run out of energy and are lost forever?

## Game Controls

L - Turn Left, R - Turn Right, F - Move Forwards, B - Move Backwards  
M - Create Map Plan, <ESCAPE> - Create New Maze

**Instructions' Source** : STARMAZE 2 (Mastertronic) Inner Inlay

## Review (Electron User)

The idea in STARMAZE 2 is very simple - you are lost in a maze and your task is to escape. Regular watchers of BBC TV's Adventure Game will know the idea, but in this version there are no puzzles or passwords. The only problem is finding the exit.

You travel around the maze by moving forwards. When you want to change direction you may turn through 90 degrees left or right. You don't see yourself - just a view of passages and junctions. These are neatly drawn and give a real impression of three dimensions.

The bottom of the screen is devoted to a status display which shows how long you've been stuck in the maze, how much energy remains, your position and how far you are from the exit.

Maze sizes - your choice - can vary between a small 5 x 5 up to a large 12 x 12 matrix. Large mazes are quite difficult to solve, but if you get really stuck, the computer can draw a map of the whole maze.

This program suffers from a number of drawbacks. The first is that it is very slow. It takes some 10 seconds for the computer to work out what you are looking at and then draw it. Secondly, the mazes lack interest. Certainly they are random and different each time, but they tend to consist of long straight passages with very few junctions.

Finally, the game's ending is very weak. A congratulatory message just says "You've done it" while a dull five note tune repeats itself. If you haven't got a maze game you could consider this.

Sound .....	3
Graphics .....	7
Playability .....	6
Value for money .....	7
Overall .....	6







# STARMON

## *Professional, ROM Chip Expansion*

### Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### Review (Electron User)

If you've always thought that a monitor was an alternative to the family TV, you may think that a machine code monitor would be a fast version. In fact, STARMON is a piece of software stored on a micro chip. This type of software is sometimes called firmware and to be able to use it, you will need a sideways ROM card to plug into the expansion port at the back of your Electron.

A machine code monitor program like STARMON enables you to look at the contents of the micro's memory, both the 32k of RAM and the other 32k of ROM. The program is very easily loaded. Just type \*ST and it's there - instantly.

Once loaded, you may well wonder what to do with it. Well, the clever part of STARMON is that it uses the memory normally occupied by Basic, so running STARMON will not interfere with the program in memory.

It is easily possible to study any program - even those unlistable ones. Of course, you do not get a Basic listing. It is the contents of memory you see, but STARMON will do its best for you. The contents of memory can be displayed in decimal, hexadecimal, binary or even octal. In addition, if STARMON thinks it detects an ASCII character it will print that. It can also disassemble code - that is, it produces a listing in assembly language.

This all sound very fearsome, but if you are a beginner to this kind of thing, don't be put off because you can quickly learn some skills. For example it is very easy to alter the contents of memory without spoiling the program. I have personalised halls of fame so that they load with my name.

For the advanced user, STARMON is a very full program. With it you can search memory for bytes or strings, or move chunks of code around from one area of memory to another. You can block fill memory, write directly to memory locations or alter the 6502 registers. There are also facilities to single step through programs, which can greatly help with debugging, or allow you to learn what machine code instructions do. It is also possible to dump STARMON screens to a printer for future reference.

STARMON comes with a well written 42 page booklet, which makes the program easy to use. This whole package would be very useful to anybody keen to program, or even just dabble in machine code. It is a thoroughly professional piece of firmware.

Rog Frost, ELECTRON USER 2. 4



# STARSHIP COMMAND

*Professional, Originally Released On Cassette And ROM Cartridge*

Game Type : Arcade; Shoot-'Em-Up; DEFENDER-style  
Author : Neil Raine  
Standalone Release(s) : 1984: STARSHIP COMMAND, Acornsoft, £9.95 (cassette)  
£12.95 (ROM cartridge)  
Compilation Release(s) : 1988: ACORNSOFT HITS 2, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 5, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ACORNSOFT, 4A Market Hill, CAMBRIDGE CB2 3NJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### Review (ELBUG)

This is an entirely new arcade style game, first developed for the BBC Micro. It makes good use of graphics though only in two colours.

You are in a starship and you have a visual read-out of position of enemy ships and your energy levels on the right of the screen. Your ship stays in the centre of the screen in the same direction so, when you bank left or right, the rest of the universe rotates around you.

There are many controls to get used to, all giving extra interest. This is a good game which should sustain your interest for quite some time. Rating: \*\*\*\*

Philip Le Grand, ELBUG 1.1

### Review (Electron User)

Space is getting awfully nasty nowadays. It seems to be full of aliens all bent on destroying anyone in their path. In STARSHIP COMMAND you're in charge of a battle starship with the task of ridding space of these hostile elements. The only weapons you possess are your torpedoes and your skill. The skill consists of being able to manoeuvre your ship into a position where you can zap the other ships which are coming at you thick and fast.

You've got both short and long range scanners which show the enemies' positions as they approach. The position of your ship and the closer attackers are shown on the main screen. Your ship stays still in the middle of the display, the other ships appearing to move round it as you turn left and right in order to fire at them.

You've also got a rotation meter to tell you how fast you're turning and an indicator of the state of your energy banks. Should these banks fall to zero your defensive shields collapse and the aliens will destroy you. I did warn you that it's getting nasty out there.

It's not just the aliens you have to look out for, either. At the end of every mission you are assessed by your superiors. And their judgement can be worse for than anything the aliens might hand out. Even if you do well, all you are rewarded with are other, harder missions. I can't say that it's easy, but all the information you need is there before you on the various scanner displays.

The game seems to have everything. The graphics are superb, the instructions thorough and, once you get used to the way your ship stays still while the aliens move, the whole thing is enthralling.



Peter Gray, ELECTRON USER 1. 1



# STARSHIP QUEST

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Written With THE QUILL) In 3 Parts  
Author : Larry Horsfield  
Standalone Release(s) : 1987: STARSHIP QUEST, Elk Adventure Club, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE ELK ADVENTURE CLUB, 2 The Beeches, Tilbury, ESSEX  
RM18 8ED  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Space Oddity"

I was very impressed by Larry Horsfield's first release last year, MAGNETIC MOON, and was therefore looking forward with hopeful expectation to this, its sequel.

STARSHIP QUEST, is a three-part science-fiction adventure which involves a lot of clear thinking and planning if you are to be successful. I spent as much time thinking and scribbling on my map as I did in playing the game.

You begin your quest in the now familiar role of Mike Erlin, second Lieutenant of the United Planets Survey Service spaceship Stellar Queen. Your mission is to explore a huge city which has been discovered on MAGNETIC MOON's orbital planet. You are keen to discover whether this is the source of Vast Knowledge.

As the scenario unfolds aboard your spacecraft, you must engineer a number of actions quickly and precisely. The beginning is something akin to the start of ENTHAR SEVEN or THE HUNT, with an important time factor to negotiate if you are to get started in this ingenious teaser.

In fact, part one has some of the most perplexing puzzles I have come across in any text adventure. Even if you are successful, you will soon find out that all the trouble you went to flying a space jeep to the planet Fathnar was in vain. You are somewhere else!

As in MAGNETIC MOON, it is essential that you use the commands LOOK UP, LOOK DOWN, LOOK ACROSS and LOOK UNDER periodically to ensure that you don't miss any clue or artefact.

In fact, Stellar Queen is an epic in frustration. Once you have conquered a fabulous beast called a Bearion you breathe a sigh of relief only to discover that your entire inventory has been stolen.

Commands are entirely limited to verb-noun input which at time adds to the frustration, and I long ago groaned at having to type GO DOOR in order to enter a building or machine. You will need to SLEEP and WAIT at different points in part two and indulge in some climbing as the adventure nears its climax.

Larry hasn't quite matched Geoff Larsen's construction of atmosphere with THE QUILL, but his puzzles are superb. If you scratch your head as much as I did over this brainteaser, you'll end up bald. Beware the Tigerilla, and buy this one.

Presentation ..... 6  
Atmosphere ..... 7



Frustration factor ..... 10  
Value for money ..... 10  
Overall ..... 8

Pendragon, ELECTRON USER 5. 6



## **STARTER PACK - BEGINNER'S LEVEL**

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **STARTER PACK - INTERMEDIATE LEVEL**

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00



# STEVE DAVIS SNOOKER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Snooker Simulation  
Author :  
Standalone Release(s) : 1986: STEVE DAVIS SNOOKER, CDS, £6.99  
1990: STEVE DAVIS SNOOKER, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 9, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

### Play Mode

If the computer has been selected for one or more of the play options, the computer asks for the skill level for it to play at. Using the control keys varies the skill level. Press SPACE to continue. Table speed has three options; fast, normal, or slow - again, this is controlled by the control keys. Press SPACE to continue.

### At The Table

- a) To play, position the cue ball in the 'D'. Press SPACE.
- b) Then move the '+' to the ball you have selected to hit and position it at the point of contact you decide will offer you the best shot. Press SPACE.
- c) Select the spin you require: top, bottom, left or right. Press SPACE
- d) Select the power you require. To execute the shot, press SPACE.

After potting a red, you will be asked to select a colour. Move the '+' over the colour you require and press SPACE, the colour you select will be shown on the bottom on the screen. During match play if your opponent commits a foul shot you can request him/her to play again. The computer will always choose to play itself. Your decision is made using the control keys and pressing SPACE.

### Rules

Normal Snooker rules apply. A red ball (score 1) is pocketed first followed by a colour (score as table). The same sequence follows until no reds are remaining then the colours are potted in sequence.

Yellow ... Score 2  
Green .... Score 3  
Brown .... Score 4  
Blue ..... Score 5  
Pink ..... Score 6  
Black .... Score 7

For a foul involving the yellow, green or brown ball, a fixed penalty of 4 points is incurred. If blue, pink or black are struck out of sequence the foul values are 5, 6 or 7 respectively.

PLEASE NOTE: Due to the limitations of the computer, it is not possible to show a black or brown ball. The black is represented by a white circle and the brown by a green with a red circle.

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Fire  
S/Q - Sound Off/On, <ESCAPE> - Restart

### Opening Screen



f1 changes player 1 to the computer option and vice versa.  
f2 changes player 2 to the computer option and vice versa.  
Press SPACE to continue.

**Instructions' Source** : PLAY IT AGAIN SAM 9 (Superior/Acornsoft) Inner Inlay

**Reviews** : No Review Yet



# STIX

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade FRENZY Clone  
Author : Andrew Trott  
Standalone Release(s) : 1984: STIX, Supersoft, £6.95  
Compilation Release(s) : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERSOFT, Winchester House, Canning Road, Wealdstone,  
Harrow, MIDDX HA3 7SJ  
Disc compatibility : CDFS E00, DFS E00

### Instructions

The Stix is a bundle of energy that roams the universe destroying everything in its path. However, a freak cosmic storm has trapped the Stix in a warped hypersquare, giving you the opportunity to harness its evil power for the good of mankind. But to keep the Stix under control you must restrict its movement by constructing force fields inside the hyper square using your field synthesizers. There are four hazards to overcome...

1. Above all, avoid being hit by the Stix - if it touches any part of an incomplete force field, the field synthesizer will disintegrate.
2. If you pause for more than an instant while constructing the field, the field stabilizer will disengage, destroying the field synthesizer unless you can complete the field in time. You will get warning of this by the field flashing red and green.
3. There are two primitive particles of matter left over from the cosmic storm, a quark and an anti-quark. They move in opposite directions around the boundary and will destroy your synthesizer if they hit it.
4. You must ensure that your energy cells do not discharge, otherwise your entire supply of field synthesizers will be lost.

### Scoring

Score 20 points for each percent of the hypersquare that you manage to fill using slow mode. But if you use fast mode you only get 2 points.

When you have restricted the Stix by filling in more than 75% of the square, you will move to a new dimension, scoring 100 bonus points for each percent over the 75%. You start with four field synthesizers. To start a new game, press <RETURN>.

### Game Controls

Use the following keyboard controls...

W - Up, A - Left, S - Right, Z - Down

Hold down < to move slowly or > to move quickly.

**Instructions' Source** : POWER PACK 2 (Audiogenic) Inner Inlay

**Review** : No Review Yet

**See also** : ELECTRON USER 5. 2 for a review of POWER PACK 2



# STOCK CAR

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Author : A. W. Halse  
Standalone Release(s) : 1984: STOCK CAR, Micro Power, £6.95  
Compilation Release(s) : 1987: FIVE STAR GAMES 2, Beau Jolly, £9.95  
1987: PRES GAMES DISC 1, PRES, £9.95  
1988: MICRO POWER MAGIC, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Skid round hairpin bends, cutting up the competition and rebounding off the barriers. A one or two player racing game featuring six different circuits, oil patches, selectable number of laps and variable skid."*

STOCK CAR is a car racing game for one or two players with a choice of six different circuits to race around, variable skid (0-99%), selectable number of laps (1-40) and oil patches. The computer controls the two yellow cars (three in the one player game).

Each car has four gears and the race starts with the cars in neutral. Your gear and the number of completed laps are displayed at the top of the screen as well as your speed in the form of a horizontal bar. In each gear, you have a different acceleration and top speed. Remember to go down to first or second gear if you crash.

## Game Controls

	RED CAR	GREEN CAR
Change up	Q	@
Change down	A	*
Steer left	Z	<DELETE>
Steer right	X	<COPY>

**Instructions' Source** : STOCK CAR (Micro Power) Inner Inlay

**Review** : No Review Yet



# STORMCYCLE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure; GHOSTS 'N GOBLINS style  
Author :  
Standalone Release(s) : 1990: STORMCYCLE, Atlantis, £2.99  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

As a prelude to the imminent invasion of Earth, the warmongering alien army have unleashed a powerful meteorite storm to bombard the Earth's defences and secure a safe landing for their mother ship. Earth's scientists are preparing a super laser capable of destroying the meteorites before they can do any damage. However, five light refracting diodes must be added before the laser will have sufficient power to carry out its task. Realising that the invasion may be thwarted, an expeditionary force of heavily armed aliens has been landed to prevent completion of the laser. Whilst fighting off this army of attackers, you must find the diodes and transport them to a secret location where the laser is being assembled. Only when all five diodes have been delivered will Earth be saved from certain destruction.

Your task is to find the five light refracting diodes that will power a super laser and prevent the total destruction of Earth by a rapidly approaching meteorite storm. You will find many objects along the way to help you in your quest, such as energy bottles, smart bombs, etc. The five diodes are strategically placed around the different locations: forest, garden, moon, cellar and castle. Each location can be accessed via a network of transporters, thus enabling all diodes to be collected and taken to the house at the edge of the forest where, if dropped, they will be removed to power the laser. Good luck!

## Game Controls

Z - Left, X - Right, \* - Jump, / - Squat, <RETURN> - Fire  
P - Pick Up/Transport, D - Drop Object/Detonate Bomb  
S/Q - Sound On/Off, H/G - Pause On/Off

**Instructions' Source** : STORMCYCLE (Atlantis) Inner Inlay

## Review (Electron User) - "Storming Action"

STORMCYCLE is an arcade adventure in which you must find five light-refracting diodes which are urgently needed to complete a souped-up laser to protect the Earth from a meteor storm unleashed by aliens.

You wander around the garden outside your house where all the diodes must be collected and deposited but quickly discover that you are not alone. Strange beings drive vehicles along the ground and overhead and contact with them saps your energy. Flying devils also drop bombs which have a similar effect. Your trusty sword will need to be constantly at the ready or your strength will soon waste away.

Your worst hazards are the pits. Fall into them and a whole life is instantly lost - it's just as well you've got three. Assuming you avoid these pitfalls you'll be able to use the energy bottles which are scattered about to recharge yourself.



A smart bomb will destroy all aliens on the current screen, but they have remarkable powers of regeneration and you'll have little time to stop and congratulate yourself.

Movement between the various sections of the game - garden, forest, moon, cellar and castle - is by means of transporters which look like fat little pharaohs and each will take you to a different area. Some lead to dead ends where your only option is to use the suicide key. One of your first tasks will be to discover which transporters are useful.

The diodes can be spotted without difficulty, but this doesn't mean they're easy to get at. It takes a bit of practice to become proficient at collecting some of them and one even requires a jump into empty space where you vanish behind the title bar at the top of the screen. There's a bug here - if you jump you can reappear temporarily at the bottom of the title screen.

One other possible bug - or is it a feature? - is that on one screen you become walled up in the castle. If this happens it is fatal but you can easily avoid this fate as there is no need to visit that location.

STORMCYCLE is a good game, though not in the same league as Superior's CITADEL, so ordinary mortals like me can complete it and read the congratulations screen.

The graphics are suitable for a budget game, the animation is fast and it has sensible features like sound on/off and pause. In fact, STORMCYCLE makes an ideal starter for arcade adventuring.

Rog Frost

### **\*\*\* Second Opinion \*\*\* (Electron User)**

STORMCYCLE is an excellent budget title that will provide hours of fun. An arcade adventure in the style of CITADEL and PALACE OF MAGIC, the major part of the game involves searching and mapping.

You won't go far wrong investing your pocket money here.

Janice Murray

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	10
Overall .....	9

ELECTRON USER 6.10



# STRANDED

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure With Graphics  
Author : David Woodhouse  
Standalone Release(s) : 1984: STRANDED, Superior, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

An adventure game using hi-resolution full-colour graphics. You are stranded on a strange planet, and your mission is to return to civilisation and home. Many of the locations are shown graphically, including the spaceship, the cliffs, the mountains and (if you succeed) your home.

**Instructions' Source** : STRANDED (Superior) Inner Inlay

## Review (Electron User)

This is the smallest adventure that I have ever seen and, despite the fact that it has graphics, one that I truly didn't expect to like. However I was wrong. Although I don't think it would pose problems to the experienced adventurer it is nevertheless an enjoyable romp.

You have been stranded on an alien planet and your task is to find a means of leaving it and returning home. It won't take you long to find a spaceship but unfortunately it's guarded by an unfriendly robot.

A careful search of the planet, along with a spot of hang-gliding, should provide you with the means of getting past the robot and, hopefully, into the spaceship. After activating the engines you should search your craft. The articles you find, along with judicious use of Dr. Who's Tardis (!), should be enough for you to find your way home.

The graphics are quickly drawn and are the clearest I have seen in an adventure. As with all graphical adventures the trade-off between the program size and quality of graphics is something you need to judge for yourself.

Do you choose a complex adventure with limited graphics or an easy adventure with well drawn graphics? This program falls into the latter category. I liked it.

Merlin, ELECTRON USER 2. 5



# STRANDED!

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Review (Electron User) - "Science Fiction Jaunt"

STRANDED - not to be confused with the Superior Software adventure of the same name - is Heyley's latest release and was originally programmed for the Acorn Archimedes. It follows the tradition of THE TARODA SCHEME and is a science fiction jaunt set in the far future.

The improved loading and response time impressed me, as did the excellent opening scenario. It is obvious that Howard Roberts has been back to the drawing board and come up with a real gem this time.

Once again you begin the adventure trying to escape from a spacecraft in orbit around a strange planet. You are imprisoned in a hold of the Starfreighter Etoile, with a fat guard keeping a very close eye on you.

It took a lot of experimentation and over an hour of key tapping before I gave up in exhaustion at my failure to escape from the hold. I eventually resorted to Heyley's generous Help sheet and discovered that I had a fair amount of waiting to do.

I feel that without such help, many novice adventurers would have given up this taxing adventure as a bad job. STRANDED is not definitely not for the faint-hearted.

Having made my escape I then explored the rest of the spacecraft, killing the crew along the way, before crash landing on the surface of the alien planet. But first ensure that you are carrying the photonemitter and the blueprints.

It is only then that the fun really does begin. I discovered some quite off-the-wall ideas in this game which are somewhat reminiscent of Level 9's THE WORM IN PARADISE. Indeed the whole adventure is sprinkled with humour, which has become something of a Heyley trademark.

For instance, in order to carry the hole you must first possess the anti-common sense. You will have to build an escape craft called appropriately enough, a tin can. A box of anger also has a quite obvious use.

The adventure kept me awake for many hours and was the cause of some rib-tickling chuckles. However response to incorrect input was sobering. I was often told off by the computer for being too brief: "What sort of English is that? I don't think you are taking full advantage of the full sentence parser, are you?"

However, despite my praise of this game I still have a few criticisms concerning the development of Keyley's parser. It seems crazy that upon typing REST, the game went into Restore mode.

Equally when I typed PUSH BUTTON at the wrong location, the response was "Nothing happens" rather than "I cannot see a button here". Perhaps this is nit-picking, but maybe I am right in suggesting that Heyley employ a few more proof readers to correct such embarrassments.

STRANDED is a large adventure with constant disc access to allow more than 220 locations and 450 messages. It is undoubtedly the best that Heyley have produced to date.

Presentation .....	6
Atmosphere .....	8
Frustration factor .....	9
Value for money .....	9



Overall ..... 8

Pendragon, ELECTRON USER 5.12



# STRANGE ODYSSEY

***Professional, Originally Released On Cassette Only***

Game Alias : SCOTT ADAMS ADVENTURE 6  
Game Type : Text Adventure (Rated Moderate)  
Author : Scott Adams  
Standalone Release(s) : 1983: STRANGE ODYSSEY, Adventure International, £7.99  
Compilation Release(s) : 1988: SCOTT ADAMS SCOOPS, Adventure International, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Prepare yourself for the incredible!

Difficulty Level: Moderate

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : STRANGE ODYSSEY (Adventure International) Back Inlay

**Review** : No Review Yet



# STRATOBOMBER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'em'up  
Author :  
Standalone Release(s) : 1983: STRATOBOMBER, IJK, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

A new, highly colourful machine code arcade style game. Can you keep the enemy fleet at bay long enough to destroy the nuclear reactor of the Rogue Star Ship before it destroys your home planet? Superb graphics.

**Instructions' Source** : STRATOBOMBER (IJK) Inner Inlay

**Review** : No Review Yet



# STRIKE FORCE HARRIER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Aircraft Simulator  
Author :  
Standalone Release(s) : 1984: STRIKE FORCE HARRIER, Mirrorsoft, £9.95  
1989: STRIKE FORCE HARRIER, Alternative, £2.99  
Compilation Release(s) : 1988: FIVE STAR GAMES 3, Beau Jolly, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : MIRRORSOFT, Hoborn Circus, LONDON EC1P 1DQ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### Review (Electron User)

If you've ever wondered what it would be like to fly one of the world's best combat planes then take a look at STRIKE FORCE HARRIER. Mirrorsoft would probably agree that it's not quite as good as the real thing, but then it's about five million pounds cheaper!

The display is quite impressive, with excellent graphics. Your instruments cover the lower half of the screen and consist of a map and radar, thrust and fuel gauges and the status of the undercarriage, flaps and brakes.

The windscreen covers the top half of the screen. This is where the action takes place. Through it you can see the ground, horizon, sky and clouds, plus a few more instruments.

Flying the Harrier is fairly easy. Within ten minutes I was looping the loop and doing barrel rolls. This is only a small part of the game though. The plane is armed with bombs, missiles and cannons to defend yourself from surface to air missiles, anti-aircraft fire and enemy aircraft (MIG 23s).

Your mission is to destroy the enemy HQ 500 miles from your starting position. This is achieved by blasting enemy tanks on the ground with your cannons and bombs.

A ground site can then be set up and your own forces moved up by an airborne drop at a speed of around 600 knots. Each new base needs defending from tanks as you attempt to set up the next.

STRIKE FORCE HARRIER is more than a single flight simulator, it's a battlefield simulator. It requires a knowledge of ground attack techniques and skill in air to air combat. The 27-page manual supplied describes these tactics in details, along with an outline of your mission and tips on flying.

There are several different levels of difficulty, including a practice mode in which you aren't attacked.

After a bit of practice you can try your hand at combat. Far from easy this - it takes a long time to master. If you're after something more than a flight simulator then Harrier is well worth considering.

The addition of ground and air combat makes this one of the best games of its type on the Electron.

Roland Waddilove, ELECTRON USER 3. 4



# STRYKER'S RUN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author :  
Standalone Release(s) : 1986: STRYKER'S RUN, Superior, £9.95  
1990: STRYKER'S RUN, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 6, PRES, £9.95 (3.5" Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### The Story

For many years, a war has ensued between the Allied Nations and the Volgans. The battle was reaching a stalemate position, but recently the Allies, through good intelligence and some luck, have managed to obtain the plans of the Volgan's next offensive. If the Allied Forces can capitalise on these plans they can end the impasse and the war. You play the role of Commander John Stryker commissioned to take this top-secret information to the Allies' HQ.

### The Game

You can jump, run, duck, fire your laser pistol and throw grenade. You can take nine hits before you are killed; your hits-status is shown at the top-left of the screen. On your journey across the battlefields you will find various air vehicles, which you can enter and fly. You may utilise their superior weaponry, but remember, different vehicles have different abilities (e.g. some climb faster than others, some only fire laser and do not drop bombs). All air vehicles have a limited amount of fuel.

Along your path you will also meet Allied soldiers (in green uniforms) and Volgan soldiers (in white uniforms), and you will see air vehicles battling against each other. Sometimes it is useful to let Allied soldiers to do some fighting for you. Your opponents, the Volgans, have a variety of weapons at their disposal comprising rifles, pistols grenades, machine-guns, mortars, mines, helicopter gunships, rocket launchers and SAM missiles. Watch out for the land mines!

## Game Controls

\* ..... Jump/move aircraft up  
? ..... Duck/move aircraft down  
Z ..... Move Left  
X ..... Move Right  
RETURN ..... Fire pistol/aircraft gun  
SPACE ..... Throw grenade/drop bomb from aircraft  
CTRL ..... Enter/leave aircraft  
P ..... Pause On  
O ..... Pause Off  
S ..... Sound On  
Q ..... Sound Off

**Instructions' Source** : PLAY IT AGAIN SAM (Superior/Acornsoft) Inner Inlay

**Review (Electron User - Double Review Of STRYKER'S RUN and CODENAME: DROID)**



## - "Dynamic Duo"

Electron users have done it again - top software house Superior Software has been pressured into converting its top selling BBC game STRYKER'S RUN to the Electron. It has also converted its brand new, block-busting follow up CODENAME DROID: STRYKER'S RUN PART 2.

STRYKER'S RUN (Part 1) is a commando style shoot-'em-up featuring some of the most outstanding graphic backgrounds seen on the Electron. You control Commander Stryker and your task is to guide him through enemy lines back to the Allies' headquarters to deliver top-secret information.

The game-play is straightforward - you can run left or right, jump and duck. As you reach the edge of the screen the next one flicks up after about half a second. Crossing the battlefield you'll pass beautifully drawn cities, wrecked buildings, graveyards, burnt tree stumps, hills and mountains. It's amazing how much is crammed into the game.

Initially, the only weapons you have are a pistol and a pocketful of grenades to fend off the enemy Volgan troops and helicopter gunships. The troops can be despatched with either a bullet or grenade, but there's no defence against the helicopters' bombs - you run for your life.

As you progress through the screens you'll find a stubby, wedge shaped aeroplane. You can climb in the cockpit and zoom off. Then you can bomb the enemy troops and have a crack at shooting down the helicopters.

There's only a limited amount of fuel however, and you soon float gently back to earth (that's if the rocket launchers don't blow you out of the sky first!).

There aren't many sound effects and the animation is a bit flickery at times, but overall it's a good game and well worth the money.

CODENAME: DROID, the follow-up to STRYKER'S RUN, is a different game altogether, and it held my interest much longer.

Commander Stryker is back, the war is still raging and you must take him on another dangerous mission into occupied territory, this time on the planet Volga.

Your objective is to steal the Volgan's latest weapon - a spacecraft fitted with a revolutionary matter/anti-matter warp drive. This is stored underground and you must pass through rocky caverns, leaping from boulder to boulder, climbing ropes and plunging down shafts on a fast moving lift.

This is merely the surface defence. If you survive this there is an ancient shrine, the crew's quarters and a missile factory to negotiate.

This sequel is more complex than its predecessor and there is far more to the game than simply blasting your way through each screen. For instance, you can't use the lifts unless you have the correct pass and your pressure suit and laser pistol need recharging constantly. If you can't solve these immediate problems you won't get much further than the first few caves.

There are around fifteen different objects to collect, including energy cells, spanners, fuel for your jet pack and security passcards. In addition, there are buttons to press and switches to flick, though I must admit I haven't found these yet.

Microfilm cassettes are useful as they contain maps of the current level and include the Volgan guards' positions. This enables you to plan your route ahead.

You have a wrist terminal computer which can be activated at any time to check on your status. Here, you can recharge your suit and blaster provided you have picked up an energy cell.



The animation is good and slightly faster than STRYKER'S RUN, though the scenery is graphically simpler, but it does scroll rather than flick when you reach the edge of the screen.

Stryker himself is capable of far more actions than before. He can now run, jump, climb up and down ropes, kneel and crawl through narrow crevasses on his stomach. And it's faster to boot.

STRYKER'S RUN is good, but CODENAME DROID is brilliant and deserves to do well. Reserve a place in your arcade collection immediately and start saving - it's worth every penny.

#### STRYKER'S RUN

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

#### CODENAME: DROID

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

Roland Waddilove, ELECTRON USER 4.12



# SUBHUNT

***Professional, Originally Released On Cassette Only***

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Instructions' Source : 3



# SUBWAY VIGILANTE

*Professional, Originally Released On Cassette Only*

Game Type : Beat-'em-up; Monochrome, RENEGADE style  
Authors : Simon Daniels & Wayne Dobson  
Standalone Release(s) : 1989: SUBWAY VIGILANTE, Players, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PLAYERS, Mercury House, Calleva Park, Aldermaston, BERKS  
RG7 4QW  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The London Underground has degenerated into a battleground.

Opposing gangs of dealers, pushers, punks and muggers fight for supremacy over the city's key stations.

You are the SUBWAY VIGILANTE. Your duty is to protect the law-abiding tube travellers and wipe out the rival gangs.

Your task; in each level, you must wipe out approximately 30 gang members, before progressing to the next station.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire

### With fire button held down:

Z - Elbow Jab, Z & : - Headbutt, : - Flying kick, : & X - Punch, X - Kick

**Instructions' Source** : SUBWAY VIGILANTE (Players Premier) Back and Inner Inlay

## Review (Electron User) - "Mash A Mugger"

SUBWAY VIGILANTE from Players is set several years in the future when London's Underground network has degenerated into a battleground, with drug dealers, pushers, punks and muggers fighting for supremacy. You step into this hell-hole as the SUBWAY VIGILANTE, determined to rid the underground of these evil beings so that the normal, law abiding passenger can enjoy a safe journey.

This scenario provides the backdrop for a great deal of violent punching, kicking and head butting. The game takes place on a platform of a London Underground station. This is portrayed in full and glorious black and white - unlike the screen shots shown on the cassette instructions which look more like Spectrum ones. The playing area is made up of the lower part of the screen. The opposition are also shown in black and white along with you, the hero of the game.

You seem to have two opponents all of the time and when you manage to flatten one, it mutates into the next order of species. These may be armed with a device which looks like a chain saw, but as far as I can make out, they are no more difficult to deal with than the previous beasts. If you are knocked down, you too can get up, as you have five lives.

The controls are simple - four keys can move your forwards, backwards, left and right around the platform and in conjunction with the fire key various jabs, butts, punches and kicks are produced.



Doing damage to an opponent seemed to depend to a large extent on luck. On numerous occasions I punched one of these evil characters only to see the other one fall over. I also think they may do in each other from time to time.

You soon develop a simple strategy. If you move to the left of the screen and stand there performing flying kicks, you can beat the opposition and only rarely get flattened yourself.

If you do well enough, you are asked to start your tape recorder. This loads up a different scene, but it makes no difference to the gameplay. I think this second screen, which features skull and crossbones and Nazi insignia is the last. Despite some fairly large scores (obtained with the stand-at-the-left strategy), I have not seen any more.

All this leaves us with a very simple game. The loading screen, portraying some fairly ugly customers is probably its best part. But lack of colour, inept beeps and poor animation all indicate one to be left on the shop shelf.

Rog Frost

### **\*\*\* Second Opinion \*\*\* (Electron User)**

Graphically, SUBWAY VIGILANTE is superb. The loading screen is a well drawn Mode 4 picture showing three thugs, and the game graphics - again Mode 4 - have detailed backgrounds and superbly drawn and animated sprite-like characters.

Like many martial arts games, you can usually beat each opponent with just a couple of moves. Consequently the game becomes quite dull as you repeat each manoeuvre over and over again.

Roland Waddilove

Sound .....	10
Graphics .....	4
Playability .....	5
Value for money .....	6
Overall .....	6

ELECTRON USER 7. 3



# SUDS

## *Professional, Originally Released On Cassette Only*

Game Type : Text Adventure In 4 Parts  
Author : David Edwards  
Standalone Release(s) : 1986: SUDS, Riverdale, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : RIVERDALE. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

### Review (Electron User) - "Soap Opera"

Television these days seems congested with soap operas. Whether it is a simple British offering in the mould of Eastenders, a dire Australian attempt like Sons And Daughters or an elaborate American extravaganza such as Dynasty, whenever we switch on, it is the continuing story of such and such.

I suppose it was only a matter of time before these everyday lives found their way into computer adventures. SUDS is unashamedly a direct spoof on the four major British soaps - Emmerdale Farm, Coronation Street, Crossroads and Eastenders - but the names have been changed to protect the innocent.

The adventure loads in four parts, though you don't need to complete each one to progress to the next. However, each section is undoubtedly more difficult than its predecessor.

You are required to negotiate the puzzles of Emeroyd Farm then catch a train to the mean streets of Manchester and the perils of Abdication Street. If you successfully overcome the traps of the TV studio, the Cross-Eyes motel looms where the mad arsonist awaits you. Finally, if you haven't lost your sanity, who knows what the fabled land of the Dead Enders has in store for you.

I have now completed the Emeroyd Farm section and have made major inroads into the three other parts of this mega-game, and life is becoming complex beyond imagination - after all, isn't that what soap-operas are all about?

The puzzles in part one, although logical in retrospect, are ingenious and riddled with superb puns.

For instance, upon climbing a tree I discovered a herring which I duly smoked over a war women's campfire. Hey presto, I had a red herring. However, this has a particular use which I will leave for you to discover.

Later in the adventure I had to pour a bucket of cement over some relatives who were blocking my path to the next section. Of course, the result was to cement relations.

The Black-Pudding bomb in Abdication street is something else and I don't think Equity would be too pleased to discover its purpose.



A skeleton will provide the key to succeeding at the Motel, where the problems have had me scratching my head for nights on end. Meanwhile the Dead Enders have quite a few surprises awaiting even the most experienced of adventurers.

This is a truly addictive adventure which requires as much thinking and planning as key tapping. The humour is refreshing and something in the mould of WHAT'S EYORE? or LOCKS OF LUCK.

AMERICAN SUDS is now in production with an Australian version to follow. In the meantime, I suggest you go out and buy SUDS immediately.

Presentation .....	7
Atmosphere .....	8
Frustration Factor .....	9
Value for money .....	10
Overall .....	8

Pendragon, ELECTRON USER 5. 2



# SUMMER OLYMPIAD

**Professional, Originally Released On Cassette Only**

Game Type : Multi-load Sporting Contest  
Author :  
Standalone Release(s) : 1988: SUMMER OLYMPIAD, Tynesoft, £9.95  
1990: SUMMER OLYMPIAD, Microvalue, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

"SUMMER OLYMPIAD is your chance to take part in the ultimate athletic challenge. The highly requested sequel to our smash No. 1 Hit WINTER OLYMPIAD, this exciting game successfully captures the electric atmosphere and competitive spirit of five challenging summer games. Test your skill at High Diving, Skeet Shooting, Fencing, Hurdles and Triple Jump. Every Event benefits from outstanding graphics, animation and truly exhilarating game play."

## Opening Ceremony

On loading, you may select from 1-4 players. Type in your name and press <RETURN>. You may now select the country you wish to compete for by pressing <SPACE> to advance the choice icon followed by <RETURN> to select.

## Event 1 - Fencing

The first competitor to score three hits is the winner of the bout. You play against the computer by using the keys:

Z - Move left fencer up the play area : - Riposte  
X - Move left fencer down the play area / - Parry

Press <RETURN> to lunge.

## Event 2 - Triple Jump

Use the Z and X keys alternately to build a steady rhythm. Depress the SPACE BAR and hold when you reach the white line. The angle at which you will jump will now increase until you release it, giving the angle of take-off for his hop, skip and jump.

NOTE: Crossing the white line causes a foul jump.

## Event 3 - Skeet Shooting

Move the "shotgun target" sight around the screen using:

Z - Left, X - Right, : - Up, / - Down

Place your sight over a moving skeet target and press <RETURN>. If a hit is achieved then the skeet will disintegrate.

In each of the three rounds, you have 24 skeet to hit. You may, however, not use all your allotted ammunition. Any left over are counted in the event of a tie.

## Event 4 - Hurdles

Hit Z and X alternately to increase running speed. Pressing <SPACE> allows the man to jump hurdles when pressed at the correct time.

## Event 5 - Diving

To begin your dive, press <SPACE>. The diver will automatically leap into the air.

Z - Speeds up anti-clockwise rotation, X - Speeds up clockwise rotation



: - Untuck,    / - Goes into tuck position,    <RETURN> - Pike

Pike can only be accomplished when not in a tuck position or moving to a tuck position. You must also be moving clockwise and be in the upper third of your rotation (1 o'clock to 5 o'clock if compared to a clock).

Scoring points depends on style, entry into water and complexity of dive.

All the events include a pause mode which is enable/disabled by pressing <DELETE> (On)/<COPY>(Off).

Tape users should rewind the tape to the Opening Ceremony when Event 5 has been completed. i.e. to the filename called "Open".

**Instructions' Source**    : SUMMER OLYMPIAD (Tynesoft) Back And Inner Inlay

**Reviews**                : No Review Yet



# SUNDAY

*Public Domain, Originally Released On 3 x DFS E00 Disc*

Game Type : Arcade Adventure; "Monkey Island" style  
Author : (The) Dave  
Standalone Release(s) : 1997: SUNDAY VERSION 6.0, (The) Dave, PD  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : EUG, 42 Canterbury Road, REDCAR TS10 3QF  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions (SUNDAY Version 6.0)

This manual is designed for use with the most recent Acorn Electron version of SUNDAY; SUNDAY Version 6.0. The revision herein contained differs only in the characters' names, which have been changed to bring the game in line with the novella published in 1997. Download it from [www.8bs.com](http://www.8bs.com)

### General Overview

SUNDAY is a graphic adventure based upon an actual occurrence in 1992 which led to the severe psychological damage of its creator. In some respects, it is funny; in others it is shocking and disconcerting. To put it in its proper context it is best to read the novella available from Mudfog Books, ISBN 1899503-27-7. This sets the scene for the adventure which follows.

This new modified SUNDAY is almost materially identical to the ADFS version of SUNDAY for the Electron and, although some of the dialogue is now recognised as being a little immature, it has all been retained as it was in the original first version for the BBC Master.

### Loading And Disk Control

You can read the brief instruction manual for SUNDAY by selecting 1 from the small menu that appears on the <SHIFT>-<BREAK> instruction. You can also print it out by pressing 2. When <ESCAPE> is pressed, the DAVE title will be displayed.

At some points in the game, you will be asked to insert Disk One, Two or Three and should do as requested.

### Loading Screen

When the main SUNDAY loading screen is displayed, it is necessary to press <ESCAPE> to continue straightaway. A tune will play until either <ESCAPE> is pressed or it reaches the end. The screen will then be wiped. Pressing <ESCAPE> again will clear the screen faster.

### Options Screen

A sprite will appear first in the centre of the screen then the Options will be filled in around it. When the Options Screen appears, EVEN IF PREVIOUS GAMES OF SUNDAY HAVE BEEN PLAYED ON SEPARATE SETTINGS, each option will revert to its default value. You have the choice on this screen to select the Text Speed, change the Censorship Options, see the official credits or start the game. Before this can be entered however, press <M> to stop the music.

### Changing the Text Speed

The default setting is 5 seconds. This is the time from when spoken text is displayed on the screen to it being blanked and replaced with new text, and it can be altered in two ways.

Pressing <T> will move the button of the Text Speed to the right a notch. When the text Speed reaches the end of the dial, it will return to the far left notch. There



are five settings the button can be placed on (1, 3, 5, 7 and 9) and these are from left to right.

An alternative is to input the specific time which is done by pressing <P> followed by a number between 1 and 9. On depression of <P>, an input box on the Options Screen will be high-lighted in white. You do not need to press <RETURN> after typing the number.

## Changing the Censorship Options

The censorship option is automatically turned ON at the beginning of each game. If you wish to play an uncensored version, pressing <V> should change it.

Although this option prevents most swear words (certainly all the coarse ones!) from appearing on screen, it should be realised that this also has the effect of removing some of the most disturbing spoken passages from the game itself and may slightly diminish the impact of certain scenes when operational.

"Turdvirgin", Balls and Bollocks are RETAINED in the censored version, as is the occasional Dick.

If depression of <V> fails to change the censorship option, the game has been permanently censored by someone and the Original Edit is not an option. [But also see the Haven file 'For Parents' regarding this.]

## Official Credits

Pressing <C> will display a box at the bottom of the screen listing the current version of SUNDAY and who is responsible for its completion. Pressing <RETURN> will return to the Options Screen.

## Starting A Game

Pressing <SPACE> will start the game. A typical way to start without wasting any time would be to type:

P2V followed by <SPACE>.

This will start an uncensored version of the game with a text speed of two seconds.

## The Main Game Screen

When you begin the game, the screen is divided into two oval scoring sections and four box sections. They all have specialised uses:

1. The HI-SCORE box shows the highest score achieved by anyone on SUNDAY. The first game of a session is set to a default value of 1500. Greater scores will replace this figure.
2. The SCORE box shows your current score. See SCORING.
3. The WHAT'S HAPPENING box shows the centred name of the scene, or an action involving a specific change in pace, environment or temperature.
4. The WORDS SPOKEN box contains a centred line of text which continually changes and is replaced to give the illusion of speech. See CHARACTERS for an explanation of distinguishment.
5. The centre box is the graphic part of the game. This displays all the scenes in an 88 x 64 grid of pixels. It also gives information on the date and time before some key scenes.
6. The RESPONSE AND SPEECH box contains the responses a player can choose to give to a character. Also, if the main character speaks without being prompted, his text will appear in this box similar to the WORDS SPOKEN one.

## Playing The Game

Unlike with other games, SUNDAY has a clear-cut knowledge of what you need to achieve to win. Often you will not be physically killed, but will lose the game by



failing to achieve your goal. An example of this is if you forget to set up the date on Saturday night - the Jamie will watch television all afternoon; not only missing all the sexism but watching DALLAS and being a lot more sad than usual.

The game begins on Saturday June 13th at a seedy night-club on the outskirts of Redcar town where all manner of cheeky antics are indulged. This PROLOGUE scene throws the player into the Jamie's world at the point the novella leaves it. The Jamie has not yet pulled out of the influence of a certain Mark Kirk and we see him swing from a nice discussion with friend Carl Swain into an insulting banter on Carl being a "nasty boy". The Jamie also explains the situation regarding his ex-girlfriend Sally Roberts in this scene and, as he leaves, his attention is attracted by a wall. There are now several ways to play the game.

SUNDAY contains ten different characters in total - some of them keep themselves out of the picture in some games - and the Jamie can interact and respond to most of what they say with a variety of different responses, usually four. But the Jamie is not just limited to responding. On suitable occasions, he can start up a different conversation or try different tacks. As with the caper with the wall, displayed instead of "Possible responses" in the RESPONSE AND SPEECH box are "Possible cries of disbelief". But every line works in the same way.

Keys <1> to <4> choose the appropriate response from the four displayed. (If there are only two or three responses, the appropriate keys are ignored.) When the key is depressed, the correct response is highlighted, and the rest are cleared. The word PRESS will appear in small writing in the bottom right-hand corner.

PRESS always means PRESS <RETURN> TO EXECUTE.

On depression of the <RETURN> key, the scoring (and the InsultMeter if necessary) will be updated, and the conversation with whatever character will continue.

As SUNDAY is a huge program, each scene is loaded separately to the Electron's memory. Never remove a disk from the drive while the drive is operational.

### **Location Details**

When a scene has loaded and the display changes, details may be given on the place the scene is set if it is deemed necessary. These will be brief and in a different font to the speech. They will be followed by a PRESS instruction and no other key will operate until <RETURN> has been pressed.

### **Command Mode**

At some times, the Command Mode may be entered in order to make the Jamie do certain things he cannot achieve through the SPEECH AND RESPONSE mode.

To get into Command Mode, press <ESCAPE>. If the SPEECH AND RESPONSE box does not clear, Command Mode cannot be entered at that point. There are specific points in which Command Mode is used and finding them is part of the game. There are obvious signs to look for when commanding the Jamie is possible; him lingering outside an alley for example or in something a character says. Note that you are sometimes only given a few seconds to hit the <ESCAPE> key in a scene!

Command Mode is completely different to the alternative mode. The writing is thinner and you are given a list of your inventory and then asked "What Should I Do?" by the bemused Jamie. This Mode acts more as a traditional type of adventure game; you now type directly what you want the Jamie to do and then press <RETURN>.

Some of the more specialised commands in Command Mode, on top of the traditional TAKE, DROP, KILL, etc. commands are:

DRINK	ENTER	KICK	KISS
RUN	SMOKE	THROW	TWIST

Also in keeping with tradition, the Jamie will respond with stupid comments no adventurer would ever actually make, if you tell him to do something he doesn't understand.



Pressing <ESCAPE> again will take you back to the normal mode and the conversation will be picked up where it was left off - no matter what you have been doing!

### The Insultmeter

After the prologue of the game, a fifth section will appear which is known as the InsultMeter - this is a thermometer-shaped object with 23 markings up the side and a skull and crossbones at the top. Throughout the game, whenever Sally feels offended, the Meter will rise a notch (or two notches for very insulting responses).

### Picking Up And Using Objects

Picking up objects is usually compulsory, although there are some you can only get through Command Mode. You can only carry three objects at a time and, as you are going out to battle, they are referred to as "weapons".

You cannot usually DROP weapons; usually they either get destroyed by another character or lost after they have been used and this gets rid of them.

The majority of weapons you can select are in the Jamie's bedroom on Sunday morning. These all have uses but some are more useful than others. As there is no-one else in the Jamie's bedroom, this scene is totally Command Mode. Each weapon is examined and you can choose whether or not you want to take them by pressing <RETURN> at the PRESS prompt. You can only USE weapons through Command Mode. You must then enter a suitable verb for each item, such as THROW STONE or DRINK WATER.

### Scoring

You can pick up points in SUNDAY for doing and saying certain things. The scoring system does not often work on the principle that the most insulting lines are the best. Certain things always deliver certain numbers of points (such as picking up or using an object) but the number of points each response scores were worked out randomly. i.e. Response one may add 30 points to your score, response two may add 10 points, response three may add 20 points and response four add 40 points.

Every set of responses has different numbers of points to add to your score. If you chose response one on the last response and it gave 40 points, it is more than likely that it will be a lower number of points added to your score if you choose response one on the next set. However, the actual additions of points for each separate response never change. This offers a challenge for the strong-willed to work through the game continually and note down the number of points you get for every separate response, then to try and generate the highest score possible.

The certain things which have guaranteed points are:

Picking up any object .....	100 pts
Setting up the date .....	100 pts
Using weapon/doing something from Command Mode ...	100-350 pts

### Characters

Every character apart from the Jamie has his/her speech appear in the WORDS SPOKEN box. When there are two or more characters in a certain scene (THE WAY HOME scene on Middlesbrough station has five characters at once on some occasions!), you are able to distinguish between each character by the marks around their speech. You are reminded if this on the Options Screen before the game starts. After a few games you will know the character's "quotes" off by heart. Until then you may like to refer to these ways of distinguishing separate characters.

CHARACTER NAME	QUOTES FOR READABILITY
Clarice Roberts .....	' quotes
Sally Roberts .....	No quotes
Mark Kirk .....	No quotes
Sarah McDonald .....	Square quotes
Suzanna Floyd .....	~ quotes
Staff of the Odeon .....	^ quotes
Carl Swain .....	No quotes



Mark Evans ..... Doesn't talk

### **Moving Around**

In SUNDAY, your movement through the scenes is usually compulsory, but you have the option on some occasions to visit different locations through Command Mode.

**Instructions' Source** : SUNDAY VERSION 6.0 (The Dave) Text File Instructions

### **Review (EUG)**

The first thing you notice about this game is that it is a huge program and fills two ADFS "L" discs or three ADFS "M"/DFS DS 80T discs. The second is that it works on the BBC B, B+, Master 128 and Acorn Electron. On !BOOTing disc #1, you are presented with playing instructions in the form of a readable/printable manual - I would recommend printing it if possible as it helps to be able to refer to a hardcopy when first attempting the game. The manual is concise and informative and will help you make your way through the world you are about to enter.

Actually, yet greater an insight can be gained through reading the SUNDAY Novella, a book also written by the game's author. Although this isn't vital, the game follows directly on from the last chapter and you may find your journey through the game is easier after having acquired a greater understanding of the characters and their mutual interaction. It is NOT an essential prerequisite though, as you will discover...

Describing SUNDAY as a game does not do it the justice it so rightly deserves. On playing it, it is more of an experience than a conventional game. Its loader allows you to change the text-response time (Recommended after several games) and whether to play an *uncensored* version. Doing this is *far* more entertaining.

As with all games, you will discover that SUNDAY knows what you need to do to win. Finding out is where the fun comes into it.

The experience begins on June 13th 1992 and the adventure contains ten different characters, complete with their own personalities and characteristics, although one of its beauties is that you will not necessarily meet them all in a single game. Once you "finish" it, it can be played over with more interaction with these previously unseen characters.

On leaving the instructions you are presented with a very nicely presented and detailed Mode 4 loading screen, accompanied by a passable rendition of Axel F. After it has finished, or you have pressed <ESCAPE>, the screen will clear and yet another extremely detailed Mode 4 graphic will be displayed providing details regarding the remainder of the actions/keys used to play, together with mug shots of the characters you may interact with in the game. Not sure that I'd like to run into or meet anyone looking like Suzzie in a well lit alley, let alone a dark one, but I digress...

You are also treated to an extremely good rendition of Enola Gay by OMD - a nice post-apocalyptic anthem; so if you want to find out if this is a portent of things to come, play on. You will not be disappointed.

You control the central character - *The Jamie* - and we first meet him confronting his friend Carl in Zero G, a local hostelry. To say that the Jamie is a forthright and outspoken character would be a drastic understatement. The Mode 4 graphics have a very professional feel to them and, while they lack an arcade 'punch', make up for it in occasional graphical manoeuvres which must be seen to be believed. The graphics all load smoothly and swiftly, and the code behind this is a credit to the programmer.

How the Jamie fares from now on in his efforts to re-engage his relationship with young Miss Roberts is entirely up to you. You must carry on conversations, rather unconventionally, with one response from an ensemble. There's also a "Command Mode", described in the manual, allowing the more regular commands you associate with text



adventures - and a few more 'interesting' ones to boot. Scoring too is unconventional and VERY dependant on the Jamie's (your) interaction with others and the responses chosen.

As you progress through this game, you will, according to how well you interact in this extremely unpredictable world, be asked to enter successive discs that comprise the game. So far I have mastered enough of it to have been asked for each disc in turn before 'dying'. I have also managed to better the default high score of 1,500 (Up to 2,300) but there is far more to be achieved.

Unfortunately, SUNDAY's playability is crippled in comparison to products like THE HOBBIT because each game must be started from the very beginning. This does allow you to meet new characters but does not let you pause and save your experiences to mull over and adapt for future or continued games. However, because no game of SUNDAY is ever the same, it scores highly in other respects.

As noted earlier, this gaming experience is aided by having a printed version of the manual to hand. Although it is not so complicated as to cause referral to it every few minutes, it helps 'nudge' your own interaction and become more in tune with the way the Jamie thinks. As it is something comparatively new to play, this game will appeal to a broad spectrum (No pun intended) of Beeb enthusiasts. It is not like a shoot-'em-up requiring repeat play to gain the winning strategy yet it does inspire you to play again and again to get under the Jamie's 'skin' and achieve the overall objective for the game: Miss Roberts.

The game was written back in 1993 and, as such, quite after the 8bit heyday of the Beeb. But even now in the 21st century, it is both engaging and addictive whilst being a refreshing experience from the run-of-the-mill games churned out by software companies.

To be able to save a game at any juncture would be a desirable bonus as having to start again and again, however interesting and different each time, does not allow you to continue on a course of action you have started and are thus far pleased with, only to have to turn off due to interaction and issues in the real world.

For this reason, I would give this 8/10. Graphics are a straight 10, with playability hot on their heels. SUNDAY is a worthy successor to the Acornsoft and Level 9 adventure games with extremely 'graphic' graphics to surpass their appeal. Recommended.

Kevin Etheridge, EUG #59



# SUPER AGENT FLINT

*Professional, Originally Released On Cassette Only*

Game Alias : SUPER SPY FLINT  
Game Type : Text Adventure  
Authors : C.J. Potter & A. Potter  
Standalone Release(s) : 1983: SUPER AGENT FLINT, Potter Programs, £2.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POTTER PROGRAMS, 7 Warren Close, Sandhurst, Camerley, SURREY  
GU17 8JR. Tel: 0252 877608  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You are Super Spy Flint! You find yourself in an aeroplane flying somewhere over the South Pacific with only a parachute for company. You have never made a parachute jump before. Your mission is to infiltrate a secret T.E.R.D. (Terrorists for England's Ruin and Destruction) base. Your objective is to locate and capture the T.E.R.D. secret plans for England's (and the world's) domination. Your only means of escape is the T.E.R.D. space rocket which you must liberate and dock with the secret British space station which is 500 miles above the T.E.R.D. base in geostationary orbit.

Best of luck old bean and remember, it's for England.

**Instructions' Source** : SUPER AGENT FLINT (Potter Programs) Instruction Leaflet

## Review (Electron User)

The first thing that strikes you about SUPER AGENT FLINT is the reasonableness of its price - an example I hope other software houses will emulate.

When you load the program, you find that your task is to infiltrate a secret TERD base to capture their evil plans for world domination. Your only means of escape is a rocket which you must use to dock with a British space station. Happily for those of you who lack astronaut experience, the game assumes that successfully firing the rocket is enough.

The adventure begins in an aeroplane over the South Pacific, You've got a parachute and there's a green light showing, so your next move is fairly obvious.

Once you've landed you can start to explore the surrounding countryside. A submarine and a helicopter will help you in your travels, though the cable car is more useful in keeping things dry.

The rocket is soon found, but getting it started is something else. You need to find four things to operate the rocket successfully and finish the game.

Although there are only about forty locations, don't expect these four objects to be easy to find.

As is beginning to seem usual with Potter Programs, there's no save-game facility, though there are spelling mistakes. What there is, is quite a lot of program protection, including a routine to intercept a <CTRL>-<BREAK>.

At the price of these programs, the programming involved might be put to better use



writing a save-game routine. Overall, although it's in Basic, it's quite fast and fun to play. At the price I must recommend it.

Merlin, ELECTRON USER 2.10



# SUPER FRUIT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Fruit Machine Simulation  
Author : Unknown  
Standalone Release(s) : 1984: SUPER FRUIT, Simonsoft, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SIMONSOFT. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Are you the sort of person who takes pleasure in emptying your pockets of hard-earned cash to feed the slot machines on holiday? If so, you'll love this program from Simonsoft which will soon have you believing you're back on the pier at Eastbourne - except that the money can stay in your pocket.

The game has all the features expected of a real fruit machine including nudges, holds and reel swapping. It also has some highly impressive, if a little slow, graphics such as spinning reels which bounce when they stop, and a coin pile that shows at a glance the state of your finances.

The program makes good use of sound and colour throughout, and includes a very comprehensive instruction program.

I was highly impressed by the quality of this program, which is by far and away the best adaptation I have seen on the fruit machine theme. Congratulations to Simonsoft for an addictive program providing lots of fun, which at just under £6 has to be one of the best value games around for Electron owners.

Andrew Oldham, ELECTRON USER 2. 1



# SUPER GOLF

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Golf Simulation  
Author :  
Standalone Release(s) : 1984: SUPER GOLF, Squirrel, £7.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SQUIRREL, 4 Bindloss Avenue, Eccles, MANCHESTER  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Supplied without instructions. All instructions on screen.

## Review (Electron User - Combined Review Of BUN FUN, SUPER GOLF and TRAFALGAR)

Please see BUN FUN for this review.

## Review (Electron User)

I've never played golf in my life. My only memory of playing anything like it was taking my dad on the putting green at Gynn Square, Blackpool more years ago that I care to remember. So you can see that I'm not really all that well qualified to judge how realistic SUPER GOLF from Squirrel Software is. I do, however, know a good game when I see one, and SUPER GOLF is just that.

What you get for your money is a gentle and amusing simulation of a golf course, with all 18 holes and the usual hazards such as bunkers, ponds and the wind. When you load the game the first thing you get is a list of instructions. These are a model of simplicity, but be warned - you can't get back to the instruction page from the main program. I advise taking notes the first time you run the game, though you'll soon pick up how to play it.

After the instructions page comes the game proper. The Electron displays one fairway at a time, viewing the course from the side. It then asks you to select which club you want and what strength shot you are going to use. At first it's all a matter of trial and error. Do you use a nine iron or the wedge? Do you hit the ball with a force of 99 or a more moderate 30?

Soon, however, you learn the uses of all the clubs and are quite happily knocking the ball all over the place. And in my case it really is all over the place! I don't know why it is, but my ball seemed to have a morbid fascination with every bunker on the course. Happily I'd chosen the one player version of the game so when I displayed my score card at the end of each round I was the only person I embarrassed.

The game was fun, entertaining and engrossing. I may never play golf but I'll certainly be playing SUPER GOLF again. It makes a great change from zapping aliens, even if I'm not very good at it. Mind you, I do have an excuse for my poor performance. I was feeling under par at the time.

Nigel Peters, ELECTRON USER 1. 6



# SUPER HANGMAN

*Professional, Originally Released On Cassette Only*

Game Type : Hangman Simulation  
Author : T. Latham  
Standalone Release(s) : 1983: SUPER HANGMAN, IJK, £5.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The special feature of this version is the hi-resolution animated man. Watch the expression on his face change as the noose tightens around his neck. Marvel at the detail of his clothing - but don't take too long, he grows very impatient! Contains many categories from educational to just plain fun!

**Instructions' Source** : SUPER HANGMAN (IJK) Inner Inlay

## Review (Electron User)

WELL, they did it with Battleships, Gomuku, Othello and even Chess. So why shouldn't they put a really professional version of Hangman on the Electron?

IJK Software have taken this pencil and paper game and turned it into a highly enjoyable video pastime which can be enjoyed by all the family - something rare in video games today. The graphics are excellent, especially the hanging man, and also colourful. It all adds to the enjoyment of the game. They have gone into great detail with the victim. He blinks, smiles and clicks his fingers. And if you take too long in contemplating your next choice of letter he will give you quite a surprise.

Foreseeing the time when you have learned all the names in each category, there is a section where you can include words of your own choice.

All in all, a simple, good value down-to-earth game and a refreshing change from a screenful of laserbolts and gore.

Adam Young, ELECTRON USER 1. 8



# SUPER POOL

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author : R. Leatherbarrow  
Standalone Release(s) : 1984: SUPER POOL, Software Invasion, £6.95  
1985: SUPER POOL, SInvasion/Dixons, Free In 10 Pack  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SOFTWARE INVASION, 50 Elborough Street, Southfields, LONDON  
SW18 5DN  
Disc compatibility : CDFS E00, DFS E00

## Instructions

A superb pool game with a difference!

Features include time restricted shots, variable cue strength, superb real time graphics.

Level 1 : Pot balls in any order.

Level 2 : Pot balls in correct order.

Level 3 : Pot and hit balls in correct order.

**Instructions' Source** : SUPER POOL (Software Invasion) Back and Inner Inlay

## Review (Electron User)

Have you ever sneered when Steve Davis missed a shot and announced to all and sundry "Even I wouldn't have missed that!"? I know I have. Well here's your chance to put your cue where your mouth is, because Software Invasion is giving you the opportunity to play SUPERPOOL.

Although not quite in the style or atmosphere of the Crucible Theatre, the game represents a pretty accurate simulation of a game of pool, with six balls, coloured and numbered, and a plan view of a pool table. All these go to make an attractive and uncomplicated display, with the scoreboard along the top edge of your screen.

You sight your cue ball by moving an indicator along the cushion, and this is where the ball will strike, provided, of course, that there is not a ball in between, which is in fact your aim.

You select the strength of your shot, press Fire and, if you're like me, the white ball then goes into a pocket. Of course a coloured ball should go in, but then I don't need to explain the rules to you, I'm sure.

In the first frame it's made easy, and you can pot any ball in any order. In the second frame, you have to pot the balls in number order. In both these frames it doesn't matter if you hit any other ball, but in the third frame you may only hit and pot the balls in number order. There are keyboard or joystick options, and your shot is on a timed basis - run out of time and you lose a life.

All in all this is a very good game, but some things I found off-putting. I would have liked the option to remove the timer, because it's not always appreciated, especially in the beginner's game.

I was also a bit dubious about where the balls ended up when certain strengths were selected, and they also have a tendency to suddenly speed up when no other balls are involved.



Taking everything into consideration, the pros outweigh the cons and if you want a game that will keep you interested for hours on end you have to go far to find one better than this.

Adam Young, ELECTRON USER 2. 7



# **SUPERIOR COLLECTION 3**

*Professional, Originally Released On Cassette Only*

**Instructions' Source** : 3



# SUPERIOR SOCCER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Management And Arcade Game Combined  
Author : Peter Scott  
Standalone Release(s) : 1987: SUPERIOR SOCCER, Superior/Acornsoft, £9.95  
1990: SUPERIOR SOCCER, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 14, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"You can choose to play either the action-packed arcade game or the challenging football management game, or, for the ultimate in football excitement and realism, you can play the combined arcade and mangement game. So you can choose to be a player, a manager or a player-manager!"*

### ARCADE SOCCER FEATURES

- \* Heading, passing, dribbling, sliding tackles, corners, throw-ins, goal kicks*
- \* One or two player options - play against a friend or the computer*
- \* Full pitch scanner shows the postions of all players and the ball*
- \* Control of playing time, game-skill and team colours*
- \* Full on-screen time and score information and game comments*

### FOOTBALL MANAGEMENT FEATURES

- \* Four divisions with promotion and relegation*
- \* Full season of games - home and away matches*
- \* Transfers - sell players, and buy if you have the cash*
- \* Choose your team according to strengths and skills*
- \* Build up your finances and success by skill and clever strategy"*

SUPERIOR SOCCER is a menu-based program. Use the CURSOR ARROW KEYS to move the arrow around and RETURN to select an option. You needn't be too precise with the vertical position of the arrow. Some options can be repeatedly selected to change the information they display, for example, the "CHANGE TIME" and "CHANGE COLOUR" options on the "PLAY SOCCER" menu.

You can choose to play either ARCADE SOCCER or FOOTBALL MANAGEMENT alone or play the COMPLETE GAME. In the ARCADE SOCCER game you can choose to play either against a friend ("2 PLAYER" option) or against the computer ("1 PLAYER" option). If you select the COMPLETE GAME you will play all your fixtures against the computer.

You can quit the game at any time and return to the initial menu page by pressing the SHIFT and ESCAPE keys together.

## Arcade Soccer

If you choose to play the "1 PLAYER" game, you can select the "SKILL LEVEL" of the computer (between 0 and 9) from the "PLAY SOCCER" menu. This also determines the skill level of your goalie. In the "2 PLAYER" game, "SKILL LEVEL" determines the skills of both goalies.

The arrows around a player indicate you have control over that player. This is normally the nearest player to the ball. However, if you are moving a player around, that player will remain selected until you stop moving, then control will switch to



the player nearest the ball. Your goalie is controlled by the computer, depending on his, and your team's skill.

On the scanner, at the top left-hand side, you can see all the players and the ball. The flashing dots indicate the players you and your opponent currently control. (Sometimes if players near the ball cross paths one may appear on the scanner the same colour as the ball. Be careful not to confuse this player with the ball.)

PLAYER MOVEMENT - You move the player you control using the default keys (given above) or the keys you selected on the title page. Diagonal movement is achieved by using two keys together, for example to move diagonally left and down use the LEFT and DOWN keys simultaneously.

KICKING THE BALL IN THE AIR - To kick the ball in the air, when the player is in contact with the ball, press the FIRE key for a medium distance and press the UP, DOWN and FIRE keys together for a long distance.

PASSING - Press the LEFT and RIGHT keys together for a short pass along the ground; press the UP and DOWN keys together for a long pass along the ground. This can be quite tricky and needs to be practised.

DRIBBLING - This can be very useful and is achieved by simply running with the ball at your feet without changing direction by more than 45 degrees. For example, the ball will not remain at your feet if you turn around from left to right, but will if you change from left to diagonal left and down.

HEADING - When the ball is in the air (or at any other time) pressing the FIRE key on its own causes the player to jump and make a header. You can tell when the ball is in the air from the shadow it casts.

SLIDE TACKLE - To slide tackle, move in any direction and press the FIRE key. Your player will continue to slide for a while. Slide-tackling is particularly effective coming in at right-angles to the direction the other player is moving (for example from the left or right if the player is running up or down).

CORNERS, GOAL KICKS and THROW-INS - For goal kicks and throw-ins, you can vary the direction and power of the kick or throw. The player cycles through a number of directions, and a power-meter (PWR) indicates the strength of the kick or throw. For corners, you can only vary the power of the kick. Pressing the FIRE key releases the ball. Obviously, goal kicks go the furthest, but be careful with diagonal directions as the ball may go out of play if you are not careful.

## Game Controls

The keys to move the players and to FIRE are redefinable (by pressing the C key) before commencing play. Initially the keys are defined as:

BBC Micro			Electron		
Player 1	Player 2		Player 1	Player 2	
Z	>	Move Left	Z	<	
X	?	Move Right	X	>	
Q	{	Move Up	W	£	
A	*	Move Down	S	+	
TAB	£	Fire	Q	_	

## Football Manager

You initially choose one team from the four groups of teams. This team is then placed in Division 4. You play eleven matches in a season, so you play every other team in the division once, either home or away. The first two teams in each division are promoted and the last two are relegated. Your overall objective is to become Division 1 League Champions.



On screens displaying fixtures, results or league tables, select the "GO ON!" option to continue.

On the team selection screen you must "de-select" players from your team squad until you have eleven players left. Your team squad starts with thirteen players, but can vary between eleven and fourteen. The white square at the left-hand side of each player's name indicates whether he is selected or not. The first player listed is your goalie.

Once you have chosen your team, move the arrow to the top line (the "PICK PLAYERS" line on the BBC version, a row of dots on the Electron version) and press RETURN.

You earn a varying amount of money for each match, depending on which division you are in and how many people turn out to see you.

You can use your money to buy players and gain extra money by selling players. You are not offered a player to buy each time you select the BUY option: it depends on the market. The skill (SKL) and strength (STR) of each player is shown. You are advised to use the SELL option before the BUY option if you want to both sell and buy, as the BUY option leaves this section. If you don't buy any new players, your team becomes tired towards the end of a season. Players should be rested regularly otherwise your team performance will suffer.

**Instructions' Source** : SUPERIOR SOCCER (Superior/Acornsoft) Back and Inner Inlay

### **Review (Electron User) - "Tricky Tactics Tackler"**

In the past, football programs have tended to concentrate upon playing the game or managing it. With the advent of SUPERIOR SOCCER you can do both. Once you have specified whether or not you will be playing alone or with a friend, your next job is to decide which sections you intend to tackle.

Realising that you may not always have a full evening free, Superior allows you to play either the arcade or the management part in isolation. The arcade game provides a comprehensive list of options. The ten skill levels determine the ability of the opposition in the one-player game or the skill of both goal-keepers when using the two-player option. Other niceties allow you to specify the duration of a match or change the colours of the team's shirts.

SUPERIOR SOCCER does not support a joystick option so you and your opponent must each select a set of keys with which to control your respective teams. You control only one player at a time and he is identified by arrows. The program determines which player you control by always selecting the one nearest the ball when you relinquish control of the current one. This feature can be over-ridden to some degree by keeping a man moving once he has been chosen.

Players can perform a whole range of footballing type antics, such as passing, tackling, heading and throwing - providing that you can master the controls, that is.

The instructions mention that some of the activities require a great deal of practice before you can execute them fluently. They are not kidding: I must have made twenty abortive attempts to pass the ball before I eventually succeeded. The best way to practice your ball skills is to select the two-player option and then play alone - your chances of winning are also improved slightly.

SUPERIOR SOCCER's graphics are very good. A large central window follows the movement of the ball as it is booted around the pitch by the Gauntlet-style players.

Player movement off the ball and your position in relation to the whole pitch can be monitored by glancing at the Pitch Scanner. This small green rectangle is a map of the pitch on which both teams and the ball are represented by different coloured dots - not that you will find much time to look at it.



One of the game's fun features is the cartoon commentator who issues forth a constant stream of David Colemanisms, but only in speech bubbles. If you begin to find the arcade action a little too hectic you can always sit back and play at being the boss.

Starting in any of the four divisions you must fight your way into one of the top two positions in order to achieve promotion. Your best bet is to gain some experience and money by spending a couple of seasons in division four, before making a concerted effort for the big time.

Your first task as manager is to survey your squad and assess which players are at peak fitness - this can be done by observing their skill and strength ratings.

When playing the management game alone, you just sit and wait for the match results to be displayed on the screen. Following a brief look at the league table you can nip down to the transfer market. Here you can offer one of your down-and-outs for sale and hope that some mug will bid a million.

As you reach the end of the season you may just about be able to afford to buy a new striker, if one is available. The program determines what calibre of player is to be sold and at what price. If either of these factors do not meet your requirements then that's too bad, because there won't be another sale until after next week's game.

The secret of good management is to monitor the skill and strength of each team member closely. If each player is not rested at regular intervals the performance of the whole team can suffer dramatically.

If you have a spare evening at your disposal you can take a shot at both managing and playing. But with eleven games per season, this may prove a little taxing for all but the most ardent of football fanatics.

By combining both the arcade and management routines into one composite program, Superior has given the punter the best of all worlds. No longer can the relegated manager blame lady luck for his downfall. By stepping out on to the pitch with his lads he has nobody to blame but himself.

Jon Revis

### \*\*\* Second Opinion \*\*\* (Electron User)

First it was golf and now it's soccer, here we go...Not being an arcade game fan I only took a passing glance at the "tactical" part of the game - the David Coleman-clone was mildly amusing but his comments were limited and continued even when there was no action on the pitch. The managing section was very simple to use but definitely fun - it kept my attention for several hours. And I'd recommend it for a quiet evening's entertainment.

Steve Turnbull

Sound .....	6
Graphics .....	8
Playability .....	8
Value for money .....	9
Overall .....	8

ELECTRON USER 7. 3



# SUPERGRAN

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure (Rated Moderate)  
Authors : Brian Howarth and Mike Woodruff  
Standalone Release(s) : 1986: SUPERGRAN, Tynesoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Oh, That Granny!"*

*Can you help Supergran defeat the Evil Scunner Campbell in this superb kids' adventure from Tynesoft written by Brian Howarth and Mike Woodruff of Adventure International (Gremlins) fame.*

In the town of Chisleton, Scunner Campbell has been up to his old tricks and he has stolen some valuable items from the town hall and museum. As SUPERGRAN, it is your task to catch the Scunner and return the valuables to where they belong.

Beware though because the evil Scunner Campbell has some dastardly tricks up his sleeve to make things difficult for you.

**Instructions' Source** : SUPERGRAN (Tynesoft) Back and Inner Inlay

**Review** : No Review Yet



# SUPERMAN - THE MAN OF STEEL

*Professional, Originally Released On Cassette Only*

Game Type : Multi-load Arcade Extravangza  
Author :  
Standalone Release(s) : 1990: SUPERMAN - THE MAN OF STEEL, Tynesoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

*"YOU are The Man Of Steel...but don't congratulate yourself just yet! An endless siege of earthquakes and volcanoes are rocking the earth; terrorists have hi-jacked a yacht with Lois Lane and the Governor on board; and two of your most dangerous enemies have struck an unholy alliance! The clock is ticking with only hours left to save the world.*

*In SUPERMAN - THE MAN OF STEEL, a computer comic book which allows you, at crucial moments, to join in the action and become Superman. All of Superman's powers - Flight - Heat Vision - Telescopic Vision Super Strength and Super Breath - are yours to command.*

*And you will need them as you battle Darkseid's para-demons and Lutnor's sinister construction in a pulse pounding race to forestall the destruction of your adopted planet. SUPERMAN - THE MAN OF STEEL takes you into the comic book."*

The game screen shows Icons relating to the available Super Powers. In games where more than one Super Power is available, you may swap between them by pressing <SHIFT>. The bar graph at the side shows your energy status. If this reaches 'E', you have failed and must return to the Fortress of Solitude.

## The Game

SUPERMAN has been directed by Perry White to meet Professor Corwin at S.T.A.R. Laboratories urgently.

Flying from Metropolis, Superman encounters Darkseid's evil Para-Demons born out of The Boom Tube.

Darkseid has equipped some of the Para-Demons with Concussions Cannons. These Cannons fire deathly Concussion Clouds, which Superman must steer clear of at all costs to avoid a substantial drain on his energy levels.

*Powers Available - Flight, Heat Vision, Super Punch and Super Breath.*

After battling through the Para-Demons on the way to meet the Professor, Superman gets a call from Perry White to go immediately to "The Atlantis" anchored outside Metropolis Harbour.

On board The Atlantis, Governor Lee and Lois Lane are being held hostage by fanatical terrorists. Superman's job is to defeat the terrorists and free Lois and the Governor.

*Powers Available - Flight and Heat Vision.*

After leaving The Atlantis, Superman reaches the S.T.A.R. Laboratories, where he meets the Professor who tells him uncharacteristic seismic activity has been



monitored by his scientists. The Professor must board the Shuttle en route to the Star Lab Satellite where he must gather further valuable data on the natural disaster imperilling the planet. Professor Corwin asks Superman to escort the Shuttle through the violent asteroid and kryptonite storms which could riddle the space shuttle and possibly threaten the Professor's life unless Superman is able to protect the Shuttle on its journey.

*Powers Available - Flight, Heat Vision, Super Breath and Super Strength (punch).*

Having reached the Star Lab Space Shuttle, Superman must enter via the airlock and proceed to fly or run down the corridors to the Command Room and rectify the satellite's out of control Robot Defence System. The system recognises Superman but it incorrectly identifies him as an enemy intruder who must be stopped by the numerous mutant robots.

*Powers Available - Flight and Heat Vision.*

Once the Robots have been made harmless, Professor Corwin sets to work analysing his data to discover where the problem is emanating from. But as he starts, he sees out of a window a massive asteroid storm heading towards the satellite which has already been damaged from a previous storm. Superman must fly outside and protect the satellite from the storm whilst the Professor sets about fixing the Satellite's shields and collecting data.

*Powers Available - Flight, Heat Vision, Super Breath and Super Strength (punch).*

Now that the Satellite has been made stable, Professor Corwin has been able to trace the geophysical disturbances to an unidentified Satellite Station that is sending out disruptive signals through the Com-Sat earth station receivers. The Professor gives Superman the co-ordinates of the malevolent Satellite and he must fly there and knock it off the air.

Leaving the Professor, Superman encounters a heavy asteroid storm. In the distance, he see Darkseid's huge killer robot which is rapidly approaching. The robot is heavily armoured and once in range his energy level is displayed within the playing area.

*Powers Available - Flight, Heat Vision, Super Breath and Super Strength (punch).*

Having rendered the Ship harmless, Superman flies inside the Satellite Station to be confronted by scores of fighting Lexcorp Robot Commandos. The Robots, now very annoyed after Superman's external attack of their defences, do their best to stop him flying down the central corridor to the Station's core where the geo-distrupctor is located. The destruction of this is Superman's final battle for the day - everyone can now sleep easy as once again Superman saves the day.

*Powers Available - Flight and Heat Vision.*

### **Game Controls**

Z - Left, X - Right, \* - Up, ? - Down, <RETURN> - Fire  
<SHIFT> - Choose Super Power when applicable, <SPACE> - Start Game  
<DELETE>/<COPY> - Pause/Restart

### **Footnote**

Many months of design and programming have gone into this package, not only by the programmer, but also by the substantial back up team both here and in the States who developed the overall design, music and graphics. We all, here at Tynesoft, hope you enjoy this game as much as we have in producing it.

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**Instructions' Source** : SUPERMAN - THE MAN OF STEEL (Tynesoft) Back And Inner Inlay

### **Review (Electron User) - "Up, Up And Away!"**

Is it a bird? Is it a plane? No, it's SUPERMAN - THE MAN OF STEEL. Tynesoft now brings that hero of the comic book on to your Electron. The software comes on what looks like a C90 cassette - it's a massive program. This is a multi-part game like many of Tynesoft's latest packages, but unlike some, each section must be completed before you are allowed to progress to the next.

The story so far: Mysterious earthquakes and volcanoes threaten to devastate the Earth. Lois Lane and the Governor have been taken aboard a hi-jacked yacht by terrorists and what's more, two of Superman's most dangerous enemies are against him.

The playing screen is divided into two areas. On the left is a control panel showing the currently active super power, your strength, score and so on. The right hand side contains the window where all the action takes place.

Adopting the role of Superman, you first have to meet Professor Corwan at Star Laboratories, but on the way you encounter the Parademons. In this first stage you must kill the demons with your laser eyes or by thumping the living daylights out of them with superhuman strength. A quick blast of super breath helps keep them at bay while you gather strength.

Select Superman's mode of assault by pressing the <SHIFT> key. Icons on the left of the screen will display what mode you are in. As soon as you kill a couple of Parademons more are born through the Boom Tube which drifts down from the sky just when you think you have wiped them out.

Some of the demons ride concussion cannon firing concussion clouds as they approach. Come into contact with one and your energy level quickly falls. If you manage to polish off enough demons within the time limit another scene will load. You will now immediately go to the SS Atlantis, the yacht where Lois and the governor are being held hostage.

Using your super-strength kick, breath, punch and fight your way along the deck of the Atlantis dispatching any terrorists on the way. Free the governor and fly off with Lois to Star Laboratories. If only it was this easy - the bad news is that the terrorists are equipped with laser cannon and seem to have the strength of ten men, so venture cautiously.

On arriving at Star the professor tells you that he must go to the laboratory in a space shuttle to gather important data concerning the seismic activity of the planet. You have to guide the shuttle through an asteroid storm riddled with Kryptonite. Again using your super-powers, punch the asteroids and zap the Kryptonite with your laser vision.

After hours of practice this third stage is the furthest I have reached. The goal is to battle through five more stages and reach the end where you must destroy the geodistruptr situated in the core of the Lexcorp Satellite station.

The game, although very playable, is by no means easy and the first stage may leave you somewhat frustrated after a while. Once you have got through it and on to the next level you'll be curious as to what lies ahead on future levels, making you all the more determined.

There is one annoying fault with this otherwise excellent game. When you die you have to rewind the tape back to the beginning and reload virtually the whole lot. Apart from that, SUPERMAN is super.

David McLachlan

**\*\*\* Second Opinion \*\*\* (Electron User)**



SUPERMAN could have made Golden Game this month, but for two things - it's difficult and you have to reload every time you get killed.

The graphics are superb and the gameplay is exciting and addictive. The sound is minimal, but this wasn't really noticeable. It's a pity you can't practice any section you want as this would have made the game far more enjoyable.

Roland Waddilove

Sound .....	6
Graphics .....	9
Playability .....	8
Value for money .....	9
Overall .....	8

ELECTRON USER 6. 8



# SUPERMAN VS DARKSEID

*Professional, Originally Released On Cassette Only*

Game Alias : SUPERMAN THE GAME  
Game Type : Arcade  
Authors : Fernando Herrara and Jim Nangano  
Standalone Release(s) : 1988: SUPERMAN VS DARKSEID, First Statr, £3.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : FIRST STAR. No further information.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"You Have SEEN The Film...And READ The Comic...Now PLAY The Game! Minimum Rules...Maximum Playability \* Playable 'Intermissions' \* You Control A Giant Animated SUPERMAN \* Joystick Or Keyboard Control \* Amazing Graphics And Sounds \* 1 Or 2 Player Options"*

*"SUPERMAN Vs. DARKSEID, The Arch-Enemy Of Mankind! In the skies, on the streets and in the sewers - SUPERMAN battles to save the world. DARKSEID thirsts for universal domination, but ne needs the ANTI-LIFE FORMULA. This awesome key is imprinted on the minds of certain hunmans. DARKSEID is on earth now and plots a reign of terror to achieve his ends. ONLY SUPERMAN CAN STOP HIM."*

## Introduction

SUPERMAN The Computer Game is First Star Software's first game in its Super Powers collection. It's a game of nail-biting strategy and stunning action. The player takes the part of either SUPERMAN or DARKSEID, battling for control of Metropolis\* and its people.

Note: You can play SUPERMAN solo, against the computer, or compete against a friend.

SUPERMAN : He came from doomed Krypton™ with powers and abilities beyond those of mortal men. He's faster than a speeding bullet, more powerful than a locomotive...able to leap tall buildings at a single bound™. SUPERMAN is mankind's champion in the eternal battle between good and evil.

DARKSEID : DARKSEID is SUPERMAN's most deadly enemy. He lusts for the Anti-life formula\*, an awesome genetic code, which will give him power over all living things. However, this formula is only present in the brains of a few, unknown, humans. So, DARKSEID has come to earth. He plans a reign of terror and destruction. The right atmosphere for his mind-scanners to reveal those who have the formula!

## Game Objective

The game's setting is Metropolis, where DARKSEID's reign of terror has begun. DARKSEID seeks to capture the citizens while SUPERMAN tries to save them. Once all the people of Metropolis have been captured or saved the player with the most people is the winner. However, if during play either SUPERMAN or DARKSEID's energy levels fall to zero, the surviving character wins the game.

## The Metropolis™ Sectors

The play area is divided into three sectors, representing the streets of the Metropolis and underground tunnels. These screens are inhabited by the frantic citizens. Your aim as SUPERMAN will be to guide the people up to the safety of your haven. As DARKSEID, you will seek to drive the people down towards your lair.

## Leaving The Sectors



DARKSEID and SUPERMAN: The first character to qualify (collect a number of objects equivalent to the skill level) can choose to leave the sector and move onto an adjacent screen.

CITIZENS of Metropolis: Move freely to adjacent sectors, unless their route is blocked by a deflector.

### **Game Play In The Sectors**

SUPERMAN		DARKSEID
A .....	Up .....	Cursor Up
Z .....	Down .....	:
S .....	Left .....	Cursor Down
D .....	Right .....	COPY
CTRL .....	Fire .....	P
7 .....	Pause .....	7

### **Heat Vision And The Omega Ray**

These super powers are activated by pressing the fire button. The beam will grow in length and strength until you press the fire button again. If the beam strikes your opponent he will lose energy and drop any objects he has collected.

### **The Deflectors**

The deflectors are positioned at the intersection of streets. They divert heat vision or Omega rays and channel the movements of the citizens. SUPERMAN and DARKSEID can alter the angle of the deflectors to suit their strategy. Position the character over a deflector and press the fire button twice in quick succession. The deflector will rotate one position. Repeat until the desired setting is achieved.

### **Objects**

SUPERMAN and DARKSEID must qualify to leave a particular sector. They do this by collecting mysterious, but important, objects, represented on screen by a diamond. The number of objects required increases with levels of play. The first character to collect the correct number of objects can leave the sector and go on to an adjacent screen. The number of objects successfully collected is displayed on the lower part of the screen. Also, do not forget that being hit by a heat or Omega ray can cause you to drop an object.

**Instructions' Source** : SUPERMAN VS DARKSEID (First Star) Back and Inner Inlay

**Review** : No Review Yet



# SURVIVORS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overhead-Maze Game  
Author :  
Standalone Release(s) : 1987: SURVIVORS, Atlantis, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : Unknown

## Instructions

*"Electron User Golden Game August 87.*

*"'Could well knock Repton off its perch'*

*- MICRO USER, August 87*

*"The year is 2087 and the world has been devastated by nuclear war. Your mission is to guide a team of specialist Droids through seven levels of a severely damaged hibernation dome and teleport almost a thousand survivors to safety."*

Your mission is to rescue almost a thousand survivors from a hibernation dome, damaged in the recent nuclear war. To complete the task, you must guide three Droids through the seven levels of the building and teleport the survivors to safety. Each of the Droids has a different function. DROID 1 can tunnel through tons of earth at high speed, DROID 2 is a very advanced Droid whose function is to teleport the survivors to safety, and DROID 3 is a Droid of immense strength, used for moving fallen boulders (although even he can only move one at a time).

The damage to the dome is so severe that the slightest mistake can result in a fall of boulders. If one of your Droids is hit by a boulder, serious power loss will result. Beware also the MK. 1 'Guardian' Droids, left in the dome to maintain the life support systems. Their circuits were damaged by the nuclear fall out and they are now hostile. Contact with one of these will also cause serious loss of power. The only way to dispose of these mutant droids is to trap or crush them with a boulder.

Every move must be planned to ensure that your droids do not become trapped. Failure of your mission will result in certain death for the SURVIVORS.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down  
1, 2 and 3 - Select Droids, Q - Sound Off/On

<ESCAPE> (once) to pause. Any key to re-start.

<ESCAPE> (twice) to start a new life.

**Instructions' Source** : SURVIVORS (Atlantis) Back and Inner Inlay

## Review (Electron User) - "Race Against Time"

I have to admit I must be one of the few people that didn't like REPTON or its many sequels. On the face of it, SURVIVORS seems like REPTON with a different scenario, though the original idea is a bit more sinister.

It all happens in the year 2087 after a massive nuclear war has devastated Earth. Your job is to find and rescue the cryogenically suspended survivors of the holocaust from the crumbling remains of a hibernation dome.



Three specially armoured rescue droids have been sent into the area to help and are now under your control.

Each droid has its own special abilities. The first is a high speed tunnelling machine, the second a mobile teleporter and the third a bulldozer droid for shifting large rockfalls in the area. But it is not going to be easy.

From the moment the title page weaves onto the screen you begin to get the feeling that you are in for a mindbending task. Press S to start the game (After all, who needs instructions?) and you're ready to go.

The screen display shows the power levels of the three robots, the score, time remaining, people left and most important, people saved.

Actually saving someone is a doddle, all you do is move over them with droid number two, the teleporter, and they're whisked to safety.

The problems lie in finding where they are, and then rescuing them without getting trapped yourself.

Now that is not quite as easy as you might think and your route has to be very carefully thought out. One wrong move can bring boulders bouncing down, blocking the escape route.

SURVIVORS becomes more of a challenge when you realise that the three droids have to be used intelligently.

Initially you can use the tunnelling machine to dig a path through the rubble and then use the teleporter to pick up survivors. But you will soon have to start shoving rocks around, and then it starts to get difficult.

You have to cope with the old maintenance droids as well. These once peaceful machines, having been damaged by radiation, are now on the loose and pose a severe threat to any of your own droids that touch them.

Unlike most games of this ilk, touching the enemy does not result in instant death, merely the loss of power. If the power level of any of the three droids falls to zero then you will have to start all over again.

When you do get through level one there are another six to come, and judging by the challenge of the first it may take a long time.

The game is addictive and aided by well-animated and colourful characters. One minor criticism is the sound which is rather a disappointment, the only regular noise being the relentless ticking of the clock, counting your remaining time.

I would have liked to see the addition of a joystick option and screen designer, although this is more personal preference rather than a necessity.

All in all, at this pocket-money price, SURVIVORS represents extremely good value for money and could well knock REPTON off its perch.

Sound .....	4
Graphics .....	9
Playability .....	10
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

Mark Smiddy, ELECTRON USER 4.11



# SWAG

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade With Two Player Option  
Author : Dave Herbert  
Standalone Release(s) : 1984: SWAG, Micro Power, £6.95  
Compilation Release(s) : 1986: 5 COMPUTER HITS, Beau Jolly, £9.95  
1987: PRES GAMES DISC 2, PRES, £9.95  
1988: MICRO POWER MAGIC, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version Electron version plays fast on BBC.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"A two player game of dexterity set in Hazard County. Beat your opponent to the jewels and gold with the help of your band of cronies. Includes police cars and one player practice option."*

You are out to steal £250,000 in diamonds before your rival. You accomplish this by collecting the heaps of diamonds which appear on the screen, and taking them to the cache in your house. Unfortunately the other robber is not your only problem. There are several killer droids, employed by one of the insurance companies, to try to apprehend bandits such as yourself and recover the swag. There are two types of droids, Henrys and Percys. One type will try to catch you, the other your opponent. You can "convert" one which is following you by shooting it. You can also shoot the other player's man, and if caught by a droid or shot, you will drop your swag and be returned to your house. Naturally you will soon use up all the ammunition in your gun, but you can get more by depositing gold in the bank. The other way to convert droids is to move onto a DH, which changes all Henrys to Percys, and vice versa. Moving onto a Smiley has the effect of sending your opponent back to his house. If you shoot a police car it will follow you around the screen, which gives points to the other player, though you can stop this by drinking a car of beer (the sort which refreshed the parts other beers can't) and shooting them again.

### **Game Controls**

	Player One:	Player Two:
Up	A	O
Down	Z	L
Left	X	+
Right	C	*
Fire	V	RETURN

f0/f1 - Sound On/Off, f2/f3 - Pause/Restart, N - Unlimited Bullets  
P - Player One, Practice, F/G - Headstart Player 1/2

**Instructions' Source** : SWAG (Micro Power) Inner Inlay

### **Review (Electron User)**

SWAG is a rarity in arcade style games - it is a genuine two player game with the option of the second player being the micro. The aim is to acquire jewellery to the value of £250,000 by moving your man to randomly placed jewels and returning with them to your house.

If that sounds easy, then don't forget that your opponent is after the same treasure



as you and is quite prepared to shoot you to get it. You may also have insurance company robots on your trail. Any collision with them means a quick, empty-handed return home. Of course you have the same advantages as your opponent. There is a different type of robot after him.

Robots can be converted from one kind to another by shooting them or by travelling to a special symbol which occurs on the screen from time to time.

Attempting to keep order in this lawless area are the police. There are three police cars which score points for your opponent if you go near them.

If you shoot one, it relentlessly follows you until you drink a can of beer and shoot it again. You can use that to your advantage by stopping the car near your opponent's home.

With all this shooting you will probably run out of ammunition, but they sell it at the bank, provided you've got gold.

Regrettably, in translating this program from a BBC Micro version, one or two things have been forgotten, The instructions give a most unsuitable group of keys to player two, but fear not, the actual keys are O (up), L (down), + (left), \* (right) and <RETURN> (fire). More seriously, you do not seem to be able to redefine the keys as you might wish.

The game is provided with many options: Sound on or off or a start for either player.

I personally worry about the glorification of theft and violence. Is this what we really want for our teenagers? The trouble is that like so many of these games, it is addictive.

Rog Frost, ELECTRON USER 2. 4

See also : EUG #47 for a review of PRES GAMES DISC 2



# SWOOP

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'Em-Up  
Author : David Elliot  
Standalone Release(s) : 1983: SWOOP, Micro Power, £6.95  
Compilation Release(s) : 1987: PRES GAMES DISC 3, PRES, £9.95  
1988: MICRO POWER MAGIC 2, Micro Power, £7.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays fast on BBC.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The objective in SWOOP is to rid the space lanes of the homing, swooping Birdmen. They come in eight phases, each more difficult than the previous one. In the most difficult you have to combat two birds at once, with a total of eight missiles raining down on your laserbase.

If a Birdman gets past you, he lays an explosive egg on your laserbase track, thus restricting the room to manoeuvre. All is not lost as this disintegrates after a while.

You can select the level of difficulty at the options menu.

## The Mission

Select:

- A Slow-moving formation with standard-speed Birdmen.
- B Slow-moving formation with fast-moving Birdmen.
- C Fast-moving formation with standard-speed Birdmen.
- D Fast-moving formation with fast-moving Birdmen.

## Game Controls

Z - Left, X - Right, <SHIFT> - Fire

**Instructions' Source** : SWOOP (Micro Power) Inner Inlay

## Review (ELBUG)

SWOOP is one of the few games that happen to run much better on an Electron than in its original version for the BBC Micro. It is a variation on Galaxians, with the birds laying explosive eggs at the bottom of the screen. The game, although nice and fast, is rather repetitive. Rating: \*\*\*

Alan Webster, ELBUG 1. 3

## Review (Electron User)

Have you ever had one of those nightmares where horrible creatures swoop at you out of the sky and, try as you like, you can't get away from them? With Micro Power's exciting new game SWOOP you get the chance to get your revenge using your Electron.

You do this by controlling a laser base at the bottom of the screen. The birdmen are hovering in formation at the top bombing you. Not content with that, they peel off and strafe you. All you can do to escape is either to blast them with your laser or dodge out of the way by moving left or right.

Even if you do avoid them they still cause problems because on landing they turn



into eggs which turn into landmines. Run into these when you're dodging left and right and BANG!

Happily you do have three lives - and you need them! And if you manage to shoot the birdmen, the eggs they've laid fade away. The trouble is that as soon as you've shot down one formation, another one takes its place. And they start coming at you thick and fast.

It's a great game, enhanced by good graphics, nice sound effects and easily used controls. Fast and furious, it needs skill and good reactions to avoid the swarms that come at you as the game progresses. It's addictive - and a lot more fun than the nightmare.

Peter Bibby, ELECTRON USER 1. 3



# SYNCRON

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author : Gary Partis  
Standalone Release(s) : 1990: SYNCRON, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1988: SUPERIOR COLLECTION 3, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

You must endeavour to complete sixteen death-defying missions; on each mission you have to collect a batch of power orbs, destroy as many targets and alien spacecraft as possible, and then search for the HQ Building which you have been commissioned to destroy.

Each power orb is positioned in a huge contrainer situated amindst defence pylons and force-fields. The orbs are guarded by a fleet of alien spacecraft. Watch out also for the land-based missile launchers.

To collect an orb, you must first locate an orb container and then shoot at it.

The container will disintegrate revealing the orb within. Now, fly over the orb (don't shoot at it) and your spacecraft will scoop it up. You can only carry one orb at a time; after an orb has been collected, find a runway and fly between the dotted lines on the runway to land your spacecraft. The orb will be deposited and your spacecraft is now able to pick up another one.

When you are on a runway, you can view the status screen which shows your current score and tells you how many more orbs need to be collected on the mission.

When you have amassed the required number of orbs, you must shoot alien spacecraft and bomb the land targets until you have scored 10,000 points on the current mission. You should then locate and bomb the HQ Building to complete the mission.

Your spacecraft is equipped with a hyperspace-jump facility, but hyperspacing is a notoriously dangerous practice - it is estimated that you have only a 65% chance of ahcieving a successful hyperspace-jump.

A bonus spacecraft will be awarded to you for every twenty alien spacecraft that you destroy.

Your mission begins at level A (the Alpha base). Once you have completed a level, you move on the next one. You may restart the game at this new level by pressing the appropriate letter (A-P) at the start of the game. You can only attempt later levels after you have completed all the preceding levels. Therefore, at the start of the game you can only select level A. It may be useful to draw simple maps of each level that you reach, and use them to plan your route accordingly.

## Game Controls

Z - Left, X - Right, <SPACE> - Turn Spacecraft Around, <RETURN> - Fire/Bomb  
H- Hyperspace-jump (Very risky!)

### After landing on a runway:-

<CTRL> - View current status, <SPACE> - Relaunch spacecraft



Q/S - Sound Off/On,    <COPY>/<DELETE> - Pause On/Off,    <ESCAPE> - Retire

## Scoring

### Destroying alien spacecraft:

Alien Spacecraft 1 .....	150 points
Alien Spacecraft 2 .....	190 points
Alien Spacecraft 3 .....	230 points
Alien Spacecraft 4 .....	270 points
Alien Spacecraft 5 .....	310 points
Alien Spacecraft 6 .....	350 points
Bombing a land target .....	70 points
Collecting an orb .....	120 points
Depositing an orb .....	120 points

**Instructions' Source**    : SUPERIOR COLLECTION 3 (Superior/Acornsoft) Inner Inlay

**Review**                    : No Review Yet



# SYSTEM 8: THE POOLS PREDICTOR

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Utility To Predict Football Pools' Results  
Author :  
Standalone Release(s) : 1989: SYSTEM 8: POOLS PREDICTORDARTS, Blue Ribbon, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Do you fill in the pools every week? Would you like to increase your chances of winning? Could a computer assist in filling out your coupon? If the answer to any of these questions is Yes, then System 8 - The Pools Predictor is for you!"*

SYSTEM 8 - The Pools Predictor is a football pools forecaster which can help you plan your coupon for UK football pools.

It predicts the outcome of matches in the four English and three Scottish Divisions. It cannot predict the result of those games involving non-league clubs or Australian leagues.

The program uses a stored database in order to calculate the possible result of the current match from the results of previous matches. This database should be compiled for a minimum of four weeks before any level of prediction accuracy can be assumed.

In order to make life simpler when completing coupons, System 8's 'Perm against Plan' option causes selections to be displayed in columns ready for direct copying to the coupon.

In order to retain the match result data needed to predict future results, the 'Save data' option must be used before the computer is turned off. It is strongly recommended that this data is saved to separate data tapes each week. This makes it very simple to go back to a previous week's data if an error or a recording fault is found subsequently. The master cassette must NOT be used to record match data under any circumstances.

Please note that System 8 is published for amusement only and that whilst Blue Ribbon believe the program to be accurate, they provide no warranty as to its use and will accept no claims for losses incurred.

## Main Menu

The five option main menu appears next.

For the first use, or to start a new season, select option '5 - Set up Divisions' and then follow the on-screen prompts. If there is an odd number of teams in any division, enter a dummy team as the entered team total must be even. Once this has been done, save the data via option '4', so that this information is not lost in case of future problems. As a further insurance against loss of effort, record the data twice at least.

To prepare to use for the current week, select option '1'.

Please note that only league games should be entered, not cup matches. For mid-week matches, it is essential that results are entered immediately as the fixture list is not saved for these games.



Saturday fixture lists are saved with the data and so these can be created at any time.

To create a match list simply enter the team numbers at the prompt. Press 'Q' to quit a division if all the teams are not playing.

After the match list is created the selections can be made by following the on-screen prompts. Remember that System 8 needs to have at least four weeks' data loaded before the selections can be expected to have any accuracy.

'Perm against Plan' displays a coupon-like read out of the selections. System 8 makes a maximum of 32 selections.

Option '3 - Enter Results' is used to record the week's data ready for subsequent weeks. Saturday match results can be entered at a later date due to the fixture list/s being stored on tape. Mid-week match results must be entered immediately after creating the fixture list as this list is not saved to tape although the results are.

Data is saved using option '4'. Please note that this should be the final option selection before turning off the computer. Saving the data twice is a good idea in order to decrease the chance of a saving or loading error causing problems.

Result entries are:

Home win	H	Away win	A
Score draw	S	No-score draw	N
Postponed	P		

### **Loading Data**

Upon loading the program, you are first prompted to load the previously stored match data.

For the first use of the program you should load the start-up data recorded on the master program cassette.

To do this ignore the prompts to change and/or rewind the cassette and simply press <RETURN>. Remember to have a blank cassette available in order to record the database at the end of this session of program use.

### **Game Controls**

Most of the program controls and options are prompted on the screens concerned. By reading the screen carefully, it should be possible to input all the information required simply and easily.

**Instructions' Source** : SYSTEM 8 - THE POOLS PREDICTOR (Blue Ribbon) Inner Inlay

### **Review (Electron User) - "So Do You Feel Lucky?"**

Every week for the last eleven years I have religiously completed my 8 out of 10 column of the pools coupon. The more astute members of ELECTRON USER's readership will deduce that I have still to land my first big pools win, since I am still writing reviews and not living it up on my private Caribbean island.

SYSTEM 8, from Blue Ribbon, is a football pools predictor program that may improve your chances of winning. I use the word may because Blue Ribbon merely hints that its program will improve your success rate.

According to the cassette inlay card, the program's database must contain at least four weeks' results before any level of prediction accuracy can be assumed. This means that you must persevere with the program for a whole month before you can begin to reap the benefits - although you could enter past results.



The data file on the tape is not intended for use with predictions - I know this because when I asked the program for its predictions based upon that data it selected all ten matches from division one. Now this may have been a genuine prediction but I have a sneaking suspicion that sticking pins in the coupon would have proved more successful.

SYSTEM 8 was written in 1988, so the default teams in each division aren't much use for the 1989/90 football season. Job number one therefore is to get hold of your latest pools coupon and shuffle the teams up and down between the various divisions until they are correct, then save the lot to a tape.

While on the subject, I would have found the program far more useable had it included a routine to transfer itself to disc - saving files to tape is positively primitive in these days of cheap disc drives. Perhaps they assume the software will only be bought by hard-up and desperate types!

Setting up the divisions is a once a season task, a more frequent chore is creating the weekly match list for every match in all seven divisions. For Saturday matches this list can be prepared in advance and saved ready for vidi-printer time on Saturday afternoon.

Result entry is actually the easiest routine in the whole program. The day's games are displayed on the screen one by one and all you have to do is press an S for a score draw, N for a no score draw, H for a home win and so on until every game has an associated result. Data entry complete, you can save your work in preparation for the following week's matches.

SYSTEM 8 will predict possible score draws for your treble chance entry or produce Perm against Plan columns that are ready to be copied straight to your coupon. At a price of £2.99 what have you got to lose?

James Riddell

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	9

ELECTRON USER 7. 3



# TABLE ADVENTURES

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-12  
Author : Laurie Buxton  
Standalone Release(s) : 1984: TABLE ADVENTURES, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

TABLE ADVENTURES is an exciting way of helping young children with their tables. The four games involve finding gold at the rainbow's end, canoeing across rapids, escaping from underground, and using skill and logic to minimise your score. Each game starts off very simply but is progressively more challenging, eventually proving a tough problem (even for adults!). A self test is also provided so that you can see how you're improving.

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## Introduction

TABLE ADVENTURES is a series of four exciting games based around the multiplication tables. The four games are Rainbow's End, Shooting the Rapids, Underground Escape and Number Families. Each one is harder than the last. At the end is a self test, so you can check how you are getting on.

In Rainbow's End, a puck dances along a wall, lighting up the numbers in the table. Getting enough right answers wins you a crock of gold. In Shooting the Rapids, you steer a canoe down a river. If you hit a rock, you have to find the factors of the number on it, to get past it. In Underground Escape, you are climbing up a mine shaft, when it is blocked by rocks. You have to find common factors to get through. These ideas all come together in Number Families. It's easy to play this game, but to get the best scores needs a lot of thought.



## How to use it

When the program is loaded, you will see a menu on the screen. It asks which game or test you would like. Remember, the games get harder, so for the first go, try Rainbow's End. To get a game, type its number and then press the <RETURN> key.

## Rainbow's End

If you have chosen this game then you will see a number of brick walls. Decide which table, from 2 to 10, that you want. Type the number, and press the <RETURN> key. A puck now bounces along the walls, knocking out bricks and showing the numbers in that table. If you choose 7, for example, the puck bounces along in jumps of 7 and knocks out the bricks over 7, 14, 21, 28, 35...These are then removed, and the rainbow appears over one brick. You have to type in the number of jumps needed to get to this brick. For example, if the number is 35 and the table is 7, then you have to press 5 and <RETURN>. If you are right, a creature comes on, but you can't get your gold. Your score is shown, and the spacebar symbol appears. Once you have pressed it, you get another question. If you are wrong, the gold from the correct brick drops out, and the creature comes on and steals it. A message telling you to start again appears. Press the spacebar to continue with the table you are working on. You have to get five right in a row to complete the game.

## Shooting the Rapids

If you choose this game you will see a 1-100 number square. It will then be flooded and rocks appear in the water. Your canoe comes in at the top left hand corner, a number appears on the first rock, and the canoe starts its run. If the canoe hits a rock, you must find one of the only two numbers that divide exactly into it (not counting the number itself, and 1). Type in one of these two, and press the <RETURN> key.

If you are right, the computer does the division and the result appears on the rock. The spacebar symbol appears, and when you press it, the canoe continues on its way. If your choice is wrong, a message will appear, and your canoe will sink. The spacebar symbol appears, and when you have pressed it the run starts again. When you have completed the run, you will be given your time. Can you break the record?

## Underground Escape

This game also starts with the 1-100 number square used in Shooting the Rapids, but this time the square is upside down. The screen clears, and a mine shaft appears. Rocks roll down the shaft, blocking the route up to the surface. Numbers appear on the first three. You then appear at the bottom left hand corner. Move up, right or left, by using the appropriate arrowed keys. You have to try and climb out of the shaft.

When you reach the first rock, you have to find numbers that go into two of the three numbers on the rocks. There is one important point. The computer always wants the biggest number that goes into the rocks. If, for example, the rocks are numbered 12, 28 and 35, you can select 4, which goes into 12 and 28, or 7 which goes into 28 and 35. You can't select 2, which goes into 12 and 28, as it is not the largest number that goes into these two, ie 4. Type the number you decide on and then press <RETURN> key. In the example, if you choose 4, it will be divided into 12 and 28, which now become 3 and 7 respectively, and you would be left with 3, 7 and 35. If at any stage you type in a number that does not go into two of the three numbers on the rocks then the ? symbol will appear. When you press the spacebar, the number disappears and you can try again.

After typing in one successful number, there will now only be one number that goes into two of the three numbers on the rocks, and you have to find it. Type in the number, and press the <RETURN> key. In the above example, the number is 7. The computer does the division and displays the results on the rocks. You are now left with three numbers, one of which is 1. When you press the spacebar, the rocks disappear and you can proceed up the shaft. As you progress, three more numbers appear on the rocks above you. Find a number that goes into two of the three on the rocks, as you did above, type it in. Now type in the other number that goes into two of the remaining numbers, and you can proceed. Finally, a third set of numbers appears. If you find the correct numbers then you have escaped!



Remember, red hot lava is creeping up the shaft behind you so you must think fast. Mine shafts are dangerous! If you get caught by the lava then you will have to start again. In this case, press the spacebar and you return automatically to the bottom of the shaft, with the same rocks as before.

### **Number Families**

First the computer asks if you want the 20 game or the 60 game. It is better to start with the 20 game, and try the 60 game when you have played with the 20 game for a bit.

In the 20 game, you have to wipe out the numbers below 10. When you start, you will see that the number 1 has a cursor on it. Move the cursor around the grid using the four arrowed keys. To take a number you just press the <RETURN> key when the cursor is above it. When you take a number, you also wipe out its factors at the same time. If, for instance, you pick 18, the 9, 6, 3, 2 and 1 all disappear as well. If you try and take a number that has no factors left, the computer will give you a beep, and the cursor will go to the first number that has not gone. If you had taken 18 for example, it would not now let you take 4 or 7. You could take 12 because 4 is still there.

The aim of the whole game is to get as low a score as possible. When you start your score is zero, after you have taken 18 for example, your score goes up to 18. You can also vary the game by trying to get as high a score as possible.

In the 60 game, you must knock out all the numbers up to 30, using the same rules as for the 20 game.

### **Self Test**

If you want to try the self test, just type in the answers to the questions you are asked, and then, when you are ready to start the test, press the spacebar. Once you have done this, you will be presented with a series of questions. See how fast and accurately you can answer them.

### **Educational notes**

This program both reinforces the facts of the multiplication tables, and often extends this work.

The first game gives some simple table practice, and emphasises the picture of equal jumps along a number line. This image is much more helpful than remembering the separate facts.

In the next two games, the background is the standard "hundred square" used in all primary schools. The games enlarge the child's knowledge of the numbers from 1 to 100. They emphasise "factorising", which is even more important than multiplying. For example they encourage breaking down 63 into  $9 \times 7$  rather than asking the answer to  $9 \times 7$ . This also brings out the importance of "prime" numbers - those, like 7 or 31, which do not break down in the way 63 does.

It is very important mathematically that we see numbers built up from prime numbers - 12, is  $2 \times 2 \times 3$ , or 35 is  $5 \times 7$ , and the last game also emphasises this. It is easy to play but it is hard to score the lowest or highest possible. We challenge anyone to score the maximum of 1137 on the 60 game!

**Instructions' Source** : TABLE ADVENTURES (Acornsoft/ASK) Back Inlay and Booklet

**Review** : No Review Yet



# TABLESUMS

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Ages 6+  
Author :  
Standalone Release(s) : 1983: TABLESUMS, Griffin, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : GRIFFIN, Ealing Road, Alperton, Wembley, MIDDLESEX HA0 1HJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"How can you make learning multiplication tables fun for your child? TABLESUMS is a cassette containing two computer programs, TABLESUMS 1 and 2, which aid in the teaching of tables in an exciting and motivating way.*

*Both programs allow the child the choice of which table to practice from 1 to 10, whether the computer is to answer, or the choice of a mixed table. The main section of the program displays a running score total, with correct answers rewarded and wrong answers penalised.*

*After 20 goes the final total is shown on the screen in a novel way and you may play again. Simply follow the instructions given in the booklet and let TABLESUMS take the drudgery out of learning tables."*

## TABLESUMS 1

Press (and if necessary hold) <SPACE> to start. You will first be asked if you want sound; you should press Y for yes or N for no, followed by <RETURN>.

You now have to decide which multiplication table you wish to practise. Type in a number in the range 1-10 inclusive, or M followed by <RETURN>. If you press M then your questions will be mixed randomly by the computer and you will go on to the game immediately. If you press a number then a message will appear to that effect. You may then type C to display the multiplication table chosen. If you press P then you will have to fill in the table yourself.

## Playing The Game

A sum will be displayed using numbers from the multiplication table you have chosen. The object of the game is to bomb the correct answer. Press <SPACE> to drop the bomb. If you hit the right answer you receive a reward, but if you miss or hit the wrong answer you get a penalty.

You have 20 bombs altogether. Throughout the game, the number of bombs you have left is shown at the top of the screen.

When you have had your 20 goes, your score is displayed. If you have gained 100 stars, which is quite a good score, 100 stars will be printed on the screen.

You may then choose to play again by pressing <SPACE>.

## TABLESUMS 2

The operation of the program is similar in almost all respects to TABLESUMS1. The difference is that instead of dropping bombs from a plane onto tanks, TABLESUMS2 involves shooting firework rockets from a milk bottle to hit clouds.

**Instructions' Source** : TABLESUMS (Griffin) Back Inlay and Instruction Booklet



**Review**

: No Review Yet



# TACTIC

## *Professional, Unreleased*

Game Type : Strategy; Puzzling Tetris-style Column Game  
Author : Andrew Pepperell  
Standalone Release(s) : None  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 17, Superior/Acornsoft, £14.95 (Disc)  
Stated compatibility : BBC B, B+ and Master 128  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

In order to complete a level you must complete the contract of patterns given at the base of the screen, within the given time limit, using identical blocks (or circles) for each individual pattern. The number of each of the patterns to be made is given by the number (in red) against it. If you make more than the required number of each pattern, then your score will increase. The score for each of the five patterns is, from left to right: 40, 100, 75, 25 and 10. You also receive a 500 point completion bonus and time bonuses.

### Game Controls

Player 1: Z - Left, X - Right  
Player 2: < - Left, > - Right

<COPY>/<DELETE> - Pause On/Off, S/Q - Sound On/Off (while paused)  
<ESCAPE> - Quit Game

### On title screen only:

P - Select number of players  
Cursor Up/Cursor Down - Select start level (provided it has already been reached)  
C - Enter Level Code (Use Cursor Up/Cursor Down and <RETURN> to select the level)  
<SPACE> - Start Game

**Instructions' Source** : PLAY IT AGAIN SAM 17 (Superior/Acornsoft) Inner Inlay

### Review (EUG)

As anyone "up" on their history of Superior Software will know, not only was the company the longest running and most revered and celebrated of all the houses for the Electron, but the Elk was its flagship computer; Elk releases on cassette outselling all the other BBC machines. At the very height of producing some of the most awesome releases the Elk was ever to see, though, Elk versions and all cassette versions of new Superior software were discontinued. In fact, after this decision, they only released two further titles - PLAY IT AGAIN SAM 17 and 18 - before pulling out of the BBC series' market, such as it was.

Now, almost a decade later, not only has the recently unearthed UGGIE'S GARDEN phenomenon proved how Superior had completed BBC/Electron cassettes it never released to the moaning few [See EUG #6 - Ed] but we've also got hold of TACTIC - the one game on PLAY IT AGAIN SAM 17 only officially released on BBC disk! With both these reviews coming in the same issue, you'd be forgiven for thinking Superior was still alive, well and supporting the Electron again!

TACTIC represents some departure from the arcade-adventure or feast of graphically stunning shoot-'em-ups or Repton screens Superior's probably most famous for. This



title belongs squarely in the "puzzle" pile, along with TETRIS, SIM CITY, MASTER BREAK, etc. In many respects it actually looks like a TETRIS rip off, but it implements some intriguing ideas making it really not the same game at all.

Advancing through the levels is not complicated. The screen is split vertically into two equal strips; player one's arena to the left and, fairly obviously, player two's to the right. At the top of the screen, a timer counts down from 99 to 0 and, almost in time with each tick of -1, a different styled piece falls from the top of the arena toward the bottom. Each player must learn where to put the pieces for maximum use in constructing the *shapes* which are displayed along the bottom of the screen.

The game is for one or two players, and if playing alone, area two remains empty (apart from the message "Not in use"). Each piece falling is 8 by 8 pixels, very different to the puzzly shapes of differing sizes that fall from heaven in TETRIS, and can be one of *four* colours: red, blue, white or magenta. The game is set in Mode 1, on a black background hence there are *five* colours on screen so there's evidently some really sophisticated coding employed to achieve such an effect. It's the first Electron title I've encountered that has been able to squeeze an extra colour out of Mode 1!

Also, each piece can be one of three "styles": filled in circle, maze-type square or dot-pattern square. The idea is to get the *same* combinations (that is, the same "style" and the same colour) of shapes somewhere in the arena. On the first level, for example, you must create one horizontal line of three same coloured, same styled shapes and one vertical line of the same to proceed. This information is given by the number 1 next to each "shape display" on the bottom row. As you create one successfully, the number disappears. When all numbers have gone, you proceed to the next level.

The first level is easy beyond belief. Only a very narrow range of the colours and styles fall and you can get away with just watching them fall into place without even tapping the keys. Of course, this doesn't continue for long and soon you have a quite mammoth number of combinations to create and a confusing screen full of your previous failed attempts. This is not good because no pieces will ever disappear from your arena (unless you manage to complete the level) and pieces do fall *constantly*, not even allowing you a nanosecond breathing space.

As the levels build up at the bottom of your screen, the pieces have less time to fall before they 'land' hence you have less time to react to what colour and style they are and less time to decide where to put them. The pieces themselves fall extremely smoothly (pixel by pixel) but, even from the start, at a rather fast rate! The game is one of skill and reaction and it quickly becomes very difficult.

The two-player option allows two games to be played side by side. Whether or not this is necessary is for you to decide. The screen does look more professional and, with two players scrabbling away instead of one, the game really shows its metal with its ability to react to all keypresses without fluxation. But players are not actually battling *against* each other in the strict sense so the only real situation where you would need the function is where there is only one computer but both players are simultaneously desperate to play TACTIC! Even then, if the players are unevenly matched, you would be left with the better player continuing alone while the other waits patiently to begin again...

Nice features incorporated into the game are a customised font, high score table, level change option (allowing you to progress to higher levels after you've completed the lower ones once) and level codes (to jump to the extremely difficult levels). There's also a fantastic Mode 1 loading screen announcing the author Andrew Pepperell.

The actual game graphics are, as you would expect, uncomplicated; apart from nice Superior and TACTIC logos on the title pages, there's not a lot else. Then again, there doesn't need to be. With games of this ilk, the emphasis is on good presentation and addictive gameplay. Both have been achieved.



As outlined in the introduction, unfortunately this game is not 'officially' available from Superior; the version here reviewed arrived on rogue media which was probably never destined to leave the office. All the same, it does exist, it's complete, you'll shortly be able to download it from [www.stairwaytohell.com](http://www.stairwaytohell.com) and, like UGGIE'S GARDEN, it's up to the high standard we've come to expect from this software house.

Dave Edwards, EUG #57



# TALES OF ARABIAN NIGHTS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Platform Game  
Authors : Ian Gray, Keith Purkiss, Roy Purkiss and Richard Paul Jones  
Standalone Release(s) : 1983: TALES OF ARABIAN NIGHTS, Interceptor Micros, £7.99  
Compilation Release(s) : 1988: 10 COMPUTER HITS, Beau Jolly, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : INTERCEPTOR MICROS, Lindon House, The Green, Tadley, HANTS  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Guide Imrahil the Kalendar Prince through the perils of many Arabian nights. On certain nights, he must gather golden jugs, engraved with letters, in the correct order to spell out 'ARABIAN'. At other times, he rides on rafts and flying carpets through Arabia, casting bolts of lightning at his foes. His quest for the princess Anitra is long and difficult - many dangers lurk in the Arabian night!

## Control Keys

< - Left, > - Right, G - Up, B - Down, M - Jump  
<SPACE>/G - Pause/Restart, <RETURN>/<BREAK> - Abort Game

Press Jump to start game.

**Instructions' Source** : 10 COMPUTER HITS (Beau Jolly) Inner Inlay

**Review** : No Review Yet



# TALKBACK

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Create Characters And Talk To Them  
Author :  
Standalone Release(s) : 1984: TALKBACK, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Some while ago, when computers were things owned by rather strange people with more money than sense, I went to see a program called ELIZA. It was almost the first program I can remember seeing, and it made a great impression on me.

It seemed that the computer could be spoken to through the keyboard, and that it actually answered back in an intelligent manner. Such programs are old hat now, but this cassette might be interesting for those keen on artificial intelligence, for it gives a marvellous insight into the way such a program is written.

The main menu allows several options, one of which is to load a character from tape. Two are provided, ASTRO and BOMB, and fans of the film and book Dark Star will have the opportunity to convince the bomb to return to the docking bay...

The accompanying booklet gives quite detailed instructions on how to decide the characteristics of the other people, through the examples of HELEN and RON. Creating or altering a characters is fairly straightforward once a little familiarity is gained.

Keywords - including short phrases - and responses can be entered or altered, so that fairly predictable conversations can be held, either between the two selected characters, or between the user and one of these.

The same keyword could provoke differing responses, but there is a priority system which decides which response should occur. Actually, I found the conversations themselves to be rather repetitive and bland, and I was much more interested in designing characters.

However, the booklet does include a rather amusing list of possible conversations, such as the one between a marriage guidance counsellor and King Henry VIII.

The average Electron owner will probably get fed up with the possibilities fairly quickly, but those with a particular interest in this area will find it most worthwhile. I can also see some value in computer studies lessons in schools.

Phil Tayler, ELECTRON USER 3. 1 (Also 3. 3)



# TANK ATTACK

*Professional, Originally Released On Cassette Only*

Game Type : Strategy; Hi-quality Wargame; Part Board Game  
Author :  
Standalone Release(s) : 1990: TANK ATTACK, CDS, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : CDS, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 0308 890000  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Wargamers' Delight"

TANK ATTACK is a micro-mediated board game for two to four players. The package comprises a top quality fold-out playing board, a total of 48 plastic tanks and armoured cars and a book of instructions.

The opening screen calls on you to select which of the four countries you want to take part in the conflict. My first few combinations were rejected without explanation. Close examination of the playing board revealed the cause - adjacent countries such as Sarapan and Calderon have a common border, as do Armania and Kazaldis. Opposing countries have a shaded no-mans'-land separating their official borders.

By choosing the correct countries you can devise conflicts of increasing magnitude such as one to one, an alliance of two against one or a full blooded four country war. If you are using only two of the four countries you are given the opportunity to double the strength of your forces by using the spare tanks.

Once you have made your alliances you can get on with the job of placing your pieces in their opening positions. A solid blue line denotes the outskirts of each capital city and all vehicles start from within this line.

Other points of interest on the playing board are the repair centres to which tanks may be returned when damaged by enemy fire, the length of a vehicle's confinement being determined by the severity of the damage sustained. The Electron will inform you when you can return a vehicle to active duty.

On-screen headlines are displayed before each round in the battle - these comprise a news flash, a weather report and a political comment. Prevailing weather conditions can have a marked effect upon the movement capability of one or both armies depending on the location of the weather front.

Your link with the micro is your battle strength display. This shows how many active tanks and armoured cars remain and also reports how many units are currently undergoing repairs. If these figures do not tally with the number of pieces on the board someone is cheating!

At the bottom of the battle strength screen are four icons, some of which will be animated. Only the active ones are available. By moving a pointer over them you can choose to move, attack the enemy headquarters or finish your turn and pass control to the next player. Selecting the movement order icon activates a teleprinter which displays your total movement allowance for the turn. This can be divided up among any number of vehicles.



Once this section is complete you can engage the enemy or fire on the opposing HQ. Both types of vehicle have a maximum range of four board squares, with the Electron making accuracy adjustments to your shots based on the range at which you are firing.

As the battle develops you will eventually come within firing range of the enemy. The Electron asks you to input the armour types of the two units involved - there are three for tanks and two for armoured cars - the numbers embossed on the underside of each unit relate to its armour strength. Finally, you specify the range of your shot and battle can commence.

The view changes to that of an observer on a distant hill top. The tanks fire one shot each and the position of the explosion shows whether or not you hit your opponent or were indeed hit yourself. The teleprinter tells you of the degree of damage sustained by each vehicle. A repairable tank can be placed on a repair depot, but you will be asked to remove seriously damaged ones from the board and your tank tally will be adjusted.

When you reach the enemy HQ to deliver the coup de gras you must move on to the square itself as you are not asked for a firing range. This last shot of the conflict is always accurate and always decisive.

There is no need to go through the rigmarole of securing the remaining enemy buildings - the teleprinter display brings news that this has already been carried out and your victory confirmed.

TANK ATTACK is a superb program that really takes the leg work out of wargaming. By leaving the monitoring of repair times, damage assessment and weather reports to the impartial logic of the micro you can concentrate on what really counts - strategy.

Jon Revis

### \*\*\* Second Opinion \*\*\* (Electron User)

TANK ATTACK is unusual in that it's a computer controlled board game. This is fine if you like this sort of thing, but it won't be everyone's cup of tea. I would have preferred to see the whole game played on the micro rather than half on the micro and half on the board.

Janice Murray

Sound .....	4
Graphics .....	7
Playability .....	10
Value for money .....	9
Overall .....	8

ELECTRON USER 6. 9



# TARZAN

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure In Monochrome Jungle  
Author :  
Standalone Release(s) : 1986: TARZAN, Martech, £9.95  
1990: TARZAN, React, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : REACT, Units 3-7 Baileygate Industrial Estate, Pontefract,  
WEST YORKSHIRE WF8 2LN  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Legend speaks of a child captured, then raised by the Apes...

## The Birth of a Legend

From the Western coast of the Congo, to the palm-fringed shores of Zanzibar in the East, African folklore tells of the legendary exploits of one man - Tarzan of the Apes.

Nursed at the shaggy breast of Kala, the she-ape, the white orphan child had grown to learn the ways of the jungle and the language of the beasts. Years later he claimed the inheritance was rightfully his, as John Clayton, Lord Greystoke, Peer of the Realm, but whenever necessity demanded the polished Englishman would revert once more to the naked ape-man.

For Tarzan - or, as the apes called him, Tarmangani - held a deep contempt for his native society, in which he had found greed and cruelty far beyond that which he had known in the savage land of his adoption. Where the myriad life trod the matted vegetation, or flew or swung or climbed amongst the leafy vaults of the great trees, here it was that Tarzan ruled supreme, Lord of the Jungle.

## The Eyes of the Rainbow

And now, yet again, needs drove him to shrug off the thin veneer of civilization and brave the perils of the forest. Lady Jane Greystoke, she who he had won by the might of his steel thews, was in danger.

Held captive by Usanga, chief of the Wamabo, she was to be fed to the devouring maw of Sheeta the Panther and the rapacious talons of Ska the Vulture, if Tarzan failed to retrieve the seven gemstones which had been stolen from the tribal shrine. These stones, believed by the Wamabo to be the Eyes of the Rainbow, were of differing iridescent hues, one for each colour of the spectrum. In his rage at their loss, Usanga had given Tarzan but three days in which to find them, or Jane would be sacrificed at sunset on the third day.

As he swung through the tangled forest, Tarzan had spoken with Manu, the monkey, as the grey-bearded creature had recounted how others of his kind has mischievously taken the precious stones, and scattered them far and wide amongst the shadows of the dank jungles.

Tarzan knew that he must travel without stint hunting the jewels in the heat of Kudu the sun, and by the light of Goro the moon. His quest would take him to the dark caves of the rocky steppes, wherein dwelt bloated spiders and unearthly flames, and to the lichen-covered walls of the Temple of the Sun. He would traverse the swampy morasses and the treacherous quicksand, and find Numa the lion and Histah the snake. He must beware the poisoned spears of the Kurotawi, and the rifles of white hunters.



However keen his senses, however mighty his muscles, he was still mortal. Though he might find numerous artifacts to help him, though he might call upon the friendly monkeys to help him, he was still limited by inexorable time. He knew he possessed sufficient strength and cunning to battle against Death and win, but the hazards of the jungle, the bite of Histah the snake and the clinging embrace of quicksand, all would conspire to hinder and delay.

Time was his greatest enemy. Before Kudu sunk in the west on that third fateful day, Trazan must return the Eyes of the Rainbow to Usanga and discover the forest prison that held his beloved Jane.

His eyes narrowed, his muscles tensed, and from his mighty chest arose the savage tormented cry of the bull ape. . .

The child became a man - and Lord of his jungle domain.

## **Game Play**

### **1. Three Days**

As time passes, the sun will slowly sink in the sky. The jungle will pass through sunset into shadowy night. If Tarzan survives the night, the dawn will give way once more to the heat of day.

The time it takes for three days to pass depends on how successfully Tarzan can avoid or overcome the many hazards he will encounter. For example, every time Tarzan is hit by a spear, or falls into quicksand, a period of time will pass more quickly. If Tarzan is careless, therefore, three days will pass very quickly.

### **2. The Eyes of the Rainbow**

These will appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen). If Tarzan is able to retrieve one of these, a picture of it will appear on the bottom right corner of the screen. Tarzan needs all seven gemstones before he can hope to free Jane.

### **3. Objects**

There are various objects (both animate and inanimate) which Tarzan may come across. These will also appear on the screen as black boxes (look carefully for these, they may be partially hidden somewhere on the screen).

If Tarzan is able to pick up any of these, then a picture of the object will appear on the bottom left corner of the screen.

Monkeys, rope, torches, different coloured shields and sunstones are just some of the objects Tarzan may find useful to have with him. To use some objects, it is necessary for Tarzan to drop them in the chosen location.

### **4. Exploring**

Tarzan can move left or right until faced by impenetrable rock. He can also move up or down through any gaps in jungle undergrowth, rocks, walls, etc (these gaps are not always easy to see, they may even be completely hidden from view).

### **5. Controls**

Q - Left, W - Right, O - Up, K - Down, P - Fire  
<ESCAPE> - Restart, <SPACE> - Pause

### **6. Actions**

#### **a. No FIRE button**

W	move right	K	move down or block
Q	move left	W and O	somersault right
O	move up or jump	Q and O	somersault left

#### **b. With FIRE button**

W	high punch right		If Tarzan is able to punch hostile
Q	high punch left		natives off screen, they will not
K	low punch		attack him again in that location.



O        enter 'object mode' or pick up gemstone or object if Tarzan is next to it.

**c. Object Mode**

Q        moves object select cursor left

W        moves object select cursor right

P        drops the selected object. You cannot drop an object in a screen location which already contains an object.

**Instructions' Source**    : TARZAN (React) Back And Inner Inlay

**Review**                : No Review Yet



# TARZAN BOY

***Professional, Originally Released On Cassette Only***

Game Alias : JUNGLE BOY  
Game Type : High-quality Four Level M/code Game; Platform Style  
Author :  
Standalone Release(s) : 1984: TARZAN BOY, Alligata, £8.95  
1989: TARZAN BOY, Alligata, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALLIGATA, 178 West Street, SHEFFIELD S1 4ET  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Run the jungle path, jump the torrential rivers, cross the moving lifts in search of the elusive arrows that will bring you to Jane. Then cross the great divide. How? Only you can work it out.

## Points

A decreasing time bonus. The longer you suffer the more you're a duffer.

## Game Controls

<CTRL> - Left, A - Right, <RETURN> - Jump

**Instructions' Source** : 10 COMPUTER HITS 3 (Beau Jolly) Inner Inlay

## Review (Electron User)

This is a four screen arcade game set deep in the jungle. You take the part of Tarzan and the object is to find Jane. Tarzan starts on the first screen and Jane is on the last. All you need to do is follow the arrow signs which will take you to her. It might not sound difficult but, after an hour's play I had only managed to master screen one - and that's the easiest.

All the dangers to be found in the jungle are here - gorillas will crush you, poisonous snakes will bite you and monkeys will drop coconuts on your head. There are also waterfalls, rivers with floating logs and crocodiles to overcome. In addition to these obstacles are the usual collection of mean-looking nasties.

Screen one involves ducking under a snake slithering down from a tree. Just past this are several lifts which you up to different platforms. Next you have to leap across a deep chasm to another platform. Watch out for the monkey with coconuts here. Then jump the next chasm, up the lift and wait for a particularly nasty disembodied head with gnashing teeth to move to the correct position. A couple of leaps and it's on to the next screen.

TARZAN BOY is a Mode 2 game with a surprising number of moving objects. The Electron isn't noted for its speed in this mode, but although Tarzan moves a little slowly, generally the animation is fast and smooth.

You won't be disappointed with TARZAN BOY. It's one of the best levels-type of games released in the past couple of months.

Roland Waddilove, ELECTRON USER 3. 3



# TEMPEST

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; 3D Wire Frame Action In Space  
Author :  
Standalone Release(s) : 1984: TEMPEST, Superior, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The game of TEMPEST involves you (the yellow "claw") moving across the rim of the blue "stargate". You are armed with a Blaster and a Super Zapper; this can be used only once (per frame) and has the effect of destroying everything but yourself.

(Not that the colours of the "claw" and the "stargate" change at the more advanced levels of the game).

Each frame is a completely new shape until level 9 when the pattern repeats. Levels 49-64 feature invisible boards. The opposing aliens are as follows:-

		COLOUR DURING		FRAME
				NUMBER
NAME	SHAPE	CYCLES 1-16	VALUE	OF FIRST APPEARANCE
Flipper	Line	Red	150pts	1
Spiker	Line	Yellow	50pts	3
Flipper Tanker	Diamond	Magenta	100pts	3
Fuseball	Wavy Star	Multicoloured	150,350,550,750pts	11
Pulsar	Z-shaped	-	200pts	17

You fire bullets from your Blaster and, for emergencies, you have the Super Zapper, which is recharged at the end of each frame.

A brief description of the attackers:-

Flippers - they "flip" end over end around the columns slowly approaching you. Try to destroy them before they reach the rim. Should you need to destroy them on the rim, wait in a sector and as the alien flips over you or an adjacent sector, fire quickly.

Spikers do not appear dangerous as they rarely get to you. Finish them quickly though as the trails they leave have to be avoided when you warp to your next stargate.

Flipper Tankers, although no threat in themselves, turn into two flippers when hit.

Fuseballs - get them before they reach the rim, as they are considerably more difficult to despatch thereafter.

Pulsars should be treated with some respect. When they are active, a "frying" noise is emitted and the rim of their sector disappears. If you are on the rim at this time you will disappear with it.

Tactics: A liberal spraying from your Blaster around the frame as you start should destroy the initial opposition. Flipper Tankers destroyed whilst on spikes discharge



no flippers. In general, if you're going to use your Super Zapper, leave it to the last possible second. When the aliens stop swirling in the distance, all of them will have been generated for the current frame so, if you haven't used your Super Zapper, now is the time to do so.

### Game Controls

CTRL - Spin Clockwise,    A - Spin Anticlockwise  
<RETURN> - Fire Blaster,    <SHIFT> - Fire Super Zapper  
<SPACE> - Start Play,    <ESCAPE> - Restart,    E - Entry Level Select  
S/W - Sound On/Off,    f1/f2 - One/Two Player Game

**Instructions' Source**    : TEMPEST (Superior) Inner Inlay

### Review (Electron User)

Yes, this is the superb arcade game of the same name, converted by Superior for the Electron, and released with the full approval of Atari who created the original.

It involves protecting the universe from aliens who are swarming through the star gates. Your ship, armed with a blaster and super zapper, can skip round the rim of the star gate in clockwise or anti clockwise gates. As the flippers, spikers, flipper tankers, fuseballs and pulsars emerge they can be destroyed with a quick spray of missiles from your blaster - well, theoretically anyway, it's not quite so easy in practice.

The aliens are semi-intelligent and tend to move in your general direction if they can, so you have to watch out for any that make it through the star gate.

If you get in a really tight spot, you can use your super zapper which destroys all the aliens in the gate. However, it can only be used once per screen.

When most of the aliens have been destroyed, your ship enters the star gate to proceed to the next. At this point there may well be several spikers left which must be avoided by blasting a clear route when the message "Avoid Spikes" appears.

There are eight star gate patterns and 255 levels of play. At the start of each game there is the option of one or two players and any odd numbered star gate can be selected.

The sound and graphics are excellent and it's quite an exciting game to play. Also it is quite an original idea. My only criticism is that there isn't a high score table or a joystick option - but is compatible with the Plus 1 and 3. Arcade fans will thoroughly enjoy this classic.

Roland Waddilove, ELECTRON USER 2. 9



# TEMPLETON

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Platform Game  
Author :  
Standalone Release(s) : 1987: TEMPLETON, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"He's in his kind of territory, but on unfamiliar ground. He's a sewer user but you must help - what a rat!"*

Templeton is a neglected rat of the hue green. He has been left to fend for himself within a sewer society. He wishes to return to the city life and escape from his underground tragedy. YOU have been drafted to guide him on his journey.

Within the hostile community, starfish, rubbish bins, sea anenomes, clams and fish are all deadly enemies, while turnstiles are merely troublesome in blocking his path to freedom. Your objective is to help TEMPLETON to find his way through the 30 sewer systems. If you succeed he will be eternally grateful!

1. Turnstiles may only be passed if TEMPLETON possesses the correct colour of ticket in his hand.
2. New tickets can be obtained by touching the ticket character. Note: pass at the bottom of the screen changes colour.
3. A high pitched "beeping" indicates a lack of energy (approx. 10 secs). A bubble will restore energy.
4. A starfish can only be moved if TEMPLETON is directly above or below that character.
5. The rubbish bin can only be passed whilst immobile and closed. When open and roving, it is fatal!
6. On the appearance of a ghost, attempt to turn a corner as soon as possible.

## Game Controls

<CAPS> - Left, <CTRL> - Right, <RETURN> - Up

**Instructions' Source** : TEMPLETON (Bug Byte) Back and Inner Inlay

**Reviews** : No Review Yet



# TEN LITTLE INDIANS

*Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #10  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: TEN LITTLE INDIANS, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The Train clatters along the lines relentlessly, you stare out of the window at the seemingly endless countryside rolling by. Soon you will reach your destination and then you will receive the opportunity to bring into play your famous investigative talents. For a moment you wonder whether or not you have the talent that will be needed on this case - ever since the national press released news of the fantastic fortune to be discovered at the old Mansion of Major Johnston-Smythe, treasure hunters have tried their luck. Most of them have never been heard of again.

As the Train begins to slow down you prepare yourself for what is ahead by mentally recapping all the information you have gathered so far about the famous treasures:

The Major was a cunning old fox, in order to make it virtually impossible for anyone to inherit his fortune, he had put all his money into Gold, cast into the form of a Figurine or Idol. He then hid this away and told no-one of its whereabouts. Further to this he commissioned Ten more Figurines to be made of various materials and, although worthless in themselves, they were for some reason absolutely essential in order to obtain the main prize. Shortly after this, the Major died and his jealous Nephew made public their activities.

The Train finally stops, now your task beings in earnest. Can you succeed where so many others have failed, or will death be your only prize?...

**Instructions' Source** : TEN LITTLE INDIANS (AInternational) Back Inlay

**Review** : No Review Yet



# TENNIS

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Tennis Match  
Author : Margaret Stanger  
Standalone Release(s) : 1986: TENNIS, Bug Byte, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Tel: 01/439 0666  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"It's 3D Arcade Centre Court action with speech against five of the world's best! Can you out volley, out serve and outwit the likes of Powerful Pierre & Norm Everidge. Ace programming by Margaret 'Champion' Stanger."*

The computer displays the tennis courts, players and scoreboard and asks for the player's name to be typed in. This name appears on the scoreboard versus Manuel Fawltly of Barcelona, his first opponent.

The player is asked whether he wants a one or three set match, and then for a choice between three or six games in a set. He is then asked to choose between joystick and keyboard control and the starts with Manual serving.

If the player loses the match he is invited to play against Manual again. If he wins through to the next round, he may have a chance to play against Powerful Pierre from France, Ivan the Vulgar Boatman from Russia, Norm Everidge from Australia or even the quietly spoken American, John O'Neill.

### **The Rules Of The Game**

The game is played on a court on the screen. The computer-controlled player is at the top of the screen and the player controlled by the keys or joystick at the bottom of the screen.

The object is to hit the ball in such a way that it cannot be returned or it bounces twice in the opponent's half of the court. The opponents continue hitting the ball to and fro until one or the other places a shot that cannot be returned successfully; this wins him a point.

Each point starts with a service. The server stands with both feet behind the baseline anywhere between the centre mark and the sideline of the court, the server changing sides after each point.

The ball is served to bounce in the opponent's service court diagonally opposite him. If the first attempt is faulty, a second attempt is allowed.

The receiver must allow the ball to bounce, all subsequent shots in the rally may be volleyed (struck before it bounces) or hit as ground-strokes after the bounce.

One player continues serving until the game is compete. The opponent serves one game, and then service reverts to the next player.

The first player to win all four points wins the game, unless the score reaches three points all. When this occurs, the game continues until one of the players establishes a lead of two points.



Tennis scoring traditionally uses the scores 15, 30, and 40 rather than one, two and three. If both opponents win three points this is called 'deuce'. The next point is called advantage server or advantage receiver according to who wins it. If the same player wins the next point, he wins the game. If he loses the score reverts to deuce and the game continues until a player has a two point lead.

Tennis matches are usually won by the first player to win two sets. A set is won by the first player to win six games in the set unless the score is 6-5 or 5-6. A final deciding game or tie breaker is played when the score reaches 6-6. This game, and the set, goes to the first player with five or more points and a two point lead. The service changes after the first point, and then after every further point.

### Game Controls

Z - Left, X - Right, : - Up, / - Down  
SPACE BAR to hit the ball, Q - Music on, N - Music off  
F/C - Freeze/Continue

**Instructions' Source** : TENNIS (Bug Byte) Back and Inner Inlay

### Review (Electron User)

Should you be one of the many thousands of people who spend Wimbledon fortnight glued to the TV set you may have considered trying a computer simulation. Bug Byte have just released one such program, though I doubt whether it's destined to be a winner.

You have the option of playing one or three sets with either four or six games per set. Control is via keyboard or joystick and your opponent is always the computer - you cannot challenge a friend. This is a pity as the computer provides such stiff opposition that you will normally only win one or two points during a complete set.

The court is drawn with perspective going into your screen, the computer always being at the top of the screen. When serving, as in the real game, you must remember to keep your feet behind the baseline or you will be foot faulted.

Your player can travel left, right, and up and down the court, and balls can either be volleyed or taken as groundstrokes. When volleying from the net I would suggest that you do not stand too close as you will tend to hit the ball out of court.

I can only assume that the angle of the shot which you play is determined by your position in relation to the ball, though I didn't find that this made too much difference. The ball's flight and its associated shadow, was relatively smooth, although on several occasions it vanished for a fraction of a second in mid-flight.

The characters representing the players are large, angular and rather crude. The best part of the screen is the scoreboard where electronic style numbers display sets, points and server.

Had the game employed a user-selectable skill option it would probably have had more lasting appeal. But in its present form I feel it would soon be abandoned by a thoroughly demoralised player.

Sound .....	6
Graphics .....	6
Playability .....	6
Value for money .....	6
Overall .....	6

James Riddell, ELECTRON USER 3.10



# TERRORMOLINOS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : Peter Jones and Trevor Lever  
Standalone Release(s) : 1984: TERRORMOLINOS, Melbourne House, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : MELBOURNE HOUSE, Castle Yard House, Castle Yard, RICHMOND  
TW10 6TF  
Disc compatibility : Unknown

## Instructions

*"Wish you were here...  
"...in TERRORMOLINOS...  
"...instead of me!"*

*"TERRORMOLINOS is a hilarious text adventure of an outrageous summer holiday spoof set on the Costa Brava. You must survive a two-week package holiday - and return home with ten snapshots to prove it! The game has been created by the authors of the cult hit HAMPSTEAD and, as would be expected, there are no wizards or dragons to be found! Instead the perils lie on the beach, in the sea, at the bullring...and, of course, in the restaurant!*

*"And that's not all...the various characters you meet in TERRORMOLINOS come and go - including your own family, which you must try to keep together at all times.*

*"In TERRORMOLINOS, every holdiaiy disaster can come true! So why spend a fortune going abroad when you can get gippy tummy in the privacy of your own living room?"*

When chubby-cheeked Cliff Richard first sang "We're all going on a summer holiday," it's unlikely that he was referring to the Costa Brava resort of Terrormolinos, because Terrormolinos is the kind of place you only visit once.

Could you survive a two-week package holiday there, with wife Beryl and kids Doreen and Ken? Among the many perils, you risk being gored by a bull, buried up to your neck in sand, being poisoned, dying of heatstroke, losing an argument with a shark and being run over by a Eurojuggernaut.

The object of the game is not merely to survive the holiday, but to take ten snapshots to prove you did it.

## Moving Off

When the program is fully loaded, the message WELCOME TO TERRORMOLINOS! will appear, followed by some initial instructions.

As the game begins, you are not in Spain but at home in Slough. Beryl has booked a taxi to take you all to the airport. The taxi is now on its way and could arrive at any minute!

Since you have typically left all the packing until the last minute, you must quickly scoot around the house collecting everything you will need to take on holiday. In particular, don't forget your passport, tickets, camera and suitcase. They are all somewhere in the house, and there are other things to be found, too, which you will also need.

## Basics

To move around, use the normal compass directions N, S, E, W, NE, SE, NW, SW. You can also sometimes go up (U) or (D). When using a stepladder, remember to specify UP STEPS or DOWN STEPS.



Apart from movements, most of your commands will be in the form of VERB NOUN. You will often want to pick things up or put them down, e.g GET SNORKEL or DROP HANKY. If you want to look at something more closely EXAMINE SETTEE, EXAMINE STEPS, or whatever.

Members of the family, and also certain other characters you will meet later, can sometimes be summoned if you CALL them.

Other useful commands are SCORE, which speaks for itself; I for Inventory, i.e. what you are carrying and wearing; R for Re-describe, in case you've forgotten where you are and what objects are visible; QUIT, when you've done enough holiday-making for one day; and SAVE GAME/LOAD GAME, to enable you to save the adventure up to the point you've reached and resume later. Check your computer manual for instructions.

## Happy Snaps

Don't forget that your primary task, apart from keeping the family together, is to take those ten photographs. You must use your judgement as to where and when these are to be taken. Your film will have only 12 exposures, so there can only be two duds.

When you take a correct photo, a congratulatory message will appear on the screen. If you take a dud, all you will get is a sarcastic message. Make sure you don't take the same photo twice! Finally, you will have to make special arrangements for locations where there isn't much light.

You can also see on the screen during the game how many correct snaps you have taken.

## Excursions

One of the joys of going on holiday is sitting in a clapped-out bus and being jolted down a hundred miles of cart track on your way to visit some site of interest. TERRORMOLINOS! boasts three such excursions. We suggest that you go on all of them - after all, some of the best snaps are taken on sightseeing trips.

## Scoring

It is possible to complete the adventure with a score of less than 100% as the extra points come from the various other activities you can engage in - which you will have to discover for yourself!

## Wandering Off

Be prepared for members of the family - and others - wandering off. You must retrieve them when they do this, otherwise who knows what could happen?

## In TERRORMOLINOS

On arrival, check immediately into your hotel. Only then can you really start to "enjoy" your holiday.

Some Spanish phrases may come in useful from time to time: HOLA means "Hello", SI means "YES", NO means "No". If you do want a room, ask for UNA HABITACION. That should do!

You may also be asked such questions as QUE QUIERE USTED? ("What do you want?") and HAY EN GRUPO KWIKHOL TOURS? ("Are you with the Kwikhol Tours party?").

## Some Useful Verbs

GET	ADD	FIT	REMOVE	WIPE
TAKE	SWIM	RUB	RING	LEAVE
OPEN	EAT	ORDER	APPLY	KILL
JUMP	DROP	CALL	KNOT	HIRE
EXAMINE	READ	CLIMB	ENTER	GO
WAVE	WEAR	LOCK	FIRE	BOARD
LOAD				



**Instructions' Source** : TERRORMOLINOS (Melbourne House) Back and Inner Inlay

### **Quick Peek (Electron User)**

A text adventure of a holiday spoof set on the Costa Brava, in which you must survive a two-week package holiday and return home with ten snapshots to prove it. In this witty game every holiday disaster can and does occur!

ELECTRON USER 3. 3

### **Review (Electron User)**

This is the best adventure game I have yet seen from Melbourne House. The object of the adventure is to go on holiday with your family to Spain, taking ten photographs while you are there. All the photographs have to be taken in the right places and it is up to you to find out where they are.

You start at home. A taxi is due soon to take you to the airport and you must search the house for the things you will need in Spain and get your family together before it arrives.

On arrival you check in at your hotel (make sure it is the right one) and change into more suitable attire before visiting the local shops. An exploration of the nearby beach will lead to a rewarding encounter with a shark.

You should now sample the nightlife, though the red light district has nothing to do with developing your photographs.

You will find that three coach trips are laid on so remember to take your camera. A colloquial insult will help you to find the missing passenger at the monastery. The problem that I get asked most is how do you avoid being killed by the bull?

This is solved by remembering that you do not need to protect your head at the moment and by allowing it to break some crockery. As is immediately apparent from the title, the adventure is very tongue-in-cheek. Unlike HAMPSTEAD, where the humour seemed laboured, TERRORMOLINOS hits the right note every time.

Presentation .....	7
Atmosphere .....	8
Frustration factor .....	8
Value .....	7
Overall .....	8

Paul Gardner, ELECTRON USER 3.10



# TEST MATCH

## *Professional, Originally Released On Cassette Only*

Game Type : Cricket Management Simulation  
Author : Derek Baker  
Standalone Release(s) : 1984: TEST MATCH, CRL, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : COMPUTER RENTALS LTD, CRL House, 9 Kings Yard, Carpenters Road, LONDON E15 2HD  
Disc compatibility : CDFS E00, DFS E00

### Instructions

"The No. 1 hit 3D cricket simulation converted for the ACORN - containing two programs - the first a full five day Test, the second a World Cup match. Each program includes a full scoreboard and all the thrills of our national game."

This tape contains the following:

SIDE 1 : (A) Instructions (B) Test Match (C) Data for 8 teams

SIDE 2 : (A) World Cup Cricket (B) Data for 8 teams (C) Team selector program.

All Programs should be loaded using : CHAIN <TEST> [??] for the Test Match game or CHAIN <CUP> for the World Cup game. Once loaded, the tape should be stopped and choice of teams made. Once this has been done, the tape should be re-started to allow the program to 'read-in' the teams. The team selector program should also be loaded using the CHAIN command followed by <TEAMS>. This program contains full instructions for use.

The team selector program allows you to make a tape with your own player names for use in either of the games if you don't want to use the teams already contained on this tape.

### The Game

TEST MATCH - Two innings are allowed for each side and the maximum duration of the game is 450 overs. A batting side may declare its innings closed at any time. The game also allows the follow-on to be enforced. The player with the bowling side may choose any one of SIX bowlers to bowl and may also choose from any one of three styles; ATTACKING, NORMAL or DEFENSIVE. The player with the batting side may similarly choose from the same three styles.

WORLD CUP CRICKET - This game is played with each team only allowed one innings. No declaration may be made during the game. The number of overs can be decided at the beginning of the game. As with Test Match, choice of bowling and batting styles is made at the start of each over.

### Game Controls

All necessary controls are prompted by the computer during play.

**Instructions' Source** : TEST MATCH (CRL) Back And Inner Inlay

**Reviews** : No Review Yet



# TETRIS

## ***Professional, Originally Released On Cassette Only***

Game Type : Arcade Drop Pieces To Form Wall Classic  
Author :  
Standalone Release(s) : 1988: TETRIS, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : As stated  
Supplier : MIRRORSOFT, Hoborn Circus, LONDON EC1P 1DQ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"What we have is one of the all-time computer classics...Tetris is addictive - unbelievably addictive - and it holds your attention and keeps you coming back for more...I can't quite put my finger on what makes it so incredibly addictive, but one thing's for sure - it's perfectly simple and simply perfect."*

- ZZAP 64

From the blasted plains beyond the Urals comes the most remarkable computer game yet. The same minds that produce chess champions have developed a cunning game that deceives through its simplicity.

TETRIS a new world from Russia.  
TETRIS a totally original concept in gaming.  
TETRIS addiction is just a game away.

PLAY TETRIS

### **Getting Started**

After loading, select your starting level of difficulty. The higher the number, the greater the rewards, but the harder the task.

### **Playing TETRIS**

A variety of differently shaped blocks fall, one by one, from the top of the screen, or playfield. You can manipulate these shapes left/right and rotate them before they land on the bottom of the playfield.

### **Objective**

Your aim is to create as many complete lines as possible. If you leave gaps, the playfield will fill up rapidly, leaving you less room to manoeuvre. Should the pile of blocks reach the top of the screen, the game ends.

The show key displays the shape of the block that will fall after the current block has landed - useful for formulating your optimum strategy. The rate at which the blocks fall speeds up automatically as your score increases.

### **Game Controls**

< - Left, > - Right, <SPACE> - Rotate, X - Show Next  
A - Speed Up, Z - Drop, S - Sound

**Instructions' Source** : TETRIS (Mirrorsoft)Back & Inner Inlay

**Review (Electron User) - "Costly Addiction"**



When I first read Mirrorsoft's rather spartan description on the packaging of its latest release, my first thought was that it looked like a rather simple game which would have all the appeal of a plate of soggy cabbage. Yet after only five minutes I was hooked. It's a very long time since I have sat up all evening, playing just one game.

First you enter your skill level - between 0 (novice) and 9 (superhuman). I would suggest that you have a few practice games at the novice level first. But be warned. By the time you've finished practising, you'll be well and truly addicted.

One slightly annoying aspect is that immediately you select the level, the game starts. I would prefer a short countdown period first - just two seconds to position my hands over the correct keys would be useful, particularly at higher levels when things tend to be fast and furious.

The challenge starts with a shape which appears at the top of the playing field and begins to drop towards the bottom. As it is falling you can move it left or right or rotate it so that when it reaches the bottom it is positioned where you want it.

Now dexterity and quick thinking enter the scene. Immediately the first shape reaches the bottom, another - which can also be manoeuvred and rotated - appears at the top and starts to fall.

The idea is to manipulate the continuous supply of seven different shapes so that they fit together almost like a jigsaw puzzle - the object being to form complete, unbroken lines horizontally across the playfield.

When a line is completed it disappears and everything above it drops down into the empty space.

The difficulty lies in the fact that if a line has a space in it, it won't drop down. The game ends when the shapes have reached the top of the playfield, which is twenty lines high.

The scoring system is arranged so that you get a number of points for every shape which fits into the playfield and extra points for forming complete lines.

Your score is also modified by the level of the game - the higher the level, the higher the score. The lowest level is slow and you have plenty of time to manoeuvre the shapes - the highest level is so fast that you hardly have time to realise what shape has appeared before it reaches the bottom.

As well as your score several other statistics are constantly displayed and updated on the screen. The useful ones are the total number of completed lines, the number of shapes which have been placed and the current level.

The inclusion of a table which tells you how many times each shape has appeared seems pointless. My guess is that when the game was prepared for release, someone decided the screen looked a bit empty so they decided to fill it up with something that would make things look more complicated than they actually are.

The level of play increases after you have completed a number of lines. For instance, if you start at level zero the game automatically speeds up to level one once you have completed 11 lines. Level two starts at 21 lines, and so on. You can increase the level yourself by pressing the A key.

There are three other useful keys which you can use: X shows the next shape that will appear, Z drops the current shape to the bottom extremely quickly and S allows you to turn off the sound, which comprises just a simple beep when a shape reaches its resting place.

I noticed a small glitch when I tried to type my name on the high score table. The delay before a depressed key started repeating must have been reduced for some



reason and, when typing in DESMOND, I tended to end up with DESSMONND or some other strange mutation.

My only real criticism, however, has nothing to do with the game itself. I would like to know how Mirrorsoft can justify the exceptionally high prices for a game which looks to be a relatively simple piece of coding. And it's only fast enough to be fun on a Turbo Electron<sup>5</sup>.

Sound .....	6
Graphics .....	7
Playability .....	10
Value for money .....	5
Overall .....	9

Desmond, ELECTRON USER 5. 9

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<sup>5</sup>As Desmond talks at length about the different levels, and speeds, that TETRIS can be played at earlier, this very last sentence seems very suspicious. And he stresses he only has a criticism about the price, then, if this sentence is also his, suddenly substantially reduces the market to readers with Turbo Electrons; a giant criticism! The review makes much more sense without this last sentence. It may have been added by someone else.



# THAI BOXING

**Professional, Originally Released On Cassette Only**

Game Type	: Arcade Beat-'Em-Up; Two-Player Option
Author	: Unknown
Standalone Release(s)	: 1986: THAI BOXING, Anco, £7.95 1988: THAI BOXING, The Micro Selection, £1.99
Compilation Release(s)	: None
Stated compatibility	: Electron
Actual compatibility	: Electron, BBC B, B+ and Master 128
Supplier	: ANCO, 85 Tile Kiln Lane, Bexley, KENT
Disc compatibility	: CDFS E00, DFS E00

## Instructions

THAI BOXING is a great spectator sport combining the lightning moves of karate with the brute strength of boxing. Thai boxers are also famous for their agility. In this sport there are no rituals or constraints. They have just one aim - to inflict as much punishment as possible in the shortest possible time. Now this fantastic sport is brought to life on your computer screen in THAI BOXING - the ultimate in superfast beat 'em up action!

In THAI BOXING you control an athletic boxer pitted against a computer controlled opponent - both brilliantly depicted against a variety of exotic backgrounds. Keyboard or joystick control gives you a vast array of attacking and defensive moves. Lightning-fast kicks and punches fly, but remember - THAI BOXING is as much a test of mental agility as physical strength - the winner will be the one who best combines the two - will the winner be you? Find out in THAIBOXING.

## Playing The Game

There are three levels of play. each with its own screen. The first is deceptively easy - use this opportunity to familiarise yourself with the extensive range of attacking and defensive movements.

You control the left hand boxer, and your computer controls the other. The two coloured bars at the bottom represent each player's score. Both start with an equal score, but lose score for being hit by the opponent. The match is over when one player loses all his points.

On the second and third levels, the computer opponent will make full use of his experience and agility, combining lightning reactions with a bewildering array of complex attacking moves. But remember that THAI BOXING, like all martial arts, is as much a test of mental agility as physical strength. It is possible to outwit your opponent by anticipating his actions and either taking the necessary evasive action, or executing your own counter-attack (which has the added element of an element of surprise.).

## Game Controls

Control is by joystick or keyboard. Keyboard controls are...

Z	X	:	/	SPACE	BAR	-	Fire
---	---	---	---	-------	-----	---	------

Use joystick or keyboard controls without FIRE to move the boxer. Pressing FIRE at the same time gives the special THAI BOXING movements...

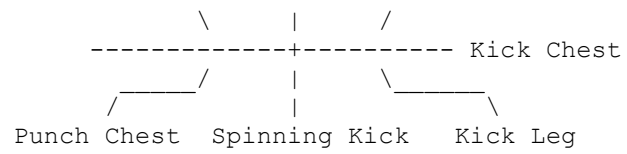
Fire Off

Z - Backward    X - Forward    : - Jump Up    / - Squat

# Fire On

Punch Head	Jumping Kick	Kick Head
\		/





**Instructions' Source** : THAI BOXING (Anco) Inner Inlay

**Reviews** : No Review Yet



# THE ACORNSOFT HITS VOLUME 1

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: THE ACORNSOFT HITS VOLUME 1, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. MAGIC MUSHROOMS, Acornsoft  
2. PLANETOID, Acornsoft  
3. MAZE, Acornsoft  
4. MONSTERS, Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## MAGIC MUSHROOMS

MAGIC MUSHROOMS isn't only an exciting game of skill and quick thinking - it's also a complete game constructor allowing unlimited scope for ingenuity in designing games for you and your friends to play.

Guide Murphy around the screen leaping from brick to brick, bouncing on trampolines, sliding down slides and gliding up escalators in his quest for mushrooms.

He'll find them all over the place. Even on slippery ice sheets and treacherous ground which wobbles beneath his feet, or disappears as he steps off it.

Collecting mushrooms is a hazardous occupation; Murphy must watch out for marauding monsters as he races against time towards the chequered flag.

The game includes nine screens, ranging in difficulty from easy to extremely hard and showing just a small selection of the many techniques you can use in designing your own screens.

## PLANETOID

Action stations! The Aliens are landing! Flying over the planetoid surface your laser-ship speeds to the rescue, firing laser missiles and dodging the enemy and their shell-fire. Save the life-forms while fending off raiders, mutants, bombers, cruisers, spores and megacytes. Lightning reflexes are required to play this game - the fastest ever seen on a micro!

## MAZE

Maze is a real-time game with fast 3-D graphics.

Find your way around the mazes which make up the security system inside the top secret installation of a rival company. To obtain the secret information you are looking for, you must search as many of the levels as you can, moving between them in the computer-controlled lift.

The corridors are patrolled by robot guards armed with rechargeable guns who will shoot you on sight if you can't avoid or destroy them, so you must stay alert to danger at all times. This game is fully compatible with either keyboard or joystick and includes a table of high scores.

## MONSTERS

Pursued by monsters along walls and up and down ladders, your only hope of survival is to outwit them by tapping them in holes which you dig in their path. You can



score extra points by dropping the monsters through several levels, and the further you get the more you can score, as the monsters vary and become more devious.

Quite an exhausting business, so keep an eye on the oxygen level which drops during each screen and eventually runs out, whereupon you die. You have three lives, however, and can earn another one by scoring 3,000 points.

Includes score, table of high scores, excellent graphics and sound effects.

**Instructions' Source** : ACORNSOFT HITS 1 (Superior/Acornsoft) Inner Inlay

**Review (Electron User - Double Review Of ACORNSOFT HITS 1 and ACORNSOFT HITS 2)  
- "Eight Of The Best"**

Each of these double cassette packs contains four games originally released by Acornsoft.

Volume 1 starts with MAGIC MUSHROOMS, which in my opinion is one of the best games Acornsoft ever produced. It is a ladders and platforms game in which you guide our hero, Murphy, along a series of escalators and conveyor belts, slides and trampolines, and past the odd nasty or two.

The object is to collect mushrooms dotted about the screen, but many other features appear in the nine screens making up the game.

You also have the facility to create and save your own screens, so it is possible to design them to be well within the limits of the newest novice or to test the most experienced. The sound is pleasing and the graphics colourful and well designed.

In PLANETOID, a version of the arcade game DEFENDER, the screen scrolls sideways allowing your spaceship to destroy raiders intent on kidnapping humans from the planet's surface. These alien invaders come in a variety of shapes all having their own method of attack.

This version is very fast. Smart bombs allow you to wipe out all the aliens on the screen, and a hyperspace button means you can teleport out of danger.

MAZE has simple but effective 3D graphics which change fairly quickly to give a good illusion of movement. You start on level one of a secret installation and must find three tags hidden in the maze. This will allow you to open a box and release the key which operates the lift to the next floor.

You can view a map of the maze, but this will only show those corridors which you have already travelled along. The position of the evil security robots is also indicated.

MONSTERS is another ladders and platforms game where you dig holes to trap the monsters, then fill in the holes before they can escape.

I was surprised to find two similar games in this compilation - I wonder if it wouldn't have been better to have replaced MONSTERS with another type. In spite of this, the pack represents excellent value and is almost worth buying just for MAGIC MUSHROOMS.

Volume 2 starts with ARCADIANS, an invaders-style offering in which the aliens are not happy to line up and be zapped 0 they randomly peel off from their formation to dive-bomb you.

It's simple but very playable, definitely one of the "let's have one more try" type. Both sound and graphics are good and make this a very professional game.

METEORS comes next, and although a classic, I'm afraid it does look a little dated. Your spaceship sits in the middle of the screen as a meteor shower drifts across its path.



As you blast each boulder it breaks into smaller particles until finally it disappears. When all the meteors have been atomised another screenful appears. The only variety is the periodic visit from one of two types of alien ships which buzz across the screen firing at you. However you get the feeling that they are only half-hearted about it all. Graphics are black white only. I feel this one would have been better left gathering dust in the archives.

SNOOKER is for two players and the best computer version I have seen. You play and score as in the original game and have the option of adding topspin or backspin to your shot. The strength of shot can be adjusted by varying the length of cue shown on screen, and the effects of hard shots are realistic, with balls scattering in all directions.

STARSHIP COMMAND is a space shoot-'em-up in which your battleship stays in the centre of the screen and the universe rotates around you. As well as the viewscreen there is a control panel and radar scanner to warn you of oncoming aliens, some of which are invisible. If your energy becomes low you may launch an escape capsule to return to starbase where, depending on your prowess, you may be given another ship and another mission. If you are too late to launch an escape capsule you will be given a posthumous rating.

It's always easier to criticise than create, but I feel that Volume Two could have been improved by dropping METEORS and including a different type of game, perhaps MONSTERS or BOXER, another excellent ladders and platforms game.

If you don't already have these games as singles they are definitely worth buying, and if you have to make a choice I'd put Volume 1 as being the better value.

Sound .....	7
Graphics .....	7
Playability .....	8
Value for money .....	9
Overall .....	8

Beejay, ELECTRON USER 4. 7



# THE ACORNSOFT HITS VOLUME 2

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1988: THE ACORNSOFT HITS VOLUME 2, Superior/Acornsoft, £9.95  
Compilation Comprises : 1. STARSHIP COMMAND, Acornsoft  
2. ARCADIANS, Acornsoft  
3. METEORS, Acornsoft  
4. SNOOKER, Acornsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## ARCADIANS

We are the Arcadians! Our mission: to destroy all aliens... The Arcadians chant this as they fly in convoy overhead. Without warning, some of them suddenly swoop down towards you: take aim and fire while avoiding their deadly dive-bombing tactics.

This game is for one or two players, is fully compatible with either keyboard or joysticks and includes a table of high scores.

## METEORS

Steer your laser-ship through a hail of meteors smashing them with your laser bolts as they hurtle towards you on all sides. Avoid being hit by the missiles from hostile flying saucers which fire at you as they pass. Your ship is equipped with as many laser bolts as you can fire and as a last resort you can escape through hyperspace.

Complete with sound effects and table of high scores.

## SNOOKER

This is a game for two players and is suitable for both experienced players and learners. Full instructions and the rules of the game are contained in the pack.

You play and score as in the original game. The strength of the shot is controlled by varying the length of the cue, and you are given the option of using Backspin and topspin in addition to ordinary shots.

Snooker is fully compatible with either keyboard or joysticks.

Note: SNOOKER is unsuitable for black and white televisions.

## STARSHIP COMMAND

Command a starship against the attacking alien ships in this demanding high-resolution graphics game. You control the forward drive and sideways thrust of your ship, which is equipped with shields, long- and short-range scanners, and a sector display of the stars and alien ships.

**Instructions' Source** : ACORNSOFT HITS 2 (Superior/Acornsoft) Inner Inlay

**Review (Electron User - Double Review Of ACORNSOFT HITS 1 and ACORNSOFT HITS 2) - "Eight Of The Best"**

Please see THE ACORNSOFT HITS VOLUME 1 for this review.



# THE ARCHERS

**Professional, Originally Released On Cassette Only, BBC Game Made Compatible With Electron With Slogger MRB Plus Jafa Mode 7 Adaptor/Simulator (Optional), Also available on CDFS and DFS Disc**

Game Type : Text Adventure In Four Parts  
Author :  
Standalone Release(s) : 1986: THE ARCHERS, Level 9, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron With MRB, BBC B, B+, Master 128  
Supplier : WHS Distributors, St Johns House, East Street, LEICESTER  
LE1 6NE. Tel (0533) 551196  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Everyday Country Folk - but the story's up to you!"*

*If they put you in charge of The Archers, how would you change life in Ambridge? Here's your chance to find out. In this four-part text game, you are the story editor, taking the plot decisions for*

\* Jack Woolley  
\* Eddie Grundy  
\* Elizabeth Archer  
\* Nelson Gabriel

*You're in charge, but you'll have to face the consequences of your decisions. They may cause a stir in The Bull - or in Broadcasting House. Watch out for memos from the Radio 4 Controller and see how you fare in the charts!*

*Level 9 Computing has teamed up with scriptwriters from the world's longest-running broadcasting serial to create a game that takes you behind the scenes - and into the heart of Ambridge life."*

As a trainee scriptwriter on the Archers radio programme, you must make plot decisions for four major characters: Jack Woolley, Elizabeth Archer, Eddie Grundy and Nelson Gabriel. But beware, the plot has its own momentum, and events can easily get out of hand.

When you have loaded the first part of the game, following the instructions below (under the heading Using the Program) you will see the beginnings of a plot for the first character to be played. As you progress through the story you will be asked to make editorial decisions. Press a number from 1 to 3 to choose one of the options suggested. Pressing key number 4 will display the command and help system menu. This gives a list of additional features in the game and full instructions on how to use them.

## The Game

The aim of the game is to keep up the audience figures and hope for a record number of listeners. At regular points in the game you will be shown the audience figures to indicate how well you are doing. Memos from the Radio 4 Controller will also help alert you to possibly dubious plot lines!

There are a number of random elements in the game and the same plot lines may not appear every time you play.

If you are already an Archers fan, you will be familiar with the population of Ambridge. Others will find biographical details of the main characters below and overleaf.



## Using The Program

The game consists of a number of separate programs. BBC Micro B/Electron **fitted with Master Ram Board**, type CHAIN"" and start the tape. When the game starts, STOP THE TAPE AND DO NOT REWIND IT. The next program follows this one fairly closely, and you don't want the tape to play on past it.

When you reach the end of a program, a message on the screen will ask you if you want to go on to the next program. Type YES and press <RETURN>. Start the tape and press <RETURN> twice. The next program loads in the same way as the first one. Remember to stop the tape when the game starts again.

So playing through the entire game is simple. Load it as above, stop the tape when each program has loaded and restart it when it is time to load the next program.

If you have a tape counter on your recorder, make a note of the reading at the end of each program. This will be useful if you want to start in the middle of a game. If you know the tape counter reading, wind the cassette until the tape counter is at the reading you want and continue as if you were loading the first part of the game.

## Saving the game position

While playing the game you can save your current position (so that you can turn the computer off, yet return later to the same stage in the game). To do this, insert a spare, blank cassette in the recorder.

Type 4 instead of 1-3 when asked to make a decision. This will display the command and help system on the screen. Press the RECORD button on the recorder, type SAVE and press RETURN. (If the program asks for a filename, type any short word and press RETURN.) If the tape doesn't move press <RETURN> again. When a message appears on the screen to tell you the save is completed, stop the recorder.

## Loading a saved game position

To load a saved game position you must be playing the same program of the game that you were playing when you saved the game (i.e. that program must be loaded). Remove the game cassette from the recorder and replace it with the one used to save the position earlier.

Type 4 instead of 1-3 when asked to make a decision to display the command and help system on the screen. Type LOAD and press <RETURN>. (If the program asks for a filename, type whatever name you used to save the position and press <RETURN>.) Rewind the cassette on which the position was saved and press the PLAY button on the recorder. Press <RETURN>.

When a message appears on the screen to tell you the load is completed, stop the recorder. The saved game position will reappear on the screen.

## Notes On The Main Characters For Scriptwriters

RACHEL ADAMSON : Daughter of the vicar, Richard Adamson and his wife, Dorothy. She is considered to be fairly sensible, but possibly just beginning to blossom in terms of looks.

BRIAN ALDRIDGE : For the last year or so he has been having an affair with Caroline Bone and is considered to be a capitalist, unthinking, male chauvinist. He owns and runs Home Farm and is very rich.

MARJORIE ANTROBUS : Still carries around her memories of her days in the Raj - when her husband cut such a dashing figure in his khaki shorts. Mrs Antrobus is now a widow but lives happily with her Afghan hounds at Nightingale Farm. The Over Sixties are perpetually afraid she might offer to come and speak to them again about Afghans at one of their meetings.

DAN ARCHER : Sadly, passed away recently.



DAVID ARCHER : Brother of Elizabeth and Shula, he is very hardworking. Recently engaged to Sophie Barlow. he is kind to Elizabeth but gets fed up with her selfishness.

ELIZABETH ARCHER : Youngest child of Phil and Jill and rather unhappy. She is madly in love with Tim Beecham, who is not interested, and has been relentlessly pursued in the past by Nigel Pargetter. She enjoys a hectic social life - going to parties, pubs and wine bars whenever the opportunity arises, although she considers Nelson's wine bar rather boring. She is also very good at spending money - and borrowing it.

JILL ARCHER : Elizabeth's mother. She is warm and understanding, but finds her daughter a handful.

PAT ARCHER : Married to Tony and lives at Bridge Farm. Became hooked on feminism several years ago and has read 'The Guardian' ever since. Attends evening classes with a certain political slant at the Tech.

PEGGY ARCHER : Elizabeth's aunt. She was married to Jack Archer who died of an alcohol-related illness. She owns The Bull in Ambridge and keeps an eye on the Bellamy estate, as her daughter, Lilian, the owner, is away in Guernsey, and that means keeping an eye on the Grundys. In the early seventies Jack Woolley proposed to her but she turned him down. She lives in Blossom Hill Cottage with her cat, Sammy.

PHIL ARCHER : Elizabeth's long-suffering father. He is a successful and hardworking farmer at Brookfield Farm who stands no nonsense except, perhaps, where Elizabeth is concerned.

CHRISTINE BARFORD : Elizabeth Archer's aunt. She works at the Riding Stables and is married to George, gamekeeper at Grey Gables.

SOPHIE BARLOW : Red-haired, muddle-headed fiancée of David Archer. She appears to be very stupid on the surface but perceives some things that others miss. She is kind, warm and adores David but she is adamantly opposed to sex before marriage!

DAVID BARRY : Detective-sergeant with the Dorsetshire Constabulary, stationed at Bournemouth police station. He is going out with Kathy Holland, the teacher who lives at Penny Hassett, but is generally considered to be rather unattractive, with a tendency to wear flared trousers! He has recently failed his Inspector's exams.

TIM BEECHAM : Sloane Ranger, but of a meaner variety than Nigel Pargetter. Elizabeth is in love with him, partly, one suspects, because he pays her little notice. In fact he was quite nasty to her and once spray painted 'Elizabeth Archer wears thermal vests and...' on a wall in Bournemouth. He has also nick-named her 'The Lizard'.

LILIAN BELLAMY : Younger daughter of Jack and Peggy Archer. She inherited the Bellamy estate from her husband Ralph who died of a heart attack. Her tenants include her brother, Tony Archer, and the Grundys. She lives in Guernsey with her son James.

CAROLINE BONE : Belongs to the ancient Bohun family of Darrington Manor. She is distantly related to the Duke of Westminster. After Cheltenham College she did a hotel management and cookery course in Lausanne. In 1980 she moved to Grey Gables as Jack Woolley's personal assistant and has since introduced 'nouvelle cuisine' to the restaurant.

SUSAN CARTER (nee Horobin) : Married to Neil Carter, who works part-time at Brookfield, part-time on a pig unit with Bill Insley, and part-time on his battery hens. She is quiet and sensitive and quite different from the rest of the Horobin family. She once won a pig, which she called Pinky, at the Ambridge fete.

MAGNUS FISHER : Friend of Elizabeth Archer. Was keen on her until he found himself a fiancée.



PRU FORREST : A shy, retiring woman who spends all her time making chutney.

TOM FORREST : Married to Pru, Tom has been gamekeeper at Grey Gables time out of mind (as they say in Dorsetshire). He is Elizabeth Archer's great-uncle. Once he shot and killed Bob Larkin and was acquitted on a manslaughter charge. Otherwise he has not had an eventful life.

SNATCH FOSTER : Friend of Eddie Grundy and fellow frequenter of the Cat and Fiddle. He had a brutish nature and an unpleasant appearance.

NELSON GABRIEL : Runs the wine bar in Borchester called Nelson's. He takes pains to conceal his dubious past, but in his late fifties would like to think of himself as a suave, sophisticated swinger - au fait with everything that's tasteful and of quality, and still attractive to women. He buys and sells antiques and is not averse to making a fat profit out of his friends - but underneath it all he has a heart of gold.

WALTER GABRIEL : At 89 he is the oldest inhabitant of Ambridge village. He used to be a wicked rogue, but is now a loveable old man, with a twinkle in his eye, living alone in his cottage and seeking entertainment from the Over Sixties Club. His fondest wish is that Nelson should settle down and have some children.

ALF GRUNDY : Eddie's brother. He has been in Gloucestershire prison for many years and has a dark past concerned with scrap metal dealing.

CLARRIE GRUNDY : Eddie's wife, she is long-suffering and good-natured. She is a good wife and mother but no great beauty or intellectual by all accounts. She would love to have a nicer home than Grange Farm but is resigned to her lot and regards herself as unbelievably lucky to be married to a Country and Western singing star.

EDDIE GRUNDY : Son of a poor tenant farmer, Joe Grundy, Eddie is married to Clarrie and has two young sons, William and Edward. Eddie is 35 years old and still aspires to be a famous Country and Western singer. His other hobbies include drinking at the Cat and Fiddle, keeping ferrets and making the occasional friendly pass at any female who happens to be around. All in all, though, he is loyal to Clarrie, and is hard-working in his attempt to make something out of the ramshackle Grange Farm.

JOE GRUNDY : Miserable, pessimistic and lazy, he constantly complains of Farmers' Lung when there is any work to be done.

SHULA HEBDEN (nee Archer) : Elizabeth's sister, she is married to Mark, a solicitor, and lives in a flat in Borchester. She works at an Estate Agents and is very sensible nowadays.

HIGGS : The Grey Gables handyman and gardener, he lives alone in a flat over the coach house. He is surly and unloved (except by his friend, the widow woman from Hollerton) but he is wonderful when it comes to growing Chrysanthemums, including the famous 'Woolley's Wonder' that has triumphed many times at the Borchester Show.

CLIVE HOROBIN : About 13 years of age and a member of the huge Horobin family who live at No. 6 The Green (the council estate). The Horobins are all rogues and he is no exception - he will do almost anything for an extra bit of pocket-money.

JEAN-PAUL : The temperamental chef at Grey Gables who is famous for his little French tartlets.

MARTIN LAMBERT : Ambridge's local vet. He used to go out with Shula Archer but she told him to keep his hands off. He has a rather flat personality.

NIGEL PARGETTER : Borchester's loveable Sloane Ranger. He used to go out with Shula but is now madly in love with Elizabeth Archer. He proposed to her once and she declined his hand, and has been spurning him ever since. He tries very hard to stay employed but has had a succession of unusual jobs - including a summer as 'Mr Snowy', selling ice-cream.



MRS PERKINS : Peggy Archer's mother. She lives in an old folks bungalow in Manorfield Close. She is an occupational pessimist and loves to exercise her nagging on poor Walter Gabriel who has been in amorous pursuit for some decades (these days more as a matter of form).

SID PERKS : Barman and licensee of The Bull. He is friendly and well-disposed to most - but has banned Eddie Grundy from the pub in the past.

TRUDY PORTER : A rather attractive waitress, long the apple of Higg's eye, who also bakes lovely pastries.

MRS POTTER : Lives in Manorfield Close, in one of the old people's bungalows. Despite the fact that she has to struggle around on her walking frame, she is a keen attender of the Over Sixties Club.

ROGER : Was Pat Archer's friend/lover - we were never quite sure how much they became involved. He is a lecturer at Borchester Tech.

JOLENE ROGERS : Otherwise known as the 'Lily of Layton Cross'. She used to sing with Eddie Grundy in his Country and Western numbers, but was always very fond of Wayne Tucson (sometimes friend, sometimes rival of Eddie's) whom she has married. She now lives on a modern estate with their baby daughter, Fallon.

ROSIE : Clarrie Grundy's sister. She lives in Great Yarmouth and is married to Dennis. They have two children.

SHANE : Barman and cook at Nelson's wine bar. He is glad to be gay but in rural Dorsetshire this is probably very difficult.

DOLLY TREADGOLD : Once engaged to Eddie Grundy but he broke it off. She is not the most sophisticated of women.

VERA : Joe Grundy's lady friend, a Methodist from Edgeley. Joe never quite hits it off completely with her.

MARTHA WOODFORD : Runs the village shop for Jack Wooley and spends her time gossiping and tinkling around the country lanes on her bicycle. Her husband, Joby, a woodsman, died in 1983.

HAZEL WOOLLEY : Jack Wooley's obnoxious, adopted daughter who, to Jack's disappointment, hardly ever comes to visit him.

JACK WOOLLEY : Bought Grey Gables Country Club in 1962. A self-made man from Stirchley, Birmingham, he has one adopted daughter, Hazel, who 'works in films' in London and does not love him as she ought. Fortunately, he has a faithful, if fat, Staffordshire bull terrier called Captain. Grey Gables is now a fine country house hotel, and the estate includes a shoot, a country park and a golf course. Jack also owns the village shop and the Borchester Echo.

**Instructions' Source** : THE ARCHERS (Level 9 Computing) Back & Inner Inlay

**Review** : No Review Yet



# THE ART STUDIO

***Professional, Originally Released On Cassette Only***

Game Type : Art Package; Multiple-Modes  
Author : Andrew Sage  
Standalone Release(s) : 1989: THE ART STUDIO, Impact, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IMPACT, 1 Percy Street, SHEFFIELD S3 8AU  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Professional quality pictures are easy to design with this easy-to-use comprehensive graphics package. It can be controlled by keyboard or joysticks so simply load the program and away you go. Create your own works of art!"*

*The Art Studio can produce pictures in Modes 4 or 5 and you can save your pictures or load them back into The Art Studio for modification.*

*Here's a list of the main functions:*

* Draw	* Draw a square
* Zoom	* Draw a rectangle
* Move	* Draw a triangle
* Copy	* Stipple brush   100
* Flip in X axis	* Spray brush   brush
* Flip in Y axis	* Paint brush   sizes
* Fill an area	* Draw a line
* Fill an area with patterns	* Draw a dotted line
* Draw a circle	* Draw rays
* Draw an ellipse	* Erase
* Inverse	* Set flashing colour speed
* Write text	* Paint patterns
* Write large text	* Wipe screen
* Write shadowed text	* Save picture
* Write outlined text	* Load picture"

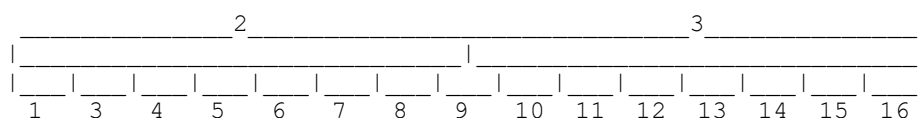
When the program has loaded you will see a blank screen with a control panel at the bottom (see below) and a cursor on the screen. The cursor is moved around the screen using a joystick (if selected) or by the following keys:-

Z - Left, X - Right, \* - Up, ? - Down

The cursor can be moved anywhere on the screen except the two lines used for the control panel at the bottom.

Before starting to design a picture, it is recommended that you try out each of the commands detailed below. This will prevent any costly mistakes and show you the full power of The Art Studio. It is infuriating to spend a lot of time drawing a piece of work only to find out that a simple command could have done it for you.

## The Control Panel



### 1. Drawing And Selecting Options



This option is automatically highlighted when you load The Art Studio. When selected, moving the cursor will leave a trail of the currently selected colour (see 2 and 8 below to find out how to select different colours).

To leave this option, press SPACE and then use keys A and S to highlight another option. When the option you wish to use is highlighted, simply press <RETURN> to select it.

## 2. Currently Selected Colour

The currently selected colour is shown by the arrow (ignore the numbers in the boxes for now). To change to a different colour, press C. (MODE 5 pictures are produced from four colours and MODE 4 pictures are produced from two colours but are more detailed). You can change to a different colour at almost any time during your design work.

There are other colours available (including flashing colours) if you do not want to use those shown on the control panel. To find out how to obtain these, see 8 below.

## 3. Line

This allows you to draw straight lines of any length and at any angle. Moving the cursor will cause a line to be "dragged" out. When you have the line in the position you want it simply press <RETURN> to "paste" the line to the screen. (If you have a joystick, simply press the FIRE button).

Also you can:

Press O to toggle between a dotted or solid line.

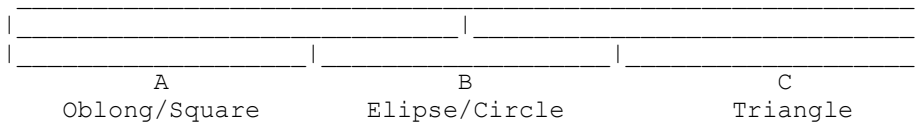
Press DELETE to move the first point of the line to the current cursor position.

Press C to change the colour.

Press SPACE to leave the option.

## 4. Shape

This allows you to produce a variety of shapes of different sizes and "paste" them to the screen. After selecting this option a new menu will appear.



Use keys A and S to highlight the shape of your choice then press <RETURN> to select it. Before you press <RETURN>, move the cursor to the desired point. When the shape appears, use the movement keys to change the size and SHIFT for extra speed. If you select a triangle, you can use the movement keys (or joystick) to plot the three corners of the triangle. When you are happy with the position of the shape, press <RETURN>.

## Circles And Squares

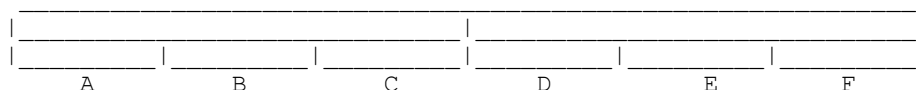
When you have **ellipse** or **oblong** selected, press <DELETE> to change them to perfect circles or squares.

You can press D to toggle the dotted option and you can choose to have the shape filled or unfilled (see 13 below). The only things you cannot have are a filled dotted ellipse or a dotted triangle.

Press <SPACE> to leave the option.

## 5. Brush

When you select this option, a new menu will appear:





The first four are brush types, the next is for brush sizes and the last is an option to produce patterns. You need to select both a brush and a brush size. Moving the cursor whilst in this option will leave a trail of the currently highlighted brush.

- a. Circular brush
- b. Stippled brush
- c. Spray can brush
- d. Square brush
- e. Size of brush (100 sizes)
- f. Pattern selection

When you select option "e", you will be asked for a brush size between 1 and 100. This determines the size of all future painting with brushes in this menu.

If you select the last option, you will be asked for a number between 0 and 255. Selecting 0 will proceed as normal but any other number will cause interesting stripey effects which are well worth experimenting with. Once selected it will also affect other options such as the circle, rays and perhaps most importantly **fill**.

Press <SPACE> to leave the brush option.

#### **6. Saving Pictures**

If you select this option, you will be shown two numbers and asked to press a key. You will then be asked for a name for your picture. Pressing <RETURN> will now 'save' the picture to either cassette or disk.

Pressing <ESCAPE> will abort the saving of your picture and return you to the draw command.

Please note - Do not save your pictures to the Art Studio cassette/disk as you may damage it. Always use a blank cassette or disk.

#### **7. Loading Pictures**

Use this option to reload any of your pictures. Once loaded, it may be necessary to reset the colours and flashing colour rates to return it to its original state.

#### **8. Changing Colours**

**Mode 5** - You can change the colours shown in the control panel boxes by using keys 1, 2, 3 and 4. Key 1 controls the first colour. Keep pressing it until it becomes the colour you require. The same applies for the other three colours. You can also change the speed at which colours flash. Keys 5 and 6 control the speed of the first flashing colour and keys 7 and 8 control the speed of the second.

**Mode 4** - Use keys 1 and 2 to change the colours and keys 3, 4, 5 and 6 to change the flashing colour rates. Press SPACE to finish the option.

#### **9. Fill An Area**

If you select this option, it will fill the area around the cursor with the currently selected colour. Use it with caution as it can have disastrous results if you use it in the wrong places. A useful tip is to save your picture at regular intervals as you are working.

The **fill** option will only fill relatively simple shapes. Complex areas may need more than one attempt to completely fill them. Remember that if you have a **pattern** selected, the shape will be filled in a pattern.

#### **10. Zoom**

This extremely useful feature is essential for really detailed work. When selected it will show a "blown-up" grid of the area around the position of the cursor. You can then alter individual pixels on the screen to get the effect you require.



Control the cursor in the "zoomed-in" area in the same way as the ordinary cursor. Use the <RETURN> key (or fire on the joystick) to place a pixel of the currently selected colour in the boxes on the grid. Your picture will be altered as you work.

A box with the currently selected colour will appear in the bottom corner of the screen. The colour can be changed at any time by pressing C. Press SPACE to finish the option.

### 11. Text On Pictures

This option allows you to type directly onto the screen. Once selected, you will be asked if you want **Shadowed** writing, **Outlined** writing and finally **Large** writing. You can then type to the screen and finish the option by pressing <RETURN>.

A joystick will move the cursor to a new position to put your text. To use key cursor controls you will need to press <CTRL> as well as the direction key (Z, X, etc) otherwise it will print the character to the screen.

For **Shadowed** and **Outlined** writing, you will be asked for the two colours in which you wish the text to appear. These colours are selected by the C key and by pressing <RETURN>. You first select the colour of the background (or outline) colour and then the main text colour. Please note: you cannot have **Outlined** writing if you have selected **Shadowed**.

### 12. Rays

This is very similar to the **Line** command except that the lines will all be drawn from the same starting point giving the impression of rays. Press <RETURN> or FIRE to draw a ray. Press D to get dotted rays. Press C to change colour. Press <SPACE> to finish the option.

### 13. Filled Shapes

When this option is selected, it will cause any shapes that you produce to be automatically filled in the currently selected colour. To deselect this option, press <RETURN> whilst highlighted.

### 14. Inverse

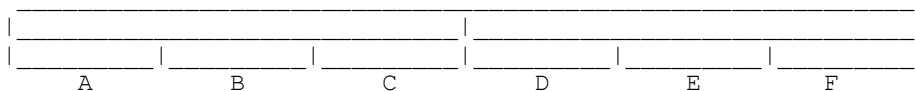
This option results in all drawing (lines, circles, etc) to be inverted with what is already on the screen. Also see 16(e). To deselect this option, press <RETURN> whilst highlighted.

### 15. Rubber

This allows you to rub out mistakes in your work. Change the size of the rubber using the < and > keys. Also, you can hold down SHIFT to make the size change larger. Press SPACE to finish the option. Detailed "rubbing out" can be done with the zoom feature.

### 16. Area Sub-Menu

When selected, a new menu will appear. The facilities in this menu allow you to perform some clever actions on areas of the screen.



- a. **Left/Right Flip** - flips the currently selected area from left to right.
- b. **Up/Down Flip** - flips the currently selected area from top to bottom.
- c. **Move** - moves the currently selected area to a new location. A square of the same size as the selected one appears and can be moved to the new location. If INVERSE is selected (see 14 above) the bits (pixels) moved or copied are inversed as well thus not destroying anything beneath it. Move the square using the movement keys or joystick and press <RETURN> (or FIRE) to move the area. If you are not happy with the selection, press SPACE to deselect it.



- d. **Copy** - This copies the area as with MOVE but also leaves the original area in place.
- e. **Over** - This works in the same way as INVERSE to prevent background detail being lost but only affects options in this sub-menu. This gives the effect of the MOVED (or COPYied) area appearing "behind" what is already on the screen.
- f. **Wipe** - This option wipes the whole screen clean. You must select it twice to avoid accidents. If you accidentally select it press any other key other than <RETURN> to de-select it.

To change the shape and size of the area on which you are working, or to **Move** or **Copy** the area, use <CTRL> and the movement keys or the joystick. Use the A and S keys to highlight options and <RETURN> to select them. Note that you can use <SHIFT> to speed up area selection or **moving** and **copying**. Press <SPACE> to return to the main menu.

#### How to load Pictures in your own Programs

After you have saved a picture and want to load it into the computer but not into THE ART STUDIO, you will need to type in a small program to make it appear correctly on the screen.

The computer needs to be told the colours that you selected and the speed of the flashing colours. This information is given in the Art Studio. Write down the four numbers next to the colour boxes (calling them A, B, C, D) and also the two numbers given when you were saving the picture (calling them E and F).

Now type in the following program, replacing A, B, C, D, E and F in the first six lines with the numbers you have written down. Also replace the word MYPIC in the last line with the name of your picture:

```

10 A%=A
20 B%=B
30 C%=C                | Do not include these lines
40 D%=D                | on the MODE 4 version
50 E%=E
60 F%=F
70 CLS:VDU 18,0,31,19,29
80 VDU 19,0,A%;0;
90 VDU 19,1,B%;0;
100 VDU 19,2,C%;0;      | Do not include these lines
110 VDU 19,3,D%;0;      | on the MODE 4 version
120 *FX9,E%
130 *FX10,F%
140 *LOAD MYPIC

```

Please note that line 70 produces a text window at the bottom of the screen so that you cannot type something over the picture after it has loaded. It can be left out if you do not require it.

You can then type MODE 4 or MODE 5 (followed by <RETURN>) depending on the Mode used. Put the cassette or disk containing your picture into the recorder or drive. Press **PLAY**.

Type RUN and press <RETURN>. Your picture will now be loaded onto the screen exactly as you produced it. (The load address for your information is &5800 although the picture will automatically be loaded at that address).

**Instructions' Source** : THE ART STUDIO (Impact) Back and Inner Inlay

**Review** : No Review Yet



# THE AXE OF KOLT

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Written With THE QUILL) In 4 Parts  
Author : Larry Horsfield  
Standalone Release(s) : 1987: THE AXE OF KOLT, Elk Adventure Club, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : THE ELK ADVENTURE CLUB, 2 The Beeches, Tilbury, ESSEX  
RM18 8ED  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User) - "Budget Bash-'Em-Up"

Science fiction fans will delight in having copies of Larry Horsfield's first two adventures, MAGNETIC MOON and STARSHIP QUEST. However, this undertaking is something of a deviation, as it is quite definitely of the Tolkien fantasy mould.

In this four part adventure you play the hero, Alaric Blackmoon, in search of the immortal Axe of Kolt. Your quest is to find and return the weapon to King Kelson in order to defeat the reptilian Xixon who are wreaking their revenge upon his kingdom.

Each of Larry's games include many screens of intricately worded introductory prose to set the scene for the ensuing escapade, and help create a cool atmosphere. Part one requires much interaction with other characters in the game in order to make progress. The atmospheric room descriptions give direct and cryptic help for decisions which you must make later in the game. My advice is to look and listen carefully.

The second part involves a trip to the forest in order to kill the evil Morgeth. Once this is achieved by completing a set of neat chaining puzzles, you have broken the back of this quest. I felt a definite sense of achievement at this point.

Part three involves some mine exploration in typical Indiana Jones fashion. You will need to examine your surroundings thoroughly, using all of your senses if you are to not only survive, but also succeed.

The last part is by far the most difficult and also the best component of the mega-jaupt. In a setting outside the Xixon fortress, you must escape and find King Kelson. The action is cold-blooded and not for the faint-hearted. Once again it is important to take note of the location descriptions.

This enjoyable romp needed a lot of mapping and thinking, as well as direct action. AXE OF KOLT is probably ideally suited for the more experienced traveller, but the Elk Adventure Club offers an excellent Help service.

Though the normal restriction of QUILLed adventures apply, I believe that this is Larry's best offering to date. A challenging adventure at a bargain price.

Presentation ..... 6  
Atmosphere ..... 8  
Frustration factor ..... 9



Value for money ..... 10  
Overall ..... 8

Pendragon, ELECTRON USER 5. 8



# THE BIG K.O.

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade; Boxing Match With Cartoony Sprites  
Author :  
Standalone Release(s) : 1987: THE BIG K.O., Tynesoft, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

### Instructions

*"Compete against eight increasingly more aggressive opponents in this unique boxing simulation which stretches your computer to the limits. Super size sprites, superb animation and a touch of humour make this a game not to be missed. One or two players. Keyboard/joystick."*

You compete against the following opponents each of which are attributed with various strengths and weaknesses:

1. Heap Big Nose
2. Strongman Joe
3. Stippo the Steamer
4. Handsome "Devil"
5. Hairy Harry
6. Roger Rattash
7. Groovy Man
8. Cheap 'N Nasty

If you win a match against an opponent, you will be given a code word and you can use this to commence fighting at a higher level when re-starting the game.

### Control Keys

Boxer 1 : <SHIFT> - Left, Z - Right, D - Up, X - Down, F - Punch  
Boxer 2 : <,> - Left, <.> - Right, <:> - Up, </> - Down, <RETURN> - Punch

Boxer 2's keys only applicable when playing in two player mode. All keys are redefinable.

<CURSOR LEFT>/<CURSOR RIGHT> - Pause On/Off

If using a joystick, Left/Right movement will move boxer accordingly. Diagonally Up/Right and diagonally Down/Right in conjunction with Fire Button will initiate an Upper/Lower Punch.

**Instructions' Source** : THE BIG K.O. (Tynesoft) Back Inlay and Booklet

### Review (Electron User) - "It's A Knockout!"

The noble art of boxing comes to the Electron courtesy of Tynesoft. Trade blows with eight mean opponents on your way to THE BIG KO.

On loading you are presented with a very comprehensive menu. You can have a one or two player game using either joystick or keyboard. Options are also there for sound on or off, user-defined keys, load or save the high-score table and load a new boxer.



You have to press three keys to throw a punch - a combination of left/right, head/body and punch. Using this system - and a little skill - you can launch a flurry of different blows that will penetrate your opponent's guard.

The graphics used are very large with each boxer one third of the screen in height. A punch which lands on target is registered with a thud and a visible response from the other fighter - either a flinch or, in the case of Sippo the clown, a nose which lights up.

Before the bout begins your four punches are listed in order of power, so too are those of your opponent. This information can be used to formulate a plan of attack - which can be surprisingly effective.

In the first bout you face Heap Big Nose, a redskin with a tendency to stick his chin out too far. Lefts and rights to the head will soon leave him with reservations.

While fighting you will see two horizontal bands above the fighters. The green one represents strength - don't let this fall to zero or you'll be powerless to defend yourself. The blue bar is the KO meter - once this has reached 100 per cent your opponent will go down.

Following your victory you are given a password which is requested before you are allowed to load the next boxer. Eight fighters are supplied on the cassette so leave the play key down when the game has loaded.

After much sweating, shouting and keyboard bashing, I had fought my way through to the fourth bruiser. Handsome Devil, as he is known to his fans, is a rather robust chap with the complexion of a lobster and some suspiciously pointed ears. My best result so far against this beast is taking him to the third round before losing.

THE BIG KO is one of the best boxing games I have played on any computer. It requires skill, concentration, cunning and - most of all - a cast iron chin.

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	9

Jon Revis, ELECTRON USER 4. 6



# THE BOSS

## ***Professional, Originally Released On Cassette Only***

Game Alias : SOCCER BOSS  
Game Type : Soccer Simulation (Text Only)  
Author :  
Standalone Release(s) : 1985: THE BOSS, Peaksoft, £5.99  
1987: SOCCER BOSS, Alternative, £2.99 (Re-release)  
Compilation Release(s) : 1989: SPORTS SPECTACULAR, Alternative, £7.99  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PEAKSOFT, 48 Queen Street, Balderton, Newark, NOTTINGHAM  
NG24 3NS. Tel: 0636 705230  
Disc compatibility : CDFS E00, DFS E00

### **Instructions**

*"THE BOSS is Britain's No. 1 Football Management Game with \* Four divisions \* FA Cup  
\* European Cup \* Cup-Winners' Cup \* Full game save"*

### **Tips For New Managers**

Players move in and out of form - so keep an eye on their skill ratings.

Take care in the transfer market - a player with a skill rating of 1 costs £10,000 but selling him will only earn you £7.500.

If an injury crisis strikes, and you can't afford new players, you can play a goalkeeper out of position - but his skill level will plummet!

**Instructions' Source** : THE BOSS (Peaksoft) Back Inlay

**Review** : No Review Yet



# THE COUNT

***Professional, Originally Released On Cassette Only***

Game Alias : SCOTT ADAMS ADVENTURE 5  
Game Type : Text Adventure (Rated Moderate)  
Author : Scott Adams  
Standalone Release(s) : 1983: THE COUNT, Adventure International, £7.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you? What are you doing here? And why did the postman deliver a bottle of blood?

Difficulty Level: Moderate

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : THE COUNT (Adventure International) Back Inlay

**Review** : No Review Yet



# THE DATING GAME

*Professional, Originally Released On Cassette Only*

Game Type : Quiz  
Author : Dr Glenn Wilson  
Standalone Release(s) : 1983: THE DATING GAME, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

This amusing and possibly controversial program uses data specially provided by Doctor Glenn Wilson of The Institute of Psychiatry, University of London, and has four functions.

The first and most powerful feature is 'THE DATING GAME' - a Computer Dating and Compatibility Program for up to 40 people catering for all sexes over the age of consent. A General Compatibility option is also available within the program for non-sexual compatibility (between friends, colleagues, workmates, etc.)

The second program deals with 'LOVE STYLE' and will tell you what kind of Lover you are and, if you wish, compare you with a chosen partner.

Next comes 'PREFERRED RELATIONSHIP'. Four aspects of male/female relationships are measured in this program and your position on the result scales will give you a good indication of what to look for in a partner. Again you may compare your results with those of a partner or prospective partner.

The last program is 'DATING SKILLS' which examines your social skills in dating and mating. You can assess your overall level of sophistication and chances of success.

WARNING: The Author and publishers accept no responsibility whatsoever for the success or failure of any existing or future relationship recommended or examined by this series of programs.

## Introduction

What kind of lover are you? What type of relationship would suit you best? How do you fare in love and sex? Are you compatible with your present partner or would you be better off with someone else? Who could you live with without amorous involvement? These are important questions in anyone's life, and this package is designed to help you answer them.

Love, sex and friendship are sources of great amusement and delight to us all. They can also be harbingers of great distress and woe. Accordingly, these tests have been designed not just to entertain but also to educate. If treated seriously, and answered honestly, the questions will provide feedback that may be of considerable value in helping you understand yourself and your relationships. The programs will not provide a comprehensive and foolproof set of solutions to all your problems, but they may, nevertheless, provide a helpful guide to the conduct of your love life.

There are five options within this package which may be called upon independently for different purposes. These are described in turn:

### Option 1 : The Dating Game

In this test, more than one person must answer the questions before compatibility scores can be computed. The minimum of people is two, but your answers can be held



in memory or saved on a cassette file (you will need a blank cassette for this purpose) for comparison with up to a maximum of 40 people.

One fairly straightforward use of the Dating Game is to assess your compatibility with your current partner or spouse, or with someone you are considering having a relationship with. Another application is to ask a group of people (for example, six couples at a dinner party) to answer the questions and let the computer decide who should be with whom. Since the program will not necessarily pair established couples, make sure your friends are willing and broadminded before you begin!

The program is set up to assess the compatibility of heterosexual couples. It will, however, function quite satisfactorily for homosexual pairings if one person arbitrarily designates themselves as a member of the opposite sex. The program will not tell you whether you should be matched with a person of your own or the opposite sex - this you must decide for yourself in advance. Members of the same sex may often appear to be more compatible than opposite-sex pairs because they are more similar, but this is irrelevant to the heterosexually-oriented person.

The sort of information that is used to assess compatibility in this test is much the same as that used by parents, marriage counsellors and computer dating companies. Actual love matches are also determined by a less easily defined 'chemistry' which includes all kind of little things like eye colour, depth of voice, gestures, or even whether the other person reminds you of a favourite aunt. These things, of course, are impossible to account for. But what a program such as this CAN do is go some way towards predicting how long the match will survive. It's difficult to tell people with whom they WILL fall in love - but much easier to assess the relationship's chances of long-term success.

### **Option 2 : General Compatibility**

This test is the same as that used in Option 1 except that questions which assume that the couple will be sexually involved have been eliminated. The purpose of this is to assess the compatibility of two or more people who are not contemplating sexual involvement but who nevertheless might spend a lot of time together e.g. flat mates, business partners, holiday companions, parents and children, or relatives in general.

It is, in fact, somewhat easier to be compatible with another person on a non-sexual basis because the relationship tends to be more open and there are fewer sources of possible conflict. Age, build and sex-drive become largely irrelevant, for example, and jealousy less destructive. Still, it is not easy to share one's life intimately with another person and this test may prove useful information to anyone contemplating it.

### **Option 3 : Love Style**

This section tells you what kind of lover you are. Research by social psychologists has identified three major dimensions of loving which are called 'serious versus playful', and 'cool versus passionate'. Although there is some verlap among these concepts, they do represent the major orientations or types of love. An individual's position on these scales reveals a great deal about his characteristic inclinations. Once you have answered all the questions about your habits and preferences, the computer will present your personal profile, revealing where you stand with respect to these primary styles of love.

Generally speaking, we are happier with a partner who is similar to us in terms of these three scores. Gross differences may help to diagnose a major source of tension in your relationship. However, small variations are not important, and it should be appreciated that there are some characteristic differences between men and women. Women are on average more practical than men (which means more sensible and compassionate) and men tend to be more playful than women (i.e. more casual and pleasure-seeking). Men and women are about equally passionate (i.e. romantic, emotional and possessive).

Many relationships begin as playful but evolve into something more passionate, while passionate relationships may end up as practical after a long period of time. This



does not present any problems as long as the two partners are not grossly out of step through these transformations.

While some control can be exercised over our behaviour, it is doubtful whether we can do very much about our basic love styles except to know and understand them.

#### **Option 4 : Preferred Relationship**

Whenever two people interact, each adopts a certain role in relation to the other. This section will help to reveal the kind of relationship preferred and your position within that relationship.

There are four aspects of relationship measured by this section and the program will reveal your position within them. They are as follows:

##### **a) Giving versus taking**

If you score towards the 'give' end of this scale, you are a generous, unselfish person. This does not refer specifically to money, but to less tangible things like your time, your help and your emotional support. If, on the other hand, you turn out to be a 'taker' in your relationships, you had better make sure you find a partner who is naturally a giver. Generally speaking, men are usually the takers and women the givers, but if the feminist movement has anything to do with it, this may not continue to be the case.

##### **b) Committed versus free**

This is another pair of opposite preferences which is important for compatibility. The committed person seeks a relationship that is close, intimate and exclusive. This can be a beautiful thing, if you can avoid being too clingy and possessive. The 'free' lover likes a relationship that is open and unfettered. This can keep things fresh and exciting, but there is always a danger that the bird might fly off one day and not come back.

##### **c) Boss versus slave**

Your position on this scale tells you whether you like to 'wear the pants' and be the dominating partner in the relationship, or whether you derive greater pleasure from serving your partner and tending to his or her pleasures. The distinction bears some similarity to giving versus taking. Once again, men often prefer to be the boss and women the slave, but we can all think of notable reversals on this pattern. The boss or slave role in sex is often a reflection of these positions in general life, but then again some striking exceptions occur. Some men who are tyrants in the office come home and submit totally to their wives.

##### **d) Quiet versus exciting**

On this scale, you should look for someone who score similarly to you. Quiet, retiring, introvert personalities are frequently better off with people who are similarly inclined. They can share subdued interests such as reading or gold. Extraverts, on the other hand, like plenty of hustle, bustle and excitement going on about them - very trying to a partner who is not so inclined.

It is worth noting your position on these four important factors, and keeping them in mind when considering your likely compatibility with other people you meet. Remember that for two of them (giving versus taking and boss versus slave) you want somebody who is opposite to you. For the other two (committed versus free and quiet versus exciting) you should be seeking someone who is like yourself. Thus in some ways we find that 'opposites attract', and in other that 'like likes like'.

#### **Option 5 : Dating Skills**

This section examines your social skills in dating and mating. Are you going about finding a suitable partner in the most effective way, or are you boorish and socially incompetent? This test will assess your overall level of sophistication and perhaps give you pause for thought about how to conduct yourself socially with someone whose love you would like to gain or maintain.

The results screen will tell you how you fared overall on the test and will also give you feedback on your performance, item by item, in case you want to go back and



try again to improve your performance. Studying your deficiencies might well be a useful, educative experience.

### **Running THE DATING GAME**

1. You will initially be asked 'DO YOU HAVE A DATA TAPE? (Y/N)'.
2. a) If you are running The Dating Game for the first time, you will of course have saved no data yet, so type N and press RETURN. You are asked whether you wish to run the questionnaire. Type Y and press RETURN.  
  
b) If you have a data tape which you wish to use, type Y, press RETURN and you will be asked to enter the name of your file. You must also tell the computer whether your cassette deck has motor control or not, by typing Y or N and pressing RETURN.
3. You are now asked to enter your personal details. After you have typed in each entry, press RETURN.
4. This is the first question in the Dating Game:

HEIGHT AND WEIGHT: Which description suits you best?

- 1 Tall and slim
- 2 Small and ample
- 3 Quite large overall
- 4 Small and slim
- 5 Average

Read it carefully and select whichever of the suggested answers is nearest to your own response. Then type in the number next to the answer which you chose. Your choice will not appear on screen: your answers are completely confidential.

The next question will appear automatically.

5. When you have completed the questionnaire, you are given the option to run it again. Simply type Y then press RETURN. A second person can then answer the questionnaire.
6. As soon as two or more people have completed The Dating Game, a compatibility check can be made. The option to do this is given when the second person has finished the questionnaire and you do not wish to run the questionnaire again.

Follow the screen instructions. You can check the sexual or general compatibility of any of the people on the list, by typing the number next to their name. You are given a percentage rating and then a more detailed analysis if you request it.

### **Saving Your Results**

When you have finished the questionnaire, you will be asked 'DO YOU WISH TO SAVE THE NEW DATA? (Y/N)'.

If you want to save the data of the people who have just given their answers, type Y and press RETURN. You will need your own blank tape on which to save your results.

You need to choose a name for your data file, say DATA1, so that the computer will recognise and load the file when you want to refer to it again.

Place your tape in the cassette deck. When the message RECORD THEN RETURN appears, press the record and play buttons on the cassette deck, then press RETURN. The message NEW DATA BEING SAVED NOW will appear. When saving is complete, you will see NEW DATA SAVED. Press SPACE as requested and the program ends.

To re-run the program, type RUN. You will enter the program at the point where you are asked if you wish to load a data tape.

Note : You may save up to 40 names on any one file.

### **Loading And Running Love Style, Preferred Relationship And Dating Skills**



If using the cassette version, load cassette two instead of cassette one.

Type CHAIN"PROG2" if you wish to load Love Style, CHAIN"PROG3" if you wish to load Preferred Relationship and CHAIN"PROG4" for Dating Skills.

Press RETURN.

In each of these programs, you will see the title and credits screen, and hear the "Dating Game" theme tune.

You can answer Love Style and Preferred Relationship either on your own, or with another person to compare results. In Dating Skills, only one person can take the questionnaire at a time.

When you have completed your entries, an instruction screen is displayed. Read it carefully before you answer the questions.

If two people are doing a questionnaire, all the questions are displayed for one participant, and then in turn for the other. When both have completed their answers (or when a single participant finished his answers), the question 'DO YOU WANT TO PRINT OUT YOUR RESULTS? (Y/N)' is posed.

If you answer N and press RETURN, the score screen is displayed. If you answer Y, you are asked to turn on your printer, and your results are printed out as they appear on screen.

**Instructions' Source** : THE DATING GAME (Acornsoft/Ivan Berg) Booklet and Back Inlay

**Review** : No Review Yet



# THE DYNABYTE COLLECTION

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information : 1986: THE DYNABYTE COLLECTION, SuperSellers, £7.95  
Compilation Comprises : 1. 3D TANK ZONE, Dynabyte  
2. CORPORATE CLIMBER, Dynabyte  
3. HORSE RACE, Dynabyte  
4. LEMMING SYNDROME, Dynabyte  
5. POOL, Dynabyte  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : DYNABYTE, Unit F3, Railway Triangle, Farlington, HANTS  
PO6 1TG  
Disc compatibility : 1. Incompatible  
2. ADFS 1D00, CDFS 1D00, DFS 1D00  
3. ADFS 1D00, CDFS 1D00, DFS 1D00  
4. ADFS 1D00, CDFS 1D00, DFS 1D00  
5. ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

Review : No Review Yet



# THE EYE OF ZOLTON

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : David Featley and Mark Cook  
Standalone Release(s) : 1983: THE EYE OF ZOLTON, Softek, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SOFTEK, 12/13 Henrietta Street, Covent Garden, LONDON  
WC2 8LH  
Disc compatibility : CDFS E00, DFS E00

## Instructions

In a far off land a good and fair King ruled his loyal subjects with the help of five magic objects. These five enabled peace and prosperity to be maintained in the Kingdom.

Suddenly the tranquil life of the Kingdom was shattered by the arrival of a stranger from beyond the mountains who tricked the King and stole the magic objects. The objects in turn then fell into the evil hands of the Black Wizard who was then able to cast a spell over the land enslaving its people.

Your task is to recover the five objects, and take them to the temple of Zolton, for only there will their ancient magic be powerful enough to overthrow the Black Wizard.

To load this adventure, simply place the cassette in your recorder and ensure that the tape is fully rewound. Now type: CHAIN"" and press <RETURN>. Let the tape run and answer NO (N will suffice) to the question as to whether you wish to load a prior game or not. The adventure will then load as the second file on the tape and start automatically.

Should you wish to save the game so far at any time, then simply type in SAVE as your response to the prompt. Note that many useful words which the game understands are set up for you so that a single press of a function key will produce the full response.

f1 - NORTH	f2 - EAST	f3 - SOUTH	f4 - WEST	f5 - UP
f6 - DOWN	f7 - INVENT	f8 - GET	f9 - DROP	f0 - HELP

Playing this 'adventure classic' is easy, but it may take you many months to solve. The computer will describe locations to you and ask you for instructions. You can move in all the main compass directions for instance, and the program will understand short forms (such as N for NORTH) as well as in fuller form. In general though, the computer will soon tell you if it doesn't understand what you ask of it.

If at any time you should feel at a loss, then typing HELP may lead to the computer supplying you with some useful information of hints and tips. Then again it may not...

Do not think that the task before you is an easy one... Many before you have tried and none have yet returned.

Another superb adventure by David Featley and Mark Cook for the Acorn Electron and BBC Micro. This is but one of adventures classics by Brainstorm marketed exclusively by Softek International.



**Instructions' Source** : THE EYE OF ZOLTON (Softek) Back and Inner Inlay

### **Review (Electron User)**

This review is in response to a request for help from Elizabeth Young of Stondon Massey in Essex. She says the game is fascinating and I agree. Your ruler, the king, has had the five magic objects that enable him to maintain peace and prosperity in the land stolen by an evil wizard. As the influence of this wizard descends upon the land, you are summoned and told by the king that he has chosen you to recover the magic objects and take them to the Temple of Zolton. Here their beneficial influence will help the king defeat the wizard.

You begin your quest on a hilltop with the first task to equip yourself for the trials to come. You quickly discover a hut, two canyons, a lake, an island, a deadly forest and a mysterious castle. The island is the last place you want to visit so you search everywhere thoroughly before tackling the castle.

There is a way into the castle and you will be surprised at the help you can get here, always assuming you can recognise it! Once you have figured it out, you will be in the castle and the main body of the adventure. There are some really devious puzzles to solve, yet no real red herrings.

I will give you one tip. Though the program description says you have to return the five magic objects to the temple, they are not the only things that have to go there.

The program is written in Basic and thus easily listable. This might not help you if you get stuck however, since many of the room descriptions and word parts have been tokenised. For those who haven't met this term before, I'll try to explain. To save memory space the programmer has substituted the more commonly used words and word parts for symbols. The tokeniser converts these symbols into English when they are to be displayed on screen. It also converts your input into symbols the program can understand and respond to. The Electron itself tokenises Basic keywords, though very little information is given in the User Guide.

Overall, an ingenious series of puzzles. Despite being written in Basic it's a very nice game to play and is about average difficulty. I am impressed and have no hesitation in recommending it for all types of adventurers.

Merlin, ELECTRON USER 2. 2



# THE FERRYMAN AWAITS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author : Phillip A. Gibbs  
Standalone Release(s) : 1986: THE FERRYMAN AWAITS, Kansas, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KANSAS CITY SYSTEMS, Unit 3, Sutton Springs Wood,  
CHESTERFIELD. Tel: 0246 850357.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Welcome to the world of Adventure!

You are about to embark on a magical quest in the comfort of your own home. I will act as your eyes and ears, telling you of your present surroundings and condition etc. Whenever I expect you to type in another command I will ask 'What next ?'.

All you have to do is type in a short English command (without punctuation) and press the key marked RETURN to let me know you've finished. The DELETE key will delete the previous character and holding down the CTRL key and tapping U will delete the entire line. Here are some useful words to get you going:

GET (something), DROP (something), WEAR (something), EXAMINE (something), INVENTORY

To move around my world type UP, DOWN and the 8 main compass directions.

Words can be abbreviated, i.e. N ...for... NORTH, NE ...for... NORTHEAST, G BO ...for... GET BOX. Please keep your commands simple: 'GET something FROM something' is about as complex as I can understand.

Commands can be strung together, so 'NORTH THEN GET SHOE' is fine.

The words SAVE and RESTORE can be used to save and restore your current state of play (to disc or tape) at the end of a session, or before trying anything dangerous. I will ask if you're sure before I let you RESTORE a game.

Now on to a few basic questions I'm sure you want to ask about the game world. Who? What? When? Where? and How?

Firstly, you are Mold, son of Mold, grandson of Mold.

Secondly, if I tell you your former job was infinitely preferable to your present employment and that you were a dung heaper in the prosperous City of Furgle, (the job of dung heaper is not particularly good, no pay, permission to sleep near the warmth of the dung pits and 5% of all you can salvage from the nearby refuse tips), you might not be surprised when I tell you that you hold the post of part-time human sacrifice, (a job with few prospects).

Thirdly, the year is 3004 in the land of Juh, which is where you are.

Fourthly, you are in the tower of Kluf, surrounded by wasteland and poisoned seas, a haven of evil, populated only by fanatical devil worshippers and savage pirate hoards. The tower is the home of the demon Agrogorggan, brother (well sort of) of Naggrogorga (also a demon). They were originally, one creature, (called Gellnarga). Long, long ago, Gellnarga attacked the land where Kluf now stands. (It was ruled then by the elves). As a prophet had predicted that '...death will never wield his



sythe against Gellnarga...' he was very sure of himself. Unfortunately, the elves had been too busy prancing around in the forests to listen to the prophet and so made a magic sword (by capturing a powerful air spirit as it happens, but that's beside the point) to try and kill Gellnarga. Their King rode to battle, the sun gleaming of his golden armour, and hacked Gellnarga in two, and the sword then faded away (as magic swords are wont to do), leaving the two halves to rip the poor King limb from limb. They overran the land, butchering the entire population, poisoning the sea and turning the earth into a lifeless waste. When they had finished, Agrogorggan (greedy for yet more power) tricked his brother and sent him back to Hell. Naggrogorga was reputedly just a trifle bit miffed at being double-crossed and has ruled there ever since.

Finally, you got into your present predicament after trying to better yourself from your post of dung heaper. You were trying to join the adventurers guild. They seemed quite pleased when you asked about joining. To join the guild you must first go on a quest. They showed you in to their 'meeting hall' to discuss a quest with you. 22 pints of mead later, they finally told you what you had to do to join - kill the demon Agrogorggan!

They had worked out this really great plan of how to do it. They would get you to the tower by selling you as a human sacrifice to the pirates who supplied these to Kluf (they would keep the money for you till you returned). When you got there you would reveal you really weren't a sacrifice, escape, overpower the guards and kill Agrogorggan. It all seemed so logical at the time! Next day you were carried comatose to the docks and sold for a large purse of gold.

After some weeks of sea travel you were dragged screaming from the ship, over desert wastes to a dark temple within the tower of Kluf.

Well, that's about it for the instructions. Good luck, you will need it!

**Instructions' Source** : THE FERRYMAN AWAITS (Kansas) On-Screen Instructions

### **Review (Electron User) - "Gallons Of Gore"**

I must start by saying that I have not been greatly impressed by Kansas City's previous offerings, though they were better than a lot of the trivia posing as adventures which can be bought today. However, THE FERRYMAN AWAITS is a marked improvement which will keep many of you up until the early hours of the morning trying to fathom out who, why, what or how.

Kansas boasts that this adventure contains about 60k of text - some of which admittedly is used in the introductory passage - and room descriptions are evocative if rather macabre. Instructions are given in simple sentences, usually no longer than five words - certainly a welcome improvement on RING OF TIME.

The adventure is one of the most gory I have come across and as such should give immense pleasure to horror buffs. It is also riddled with dry humour - try this offering: "You play Mold, son of Mold, grandson of Mold. Your previous job was that of Dung Heaper for the City of Furgle. One of the perks of the job was permission to sleep near the warmth of the dung pits! Your present employment is part-time human sacrifice!"

Unfortunately, the adventure is also riddled with spelling mistakes - I noticed unfortunately and hideously on the first couple of screens. This is becoming all too common with recent releases.

Some of the problems are rather obscure and complicated, chiefly because the game has such a small vocabulary that you can do little except GET and DROP objects. It's a good idea to keep your eyes peeled for any hint that may lurk in the room descriptions.

Good imagery is created by more than six screens of introduction, which set out your task for you in black and white. It seems you are doomed to wander the wasteland of



Juh which appears to be wholly populated by demons, pirates, devil worshippers and deformed creatures.

You are apparently filling the role of hero-adventurer after you made frantic attempts to leave your last employment (I can't for the life of me understand why).

As the adventure opens, you find yourself lying across a stone tablet waiting to be sacrificed by a crazed priest. You are "magically paralysed from the neck down! and your only salvation is to utter the immortal word: Nimlax.

If you enjoy a plethora of blood and guts and can tolerate the "Righty oh, matey" response to almost all you do then this adventure is for you. Otherwise I suggest you try Database's MAGIC SWORD.

Presentation .....	5
Atmosphere .....	8
Frustration Factor .....	8
Value for money .....	8
Overall .....	7

Pendragon, ELECTRON USER 4. 4



# THE FOUR WANDS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author : D. W. Gore  
Standalone Release(s) : 1988: THE FOUR WANDS, DW Gore, £9.95  
Compilation Release(s) : None  
Stated compatibility : Unknown  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : Unknown  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (EUG)

Just about at the turn of the millennium, one of the regular mass injections to the STAIRWAY TO HELL website unearthed a great deal of text adventures. To collectors, this was an archive dreams were made of. Not only were there recognisable titles, to use the old cliché, thought "lost forever" but also a great deal of others. Some of the runner-up entries to ELECTRON USER's adventure writing competition, for example, and some of the later titles by Potter were all now freely playable with a few clicks of the mouse.

For a while, the ubiquitous Dave M (webmaster of StH) found himself in a bit of a quandary as to where a lot of them should be filed. Many of them were written with Gilsoft's THE QUILL utility and only limited to a small 'print run'. Some were even written in BASIC. Many seemed to be of mysterious origin, either without software house introductory screens or from a hitherto unknown company. All were also actually submitted to StH as .uef files [Images of the original tape recordings, jargon busters - Ed] with messages stating they worked in Mode 4 or 6 hence on both BBC and Electron machines. But whether this had been the case when/if they were actually *on sale* we have yet to discover.

THE FOUR WANDS is but one of these antiquities, a wholly fictitious NSEW affair in a mythical land where you play a brave warrior. Perhaps to typify the strange things you are in for when you try out one of these beauties, the rather unflattering black and white screen of text that greets you before the first part of this QUILLed adventure loads in states "Copyright D. W. Gore 1988" but nothing else.

It has much of the charm of an EU competition reject, although I have cross-indexed it against those entries Pendragon thought worthy of mentioning at the time and it is absent from them. The idea, as you may have gathered, is hardly bubbling with originality. However, much of the appeal of a good text adventure stems from the atmosphere the narratives generate. As Larsoft proved, you can get away with some of the weirdest scenarios imaginable as long as the programming is devious, the puzzles fathomable and the storytelling slick.

Alas, and I can only speak of part one of FOUR WANDS (as I can't get any further), your attempt to thwart the plans of the evil magician Saluber has rather less to coax you into repeated efforts than comparable titles like SALANDRA. Firstly, the location descriptions are not particularly well written, frequently telling you what you can see before telling you where you are, and Gore has put no 'polish' on the finished product.

You start off in a hut, and wander around the paths and bridges surrounding this location finding little of interest beside a boulder, a gate, a lady living in a cottage and a cellar in your domicile. If you attempt to EXAMINE any objects you find, you get the message that you see nothing of interest (which co-incidentally



you also get if you type EXAMINE followed by any word) when you might expect at least a cursory inspection to take place. Perhaps I'm being finicky but I also found that, at the cottage, the command KNOCK outside the door brought no response but that KNOCK DOOR did. As someone who has programmed with THE QUILL, this kind of parser limitation is very easily avoided and Gore should have ensured he followed the user guide's advice in doing so.

Something which is also annoying is that some messages only appear on screen for a very short period of time before the screen is blanked and the location description re-described. Outside the village shop I was informed of a sign which I thought I might try READING. It brought no response so I EXAMined it instead. At which point I saw what it in fact read flash up on the screen but it disappeared before I'd got to the end of its information.

Regrettably, these problems with the parser and the lack of long enough pauses are in addition to some painful spelling mistakes. "I can't move the boulder. It's too heavy!" is one; "I'm by a stagnant pool" another.

From what I've seen of the puzzles, however, these do go some way to balancing the adventure out. The lady at the cottage requires some wood for her fire and a large plank barricading the back entrance to your hut seems to provide the answer. Trekking all the way back there to get it, you find that it is securely nailed in place so it is no longer an option. After musing a while longer, you discover a pile of wood close by and pull a log out of it. But this isn't the answer either - the lady simply says it's too big for her fire. This style of puzzle is very much that employed by the grandmasters of adventure gaming (the likes of Peter Killworth) and leads me to wonder if Gore was adopting a little of their technique when composing FOUR WANDS. Although once again he lets the adventure down by using punctuation incorrectly throughout this sequence, it is an admirable attempt to devise a devious solution to what seems like an easy problem.

There are a few further odd touches too though. In a cave you will, if you EXAMine it, discover a boat in a pool. The logical next step, you might think, would be to get into it. However, intriguingly, you cannot. But you can pick up the boat and carry it around with you if you wish. This creates rather a strange mental picture of the great hero you are playing - walking around the Turne's local pub with a boat in one hand and an oar in the other!

To conclude it's only fair to say that there's evidently a lot more to this adventure than the opening thirty or so locations this review is based on. These may be upset by the odd programming fluff, yes, but the old grey matter is still put through its paces by FOUR WANDS. Like many of these re-discovered "Are they really legitimate professional Electron titles?", its real problem is that it suffers from having a very 'pre-release' feel to it.

This is not to describe this adventure as amateur though. It's not a bad game at all and clearly a lot of work has gone into its creation. It simply plays as though its full potential was never realised because the finishing touches to it were never implemented.

Dave Edwards, EUG #63



# THE FRENCH MISTRESS LEVEL A

*Professional, Originally Released On Cassette Only*

Game Type : Utility Program To Help Learn French  
Author : Keith Spence  
Standalone Release(s) : 1984: THE FRENCH MISTRESS LEVEL A, Kosmos, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : Unknown

## Instructions

*"An invaluable teaching or learning aid for beginners or advanced students of French. The ready-made lessons provide an enormous vocabulary of words, phrases and verbs arranged in subject groups. New lessons can also be created or existing lessons modified as required. The French Mistress presents words first in one language, then the other, in large easily read letters with French accents. Different colours are used for masculine and feminine words; this greatly assists gender learning. All lessons can be run in three different ways: learning only; self-test; or speed and accuracy test. Full editing facilities allow an infinite number of new lessons to be created and stored on cassette or disk for later use."*

### 1. Introducing THE FRENCH MISTRESS

The French Mistress language learning-aid comprises a control program and a series of self-contained lessons. The control program is recorded as the first item on side 1 of the cassette. Some of the lessons follow the control program, the remainder are on side 2. Each lesson covers a different subject, a full list of which appears in section 12 of the operating instructions. Individual lessons consist of lists of words or phrases up to a maximum of 250 entries per lesson. Each entry consists of the English text, French text and gender if appropriate. The English and French texts for each entry can be just a single word or a three-line phrase up to 59 characters long.

On successful loading, a colourful display results showing the program title and a list of available facilities. This is known as the COMMAND MENU. At the bottom of the screen the flashing message LESSON STORE EMPTY will be seen. The LESSON STORE is actually the part of the computer's memory in which the French Mistress stores a lesson. A pre-recorded lesson can be loaded into the lesson store using the method described in section 3, or a new lesson created as described in section 5. The French Mistress will only allow one lesson to occupy the lesson store at any time, this is referred to as "the current lesson".

### 2. Program Facilities

The facilities listed in sections 3 to 11 are available whenever the screen shows the command menu. Individual program facilities are requested simply by keying the appropriate letter. The command menu will then be replaced by a request for further information.

The program will ignore any invalid or illegal commands. For example it is not possible to Run a lesson without having first Loaded the lesson from cassette/disk.

### 3. Loading A Lesson (Key L)

Enter the cassette filename of the required lesson, followed by the RETURN key. If RETURN is pressed without first entering a filename, the next sequential lesson recorded on the cassette will be loaded into the lesson store. A list of lesson filenames is given in section 12.



When the required lesson has been loaded into the lesson store, the screen indicates the lesson title and the number of entries contained in that lesson.

#### **4. Running A Lesson (Key R)**

Initially the screen shows a questionnaire requesting four items of information. End each answer with the RETURN key.

Display times for the French and English texts need to be separately specified in seconds. Values may be 0.1 seconds upwards. For the first lessson tried, it is suggested that two seconds is specified for both the French and English display times. Other values can be tried later. If a value of 0 seconds is entered, this will suppress display in that language altogether. This is particularly useful for self-testing.

Key F or E to specify which of the French or English texts should appear first on the screen. The final question asks if the lesson is to be automatically repeated or not. If Y for Yes is keyed, the lesson will cycle repeatedly until terminated by pressing the space bar and keying X.

For lessons containing verb conjugations, it is recommended that the display times are entered as French = 0.1 seconds, English = 5 seconds. Display French or English first = F.

Once the questions have been answered, the lesson will automatically start. At any time during the lesson the current display can be "frozen" by pressing the space bar; the lesson may be optionally be re-continued (by keying space) or terminated (by keying X).

#### **5. Creating A New Lesson (Key C)**

Enter French text on the dotted lines. Specify gender - when asked (the program automatically allocates gender when "le, la, un or une" is detected at the start of the French text). Enter English text on the dotted lines. The French text, gender and English text combine to fore one "entry" in the lesson store. It is permissible to enter French words in both the French and English text positions; this is particularly useful for entering verb conjugations.

When entering French and English texts, the down cursor key moves the cursor to the next line, the RETURN key terminates the text. French accents are entered immediately after (and on the same line as) the character to which they apply using the keys listed in section 13.

Mistakes in entering text can be corrected with the DELETE key provided the RETURN key has not been pressed, or by keying X (RETURN) as the first character of the English text or as the gender. If the French text has no particular gender the RETURN key should be pressed in answer to the question "M or F?" otherwise key M (RETURN) for masculine words, or F (RETURN) for feminine.

Lesson entries can be repeatedly keyed into the lesson store up to a maximum of 250. Lesson creation can be ended at any time before this however, simply by keying END (RETURN) at the start of line 1 of the French text.

Having created a new lesson the command menu will prompt the Saving of this lesson by flashing the Save command (see section 6).

#### **6. Saving A Lesson On Cassette/Disk**

This facility is only used when a permanent copy is required of a newly created lesson or of a previous lesson which has been modified.

Enter a filename for the lesson (up to 8 characters)

Enter a title for the lesson (up to 24 characters)



Switch the cassette player to the record mode when the program issues the message RECORD THEN RETURN. On completion of the recording the tape should be rewound and the Verify facility requested (See section 7).

Alternatively, insert a blank formatted DFS disk in drive 0.

The Save facility does not affect the lesson held in the lesson store in any way.

#### **7. Verify A Saved Lesson (Key V)**

This facility should ALWAYS be used to check that a newly saved lesson has been successfully recorded. The Verify command will flash in the command menu until a newly saved lesson has been verified.

Enter the filename of the lesson to be verified before switching on the cassette player. If RETURN is pressed without first entering a filename, the next lesson recorded on the cassette will be verified. The program confirms that the verification is successful by printing "loading" then "OK". If verification fails, press the ESCAPE key and save the lesson again using the Save command (see section 6).

The Verify facility does not affect the lesson held in the lesson store in any way.

#### **8. Add To Current Lesson (Key A)**

This facility enables further entries to be added onto a lesson which is already held in the lesson store. Instructions for using the Add facility are identical to those for the Create facility (see section 5).

#### **9. Delete Entry From Lesson (Key D)**

This allows a single entry to be deleted from the lesson currently occupying the lesson store. It may be used to correct keying errors noticed in newly created lessons in conjunction with the Insert facility (see section 10).

Key in the entry number of the entry to be deleted. Entry numbers are displayed whilst running a lesson (see section 4) whenever the display is frozen by pressing the space bar.

#### **10. Insert New Entry (Key I)**

This allows a single new entry to be inserted into the lesson currently occupying the lesson store.

First of all it is necessary to specify the point of insertion required, this results in a display of the entry currently occupying that position. If this is the correct place for the insertion, key "Y" (RETURN) then enter the French, gender and English for the new entry.

#### **11. Test Lesson (Key T)**

The test facility may be used with any lesson which has been loaded from cassette/disk or newly created in the lesson store. In operation, the program displays a word or phrase in one language only; the translation must then be keyed in, this will appear on the screen one character at a time. Each time a wrong key is pressed the computer emits a "beep", and the character is displayed. At any time during the test help is available by pressing the COPY key. Each time COPY is pressed, the next character of the translation appears on the screen. At the end of the test, a performance summary is displayed.

#### **12. Accents And Special Characters**

The following keys are used for entering French accents and special characters.

Accents should be entered immediately after (and on the same line as) the character to which they apply.

French Character	Keyboard Character
é	/
è	\



ê  
ç

^  
@

### Lesson Filenames

L1	Family	L9	Vehicles
L2	The dwelling	L10	Clothes
L3	Furniture	L11	Parts of the body
L4	Household items	L12	Substances
L5	Foods	L13	Countryside
L6	Vegetables and fruits	L14	Weather
L7	Shops and trading	L15	Numbers
L8	Living creatures	L16	Days, months and seasons

**Instructions' Source** : THE FRENCH MISTRESS LEVEL A (Kosmos) Back & Inner Inlay

**Review** : No Review Yet



# THE FRENCH MISTRESS LEVEL B

*Professional, Originally Released On Cassette Only*

Game Type : Utility Program To Help Learn French  
Author : Keith Spence  
Standalone Release(s) : 1984: THE FRENCH MISTRESS LEVEL B, Kosmos, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : Unknown

## Instructions

Please see THE FRENCH MISTRESS LEVEL A for these instructions.

## Lesson Filenames

L17	Colours	L25	Conjunctions & Prepositions
L18	Pastimes	L26	Phrases
L19	Tools	L27	Verbs - Present tense
L20	Countries	L28	Verbs - Imperfect tense
L21	Medical	L29	Verbs - Future tense
L22	Verb infinitives	L30	Verbs - Conditional tense
L23	Adverbs	L31	Verbs - Preterit tense
L24	Adjectives	L32	Verbs - Present perfect tense

**Instructions' Source** : THE FRENCH MISTRESS LEVEL B (Kosmos) Back & Inner Inlay

**Review** : No Review Yet



# THE GERMAN MASTER LEVEL A

*Professional, Originally Released On Cassette Only*

Game Type : Utility Program To Help Learn German  
Author : Keith Spence  
Standalone Release(s) : 1983: THE GERMAN MASTER LEVEL A, Kosmos, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : Unknown

## Instructions

*"An invaluable teaching or learning aid for beginners or advanced students of German. The ready-made lessons provide an enormous vocabulary of words, phrases and verbs arranged in subject groups. New lessons can also be created or existing lessons modified as required. THE GERMAN MASTER presents words first in one language, then the other, in large, easily read letters complete with special characters. Different colours are used for masculine, feminine and neuter words; this greatly assists gender learning. All lessons can be run in three different ways: learning only; self-test; or speed and accuracy test. Full editing facilities allow an infinite number of new lessons to be created and stored on cassette or disk for later use."*

### 1. Introducing THE GERMAN MASTER

The German Master language learning-aid comprises a control program and a series of self-contained lessons. The control program is recorded as the first item on side 1 of the cassette. Some of the lessons follow the control program, the remainder are on side 2. Each lesson covers a different subject, a full list of which appears under section 12 of these instructions. Individual lessons consist of lists of words or phrases up to a maximum of 250 entries per lesson. Each entry consists of the English text, German text and gender if appropriate. The English and German texts for each entry can be just a single word or a three-line phrase up to 59 characters.

On successful loading, a colourful display results showing the program title and a list of available facilities. This is known as the COMMAND MENU. At the bottom of the screen the flashing message LESSON STORE EMPTY will be seen. The LESSON STORE is actually the part of the computer's memory in which the German Master stores a lesson. A pre-recorded lesson can be loaded into the lesson store using the method described in section 3, or a new lesson created as described in section 5. The German Master will only allow one lesson to occupy the lesson store at any time, this is referred to as "the current lesson".

### 2. Program Facilities

The facilities listed in sections 3 to 11 are available whenever the screen shows the command menu. Individual program facilities are requested simply by keying the appropriate letter. The command menu will then be replaced by a request for further information.

The program will ignore any invalid or illegal commands. For example it is not possible to Run a lesson without having first Loaded the lesson from cassette/disk.

### 3. Loading A Lesson (Key L)

Enter the cassette filename of the required lesson, followed by the RETURN key. If RETURN is pressed without first entering a filename, the next sequential lesson recorded on the cassette will be loaded into the lesson store. A list of lesson filenames is given in section 12.



When the required lesson has been loaded into the lesson store, the screen indicates the lesson title and the number of entries contained in that lesson.

#### **4. Running A Lesson (Key R)**

Initially the screen shows a questionnaire requesting four items of information. End each answer with the RETURN key.

Display times for the German and English texts need to be separately specified in seconds. Values may be 0.1 seconds upwards. For the first lesson tried, it is suggested that two seconds is specified for both the German and English display times. Other values can be tried later. If a value of 0 seconds is entered, this will suppress display in that language altogether. This is particularly useful for self-testing.

Key G or E to specify which of the German or English texts should appear first on the screen. The final question asks if the lesson is to be automatically repeated or not. If Y for Yes is keyed, the lesson will cycle repeatedly until terminated by pressing the space bar and keying X.

Once the questions have been answered, the lesson will automatically start. At any time during the lesson the current display can be "frozen" by pressing the space bar; the lesson may be optionally be re-continued (by keying space) or terminated (by keying X).

#### **5. Creating A New Lesson (Key C)**

Enter German text on the dotted lines. Specify gender - when asked (the program automatically allocates gender when "der, die or das" is detected at the start of the German text). Enter English text on the dotted lines. The German text, gender and English text combine to form one "entry" in the lesson store.

It is permissible to enter German words in both the German and English text positions; this may be used for entering complete verb conjugations.

When entering German and English texts, the down cursor key moves the cursor to the next line, the RETURN key terminates the text. The Umlaut symbol is entered immediately after (and on the same line as) the character to which it applies using the ^ key on the keyboard. For example, "schön" is entered as "scho^n". During lesson displays, the Umlaut will appear correctly above the character to which it applies. The double letter "ß" is entered using the \$ key on the keyboard. This again will appear correctly during lesson displays.

Mistakes in entering the text can be corrected with the DELETE key provided that the RETURN key has not been pressed, or by keying X (RETURN) as the first character of the English text or as the gender. If the German text has no particular gender, the RETURN key should be pressed in answer to the question "M, F or N?", otherwise key M (RETURN) for masculine words, F (RETURN) for feminine or N (RETURN) for neuter.

Lesson entries can be repeatedly keyed into the lesson store up to a maximum of 250. Lesson creation can be ended at any time before this however, simply by keying END (RETURN) at the start of line 1 of the German text.

Having created a new lesson the command menu will prompt the Saving of this lesson by flashing the Save command (see paragraph 6).

#### **6. Saving A Lesson On Cassette/Disk**

This facility is only used when a permanent copy is required of a newly created lesson or of a previous lesson which has been modified.

Enter a filename for the lesson (up to 8 characters)

Enter a title for the lesson (up to 24 characters)

Switch the cassette player to the record mode when the program issues the message RECORD THEN RETURN. On completion of the recording the tape should be rewound and the Verify facility requested (See section 7).

Alternatively, insert a blank formatted DFS disk in drive 0.



The Save facility does not affect the lesson held in the lesson store in any way.

#### **7. Verify A Saved Lesson (Key V)**

This facility should ALWAYS be used to check that a newly saved lesson has been successfully recorded. The Verify command will flash in the command menu until a newly saved lesson has been verified.

Enter the filename of the lesson to be verified before switching on the cassette player. If RETURN is pressed without first entering a filename, the next lesson recorded on the cassette will be verified. The program confirms that the verification is successful by printing "loading" then "OK". If verification fails, press the ESCAPE key and save the lesson again using the Save command (see section 6).

The Verify facility does not affect the lesson held in the lesson store in any way.

#### **8. Add To Current Lesson (Key A)**

This facility enables further entries to be added onto a lesson which is already held in the lesson store. Instructions for using the Add facility are identical to those for the Create facility (see section 5).

#### **9. Delete Entry From Lesson (Key D)**

This allows a single entry to be deleted from the lesson currently occupying the lesson store. It may be used to correct keying errors noticed in newly created lessons in conjunction with the Insert facility (see section 10).

Key in the entry number of the entry to be deleted. Entry numbers are displayed whilst running a lesson (see section 4) whenever the display is frozen by pressing the space bar.

#### **10. Insert New Entry (Key I)**

This allows a single new entry to be inserted into the lesson currently occupying the lesson store.

First of all it is necessary to specify the point of insertion required, this results in a display of the entry currently occupying that position. If this is the correct place for the insertion, key "Y" (RETURN) then enter the German, gender and English for the new entry.

#### **11. Test Lesson (Key T)**

The test facility may be used with any lesson which has been loaded from cassette/disk or newly created in the lesson store. In operation, the program displays a word or phrase in one language only; the translation must then be keyed in, this will appear on the screen one character at a time. Each time a wrong key is pressed the computer emits a "beep", and the character is displayed. At any time during the test help is available by pressing the COPY key. Each time COPY is pressed, the next character of the translation appears on the screen. At the end of the test, a performance summary is displayed.

#### **Lesson Filenames**

L1	Family	L9	Vehicles
L2	The dwelling	L10	Clothes
L3	Furniture	L11	Parts of the body
L4	Household items	L12	Substances
L5	Foods	L13	Countryside
L6	Vegetables and fruits	L14	Weather
L7	Shops and trading	L15	Numbers
L8	Living creatures	L16	Days, months and seasons

**Instructions' Source** : THE GERMAN MASTER LEVEL A (Kosmos) Back & Inner Inlay

**Review** : No Review Yet



# THE GERMAN MASTER LEVEL B

*Professional, Originally Released On Cassette Only*

Game Type : Utility Program To Help Learn German  
Author : Keith Spence  
Standalone Release(s) : 1983: THE GERMAN MASTER LEVEL B, Kosmos, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : Unknown

## Instructions

Please see THE GERMAN MASTER LEVEL A for these instructions.

## Lesson Filenames

L17	Colours	L25	More adjectives
L18	Pastimes	L26	Conjunctions and prepositions
L19	Tools	L27	Phrases
L20	Countries	L28	Verbs - Present tense
L21	Medical	L29	Verbs - Imperfect tense
L22	Verb infinitives	L30	Verbs - Future tense
L23	Adverbs	L31	Verbs - Perfect tense
L24	Adjectives	L32	Verbs - Conditional tense

**Instructions' Source** : THE GERMAN MASTER LEVEL B (Kosmos) Back & Inner Inlay

**Review** : No Review Yet



# THE GIDDY GAME SHOW

*Professional, Originally Released On Cassette Only*

Game Type : Graphical Educational Game  
Author :  
Standalone Release(s) : 1985: THE GIDDY GAMES SHOW, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated  
Supplier : MIRRORSOFT, Hoborn Circus, LONDON EC1P 1DQ  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User) - "Alphabet Antics"

THE GIDDY GAME SHOW is a suite of early learning programs based around the characters used in Yorkshire Television's popular series. The principal aim is to get children to recognise the shapes of letters and the sounds they represent.

Program one is an alphabet book with 26 pages - one for each letter. Each page features one of the Giddy Game Show characters (Gorilla, Gus the Professor, or Giddy) plus a picture of an object. The name of the object is written in large and well-formed text with the initial letter of the word picked out in a different colour. It looks very impressive - but does nothing that a book can't.

A criticism of this program and the other three is that the programmers forgot that sound is different on the Electron and BBC Micro so some weird noises result on the Electron.

Game two is a jigsaw puzzle in which the child must assemble letters of the alphabet. Again the visual quality is good and children are led sensibly through a sequence of operations. The reward for success is a screen full of Giddies.

It's a pity the programmers didn't take off the keyboard repeat - that little omission makes it hard for heavy-handed youngsters to control the moving cursor.

Game three requires children to fly Giddy on his magic wand towards some food that Gorilla wants. The name of the food is clearly shown and various pictures of food appear with their initial letters. If the child gets the right food, Gorilla eats the word while the picture vanishes down Giddy's wand. Selecting a wrong food causes Gorilla to growl and frown.

This program is great fun but because the cursor keys are used, there is a real danger of pressing <BREAK> in error. That problem does not occur on the simpler of the two levels as Giddy flies automatically and the child hits the spacebar at the correct food.

The final program is a maze game in which children can help to rescue the King who is imprisoned in a castle. They do this by guiding Princess Galaxzena around the maze past five objects. Some objects begin with forbidden letters and these cause the Princess to use up one of her three lives.

The child has to hit the spacebar when the required options is highlighted. Inevitably, youngsters are going to get the wrong options as the highlight moves on.



The whole package is a very attractive set of simple games aimed at children who are learning to read. The niggles I have are minor, and can easily be remedied by a Basic programmer.

One final complaint is that the instructions are barely adequate but overall, there are a lot of good bytes for your money and I would recommend the program.

Sound .....	2
Graphics .....	10
Playability .....	6
Value for money .....	6
Overall .....	7

Rog Frost, ELECTRON USER 4. 6



# THE GOLDEN BATON

*Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #1  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: THE GOLDEN BATON, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Your mission is to recover the Golden Baton, a priceless artefact that holds within it a kind of life force that maintains the equilibrium between good and evil. Stolen from the Palace of King Ferrenuil, the kingdom is already beginning to feel the effects of drought and pestilence.

**Instructions' Source** : THE GOLDEN BATON (Paxman Promotions) Inner Inlay

**Review** : No Review Yet



# THE GOLDEN FIGURINE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author :  
Standalone Release(s) : 1990: THE GOLDEN FIGURINE, Atlantis, £1.99  
Compilation Release(s) : None  
Stated compatibility : BBC/Electron Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ATLANTIS, 28 Station Road, LONDON SE25 5AG  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : THE GOLDEN FIGURINE (Atlantis) Back and Inner Inlay

## Review (Electron User) - "Beware The Deadly Trap"

Take a portion of CITADEL and mix it with a touch of JET SET WILLY and you end up with the latest, budget priced arcade adventure from Atlantis Software. The rules are simple. Your aim is to recover the golden figurine, a family heirloom which has been stolen by the evil wizard Morthond. The game controls are left, right and jump, and these suffice to get you around the 57 rooms of the wizard's castle, picking up and using objects as you go.

The castle is populated by Morthond's mutant servants. Bumping into them will reduce your strength, as will collisions with spikes or water. Your strength can be replenished by eating the food scattered around. Nice for mice.

If you can keep up your strength you will have to cope with the problem-solving parts of the game. Without giving too much away, you will need to find something hot to melt the snowman that blocks your path, and don't try to use a boat while it has a leaky hull - mend it first. The trampoline will have a number of uses, but great care will be needed to do things in the correct order.

Experienced arcade adventurers will not find these puzzles too much to cope with - in fact they could be an ideal introduction for the novice. The skilful timing needed to prevent loss of strength presents much more of a problem, because your character has incredibly fast movement. This leads to the one major difficulty.

There are many places where one false move topples you into a pit from which there is no escape. Death comes quickly in these cases, and I would have lived a CITADEL-like routine which moves you to comparative safety. To get the "You have failed in your quest" message after a long session of adventuring is a bit too frustrating.

Despite that criticism, GOLDEN FIGURINE is addictive and fun to play. It is well worth getting for your Christmas stocking.

Rog Frost

## \*\*\* Second Opinion \*\*\* (Electron User)

Atlantis is well known for its budget titles, and among them are some real gems. This CITADEL/PALACE OF MAGIC clone could have been another, but just misses that accolade by being too difficult. The problem is that it's far too easy to get stuck in a deadly trap with no hope of getting out - just one slip and your goose is cooked. You then have to return to the beginning and start all over again.



If you like a challenge, have nerves of steel and lightning reactions then look out for this enjoyable, but frustrating, arcade adventure.

Janice Murray

Sound .....	8
Graphics .....	7
Playability .....	9
Value for money .....	10
Overall .....	9

ELECTRON USER 6. 4



# THE GREAT WALL

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author :  
Standalone Release(s) : 1984: THE GREAT WALL, Artic, £2.99  
Compilation Release(s) : 1986: MICROVALUE FOUR GAMES 2, Tynesoft, £3.99  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ARTIC COMPUTING, Main Street, Brandesburton, YORKSHIRE  
YO25 8RL. Tel: 0401 43553  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"As a Roman Army runner you have been ordered into training by your Commander. Your training could prove to be very hazardous, if not deadly!"*

In the days of old, army commanders required "runners" to keep in touch with their headquarters. You have been chosen to train for this dangerous occupation.

The training consists of running along the top of the great wall that divides two warring nations. Sounds easy? It's not. You will encounter many hazards and obstacles along the way. Some of the obstacles you will meet are: rocks, arrows, unpleasant guards and fast moving cannon balls. There are other hazards; these you will find out for yourself. Contact with any of the obstacles will result in the loss of one of your lives, remember you only have four, don't waste any,

Your performance is assessed by how quickly you manage to cross each section of wall, if you run out of time you will forfeit a life. There are eight levels to conquer, each level contains sixty four sections, a total of five hundred and twelve sections, not a task for the faint of heart.

At the end of your trial you can enter your name on the roll of honour if you're good enough, accompanied by a choice of four fanfares.

DEMONSTRATION MODE IS AUTOMATICALLY ENTERED AFTER A SHORT DELAY FROM THE 'KEYS-IN-USE' SCREEN; TO EXIT DEMO MODE, PRESS <ESCAPE>.

## Game Controls

< - Left, > - Right, <SHIFT> - Jump  
<COPY>/<DELETE> - Pause/Continue, O/S - Sound Off/On, <ESCAPE> - Abort Game

**Instructions' Source** : MICROVALUE FOUR GAMES 2 (Tynesoft) Back and Inner Inlay

**Review** : No Review Yet



# THE GREEDY DWARF

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author : Simon Ainsworth  
Standalone Release(s) : 1986: THE GREEDY DWARF, Goldstar, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : DORLING KINDERSLEY, 1-2 Henrietta Street, London WC2E 8PS  
Disc compatibility : Unknown

## Instructions

"GOLD..." - The rumour spreads through the town like ripples on a pond. Seldom is that word even uttered by mere citizens yet now King Ardanga is offering golden treasure and the title of Adventurer to anyone who dares venture into the catacombs to recover his stolen gems. Arfa, the outcast and greedy dwarf, has made off with three precious jewels from the King's hoard. The sentence of death is upon him but who will volunteer to carry it out?

As you delve deeper and deeper into the twisted tunnels under the King's castle in your search for the missing gems life will become almost as precious as the gold you hope to earn. Time, as always, is of the essence as your lamp slowly fades. Strange monsters guard the way forward and still the jewels elude you.

"Perhaps if you took just one back the King might release you from this task...on the other hand, he might chop your head off!" Only if you survive this mammoth quest intact and bring him the gems will you earn the title of Adventurer, and the promised gold.

Equipped with an unusually powerful command structure, this outstanding text adventure will require all your skills as a solver of riddles and logic puzzles.

"Only the bravest of the brave wear the King's gold: join them if you dare!"

## A Proclamation

I, King Ardanga the Indomitable, Lord of the Fiery Kingdoms and Master of the Ultimate Limits of the Universe, seek vengeance on the person of Arfa, my loathsome and greedy dwarf who has stolen three of the finest jewels from my castle in the northern realm. He that returns with my gems and evidence of Arfa's death shall be named "King's Adventurer" when the task is completed and shall be given gold without measure. But he who cannot fulfil his vow and fails the attempt will be rewarded with DEATH.

## The Adventurer's Tale

"Riches without measure and a King's Adventurer...". Your mind reels at the thought. By this one deed, all your troubles will be at an end - you'll be covered in gold and glory. You conjure up the audience chamber and the scene when you return to lay the jewels and Arfa's head at the King's feet - the shouts of acclaim, the heaped treasure, yourself by Ardanga's side. The vision proves too much and forebodings of the dangers ahead, the dwarf's reputed treacheries and fears of the unknown vanish like smoke. You take up King Ardanga's banner and launch yourself into the quest.

## Arfa The Greedy Dwarf

Your adversary is a cunning and fearsome opponent. He has hidden the jewels in separate chambers and ensured their protection through a variety of nasty and unpleasant devices. He has his weakness though...



...and it's in your interests to puzzle them out, if you want to survive.

### **King Ardanga's Castle**

In, around and under the castle, you must venture. If you knew what awaits you as you start your quest, even gold might not be reward enough! Shadow monsters, rats, spiders and a giant evil hound lurk among the chasms, mazes, booby-trapped chambers and confusing passages. Will there be oil enough for your lamp; will you be able to carry what you need; will you be able to complete your task?

### **Managing The Quest**

#### **Conversing With Your Computer**

To explore the world of "The Greedy Dwarf" all you need to do is to type simple sentences in plain English. Here are a few examples to give you an idea of the sort of instructions that your computer is capable of understanding:

```
RUN WEST QUICKLY
TAKE THE LAMP
EXAMINE THE SCROLL AND THE AMULET
CAREFULLY DROP THE FLASK OF LIQUID PLEASE
SHOUT HELP
```

Your computer has been provided with a vocabulary of over two hundred words, including:

```
VERBS:      FLING, MOVE, LOOK, EXAMINE;
ADVERBS:    QUICKLY, CAREFULLY, QUIETLY;
NOUNS:      DIAMOND, COBWEB, TREE, RUBY;
ADJECTIVES: YELLOW, ELVEN, PINK.
```

Despite the large size of the vocabulary, you may soon find yourself wanting to use a command containing words which the computer does not recognise. For example you might try:

```
REMOVE THE LANTERN
```

to which your computer will reply:

```
I don't know the word "remove".
```

Don't give up! A simple change in the phrasing of your command is usually all that is required to make yourself understood. In the example above, you would find that:

```
TAKE THE LANTERN
```

has the desired effect, as does

```
PICK UP THE LAMP
```

#### **Some Special Commands**

Here are five special commands which you will soon find useful when you begin your quest:

LOOK	Describes your current location
LIST or INVENTORY	Tells you which objects you are holding
SAVE	Creates a cassette file containing a record of the state of the game, so that at a later date you may resume the game where you are now
LOAD	Loads a game saved previously using the "Save" command
QUIT or STOP	Ends the adventure

The actions invoked by these commands all take place outside "game time" so for instance you can request an Inventory as many times as you like without losing any valuable time.

#### **Typing Aids**

Whilst running "The Greedy Dwarf" adventure you will discover that the keyboard auto-repeat has been disabled. It is re-enabled when the program is stopped. To save wear and tear on your fingers, the function keys have been defined as follows:

```
f0      LOOK <RETURN>
f1      INVENTORY <RETURN>
```



f2	SAVE <RETURN>
f3	LOAD <RETURN>
f4	TAKE THE
f5	DROP THE
f6	GO
f7	EXAMINE THE
f8	THANK YOU! <RETURN>
f9	QUIT <RETURN>

If your machine is fitted with a 1.0 or later version of the Operating System then the cursor editing keys will be temporarily disabled and redefined as follows:

CURSOR UP	NORTH <RETURN>
CURSOR RIGHT	EAST <RETURN>
CURSOR DOWN	SOUTH <RETURN>
CURSOR LEFT	WEST <RETURN>
COPY	<BEEP>

You can save yourself even more time by abbreviating words to just the first six letters, so for instance you can type CUPBOA instead of CUPBOARD. You may also omit punctuation and words such as "the", "a", "an" and so on. In addition, some of the most frequently used words can be abbreviated even further. A list of such words and their abbreviations is given below:

DOWN	D
EAST	E
INVENTORY	I, INV or INVENT
LOOK	L
NORTH	N
QUIT	Q
SOUTH	S
TAKE	T
UP	U
WEST	W

Finally, note that directions such as north-east, south-west, etc. should not be written in full. Instead you must abbreviate them to NE, SW and so on.

### **Preserving Your Character**

As the game is both very long and very complex, it is most unlikely that you will solve it in a single attempt, or even several dozen come to that! To prevent frustration at having to replay sections again and again there is a facility to store and recall your character's current position and status from tape.

To save the character type SAVE as a command (alternatively press f2). The computer will now request a filename of no more than seven letters. Type this in and press <RETURN>. If you are using a cassette system make sure you have a fresh tape in the cassette recorder. DO NOT USE THE PROGRAM TAPE!!! Instructions will be displayed on the screen just as for any normal SAVE or LOAD operation.

To load a saved character back into the memory simply enter LOAD as a command (or press f3) and then enter the filename when the computer requests the information. The character will now be loaded back into the game and all the necessary location and object information will be updated.

If you are new to adventuring it is worth saving your character at regular intervals. Although it uses a lot of tape it does help in solving the harder problems.

### **The Adventurer's Vocabulary**

As you will already have realised from the above the game possess a very large vocabulary, some 230 words in all. As well as containing standard nouns and verbs the list includes adverbs, adjectives and incidental connecting words. Many words are included as synonyms, TAKE and GET, for example, have the same meaning as far as



the game is concerned. Several examples from the vocabulary have been given already; whether they work or not is for you to discover!

As far as is possible every word used within the game to describe an object has been included: For example, an "elven long sword" could be acquired by taking the "elven sword" or the "long sword" or just the "sword".

It is worth bearing this in mind while playing the game as parts of the description of a location may well be more important than they first appear. Although it takes time to EXAMINE objects, and time is very strictly limited, you can learn a lot if you take the trouble.

### **Hints For Beginners**

Plenty of paper is necessary, or a supply of Goldstar Maze Masters, as building an accurate and comprehensive map is essential.

Dying is educational! Unlike many adventure games THE GREEDY DWARF is always informative about how you died. Solving the riddles is just part of the game.

Use logic. THE GREEDY DWARF is always logical except when you're stuck in a maze, so a clear head for direction is an absolute must.

Try it! If you can think of a command that sounds sensible, THE GREEDY DWARF will always try to give you a sensible answer.

### **Aids To Adventurers**

Goldstar offers a comprehensive range of material to help you in your quest. Maps, Maze Masters and Hint Sheets are all available for a small fee upon request to Dorling Kindersley Software, 1-2 Henrietta Street, London WC2E 8PS.

**Instructions' Source** : THE GREEDY DWARF (Goldstar) Back And Inner Inlay

### **Review (Electron User)**

The object in this text adventure is to aid King Ardanga, Indomitable Lord of the Fiery Kingdoms. Somehow, Arfa, the greedy dwarf, has stolen three jewels. What the noble king wants is his treasure returned and the evidence of Arfa's death.

You start at the top of a staircase leading down to the caverns where the dwarf is thought to live and the problems start at once. Some of there are very straightforward, but it won't be long before you're falling through trap-doors or having stalactites drop on you.

It's a well written adventure with a fast response time and great attention paid to creating atmosphere.

This starts with the booklet which comes with the program. It not only gives adventuring hints but also contains a proclamation from the King and details of your quest, the dwarf Arfa and the castle. The graphics in the booklet are excellent and this is a better place for them than in the game itself. The quality continues with the location descriptions which are varied and interesting.

The program knows around 230 words and these are not just verbs and nouns. There are also adverbs and adjectives. Commands such as "CRAWL EAST QUIETLY" are understood.

I have to confess I haven't found Arfa or any jewels, but it's a program I can't resist and I keep having another try. I'm certainly pleased that the load and save position facilities work smoothly and easily.

This is a program for the more experienced adventurer and it scores highly in my top ten adventures.

Rog Frost, ELECTRON USER 3. 2



# THE HUNT: SEARCH FOR SHAUNA

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure With Graphics  
Author : Ian Muriss  
Standalone Release(s) : 1987: THE HUNT: SEARCH FOR SHAUNA, Robico, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : ROBICO, 3 Fairland Close, Llantrisant, MID GLAMORGAN CF7 8QH  
Disc compatibility : Unknown

## Instructions

As the pilot of an intergalactic space craft, you have searched the galaxy for the kidnapper of your crew member Shauna. Your mission has led you to an enormous space station, devoted to scientific study and experimentation, where you have finally docked in berth 5820. Your space craft is battered and on the verge of collapse. Only the 'hull integrity system' is preventing loss of atmosphere and that, too, will fail in a few seconds' time!

You are on the last stages of the hunt. Your search for Shauna is almost over. All you must do now is escape to the space station, explore it and find Shauna, and return with her to the flight deck of your ship.

## Entering Commands

THE HUNT has a command line interpreter that allows sentences but not multiple statements. In other words, a command such as GIVE GUN TO LUGOBOT would be understood, but EXAMINE THE GUN THEN GO NORTH would not.

The usual adventure words may be used. For example INV gives an inventory or list of your possessions; LOOK describes your surroundings; EXAMINE takes a close look at an object; GET picks up an object and DROP leaves an object behind. GET and DROP may be used with an object name, for example GET GUN, or with the words ALL or EVERYTHING. GET on its own gets the first object in the room.

SAVE will store your position to your own blank cassette.

LOAD or RESTORE will load a previous position from your save-game cassette.

Press <CTRL> to see a picture of your location and then press the <SHIFT> key and return to the text.

OG (GO backwards!) or OOPS allow you to retrace one move.

BSAVE saves your position to a memory buffer.

BLOAD loads your position from the buffer.

QUIT restarts the game from the beginning.

The following directional commands are understood: NORTH (N), SOUTH (S), EAST (E), WEST (W), NORTHEAST (NE), NORTHWEST (NW), SOUTHEAST (SE) and SOUTHWEST (SW). UP and DOWN and IN and OUT may also prove useful in places.

## Characters

In your quest you will meet various characters including the Lugobot, the terse Servobot, the Aggro-droid and the Guardroid! A monkey and a dog should prove useful and if you are a particularly skilled adventurer you will meet the evil kidnapper and hopefully Shauna herself!

## Hints And Tips



Make a map! THE HUNT has many locations, each beautifully illustrated, and it is quite easy to become lost.

Every object has a use. Some have several uses.

There is no magic in THE HUNT, but in a science fiction adventure, who knows what might happen?!

### **Getting Started**

EAST, WEAR GYRO, WEST, WEST, GET SCRAP...HIRE TAXI...

**Instructions' Source** : THE HUNT (Robico) Inner Inlay

### **Review (Electron User) - "Lost In Space"**

A 59TH century space cruiser soaring into the unknown, boldly going where no adventure has gone before. The cover shot and introduction may seem familiar but THE HUNT ranks as something of a deviation and gamble for Robico.

Not only is it the company's first adventure which has not sprung from the hands of Rob O'Leary, but it is also Robico's first escapade in the field of graphic adventures.

It is, I believe, a gamble which has paid off. The puzzles are devious but logical, as you would expect from Robico, and the graphics are superb. I would go so far as to say that they are even superior to those in THE LOST CRYSTAL.

As pilot of an intergalactic space craft, you have searched the galaxy for a missing crew member, Shauna. Your mission has led you to an enormous space station where you have finally docked, your space craft battered and on the verge of collapse.

You begin your quest at the console of your ship with only sixty seconds to space exposure. As with all Robico adventures, the start is gripping and can be deadly if you don't equip yourself quickly.

No sooner do you escape from the confines of your ship than you have to face the rigours of intergalactic customs - I would suggest you check your itinerary before doing so. If you succeed, the adventure begins in earnest.

The superb advanced parser enables your Electron to seemingly understand almost any prompt you type in, as long as it has something to do with the game.

My one and only criticism of THE HUNT is that I feel the location descriptions lack a little of the atmosphere of the Robico text-only adventures.

However, the descriptions created in each location are layered to give just enough clues to help with the problem solving. Your search will be difficult, but not impossible: And the conclusion is rewarding.

If for some strange reason you don't like graphic games, the simple command GROFF will let you play the game in text-only format.

I understand this is just the first of many alliances that Robico has made with out-of-house authors. If this is evidence of the calibre of adventures to follow, then you had better start saving your pennies fast.

This is without doubt the best graphic adventure I have seen for the Electron and is an essential purchase for any discerning adventurer.

Presentation .....	10
Atmosphere .....	9
Frustration factor .....	10
Value for money .....	10
Overall .....	10



Pendragon, ELECTRON USER 5. 3 (Dec 1987)



# THE KET TRILOGY

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventures  
Author : Graham Thorpe and R. A. McCormack  
Standalone Release(s) : 1985: THE KET TRILOGY, Incentive, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : INCENTIVE, 54 London Street, READING RG1 4SQ  
Disc compatibility : Unknown

## Instructions

*"MOUNTAINS of KET, TEMPLE of VRAN, THE FINAL MISSION.*

*The Story so far...*

*The Lords of Ket rule a strife-torn land where magic and mayhem are commonplace. Raiders from the east sweep in and devastate the countryside, spurred by the villainous Priest-King, Vran Verusbel, archmage of the cult of mad monks and by the beautiful, though utterly evil, Priestess Delphia.*

*Unjustly condemned for a murder you did not commit, you have been offered the chance of escaping the hangman's noose by undertaking a perilous quest. Naturally you accept, but to ensure your loyalty to the cause, the Lords have placed a magic assassin bug on your neck, ordered to sink his poisonous fangs into you at the slightest sign of cowardice.*

*Poised at the brink of the unknown brink of the unknown village, you stand alone with the daunting mission before you... With just a handful of coins, your trusty sword and the will to succeed...*

*Your task is to travel beyond the mountains and then underground via Vran's Temple to the ultimate confrontation with Vran himself, penetrating his inner sanctum, beyond the Guardians of the Gates...*

*Each part of THE KET TRILOGY is a colossal adventure in itself which can be played independently of the other two."*

## THE KET TRILOGY

The lands of Ket have long been split into feuding groups and have never known peace. Recently though, particularly vicious attacks have come from beyond a range of mountains in the east - these are known as the **Mountains of Ket**. To put a stop to these attacks, the Lords of Ket have joined together and called for you. You are told that the force behind the raids comes from two people: Priest/King Vran Verusbel, leader of the cult of Mad Monks, and their High Priestess, Delphia; the most beautiful woman in existence. They base their attacks from an evil place, the **Temple of Vran**. It is thought by the Lords that the death of both Vran and Delphia would cause the raids to stop. This then is your ultimate task, but beware as both are cunning and devious.

## About You

Just two weeks ago you were framed with a murder and sentenced to a grisly death. On the eve of your execution you were given a Do or Die choice and you chose to Do!

To ensure your continued loyalty when you are on the mission, a magic assassin bug named Edgar was placed on your neck. His orders are to sink his poisoned fangs into you at the slightest sign of you doing a bunk.



Edgar will provide a run down on all you meet and may be able to give you help in certain instances.

### **Part 1. Mountains of Ket**

Your mission in this adventure is to reach the far side of the mountains alive! To do this you must first locate the secret entrance at the base of the Mountains of Ket. This, you are told, lies within a short horse ride east of the small village. Your task then is to successfully negotiate a route through the strange and mystic mountains. Beware - Many who have entered the Mountains in the past have never been seen again!

### **Part 2. Temple of Vran**

Exhausted, you have just reached the far side of the **Mountains of Ket**. During your travels, you were able to secure four magical items, a scimitar, a ring, a suit of armour and a wand. To pass the final guardian, a huge Zombie, you have to have all of these items, you were then able to make your way down a flight of stairs. Just as you thought you had made it, the Zombie grabbed back at the wand. As you ran down the stairs towards a glint of daylight the Zombie rolled a huge boulder into the tunnel behind you. You are now forced to go on...

Your mission in this part of the Trilogy is to reach the Temple and once there to put an end to all of its evil occupants. You are told that the Temple is somewhere to the east, although it may not be on a direct route. Many of the items you find on your travels will assist you in your task. Try not to waste any as you may need them.

It has been rumoured by the people of Ket that the Goddess of Love, Aphrodite, also hates Delphia because Delphia is so beautiful. Aphrodite may be able to help you kill Delphia - if you can find her!

### **Part 3. The Final Mission**

Exhausted, you made your way through the **Mountains of Ket** and finally located and entered the **Temple of Vran**. Once inside you cunningly brought about Delphia's demise. Using her magic sceptre you found the secret entrance and a flight of stairs leading to the lower Temple. As you descended the stairs you were enshrouded in gloom and the air thickened. You recall a blow to the head. Hours later you awaken...stunned...

This is the concluding part of THE KET TRILOGY and herein lies death or glory. You now face the evil Vran Verusbel himself in his inner sanctum which is located beyond the five enigmatic Gate Guardians.

Not only must you defeat him but you must also ensure your own route to freedom.

## **How To Use The Adventures**

### **Word Entry**

When entering commands please use a VERB NOUN combination. You will be told if your command is not understood or you try to do something impossible. Listed below are examples of a few possibilities...

GET SWORD	EXAMINE LAMP	BUY LAMP
GO NORTH	DROP SWORD	STAND ON CHAIR
COUNT COINS	SAY HELLO	THROW AXE
CLIMB DOWN		

### **Special Commands...**

<b>INVENTORY</b>	List the objects that you may have with you
<b>HELP</b>	May be useful (May not!)
<b>LOOK</b>	Re-describes your present location
<b>SAVE/LOAD</b>	See SAVING & LOADING section later on
<b>QUIT</b>	Ends the game and lets you begin again



Most commands can be abbreviated. i.e. INVE is the same as INVENTORY. The most useful of these being the movement commands: NORTH, SOUTH, EAST, WEST, UP and DOWN abbreviated to N, S, E, W, U and D.

### **Your Statistics**

These are a measure of your current condition. They are put into three categories: PROWESS, ENERGY and LUCK. These abilities are used in Combat.

### **COMBAT**

To enter into combat you must have a weapon. If for some reason you get into a fight then a special combat screen will be displayed. This will show your abilities and (Thanks to Edgar) those of your foe. Combat is split into a number of rounds ending when one of you snuffs it or you chicken out! Each round your prowess and that of your opponent is compared. The higher of the two has a greater chance of hitting his opponent, but even if your Prowess is lower you may still be able to hit!

When you hit your opponent his energy will decrease, when he has none left he will die. The same applies to you! If you are hit then you get a chance to dodge - this is where your luck comes into play. The more you have the more chance you have of dodging.

### **COMBAT (Temple of Vran only)**

If you engage in combat whilst playing the Temple of Vran you will need to prepare a weapon, e.g.:

PREPARE SWORD (<RETURN>)

N.B. This only applies to the Temple of Vran.

### **Saving And Loading**

At some stage during play you may wish to SAVE your present position in the game for continuing at a later date. To do this, enter SAVE, try in a filename and start the tape recording. Press a key and the game will then be saved.

To LOAD a previously saved position, LOAD the main program: Type LOAD and press <RETURN>, then play your data tape. When loading is complete you can then continue from the saved position.

### **Helpful Hints**

It will be very useful to draw a map of the area as you proceed.

Edgar says, "Don't just kill everything!"

Once inside the Mountain - Leave valuables in a safe place for a massive score?

Don't leave anything useful in a different time zone - you may not be able to return!

On your travels you will find many curious items. These may be worn, help you in combat, assist in solving a problem or be of no use whatsoever!

Beware of One Way Doors!

The Arrows are red: Z=1, A=26, etc.

### **100%**

On completing 100% of each adventure, part of a message will be revealed!?!

**Instructions' Source** : THE KET TRILOGY (Incentive) Back Inlay & Instruction Leaflet

### **Review (Electron User) - "Boring Battling"**

This package contains Mountains of Ket, Temple of Vran and The Final Mission - which form the classic and colossal KET TRILOGY. Often when a piece of software



is given enough sales hype to sell sand to the Saudis you becomes a bit sceptical about the quality of the game.

The adventure is hardly colossal. The Mountains of Ket only has about 66 locations, and the complete trilogy has no more rooms than an average Epic or Robico release. But to its credit, it covers three tightly linked Sphinx/Ring of Time type adventures which contain some excellent chaining puzzles and devious passwords. Unfortunately things begin to break down in the dungeons and dragons style combats which seem to occur at every sixth location.

These combats are supposedly based on the prowess, energy and luck factors of you and your foes, yet are nothing more than a rather tedious series of random number generations.

Conflict can be avoided in some cases by trading wares or, in the case of the Ogre, by a spot of illicit gambling. However, your whole progress can be ruined by unaccounted probability.

The room descriptions are sparse and little atmosphere is created. When any does exist, it is destroyed by silly interjections such as when the password to a secret door in mint condition is Polo. That type of humour might be at home in TERRORMOLINOS but is out of place here.

The whole approach seems rather dated, with the parser and text compression being extremely limited.

It is a shame that the memory taken up by the combats and fancy screen display couldn't be better utilised by creating more locations.

I'm not too keen on this adventure, as there are better examples.

Presentation .....	8
Atmosphere .....	3
Frustration Factor .....	7
Value for money .....	3
Overall .....	5

Pendragon, ELECTRON USER 4.11



# THE HACKER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Platform Game  
Authors : Timothy J. Wilkinson & John R. Day  
Standalone Release(s) : 1985: THE HACKER, Firebird, £2.99  
1987: THE HACKER, Firebird, £1.99 (BBC Side A/Elk Side B)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : FIREBIRD, Wellington House, Upper St. Martin's Lane, LONDON  
WC2H 9DL  
Disc compatibility : Incompatible. Customised Loading Sequences

## Instructions

*"The Hacker is the ultimate technological voyager, capable of travelling from terminal to mainframe via the telephone network. There are 12 treacherous stages to overcome before The Hacker reaches the access code at the heart of the system. Grit your teeth and hold on to your floppies!"*

Intent on gaining access to the central computer games library, Hank has developed The Hacker - a controllable sprite capable of travelling through microscopic circuits. The Hacker must pass through Hank's terminal and modem, into the telephone network and out through a second modem, access the mainframe, its buffer and data bus, enter the CPU and reach the main file store. At each stage of the journey, The Hacker appears at the bottom right of the screen and must overcome the obstacles in his path to reach the top left corner. Five white floppy discs appear in each screen and must be collected before moving on. The Hacker has only limited time before his power expires - any power remaining after the completion of a screen is added to your score.

There are 12 stages in this game, each of which can be practised independently by typing HELP when the High Score Table is displayed.

## Control Keys

You can control The Hacker with the following keys:

Z - Left, X - Right, RETURN - Jump, H - Halt, C - Continue

**Instructions' Source** : THE HACKER (Firebird) Inner Inlay

## Review (Electron User)

This hacker really has little to do with hacking. However it makes an interesting and topical story line for the game. It's actually a Manic Miner-type levels game. There are twelve screens and many different puzzles and obstacles to overcome. Your objective is to gain access to the central computer games' library.

You are cast in the role of a small man who is able to pass through electrical circuits. It's here that the action takes place. You must pass through your modem into the telephone network. Then it's out of the mainframe's modem, into its buffer, down its data bus and into the central processing unit. Then you can access the files.

On each screen are five floppy discs to collect and a time limit in which to do it. The time remaining when you've completed the screen is added to your score.

Any screen can be practised without having to start at the beginning and go through each one. This is a useful feature which I wish more games had.



The graphics are quite nice but the movement of the characters is fairly slow and they aren't very smooth. This spoils the game somewhat. I should imagine it's much better on the BBC Micro with that little bit extra speed.

However having said that, Firebird software tends to be cheaper than most, so taking that into account it's a reasonable game.

Roland Waddilove, ELECTRON USER 3. 4

### **Review (Electron User) - "Cheap, But Not Cheerful"**

Quite a lot of budget software has been released recently, some of which compares favourably with games costing up to three times as much. Unfortunately, some only serves to give other budget software titles a bad name and in my opinion this game falls into this category.

It is of the platform and ladders genre, having 12 separate screens. A new one appears only when the previous one has been completed, though there is a practice mode which lets you access any screen.

Controls and movement are limited to left, right and jump. Progress is timed, but there is a pause facility enabling you to stop and plan your route. Unfortunately, I found that the movements of THE HACKER were rather jerky and key response wasn't all I would wish.

The theme is that THE HACKER has to pass through a terminal and modem into the telephone network. Then it's on into a central computer mainframe through a second modem (this is probably why screens B and F are identical and both titled "Do it the Modem Way").

Any similarity to a real hacker breaking into a real mainframe exists only in the screen titles, with names like On The Data Buses which at least gave me a chuckle, and Terminally Yours, which just about reflected how I felt when playing the game.

The sprites are well drawn, being fairly good representations of ROM chips, discs, cassettes and the like, but the remainder of the graphics are rather basic and the backgrounds plain.

Sound was virtually non-existent being limited to one monotonous tone as the character walks. There are different tones as he falls or dies on landing.

The screens are difficult to complete, but I wouldn't describe them as challenging as there doesn't seem to be any incentive to keep trying.

THE HACKER originally appeared about three years ago when software was difficult to find and arcade addicts a bit less demanding. Software houses would do well to remember that standards have improved and games of this quality can be found as simple magazine listings. My overall verdict: Dull and uninspiring.

Sound .....	1
Graphics .....	3
Playability .....	2
Value for money .....	2
Overall .....	2

Beejay, ELECTRON USER 4.10



# THE JOFFE PLAN

***Professional, Originally Released On Cassette Only***

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Instructions' Source : 3

## **Review (Electron User - Double Review Of THE JOFFE PLAN and WATCH YOUR WEIGHT)**

### **- "If You've Got A Weighty Problem On Your Mind..."**

When the Editor sent me these two packages, I thought he was trying to tell me something. Well, I've news for him - it's not me that's overweight! These two programs contrast greatly in their approach to the problems of weight-control. Acornsoft's WATCH YOUR WEIGHT is based upon creating a strict diet by accurately measuring calorie intake. Mirrorsoft's THE JOFFE PLAN, in contrast, emphasises the importance of exercise and changes to diet. Both pieces of software are well-constructed packages, accompanied by comprehensive manuals.

WATCH YOUR WEIGHT begins by presenting a graphical display of your weight and height that shows whether you are obese, very overweight, over-weight, desirable or below desirable. The same graph is used for men as women. Although a woman is likely to have a lighter body frame than a man, it is natural for her to have more body-fat without increasing the risk of weight-related diseases. This part of the program is not designed for youngsters under sixteen.

Some people may find themselves below the desirable weight range. The package gives useful advice even to the extent of helping you to put on weight.

For those within the desirable range, physical effort rather than calorie control is recommended, though no details of suitable exercises are discussed in this program.

Those people that fall into the very-overweight and obese ranges are advised not to use the program but to consult their own doctor.

Once the program has helped you decide whether you need to lose weight, and if so how much, it then helps you calculate the number of calories you should have each day. The computer estimates this from your weight, age and sex and the degree of physical activity in your life. The program then asks you if you want to start a diet.

Once you know roughly how many calories you need daily, it can estimate how long you will have to diet to lose the required amount. If you cut your estimated daily requirement down by 1000 calories a day for a week you should lose about two pounds of body-fat. That's about the optimum weight-loss for good dieting.

You've a choice in how quickly you want to lose weight, but the program is structured so that a dangerous diet is not recommended. It's at this stage that a recording of all your personal details and proposed diet is made on a blank cassette. You need to load this data back into the computer each time you monitor your changes in weight.

It is characteristic of both packages that a cassette is used to keep a record of your details and progress. The manuals associated with each package also give a lot of very useful advice on diet and the best types of food to eat.

A major aspect of the Acorn program is the Calorie Calculator. This makes it easier for you to count calories, fibre and fat. Not only will it tell you what a certain food contains, but it also calculates a running total of everything you eat. This helps you work out exactly how much you've consumed during the day, and tells you how many calories you have left.

The program contains a large database of foods called up as you enter your daily diet. At first you have to weigh exactly everything that you eat, but we are assured



that with practice it is possible to guess the approximate amount, the computer automatically calculates the number of calories and then totals the values. The computer also says whether you are eating too much fat or not enough fibre.

Another section of the program helps you to devise meals to meet your dietary needs. For example, if you have only 400 calorie left to eat but you are low on fibre, you can look up 400 calorie meals and select one with a relatively high fibre content.

The Monitoring Your Diet section uses the cassette recorded previously to show you how much progress you're making. It updates the details and enables you to make a new copy. It's suggested that this is not done more frequently than once a week.

The micro draws a graph to show your starting weight, your expected weight loss each week and the predicted duration of the diet to reach your goal weight. The graph also shows how well you're doing.

If you're successful in achieving your target the manual gives you advice on maintaining that weight-loss. On the other hand, if you fail to lose weight then it is suggested that you take the User Guide and a record of your last data cassette to your doctor. I cannot imagine the reaction of my doctor as I present him with my computer and data cassette...

We'll now turn to the JOFFE PLAN. Program One has two parts that are designed to set up your Personal Weight Control Plan. The first major input relates to your desires - how much weight you want to lose and how quickly you want to lose it.

The program won't allow you to enter figures that could be dangerous to your health, nor will it create a plan that would take more than six months to complete. You'll be asked to set a new and easier goal.

The second part of the program contains a series of brief questionnaires which inquire upon your personal eating habits. Nearly all the questions are multiple choice. The answers to the questionnaire are used by the micro to generate a series of penalties. These penalties are imposed upon you if you're not reaching the targets you've set yourself in the first section.

The questions include:

- Do you have a breakfast every day?
- Do you eat with other people?
- Do you work while eating your lunch?
- Do you eat sitting down?

The computer then responds with two recommendations. Mine were:

- Eat a proper breakfast and stop work for lunch

Try telling my boss that!

The Electron then goes on to question your more personal habits:

- Do you take larger-than-average helpings?
- Do you eat the leftovers?
- Do you eat faster than most people?

From these the micro makes a list of changes and asks which you would be prepared to carry out. Finally the questionnaire deals with your relationship with the fattening foods. It asks you to identify those that you treasure the most.

With all the information gathered together, the program makes three proposals. The first is that you should take some mild but specific action towards losing weight. It then puts forward some Amber Zone penalties. If you begin to fall behind in progress then you will be asked to carry them out.



If you fall further behind and enter the Red Zone, then further penalties are enforced. In order to avoid these penalties it's possible to earn credits through taking extra physical activity.

The basis of THE JOFFE PLAN is to reduce your weight and increase your fitness by moderately changing your exercise and eating habits. Your individual plan is based upon what you eat now and how much you exercise now.

It doesn't presume you have a degree of fitness already, nor does it prevent a very fit person following the plan. You may be an over-eater or an under-eater. The program sets goals that are relevant to your individual situation.

The information the micro gains and the targets it has set you are then stored on a blank data cassette. Once this has been made, Program One is not used again - unless you wish to set up a new weight-control course.

Program Two checks your progress. It begins with a short menu asking you to "1. Report in, 2. Check progress, and 3. Check fitness." By choosing Option 1, you automatically check your progress and fitness; after entering your present weight, the micro asks you to take the fitness test.

You measure your pulse rate using the computer and carry out some physical exercise that makes you out of breath. Once breathing hard, you sit quietly in front of the computer for two minutes before taking your pulse again. The difference in the two readings is a measure of your fitness.

Another program is now loaded. It displays a graph of your progress, reminds you of the steps you are taking to lose weight, tells you how many days you have left to reach your target, and gives other useful advice. You are given an opportunity to tell the computer if you have done any extra exercise. This in turn will give you credits which are used to offset any penalties you have received because you're not losing weight fast enough. Finally, a new copy of your data cassette is made.

In comparing the two programs there are three major observations I think are important.

Firstly, the Acornsoft program is recommended for use once a week and no more frequently. THE JOFFE PLAN is best used every day or every other day.

Secondly, the Acornsoft system is contained within a single program. THE JOFFE PLAN has many programs that need to be loaded. Within Program Two a second file has to be loaded for Option 2.

Finally, the Acornsoft system considers only diet. It treats food in a very clinical manner, counting every calorie, balancing numbers and using weight-loss as the only measure of success. THE JOFFE PLAN uses your fitness as well as your weight as an indication of progress. It's not necessary to strictly measure the quantities of food you eat. You simply remember a few limitations that the micro imposes upon your eating habits.

I personally prefer THE JOFFE PLAN but my wife is in favour of WATCH YOUR WEIGHT. Both are worthwhile packages - it's a matter of personal choice which you buy. Certainly, I wouldn't lose weight worrying about it...

John Woollard, ELECTRON USER 3. 1



# THE LARSOFT COLLECTION

*Public Domain, Originally Released On ADFS 1D00 Disc*

Game Types : Text Adventures  
Standalone Release(s) : 2002: THE LARSOFT COLLECTION, Larsoft, PD  
Compilation Comprises : 1. THE PROPHECY, Geoff Larsen  
2. RETURN OF THE WARRIOR, Geoff Larsen  
3. WYCHWOOD, Geoff Larsen  
4. THE NINE DANCERS, Geoff Larsen  
5. THE PUPPET-MAN, Geoff Larsen  
6. HEX, Geoff Larsen  
Stated compatibility : Electron, BBC B, B+ and Master 128  
Actual compatibility : As stated  
Supplier : Available from [www.8bs.com](http://www.8bs.com) and [www.stairwaytohell.com](http://www.stairwaytohell.com)  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

Review : No Review Yet



# THE LAST DAYS OF DOOM

*Professional, Originally Released On DFS 1900 Disc*

Game Type : Text Adventure; Disc-based  
Authors : Peter Killworth and Jon Thackray  
Standalone Release(s) : None  
Compilation Release(s) : 1990: LAST DAYS and HEZARIN Double-Pack, Topologika, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TOPOLOGIKA, 1 South Harbour, Harbour Village, Penryn,  
CORNWALL TR10 8LR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*The planet Doomawangara (Doom for short) appears to be dying...and only you can save it!*

*On this, your third - and last - visit to Doom, you'll question your system of ethics, discover the purpose of the artefacts, and why volacons can exist so close to glaciers. But to save the planet, you may have to be prepared to make the supreme sacrifice...*

*Accompanied by your trusty robot dog, who's as much of a nuisance and a help as before, you'll have to deal with squashed spaceships, renegade robots (still around after RETURN TO DOOM), a ruined city, slow beings, time travel...in fact a whole host of original Killworth puzzles. The last third of the game is on a truly cosmic scale - after winning, you'll never be the same again!*

Thank you for buying LAST DAYS OF DOOM. Over 150K of text and around 218 'rooms' await you! We hope you find the adventure at least as challenging as COUNTDOWN and RETURN TO DOOM.

Accompanied by your trusty robot dog (who's as much of a nuisance and a help as before) you'll have to deal with squashed spaceships, renegade robots, slow beings, a ruined city - in fact a host of original Killworth puzzles - in your quest to save Doom. Yes, in this final instalment of the Doom Trilogy, the awful planet is doomed, and your mission is to save it! You may well have to make the ultimate sacrifice (one that the game's automatic built in 'oops' facility won't be able to help with)! As well as the ROBOT DOG CONSTRUCTION KIT (Have fun building it/her/him!) you'll find an envelope containing a list of clues. If you're stuck, look up the word that sums up the help you need, and note down the clue number. Type HELP <RETURN> followed by that number, and our famous on-line Help facility will be at your service. It's structured in stages; you'll initially get a partial clue, then a more detailed one, and so on. You'll be given due warning if the entire puzzle is about to be revealed to you!

## Screen Display

The top line contains a short description of where you are. No score is displayed since scoring is not relevant to this game. The bottom section displays your current location in detail, together with your inputs and the game's responses.

## Specimen Commands

GO NORTH, THEN EAT THE EGG, E, SW, IN

GET ALL BUT THE ICE AND GUM

GET - takes the first relevant object

DROP - similar

TAKE THE WIDGET AND SPANNER, WAIT

SAY HELLO, AND LEAVE

HELLO - equivalent to saying it



**INVENTORY** - lists your current possessions  
**LOOK** - gives a full description of where you are  
**BRIEF** - makes program give short descriptions of where you are  
**NORMAL** - makes program give full descriptions the first time you arrive at a new place, with shorter descriptions thereafter  
**VERBOSE** - makes program always give the full description of where you are  
**SAVE** - stores your current position on disk (don't save on the game disk)  
**RESTORE** - brings back the saved game  
**RESTART** - begins at the beginning  
**QUIT** or **STOP**

Most commands can be shortened to a few letters, e.g. D means DOWN. If in doubt (i) type word in full and (ii) try just the verb by itself - you'll be prompted if the game wants to know more. Adverbs and adjectives are not used.

### The puzzles

You may be puzzled why this command is of limited use. The game is conceived in such a way that in solving the puzzles you are not involved in merely happening to discover things about the objects. It is only by manipulating them (where possible) or combing them in some way that the relevant features are revealed. (Some locations, however, do contain hidden depths.)

### Dog Handling

The dog acquired in RETURN TO DOOM is here to assist you. He responds to HEEL, STAY, FETCH (Useful for getting tricky objects) and may come if you WHISTLE!

### On-Line Help

**ARTEFACT.** I can't avoid going to the artefact. Hint 76.  
**AXE.** Should I take the axe? Hint 92.  
**BLOBS.** I die if I touch the blobs. Hint 34. I've no idea what to do with the two blobs. Hint 44.  
**BRIDGE.** I die crossing the bridge. Hint 24.  
**BUSH.** The bush blocks my exit in the laboratory. Hint 65.  
**CABINET.** I die if I open the cabinet. Hint 73.  
**CACTUS.** The cactus vlocks my way. Hint 6.  
**CARGO HOLD.** I get trapped in the cargo hold. Hint 2.  
**CAGED CREATURE.** I can't see how to help the caged creature. Hint 33.  
**CAVEMEN.** How do I avoid getting killed by the caveman? Hint 94.  
**CAVERNS.** I don't see how I can move very far in the sandstone caverns. Hint 81. I can't get at the dog in the sandstone caverns. Hint 82.  
**CHLORINE.** I can't enter the chlorine environment. Hint 30. I lose things in the chlorine environment. Hint 66. I can't find anything in the chlorine environment. Hint 74.  
**CITY.** I can't get into the city. Hint 25.  
**COMPUTER.** I don't see what the sign on the computer means. Hint 29.  
**CONTROL ROOM.** I get trapped in the control room. Hint 1.  
**CRACK.** I die when I fall into the crack. Hint 69.  
**CREATURE.** I die when I touch the creature on the operating table. Hint 43.  
**CREW.** I can escape from the ship, but my crew dies. Hint 3.  
**DEATH.** I die without warning underground. Hint 20.  
**DECAPODS.** I can't get past the decapods. Hint 60.  
**DOG.** I don't know how to save the dog. Hint 7. I can't get the dog to follow me. Hint 8. The dog dies fighting the sabreboog. Hint 17.  
**DROFFID.** The droffid blocks my way. Hint 68.  
**DURANGO BROTHERS.** I get killed by the Durango brothers. Hint 99.  
**FACTORY.** How do I get through the door at the factory entrance? Hint 39.  
**FLAMES.** I don't know how to get through the flames. Hint 53.  
**FLUTE.** How do I play the flute? Hint 70.  
**FOOD.** I can't get the food out of the lair. Hint 23.  
**FUMAROLE.** I can't get the object under the fumarole. Hint 13. I think I did the right thing at the fumaroles, but I couldn't get the object. Hint 14.



**GATEWAY.** I can't get past the north or east gateways. Hint 71. I can't get through the gateway. Hint 87.

**GEL.** I die when too much gel falls on me. Hint 50. What's the point of the gel? Hint 52.

**GLOBULE.** I die when I drop the globule. Hint 15.

**GLOVES.** How can I get at the gloves? Hint 47.

**GROBBLER.** I can't get past the grobbler. Hint 90. I die just beyond the grobbler - what did I do wrong? Hint 91.

**HAWSER.** I don't see what to do with the hawser. Hint 85.

**HOLE.** I can't enter the hole into the cave. Hint 12.

**HUNGER.** I get hungry and die. Hint 83.

**ISLAND.** I can't get to the island. Hint 84.

**JUMPING.** I die if I jump or go down a steep drop. Hint 4.

**LADDER.** The ladder crumbles when I touch it. Hint 5. I die when I climb the ladder. Hint 55.

**LANDING.** Where should I land? Hint 93.

**LAVA.** I get trapped by lava on the volcano. Hint 22. I get trapped by lava around the city. Hint 26.

**LEARNING.** I die if I learn more than two subjects. Hint 35. Which two subjects should I learn? Hint 36.

**LEVER.** What does the lever do inside the factory? Hint 46.

**MACHINERY.** What does the machinery do? Hint 48. I can start the machinery, but it seems too easy! Hint 49.

**MAGNETON.** When I pick up the magneton, it jumps onto one of my objects. Hint 37. When I enter an area carrying the magneton, a metal object on the floor jumps up to it. Hint 38.

**MARSHAL.** Should I attack the marshal? Hint 98. The marshal gets killed by the Durango brothers. Hint 100.

**NOTHING.** I die if I see the nothing twice south of the road. Hint 27.

**OPERATION.** I don't know how to perform operations. Hint 32. I don't have the equipment to do the operation. Hint 51.

**PARADOX.** Why do I get told there is a paradox? Hint 63.

**PHASER.** I lose the phaser when I go through the portal. Hint 41.

**PILL.** I can't get the pill and still get out of the solid environment. Hint 42. What should I do with the pill? Hint 72.

**POINTER.** I die when the pointer breaks. Hint 56.

**QUESTIONS.** How should I answer the N\*O\*T\*H\*I\*N\*G's questions? Hint 101.

**RAT.** I can't help the rat in the smithy. Hint 59.

**REVOLVER.** Should I take the revolver? Hint 96.

**ROBOTS.** I keep getting blown up by the robots. Hint 11. I walk into robots after I leave the sill. Hint 58. I lose some objects when I deal with the flying robots. Hint 21. I get shot by the robots SW of the gallery. Hint 62. The robots kill me when I enter the arteface. Hint 77.

**ROCK.** I can't pick up the rock. Hint 18. I can't get the rock where I want it. Hint 19.

**ROCK BARRAGE.** I can't get through the rock barrage. Hint 89.

**ROD.** I can't get the rod in time to do anything. Hint 6.

**SABREBOOG.** I can't leave the sabreboog. Hint 16. The dog dies fighting the sabreboog. Hint 17.

**SCREE.** I can't get down the scree in the artefact. Hint 78. I get thirst and die at the bottom of the scree. Hint 79. I lose the dog down the scree. Hint 80.

**SIGN.** I don't see what the sign on the computer means. Hint 29. I can't read the sign at the gateway. Hint 86.

**SILICA.** I don't know what to do with the silica creature. Hint 28. I didn't understand the message from the silica creature. Hint 45.

**SILL.** I can't get off the sill. Hint 57. I walk into robots after I leave the sill. Hint 58.

**SMITHY.** I can't leave south from the smithy. Hint 54. I can't leave NW from the smithy. Hint 61.

**SOLID.** I can't see how to get into solid environment. Hint 31. I don't know how to move inside the solid environment. Hint 40.



**SPHERE.** I can't pick up the sphere. Hint 9.

**TEST.** What are the answers to the 'test'? Hint 95.

**TIME TRIP.** I don't know what to do on the time trip. Hint 64.

**USE OF AN OBJECT.** To find out the use of an object, usually one you can carry, use Hint 102.

**VOLCANO.** There are two ways onto the volcano. Does it matter which one I use? Hint 10.

**WESTERN.** What should I do in the western? Hint 97.

**WOUNDS.** I get wounded. Hint 75.

**ZANGA.** I don't know how to pass the zanga demon holograms. Hint 88.

**Instructions' Source** : LAST DAYS OF DOOM (Topologika) Help Booklet

**Reviews** : No Review Yet



# THE LAST NINJA

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure  
Author : Peter Scott  
Standalone Release(s) : 1987: THE LAST NINJA, Superior/Acornsoft, £9.95  
1990: THE LAST NINJA, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1990: PLAY IT AGAIN SAM 12, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The secrets of the Ninjitsu way had been jealously guarded for centuries, only once every decade were the scrolls seen at the ritual of the White Ninja.*

*None coveted these secrets more than the evil Shogun. Seizing the opportunity of the ritual he sprang a fiendish trap that destroyed the brotherhood, except for one...You, The Last Ninja.*

*Your sworn oath is to recover the scrolls, you travel to the mystical lands of the Shogun. Already his guards are mastering the ways of the Ninjitsu.*

*To reach the Shogun's Palace you must use all your weapon craft and fighting skills as you travel through dangerous wastelands, magnificent gardens then descend into the direst dungeons before the final confrontation . . . You cannot fail. You are The Last Ninja."*

## Scenario

After two hundred years of Fujiwara Clan rule, whose lifestyle was the most extravagant of any Shogunate, the farmers and common men decided to leave their homes and travel to the Togakure mountains where they established the Ninjutsu, The Mystic Shadow Warriors.

Four centuries later the Ninjutsu had become the most feared warriors of their day, feared by even the most powerful Samurai. Their mastery of weapon-craft and mind-control, from the years of arduous training that forged mind and body into a death-dealing machine, ensured swift and complete victory over their enemies.

Kunitoki, the evil Shogun of the Ashikaga Clan, had long envied the powers of the Ninja brotherhood and would do anything to acquire their knowledge. To this end he has sworn an oath to their total destruction.

Once every decade all Ninjutsu must travel to the Island of Lin Fen where they pay homage to the shrine of the White Ninja and receive further teaching from the Koga Scrolls.

Seizing the opportunity Kunitoki summoned forth all the spirits from the depths of the Nether World and flung their full force against the amassed Ninjutsu. None escaped the wrath of Kunitoki.

Nothing stood in the way of the Shogun achieving his ultimate goal, the knowledge of the Ninja.

He set sail for the island of Lin Fen with an elite force of his Palace Guards and Samurai Officers to begin the arduous training of his troops and thereby creating a new era of Ninja under his control.



Unknown to Kunitoki, Armakuni, the last Ninja, had escaped his wrath. When all his brethren had left for the pilgrimage he had been ordered to stay and guard the Bunkinkan Shrine. This tradition had existed since the dawn of the Ninja as a safeguard should any natural disaster befall the brotherhood when it amassed at Lin Fen.

Armakuni was not pleased he had been left alone for he was to be granted the next level of honour at the reading of the Scrolls; now he would have to wait.

Word soon reached Armakuni of the unnatural disaster that had slain his brothers and gathering all his courage he swore to wreak a terrible and bloody revenge on the Shogun and all his followers.

The island of Lin Fen is a natural fortress with unassailable cliffs surrounding its coast. Having visited the island when he was a young acolyte, he knew the secret passage that would lead him to the Palace of Lin Fen.

Armakuni's confidence was short lived as he discovered the pathways were not as he remembered them; what unforeseen hazards lay in wait for him?

### **Locations On Fen Island**

1. WILDERNESS Many weapons and objects were left scattered around this level.
2. WASTELANDS Dominated by the Lin Fen mountain range
3. PALACE GARDENS Hazardous with many ferocious guards
4. DUNGEONS A place of nightmares...difficult to get out.
5. PALACE, LOW LEVEL Getting into the palace is the first problem, a small problem compared to what comes later...
6. PALACE, THE INNER SANCTUM Great sights in the Shogun's private rooms. Close to the final goal, although it is hidden from sight.

WEAPONS - Numchukas, Shuriken Star, Smoke Bomb, Stick, Sword

OBJECTS - Apple, Blood, Bottle, Claw, Glove, Gun, Key, Rope, Rose, Scrolls, Talisman.

### **The Status Area**

The status area of the screen is broken into sections. The ENEMY WOUNDS display shows how effectively you are combating your opponents. The USING display tells you the current weapon you are using. The HOLDING display tells you which object you are holding. When you visit a shrine or drink from a fountain of knowledge, the items you are told to collect will be shown under the heading FIND below the HOLDING display. In the bottom section of the status area is your overall POWER reserve.

Next to that, the weapons you have available are shown: larger sprites are used to show the weapons in this section, and in the HOLDING display, than are used in the game area.

### **Lives**

You begin play with three lives. If you manage to find an apple this will give you an extra life. If you start the second level with only one life then you will receive another immediately. You also have the added opportunity of trying to find another apple. You will not automatically receive any further lives in the later levels but there will be apples to be found giving you one extra life each.

### **Game Play**

Below are some basic hints and tips that will help you on your quest through the realm of the Last Ninja. Remember, as with all great adventures, things may not be what they seem and we have not given away too much.

The following points apply to all the different locations. It is important to make a detailed map of each level. This is essential because of the structure of the mazes and also to keep a record of where you'll find useful objects.



Finding weapons and objects is essential to your success. You will be told to collect many of the items when you visit a shrine or drink from a fountain of knowledge. When you are told to collect an item, it is usually to be found on the following screen.

To collect an object or weapon, search by crouching down and trying to pick it up. Once collected the object can be used at the appropriate time and place.

Most locations have a major hazard to prevent you continuing your quest and these are usually near the end of the level. Sometimes there may even be more than one.

It is important that you search screens thoroughly as there may be objects lying around that you haven't been told to collect, e.g. on top of rocks, etc.

### **Invulnerability**

In order to overcome certain hazards you will have to use Ninja Magic. This takes various forms, some of which you cannot see as they are hidden behind trees, rocks, in containers like boiling pots or they might literally be right under foot. This magic is picked up in the same way as any other object but nothing will be displayed in the Status Area. Instead, Ninja may display certain peculiarities but these are only short lived.

Finally, all the guards you will encounter are out to kill you and they will use lots of different weapons. There is nothing to stop you using any weapon in your arsenal against any guard but your effectiveness is increased if you use the same weapon as your opponent.

### **Game Controls**

Z - Up-Left,    ? - Down-Left,    \* - Up-Right,    X - Down-Right  
J - Small Jump,    K - Medium Jump,    L - Large jump

### **When not holding a weapon:**

<RETURN> & Z - Pick Up, Crouch & Block,    <RETURN> & ? - Kick  
<RETURN> & \* - Punch,    <RETURN> & X - Pick Up, Crouch & Block

### **When using a sword, numchukas or stick:**

<RETURN> & Z - Hit or Stab Across,    <RETURN> & ? - Hit or Stab Down  
<RETURN> & \* - Hit or Stab Up,    <RETURN> & X - Hit or Stab Across

### **When using a Shuriken Star (or holding a throwable object):**

<RETURN> & Z - Throw Left,    <RETURN> & X - Throw Right

Note : You can keep the <RETURN> key depressed all the time in combat.

P - Pick Up, Crouch & Block,    <SPACE> - Select Weapon,    H - Hold Object  
<COPY>/<DELETE> - Pause On/Off,    S/Q - Sound On/Off,    <SHIFT><ESCAPE> - Quit Game

**Instructions' Source** : THE LAST NINJA (Superior/Acornsoft) Back And Inner Inlay

### **Review (Electron User) - "Cut Above The Average"**

THE LAST NINJA is a sort of jealousy, power and revenge - of good versus evil and one man's struggle against overwhelming odds. Oh yes, I almost forgot, it is easily the best martial arts-cum-adventure game on the market.

For many years the evil Shogun has envied the closely guarded skills and secrets of the Ninja. Executing a dastardly plot he slaughtered the Ninja community on its once-a-decade visit to the sacred island of Lin Fen.

Unbeknown to the Shogun, a solitary Ninja - Armakuni - had been left behind to guard the shrine, feed the cat and perform other such tasks. Now he has sworn to avenge the deaths of his comrades and re-build the Ninja empire.



You play Armakuni as he begins his assault on the island of Lin Fen. There are sixteen separate locations on the island and you must kill every guard and collect all available objects on each level before advancing to the next.

Control is achieved using the keyboard only - this may sound restrictive for a martial arts game, but it works well in practice. In addition to the direction keys there are also three separate jump buttons - each providing increasing distance. As if to demonstrate his supreme athleticism, Armakuni insists upon performing a forward somersault when prompted to jump.

Level one is set in the wilderness, a barren wasteland of rocks, bushes and thoughtfully provided paths for you to walk on, but it is patrolled by the Shogun's warriors. Inexperienced in the way of the Ninja, they do not yet possess your skills, but they are still capable of giving you a good thumping if you become careless.

Initially unarmed, you must pummel your opponents using only fists and feet. Things become a little easier as you round the first corner and find an abandoned sword - the first of five weapons available to you on level one. By pressing the spacebar, you can quickly switch between any of the weapons currently in your possession. The instructions advise you to use the same weapon as your opponent, but I found the sword to be effective against most adversaries.

Unlike many games, you are not restricted to travelling in one direction, but are free to wander where you wish within the confines of the location. Another very welcome feature is the way the guards stay dead after you have dealt with them - there is nothing worse than returning to a location and having to fight the same guard that you killed five minutes earlier.

Once you have mastered the human opponents, why not try your hand with the flaming dragon that guards the exit to level two?

THE LAST NINJA is quite a departure from Peter Scott's traditional style - the prolific author of countless cute platform games has really come up with the goods this time. Ninja is fast, furious and totally addictive.

Jon Revis

### \*\*\* Second Opinion \*\*\* (Electron User)

From the title and packaging I expected this to be just another ordinary martial arts beat-'em-up game. However, although it does have a fair proportion of combat, there is also an adventure element in that you have to explore your surroundings and discover weapons to take on the enemies. I like it, and can thoroughly recommend it.

Janice Murray

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	9
Overall .....	9



# THE LEGEND OF SILVER MOUNTAIN

**Professional, Originally Released As Paperback Book To Be Typed In, Subsequently Released On Cassette, Also available on CDFS and DFS Disc**

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: LEGEND OF SILVER MOUNTAIN, Usborne, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : USBORNE PUBLISHING, 20 Garrick Street, LONDON WC2E 9BJ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"The first two books in this series mark the beginning of a completely new kind of adventure game. They each contain an exciting adventure program for you to type into your computer. As you play the game on the computer, the imaginary world of the game is vividly recreated in the colourful pictures in the book and you can find clues hidden in the pictures to help you."*

*"An adventure game takes you into a different world where you have to pit your wits against magical forces, evil creatures and powerful tyrants. The books give thorough instructions on how to play and hints on what to do if you get stuck."*

*"The programs are written in a standard BASIC and there are conversions listed to make them suitable for Commodore 64, expanded VIC 20, TRS-80 Colour Computer (32K), Apple II, BBC (32K), Electron and 48K Spectrum"*

## About this game

This book contains an exciting adventure game program to type into your computer and play. The game is set in an imaginary land ruled by a wicked tyrant. Your task is to free the people of the land from his domination. You will need to use magic as well as your skill and imagination to succeed. If you have never played an adventure before, you can find out what happens in them and what you have to do under the section "What is an adventure game?"

The first half of the book shows you the world in which the adventure takes place and the people and creatures who inhabit it. You can refer to these pages as you play. Some of the pictures contain secret information, or things you may want to examine more closely.

## Playing the game

There are several puzzles and twists in this game so it will probably take you lots of attempts before you solve it. However, each time you play, you will learn more about how to deal with the problems and dangers on your way.

If you get completely stuck, there are some clues given at the end of the book.

## What is an adventure game?

When you play an adventure game, you become the hero or heroine of the adventure. You have a dangerous quest and you need all your integrity and cunning to succeed. You may meet monsters or enemies whom you have to outwit. You may come up against obstacles such as a raging torrent or a landslide blocking your way. You will come across objects as you play the game (a lamp or a rope, for example) which if you use them properly will help you overcome hazards.

In different adventure games you have different tasks. You may be a detective solving a murder, a pirate hunting for treasure or a spy searching for secret information.



You travel around the imaginary world of the game by telling the computer in which direction you want to move (north, south, east or west). The computer will describe where you are and tell you about any characters or objects there. You type instructions telling the computer what you want to do. Usually you give the computer instructions consisting of two words, for example, CLIMB TREE.

You may lose the game if you get stuck; for instance, if you come to a locked door and you failed to find the key beforehand, or if your enemies capture you. You can play the game as often as you like, though. It will be different each time depending on the route you take, what objects you pick up, how you use them and how you deal with other characters in the game.

You may need to use objects you collect in unusual ways.

### **How to play the game**

On execution, you will be asked if you want to either start a new game or continue a saved one. You can type SAVE GAME at any stage.

When the game begins, the computer prints a message telling you where you are and those directions you can move. You move around the game by typing N, S, E, W, U or D for north, south, east, west, up or down.

Each time you move, the computer will describe where you are. If you want to take something with you, type GET or TAKE and the name of the object. Typing INV (short for INVentory) will list all the objects you are carrying.

You can give the computer instructions consisting of two words, such as UNLOCK DOOR or FILL JAR. (If an object has a name consisting of two words, e.g. silver plat, you can use three-word instructions, such as USE SILVER PLATE.) Instructions such as READ MESSAGE or EXAMINE PICTURES sometimes reveal further information.

The computer is only programmed to understand certain instructions. If it does not understand your command, it prints either "YOU CAN'T", "PARDON?" or "TRY SOMETHING ELSE".

Typing SAVE GAME at any stage lets you store a partly-finished game on tape or disk. You can continue the game later by typing 2 in response to the opening question of the program.

### **The legend of Silver Mountain**

Clustered in small villages at the foot of Silver Mountain, the Sylvani were once peaceful and prosperous, governed by a wise Council of Elders. Travellers from many lands came to visit and settle amongst these hospitable people.

All who knew of the Sylvani knew also of the Stone of Destiny, held by the royal family in the Palace high on Silver Mountain. The Stone gave a King or Queen the power to direct a person's destiny, but it was never used in malice.

In the reign of Queen Pari Sylvan, a great threat appeared in the shape of a massive, vicious Grarg army, intent on seizing the land and the Stone. With them came their most powerful wizard, Magrarg.

In desperation, Queen pari Sylvan obtained permission from her Council of Elders to use the Stone. She entered the Silver Chamber and, placing her hands around the Stone, cried the magic words which would unlock its power.

As she spoke, a great thunderclap echoed as Magrarg joined in mental conflict with the powers of the Queen and the Council of Elders, concentrated through the Stone. Sylvani and Grarg alike reeled under the mental shock waves.

One of the Elders was the son of a Grarg wanderer who had settled in peace among the Sylvani. As the clash of minds grew fiercer, he collapsed under the strain of the conflicting forces within him, and Magrarg howled in triumph.



Since then, the Sylvani have lived in terror as slaves of a merciless overlord, Grarg Ogban; the victims of his murderous thugs. He uses the Stone to wreak destruction on the families and friends of anyone who dares oppose him.

The Sylvani Elders once had hope. Pari Sylvan, brutally murdered by the invaders, left behind a baby son, Kylar. He was entrusted to a wise hermit who brought him up. His identity was kept a closely guarded secret.

Before she died, Pari Sylvan had locked into the mind of her infant son a secret: her royal ancestors had given the people certain magic objects whose combined power would overcome any evil force controlling the Stone of Destiny.

Over the centuries the whereabouts of these seemingly insignificant objects had been forgotten. Kylar Sylvan set off to try and locate them. For years he searched, telling no one of his progress for fear of endangering their lives.

One day, when the Elders sensed he was on the brink of success, Kylar was slain by a greedy Grarg who coveted a brooch he wore - a present from the hermit. Any magic objects he had found returned in a trice to their resting places.

Since then, the Elders have revealed the quest to a succession of true and worthy Sylvani: all have failed. Now they cry out to anyone who will listen, "Who will accept the challenge and free us from tyranny?"

### **The Land Of The Sylvani**

This is the terrain through which you have to travel, searching for the magic objects and overcoming the hazards along the way. You do not know what the magic objects are and you will have to watch out for clues to their identity. Also, what are the magic words which will unlock the power of the Stone? You will need all your ingenuity to succeed in your quest and enter the Silver Palace. Even then your troubles are not over.

You will find that the villagers keep to their homes and dare not talk to strangers in case they are Grarg spies. Many cottages are deserted, their inhabitants having fled or been slaughtered by Ogban's hordes. Patrolling the countryside though, you will find bands of unruly Grargs. You will probably hear their noisy approach before you see them. Kylar was slain near the river where there is no one to hear a cry for help.

The woods are dark and eerie and many attempts to free the Sylvani have ended with journeys through them. The bridge is also not as safe as it looks.

The ancient stone circle has a mystic force. It may hold secrets valuable to you.

Burrowing through the core of Silver Mountain are secret tunnels leading to the Silver Palace. Few people with knowledge of them are still alive. Inside the Silver Palace is the Silver Chamber, resting place of the Stone of Destiny. In the unlikely event of anyone entering the Palace to rescue the Stone, the Wizard Magrarg has woven a powerful spell to prevent anyone, except he and Lord Ogban, approaching it.

There is a huge glacier next to Silver Mountain.

### **Characters You Will Meet**

#### **Lord Ogban**

Insane with power and greed, Lord Ogban rarely leaves his chamber. Having lost all his natural qualities of leadership, he prefers to stay close to the Stone of Destiny which is his only means of control. He is still a formidable opponent, although he shares the Grarg weakness for the food and wine brought in vast quantities to the door of his chamber by a henchman.

#### **Wizard Magrarg**

Although Ogban may consider himself the ruler of the land, in fact it is Magrarg who holds the power. He is happy for Ogban to concern himself with the day to day



torment of the Sylvani, leaving the Wizard free to engage in ever more extreme sorcery. So long as he holds the Stone, there is no magician on Earth to match him. His power is so concentrated that should he catch sight of himself in a mirror, the evil reflected back into his eyes would cause an explosive short circuit.

### **Grargs**

Terrorising the countryside are greedy Grarg patrols. They will capture as soon as look at you. A hefty guard is mounted inside the Palace and any stranger is instantly recognised. Grargs are individually cowardly, yet virtually indestructible due to their sturdy armour and deadly weapons.

### **Hound**

The last gift Queen Pari Sylvan gave her son Kylar was a puppy. Intent on inflicting suffering on any member of the royal household, even a dumb animal, Magrarg put a spell on the puppy condemning it to shiver and starve outside the glass gates of the Palace for ever. Having known no kindness since the first weeks of its life, the playful young puppy has grown into a ferocious guard dog.

### **Troll**

Under the bridge lives a mean Troll. He is kept there by Ogban to prevent Sylvani people moving freely about the countryside.

### **Ogban's Boar**

In his youth, Ogban was a keen hunter. The Wizard Magrarg used to create fantastic creatures for Ogban's sport. One of these horrendous animals, a Boar the size of a bull, was never caught, and now roams the countryside, preying on any living thing it encounters. Grarg warriors refuse to enter its territory, but you may have to.

### **Ghost of the Goblin Guardian**

In his lifetime, the Goblin guarded a secret pathway on the side of Silver Mountain. When he died, he was buried in the Goblin Graveyard, but Magrarg put a curse on him condemning the ghost to haunt the pathway and prevent anyone from passing. Only one thing can free a goblin's soul: somewhere, the Goblin King has left a riddle out of sympathy for his subject but so far no one has solved it.

### **Hermit**

The Hermit who cared for the infant Kylar still lives deep in the forest. He does not seek company and trusts no one except the few Elders who have so far escaped the death-dealing wrath of Ogban. His lifetime spans many generations and he may have knowledge vital to you, but he will need proof of your intentions.

### **Places You Will Go**

- |                     |   |
|---------------------|---|
| Rock Garden         | - made by Queen Pari Sylvan many years ago. Plants flourish extraordinarily well within it.   |
| Wine Cellar         | - used by Ogban to store supplies of wine. Though the casks have been it it since before his time.  |
| White Cottage       | - belonging to one of the Elders recently imprisoned by Ogban. He may have had something to give you to help you on your quest.   |
| Fountain            | - has stood in the courtyard for longer than anyone remembers.  |
| Statue              | - an ancient Sylvani defaced by the Grargs.   |
| Edge of Lake        | - said to be bottomless and subject to freak winds sweeping over its surface. Should you want to cross it, beware!  |
| Mosaic-floored Hall | where a strange force which sap your strength. Don't ignore your surroundings!  |
| Goblin Graveyard    | - "A Goblin's Soul Will Roam Until The Music Of The ... Sings Him Home", an eerie place with this mysterious unfathomable epitaph.  |
| Stone Circle        | - where a sense of well-being welcomes you. The spirits of those nine who built it encourage your quest.  |
| Library             | - dusty and deserted. Grargs are not interested in learning. Note the scholarly books though and in particular one reading "Awake, Lead, Protect, Help, Guide" next to symbols of an eye, a right arrow, a circle of nine dots, a horseshoe and a up arrow. |
| Banqueting Hall     | - frequently frequented by Grargs who drink too much, collapse and sleep.   |



High Pinnacle - to struggle up is a challenge. You may not make it more than once, so be careful not to miss anything.

### **Hints And Clues**

Do not look at this page unless you are thoroughly stuck. Here is a list of instructions the computer understands. If you type a different instruction, the computer will not understand even if it makes sense to you.

GET	TAKE	EXAMINE
READ	GIVE	SAY
PICK	WEAR	TIE
CLIMB	RIG	USE
OPEN	LIGHT	FILL
PLANT	WATER	SWING
EMPTY	FEED	CROSS
REMOVE	BAIL	TURN
DIVE	INSERT	LEAVE
THROW	EAT	BLOW
DROP	RING	MOVE
INTO	BURN	CUT
HOLD	UNLOCK	POISON
SHOW	COUNT	WITH
DRINK	BREAK	PAY
MAKE	REFLECT	STEAL
GATHER	ENTER	

Here are clues to specific problems you will encounter.

### **High walled rock garden**

You need things to plant - and something to help them grow.

### **Bridge**

This is a toll bridge.

### **Misty pool**

There is something mysterious here. You need to empty the pool to find out what it is.

### **Ogban's Boar**

Look around on the island for something to help you get past the Boar.

### **Mosaic-floored hall**

1. What is at the end of the hall? (Food and drink) If you have been to the kitchens, you may have found something to use here that will prevent Ogban harming you - for good.
2. Your passage is blocked by Magrarg's evil spells. Only if you are carrying all the magic objects will you be allowed to go east.

### **Stables**

You need something from the wooden door to the stable. The Grargs carry matches in their uniforms.

### **Fallen oak**

The Goblin Guardian is listening for the sound of the wind blowing through the reeds of the marshes where he was born.

### **Wooded valley**

The hermit will trust you if you give him something that used to belong to him.

### **Underground tunnels**

You can find out in which direction to travel by examining some instructions not far away.

### **Attic bedroom**



What would you expect to find in a bedroom? Examine it and see if there is anything useful.

**Silver Chamber**

You must HOLD the Stone of Destiny and SAY the magic words one by one.

**Instructions' Source** : LEGEND OF SILVER MOUNTAIN (Usborne) Book

**Review** : No Review Yet



# THE LIFE OF REPTON

*Professional, Originally Released On Cassette And DFS E00 Disc*

Game Type : Arcade Adventure  
Author : Matthew Atkinson  
Standalone Release(s) : 1987: THE LIFE OF REPTON, Superior/Acornsoft, £6.95 (Tape)  
£7.95 (5.25" Disc)  
1990: THE LIFE OF REPTON, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: PLAY IT AGAIN SAM 9, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

THE LIFE OF REPTON has a total of 40 screens. These are provided as five cassette files with eight game screens in each:

File 1: BABY  
File 2: SCHOOL  
File 3: TEENAGE  
File 4: WORK  
File 5: OAP

The BABY file is loaded automatically when the game is first loaded.

The SCHOOL, TEENAGE, WORK and OAP are on the cassette. To load any of these files, simply select the "L" option on the main game screen, and enter the appropriate filename.

## Objective Of The Game

In order to succeed in enacting Repton's life-story, you must complete each of the 40 screens without using any passwords. Each new set of characters is based upon the **original REPTON 3 characters**.

The new character sets are also shown. For the BABY screens, you will notice that the rock and the diamond have been replaced with a humpty-dumpty and a teddy-bear respectively. Therefore on the BABY screens Repton pushes humpty-dumpty (as if they were rocks) and collects the teddy-bears (as if they were diamonds).

Similarly, the monster and the spirit have been replaced with a dog and a toy soldier respectively. So Repton is chased by dogs (instead of monsters) and toy soldiers (instead of spirits).

To avoid confusion, the following game instructions refer exclusively to the **original REPTON 3 characters**.

To complete the game, you must carefully determine your routes through each screen in turn, with the aim of defusing the time-bomb by passing over it. However, before the time-bomb can be defused, you must first:-

- (a) collect all the diamonds (including those concealed in safes or cages),
- (b) collect the golden crown, and
- (c) kill all the monsters.

Each screen has a time-limit and, if you do not complete the screen within this time-limit, the time-bomb will explode and you will lose a life. Repton can,



however, travel backwards in time because whenever a time-capsule is collected, the time-bomb's clock is reset.

Each screen comprises a series of puzzles. Many of these are interlinked and you may have to solve a number of small puzzles to enable you to tackle a large one. The puzzles may, in some cases, seem impossible - but we assure you that The Life of Repton can be completed.

Rocks will fall if unsupported and should one land on you it will kill you. You must also avoid the monsters, spirits, skulls and fungus - contact with these is fatal.

When an egg falls, it cracks upon landing and a monster hatches out. The monsters are killed by pushing or dropping rocks onto them.

There may be up to eight spirits on each screen. They always follow the walls to their left until they reach a cage. When a spirit enters a cage, it changes into a diamond. A spirit may become dazed if you drop a rock onto it or collect all the diamonds immediately surrounding it. This is to be avoided as the spirit will then move endlessly in a small circle.

Watch out for the poisonous fungus which grows incessantly sealing your fate. Trap it in by surrounding it with rocks if you can, or you may never live to collect the golden crown.

Your route may be blocked by a safe. If so, you must locate a key which will open all of the safes on the screen revealing a diamond within.

Each screen may have a maximum of four transporters. They cause you to be rematerialised at some other location on the screen, but each transporter can be used once only.

### **Game Controls**

Z - Left, X - Right, \* - Up, ? - Down, M - View Map (Screens A-E only)

<ESCAPE> - Kill Yourself (Useful if you become trapped), <SHIFT>-R - Restart Game

P - Enter Password, L - Load Data File, S/Q - Sound On/Off

K - Select Keyboard Control, J - Select Joystick Control (Plus 1 Interface)

F - Select Joystick Control (First Byte Interface)

### **Scoring**

5 points ..... for collecting a diamond

20 points ..... for killing a monster

50 points ..... for collecting a crown

### **The REPTON 3 Series Editor**

Full instructions for the editor package supplied with this game are detailed under REPTON 3.

**Instructions' Source** : PLAY IT AGAIN SAM 9 (Superior/Acornsoft) Inner Inlay

### **Review (Electron User) - "It's A Hard Life"**

Yes, he's back! Superior Software's enormously popular Repton makes yet another appearance - his fourth. This time he stars in the story of his life.

For old hands, the LIFE OF REPTON is a collection of forty new screens for REPTON 3. If you're a fan, that alone should be enough for you to go out and buy a copy. If, on the other hand, you've been living in the asteroid belt for the last two years then a few words of explanation will be in order.

Repton is a cute little reptilian character and the object is to move him around a maze collecting diamonds and killing monsters as you go. Each maze contains earth which you can dig through and barriers through which nothing can pass.



You need to plan your route carefully, otherwise a boulder may fall and trap a diamond or squash Repton. There are several puzzles on each screen and you can call up a map of the easier screens to help your planning.

LIFE OF REPTON includes the original REPTON 3 shell, but not the screens. The forty new screens load in blocks of eight. The first set depicts Repton as a baby, the second shows him at school, the third is Repton in his teens, the fourth at work and the fifth is Repton as an old man.

The graphics in each section have been redesigned - so in the baby set, humpty-dumptys take the place of boulders, teddy bears take the place of diamonds, a fireplace is the skull and irate dogs and toy soldiers become monsters.

The graphics in the other ages are similarly appropriate - as a teenager, cigarettes take the place of the skull, while at work a floppy disc is the spirit. As an OAP war medals become the diamonds.

LIFE OF REPTON also includes the screen editor. This allows you to edit existing screens or construct new ones. The editor is an excellent piece of software in itself.

Before you can edit a screen however, you must successfully complete. When you do, you are given a five-digit code number to be used in the editor. You are also given a password for the next screen so you don't have to start from screen one every time you play.

The instructions are generally helpful, although I did find one oddity in the part which tells you the puzzles are not impossible. It says: "We assure you that Around the World can be completed".

Back with the program, if you manage to complete all five sets of eight screens without using a password you are eligible to enter a competition. Upon completion of a set, a congratulatory message appears along with a competition entry code number. To enter, you need all five code numbers.

Minor niggles apart, LIFE OF REPTON is a superb game which will keep you busy for days, probably weeks. If you don't have a REPTON game already then buy this.

Sound .....	10
Graphics .....	10
Playability .....	9
Value for money .....	10
Overall .....	9

Ian Waugh, ELECTRON USER 5. 3 (Jan 1988)



# THE LOST CRYSTAL

***Professional, Originally Released On Cassette Only***

Game Alias : EPIC ADVENTURES #5  
Game Type : Text Adventure In Four Parts With Graphics  
Author : Melvyn E. Wright & Dave M. Johnson  
Standalone Release(s) : 1986: THE LOST CRYSTAL, Epic, £9.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : EPIC, 10 Gladstone Street, Kibworth Beauchamp, LEICESTER  
LE8 0HL  
Disc compatibility : Incompatible. Customised Loading Sequences

## Instructions

*"A large-scale adventure game with 400 locations, each one depicted in high-resolution graphics and text. The program features a sophisticated multi-statement language interpreter which enables you to communicate using ordinary English sentences, and also to speak to the various characters you will encounter during your travels.*

*"The Rainbow Crystal, which has protected the people of Zaloria for many years, has been struck by a mysterious bolt of lightning and shattered into seven pieces. You have been chosen by the Elders of Zaloria to seek out the seven coloured crystals and find a way to re-create the Rainbow Crystal and restore peace to the Free Lands.*

*"This exciting game can be played either as a true adventure or by using the help book provided, as a piece of narrative fiction."*

Welcome to THE LOST CRYSTAL, a full-scale graphical adventure through a land of magic and mystery. You will be able to move around and explore this fantasy world by typing ordinary English sentences into the computer, which will respond by describing your surroundings in both words and pictures.

During your travels, you will meet various characters and monsters, some friendly, some hostile, and there will be many puzzles to solve. You will need to use a combination of logic and magic to defeat your enemies and successfully complete the adventure.

The game contains the following advanced features:

- \* 400 locations, each one depicted in colourful high-resolution graphics and proportionally spaced text.
- \* Intelligent moving characters with whom you may communicate and interact
- \* Advanced language and speech interpreters capable of accepting complex commands in plain English.
- \* Comprehensive position-save facilities.
- \* Programmable function keys.

## Introduction

Long ago in the Dark Ages, the people of the Free Lands lived in fear of the dreaded Morgs from the Bad Mountains. Led by their ruler, the hideous Bogle, the Morgs were terrifying creatures who used Black Magic to bring misery and despair wherever they went. The villagers of the Free Lands were helpless to resist their power and it seemed as though nothing could stop the Morgs from destroying everything in their path.

One day, after a Morg raid has destroyed three neighbouring villages, the Elders of Zaloria held a meeting to discuss ways of overcoming the mighty force of the Morgs.



Suddenly there was a bright flash of light and a stranger appeared in their midst. He held out a crystal which gave off a strange light of many colours.

"The Rainbow Crystal will protect you from the evil of the Morgs. It has life-giving properties and whilst it is in your keeping, the people of Zaloria and the Free Lands will never suffer illness or misery."

There was another flash of light and he disappeared.

The stranger was true to his word and for many years the Free Lands were peaceful and calm - until the sighting!

One of the villagers ran running into Zaloria shouting hysterically and when the Elders managed to calm him down, he told of how he had seen a Morg up on the hills near the village. That night there was a violent storm and one of the Elders, worried by the story of the sighting, went to check on the Rainbow Crystal. As he stood looking at it, there was a terrific crash of thunder. A bolt of lightning struck the Crystal shattering it into seven small pieces. As the shocked Elder watched, each piece slowly formed into a replica of the original until seven different coloured crystals lay where the Rainbow Crystal once was. Suddenly, a swirling cloud of dust descended and engulfed the crystals. The cloud spun faster and faster until a small tornado developed and carried the crystals up into the night sky.

The next morning an aura of doom descended on Zaloria. The Rainbow Crystal was no more and several of the villagers were struck down by a mysterious illness; the first illness of any kind since the visit of the stranger years before. The villagers were in a panic. There was nothing to stop an invasion of the Morgs now that the Crystal was destroyed, unless the seven coloured crystals could be found and somehow re-formed back into the Rainbow Crystal. But without the protection of the Crystal, no-one would have the courage to set out on such a seemingly impossible quest - or would they?

The Elders have chosen you to try to save Zaloria and the Free Lands from the wrath of the Morgs by finding not only the seven coloured crystals but also a way of re-integrating them into the Rainbow Crystal.

As you set out on your long journey, the people of Zaloria wish you well and you can't help wondering whether you will ever see them again.

### **Loading Instructions**

Because the adventure is so large, it is supplied on two cassette tapes, each of which contains two parts to the game, making four parts in all. To load the game into the computer, proceed as follows:

- 1) Connect up your cassette recorder and computer in the normal way.
- 2) Take the tape marked PART 1 and insert it, with that side uppermost, into the recorder. Make sure that it is fully rewound.
- 3) Type CHAIN"" and press <RETURN>. (Disc owners should type \*TAPE before attempting to load cassette software)
- 4) Press PLAY on the recorder and wait for the first section to load.
- 5) When this has loaded, a brief description of the game will appear on the screen. If your cassette recorder has motor control, the tape should stop playing at this point. If not, press STOP on the recorder.
- 6) When you have read the text on the screen, press the space bar to allow the loading process to continue. If you have stopped your recorder, don't forget to press PLAY again.
- 7) When the main program has loaded, you will see the message 'Press N to start a NEW game or L to LOAD a saved position. If you are playing the game for the first time simply press <RETURN> and leave the PLAY button pressed. The game will continue to load and you will be taken to the start of the adventure.
- 8) If you have already completed part of the adventure and have saved your position on tape, press L in answer to the above question. In this case, you must insert



your data tape into the recorder and follow the instructions on the screen. For a more detailed explanation of this, see the section headed **Tape Handling**.

### **Playing The Game**

When the game has loaded, you will see that the screen is split into 2 parts. The top half of the screen shows a picture of your immediate surroundings. The bottom half contains a description of the location which you are in, and any other relevant test. If at any time during the game there is more text to be printed than will fit on one screenful, the printout will pause and you will hear a short beep. Pressing any key will allow you to read the rest of the text.

### **Entering Commands**

When you see the message "What now?" the computer is waiting for your next command. Commands can be typed in at any time, and they will be executed when the computer is ready to accept them. Don't forget to press <RETURN> after each command. During command entry, you can use the <DELETE> key to delete characters back from the cursor, and CTRL/U to delete the whole line. You cannot use the CURSOR and COPY keys to copy characters from one part of the screen to another.

The program is equipped with an advanced language interpreter which allows it to understand complex multiple commands of anything up to 254 characters in length. On the other hand, it will cope just as readily with commands that consist of only a single letter. For example, to move about you can type WALK NORTH TOWARDS THE BUILDING, or just GO NORTH, NORTH or N on its own.

You can either enter your commands separately: UNLOCK DOOR. Or you can type multiple commands within the same sentence: TAKE THE KEY AND UNLOCK THE DOOR THEN OPEN IT. If you use multiple commands like this, the program is able to fill-in any missing words by searching back through previous parts of the command. For example, you can use the same verb to act upon a number of objects without having to retype it, eg: TAKE SPADE, FORK, LAMP AND HAMMER. It is also possible to perform a number of actions on the same object without having to repeat the name of the object, eg: TAKE THE SPADE, CLEAN IT, GO NORTH AND GIVE IT TO THE GARDENER. Here IT refers to the last object mentioned (the spade). You will notice that all of the above examples are phrased just as you would normally say them, and in general the program will be able to understand most complex commands providing that they make sense in ordinary English. You may also, for example, TAKE EVERYTHING or DROP ALL OBJECTS BUT THE LAMP.

Here are some more examples of correctly-worded commands:

TAKE THE MATCH AND LAMP. FILL IT AND LIGHT IT. TAKE THE MONEY AND RUN SOUTH

TAKE THE KEY AND UNLOCK THE SHED DOOR WITH IT. GO INTO THE SHED, GET EVERYTHING FROM THE BENCH AND LEAVE AGAIN

ENTER THE BOTTLE AND FILL IT WITH WATER FROM THE RIVER THEN GIVE IT TO THE BEAR. SIT DOWN AND EAT THE SANDWICHES AND DRINK THE TEA THEN GO NORTH TOWARDS THE MOUNTAIN

As mentioned above, the program will also accept abbreviated words, and all of the commonly used commands can be abbreviated to a single letter. These abbreviations can also be used in multiple commands, so you could type something like T KEY, UNLO DOO, OPE, IN which is a shortened form of TAKE THE KEY, UNLOCK THE DOOR THEN OPEN IT AND GO INSIDE. There is a list of all the commonly used commands and their abbreviations at the back of this book.

Sometimes the program will not quite understand what you mean and will ask you a question about the command which you have just entered. In this case all you need to do is supply the missing word as requested, or you can retype the whole command if you like.

The game has been designed to be as user-friendly as possible, and at no stage in the adventure does the program insist on a strictly-worded response from the player. In other words, there is usually a number of alternative commands which can be used



in each situation. Every attempt has been made to anticipate the player's likely responses, and to cater for them as much as possible. Therefore, if you are having trouble making the program understand you, and you have tried rephrasing your commands, you are probably doing the wrong thing!

### **Moving About**

The four directional commands NORTH, SOUTH, EAST, WEST are used to move about in the game. Occasionally you will also need to use UP and DOWN. The description of each location includes a list of the possible exits from that location. Directional commands can be shortened to N, S, E, W, U, D and can also be strung together, eg: N, U, U, W, S, S, D, W, N, E. You can also type BACK to return to your previous location.

If you already know your way about, there are two ways of travelling through the adventure more quickly than by typing in the individual directions. The command CONTINUE (which may be shortened to C) will take you as far as is possible in the direction in which you last moved. For example, if you wanted to get to the other end of a long road you would take one step along the road then press C. This would take you along the road until you could go no further in that direction. Alternatively, if you wanted to travel just four paces to the east, simply press E then press the <RETURN> key four times. Pressing the <RETURN> key on its own like this repeats the last command. This works for any command, not just directional commands, but it is the most useful for this purpose.

You may be relieved to know that, like all Epic Adventures, there are no so-called mazes in this game. Directions are always logical, so that if you travel west then east you will always get back to your starting position. However it may still be advisable for you to draw a map of your travels as you go along.

### **Dealing With Objects**

In order to complete the game you will need to manipulate and use the large number of objects that are scattered about the adventure. You can pick things up by typing TAKE followed by the name of the object, alternatively you can use GET. If you wish to drop an object, simply type DROP followed by the object name.

Just as in real life you can only carry a limited number of things at a time, so sometimes you will have to drop one of your objects before being able to pick up a new one. You may type INVENTORY or INV at any time during the game to see a list of the objects which you are carrying, if anything. (See the section headed **The Other Characters.**)

In order to use an object, it generally only necessary to be carrying it when attempting to do the job for which the object was designed. For instance, to unlock a door you need not type UNLOCK DOOR WITH KEY, but simply UNLOCK DOOR. The program will check to see whether you are carrying the correct key, and will inform you if you are not. On some occasions it will be necessary for you to be wearing an object, rather than carrying it. To wear an object, simply type WEAR followed by the object name. To remove it again, use REMOVE.

You need only specify which object you wish to use if you are carrying two objects which could be used for a similar purpose, and you specifically wish to avoid using the wrong one. For example KILL DRAGON WITH GUN or KILL DRAGON WITH SWORD. Because there are a number of different coloured crystals in the game, it is advisable to specify the colour of the crystal when referring to each one. If you do not do this, and there is more than one crystal in the room with you, the program will have to guess which one you mean, and it may not be the one you intended.

Unlike some games, it is not necessary to examine the objects in order to discover hidden secrets about them. All the information you need to know is given either in the description of the objects themselves, or in the associated text. You are, however, advised to READ all signs and notices, and anything else which may contain a written message.

### **The Other Characters**



During your travels, you will encounter a number of other characters wandering about. You can interact with these in various ways, and can even walk to some of them. You will need to get these characters to help you at various stages of the game, either by getting them to perform certain actions, or by asking them for information. They may also want your help from time to time.

The movements of the other characters are not random, each has his own area of the game which he normally patrols. However, these areas may change at different stages of the game, according to the circumstances prevailing at the time. Whenever you meet another character, that character will remain in position until you move away. This is deliberate, and allows you to interact with the characters without them ignorantly walking away from you.

To get the other characters to help you, you will need to talk to them. You do this by enclosing any speech inside quotation marks. Eg: "OPEN THE DOOR". It is not usually necessary to identify the character you are talking to unless there is more than one character with you, and you think that the wrong one may also respond to the message. In this case you should type the character's name AFTER the message: SAY "OPEN THE DOOR" TO THE GUARD. The quote symbol (") is obtained by pressing the shift key followed by the 2 key. It is vital that you remember to use the quote symbol when talking to people, otherwise the program will interpret your speech as a direct command which you are trying to perform yourself.

If you want someone to help you at a particular location, you must find first them and ask them to follow you (type "FOLLOW ME"). Lead them back to the location, then tell them what you want them to do, or ask them what you want to know. You can ask them to stop following you if you get fed up with their company.

The characters may also carry around and use the various objects in the game, and objects may also be passed between you and the other characters. To give an object to one of the characters, simply type GIVE KEY TO GUARD. To take an object from a character you can either use the TAKE command or put GIVE in quotes. For example: TAKE KEY FROM GUARD or "GIVE ME THE KEY". Of course, the guard may not want to give his keys away!

Again, it is not necessary to specify the character if there is only one character with you at the time. If there is any confusion, the program will ask you who you mean. Therefore TAKE KEY will work whether the key is on the ground or it is being carried by somebody else. If the command is successful you will be told whether you picked the object up or were given it.

Remember, you can find out what the other characters are carrying by typing INV. This will give you a complete list of objects being carried by you and any characters in the room with you.

## **Saving Your Position**

It may take weeks for you to complete the adventure. During this time you will need to save your position so that you may return to that same position at a later date. The saved position includes all details of what is happening everywhere in the game, including locations, objects, characters, etc. The program contains two methods of saving your position in this way: Save to tape and save to memory. There is also an automatic save facility whereby your position is automatically saved to memory approximately every eight moves you make, so that if you suddenly get killed you can return to the point just before it happened.

To save your current position in the game, type SAVE. You will be asked whether you wish to save your position to tape or memory. Press T or M at this point. The memory save is useful for short-term saves, for instance before you enter an unpredictable situation or try a dangerous manoeuvre. It is instantaneous and you do not need to fiddle about with recorders or tapes, but you may only save one position at a time. Every time you save your position to memory, it will overwrite any previous position that was stored there. The tape save is used for long-term and permanent storage of positions. You will need to use it before switching the computer off, and to keep a library of different positions on tape, and it only takes a few seconds to save each



one. See the section headed **Tape Handling** for more information on how to use the tape save.

To return to a previously saved position, you may type LOAD at any time during the game. The program will again ask you whether you wish to load a position which is stored on tape or in memory. Press T or M as before. See the section headed **Tape Handling** for more information. After a loading operation, the game will continue from the exact point at which that position was saved.

### **The Autosave Facility**

As mentioned previously, the autosave facility enables your position to be automatically saved to memory approximately every eight moves. You will be told when this happens. This feature is selected when the adventure is first loaded, but you may switch it off with the command SAVEOFF. Type SAVEON to switch it back on again. You may still save your position manually when the autosave is switched on, and it will automatically be switched off if you choose to save your position to memory. This prevents your saved position from being accidentally overwritten by the autosave.

### **Tape Handling**

This section explains how to load the various parts of the adventure, and how to save your position onto tape and load it back in again.

### **New Part Numbers**

As mentioned earlier, the whole adventure is split up into four parts on two cassette tapes. When you have completed one part, it will be necessary to load the next part to enable you to continue the adventure. This is taken care of automatically by the program. All you have to do is to place the appropriate cassette into your recorder and press the PLAY button.

As you finish each part of the adventure, you will get a warning message asking you to press a key to load the next part. When you press a key the screen will clear and a message such as "LOAD PART 2" will be displayed. All you need to do is to insert the tape containing the relevant part number into your cassette recorder and press the PLAY button. The new part will then load in and you will be able to continue the game. It takes less than three minutes to load a new part. The program will only load the correct part number, so if it doesn't load, check to make sure that you have selected the right tape and have rewound it back to the beginning.

Note that PART 1 does not start at the beginning of the tape due to the introductory files that are necessary when loading the complete adventure from scratch. Therefore, when loading PART 1, you can save time if you skip over these introductory files and go straight to the file named PART 1. This can easily be located by reading the loading messages that appear on the screen.

### **Saving Your Position**

Typing SAVE at any time during the game allows you to save your current position to tape or memory. If you select the tape option you will be prompted to enter a filename. This allows you to give a different name to each position that you save so that you can identify it later. Type in any filename of seven letters or less and press <RETURN>. Make sure that you have placed a SPARE cassette in your recorder, and press the RECORD button(s). Press <RETURN> on the computer to save the position onto tape, it only takes a few seconds, after which you can continue the game. Always keep a spare tape with your positions on and NEVER try to save your position on either of the two program cassettes that come with the game!

### **Loading A Position**

Typing LOAD at any time during the game enables you to load back a previously saved position from either tape or memory. You are also given the option to load a saved position whenever you would normally have to restart the game again. For example, when you type QUIT or get killed. The program will prompt you to enter the filename of the position which you wish to load in. If you do not know the filename, simply press <RETURN> and the computer will load the first file it comes to on the tape.



When you have entered the filename, you will be reminded to insert your data tape into the recorder and press PLAY. The file will then be loaded in.

**Please note** that if you attempt to load in anything other than a valid position at this point, the computer will lock up and you will have to switch off and reload the entire program again. So if you have not specified a filename make sure that the program on your tape is a valid position file.

If you make a mistake when entering a filename and that particular file cannot be found on the tape, you can break out of the load function by pressing <ESCAPE>. You will then be able to re-enter the filename, or load a position from memory if you cannot find your data tape.

You may load back any position at any time during the game, even if it refers to a different part number from the one which you are currently playing. For example, if you are currently playing part 3 of the game and wish to go back to an earlier position which was saved when you were playing part 1, all you need to do is to load the position as normal. The program will know whether or not the position just loaded refers to a different part number from the one currently held in memory. If it does, it will automatically prompt you to load the new part number before continuing with the game.

### **Special Commands**

Apart from the commands already discussed, there are a number of other commands which have a special purpose:

If you want to see a repeat description of your current surroundings, type LOOK or L. This will also tell you about any objects lying about, any characters that are with you, and list the possible exits.

The graphics may be switched on and off with the commands GRON and GROFF. Switching the graphics off allows the game to run faster and the whole of the screen is devoted to text output, thereby allowing more messages to fit onto the screen at once. However, you will not see any graphics, and some pictures contain extra clues. The graphics are switched on every time you load in a new position.

If you find that you are regularly entering the same command, or sequence of commands, you can save yourself lots of typing by setting up the command(s) on one of the 10 function keys. This is done by means of the STORE command. After typing STORE you will be prompted to enter the key number, then the sentence which you wish to store on that key. You can store any command sequence you like on a key, provided that the total number of characters on all the keys does not exceed 256, but you are unlikely to need anything like this amount. If you do try to exceed this limit, the program will warn you that the key store is full. You can place a <RETURN> character after the command by using |M just as if you were programming the keys from Basic. See your handbook if you are not familiar with how to use the function keys. Once a command sequence has been set up on a function key, you can enter that command simply by pressing the function key. You will find that we have stored some example commands on the function keys at the start of the game. You are free to use these or change them as you require.

To find out what your current score is type SCORE. This will give you some idea of how you are progressing in the game. It is possible to finish the adventure without scoring maximum points. If this happens you may have missed something interesting along the way and you might like to play the game again to see if you can pick up the missing points.

If you get hopelessly lost or you want to let another player have a go, you can abandon the game by typing QUIT. The program will confirm with you that you really want to quit and will then give you the option of quitting or loading back a saved position. As usual, this saved position can be either from tape or memory. If you do decide to quit, you will be taken right back to the beginning of the game.

### **Hints And Tips**



### Light And Dark

In some areas of the adventure, such as caves and tunnels, there will be no natural light. In these places you will not receive a description of your surroundings unless you have a lamp or something similar with you. You do not have to be actually carrying the lamp, it can be carried by another character or placed on the ground. Remember, just because it is dark this does not prevent you from moving about, only from seeing where you are going!

### Real-Time

You should be aware that the adventure runs in real-time. What this means is that the events in the game are not held up whilst you are sitting at the keyboard trying to decide what to do next. All the characters will act independently of you, and if you walk away from the keyboard for half an hour, you may return to a very different game! However so as not to penalise slow typists, once you have started to enter a command, the program will pause and wait for you to complete the command before continuing.

### **Summary Of Commands**

Listed here are some of the more important commands which you will need to know in order to play the game, along with their abbreviations. It is not a complete list of the hundreds of words which are recognised by the program.

#### **Directional Commands**

<u>Command</u>	<u>Abbrev.</u>	<u>Function</u>
NORTH	N	Move north
SOUTH	S	Move south
EAST	E	Move east
WEST	W	Move west
UP	U	Move up
CLIMB	CLI	Climb up
DOWN	D	Move down
JUMP	JUM	Jump down
IN		Enter
OUT		Exit
BACK		Return to previous location
CONTINUE	C	Travel as far as possible in one direction

#### **Special Commands**

RETURN KEY		Repeat last command
LOOK	L	Get description of current location
INVENTORY	INV	List objects carried
TAKE	T	Take an object
GET	G	Take an object
DROP	DR	Drop an object
EVERYTHING	ALL	Used with TAKE and DROP
EXCEPT	BUT	Used with EVERYTHING
GIVE	GIV	Give an object to a character
"		Speak to character
SAVE	SAV	Save your position
LOAD		Load back a saved position
SAVEON		Switch autosave on
SAVEOFF	SAVEOF	Switch autosave off
GRON		Switch graphics on
GROFF	GROF	Switch graphics off
SCORE	SC	Get current score
STORE	STOR	Define function key
QUIT	Q	Abandon current game
VERSION	VERS	Print version number of game

#### **More Useful Commands**

ATTACK	BREAK	CLOSE	DRINK	EAT	EMPTY	FILL
FOLLOW	KILL	MOVE	OPEN	PUSH	READ	REMOVE
THROW	UNLOCK	WEAR				



## Helpsheet To THE LOST CRYSTAL

Below is a comprehensive helpsheet to the game. This is an alphabetical list of all the locations, objects, characters and items referred to in THE LOST CRYSTAL. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how to use this. Experienced adventurers will probably not need to use it at all, except to score maximum points. If you are a novice you may want to read it through as you play the adventure. You will still get a great deal of satisfaction from solving the game, as it is by no means a step-by-step guide to the solution. At first though we suggest that you try to play the game without it, using it only to help you out when you become stuck.

**ARQUEBUS:** An ancient type of firearm. Given to you by the mermaid. See Hydra, Priestess.

**AXE:** Used by the Bogle for chopping adventurers' heads off!

**BALL:** See Crystal Ball.

**BARNACLE BILL:** An old sea-salt who owns the boathouse on the islet. If you close the boathouse door after you, he won't know that you've been at his loot!

**BILL:** See Barnacle Bill.

**BLACK:CRYSTAL:** Given to you by the mermaid. It is not part of the Rainbow Crystal and you should not drop it in the black crystal room. See Black Eternal Passages, Priestess.

**ETERNAL PASSAGES:** You are transported here by dropping the black crystal in the black crystal room. The only way out is by QUIT or LOAD.

**BLUE CRYSTAL:** Given to you by the priestess. Drop this in the blue crystal room. See Gloomy Cells, Dais, Scoring.

**BOATHOUSE:** On the islet. See Doors.

**BODY:** See Coffin.

**BOGLE:** A particularly nasty character! You cannot kill him, you must avoid him. You may meet him in three places:

- 1) In his cave, particularly if you have sat in his chair. You must be ready to leave by the secret opening immediately the chair is disturbed.
- 2) If you return along the passage guarded by the glass skeleton.
- 3) He will emerge from the cave above the boulder if you leave the boulder underneath the hole in the passage roof.

**BOGLE'S: CAVE:** In the cave complex underneath the mill. See Stone Door.

**CHAIR:** In the Bogle's kitchen. This operates an opening in the north wall of the cave when sat upon. Get the miller to put the sack of flour on it. See Bogle 1.

**BONES:** Underneath the mill grain store. For humour only!

**BOOKSHELF** and **BOOKS:** In Merlin's cave. For atmosphere only.

**BOOT:** In the cupboard. See Water.

**BOOTY AND GROG STORE:** See Boathouse.

**BOTTLE:** See Milk Bottle.

**BOULDER:** In the cave complex underneath the mill. Roll it underneath the hole in the roof and climb up. You will need to have drunk the milk first. See Bogle 3.

**BRASS KEY:** See keys.

**BRIDGE:** See Troll Bridge.

**BUCKET:** In the cupboard. Use this to carry water from the pool to the dragon.

**CANOE:** In the boathouse. Use this to cross the river, in both directions if necessary. The sail pole can be used to retrieve the canoe from the east bank. This saves having to carry it around the temple. See Paddle, Scoring.



**CAVES:** See Bogle's Cave, Merlin's Cave, Strange Cave.

**CELL:** See Dungeon, Gloomy Cells.

**CENTRAL CHAMBERS:** In and underneath the temple. See Dais.

**CHAIR:** See Bogle's Chair.

**CHEESE SANDWICH:** At the entrance to Merlin's cave. Eat this for extra points (the sandwich, not the cave!)

**CLOAK:** In the wardrobe. This makes the wearer invisible, but only for a limited time after putting it on. To repeat the effect, you must remove it and wear it again. It will disappear if dropped outside the complex, or if taken into the temple. See Troll, Hydra.

**COFFIN:** Underneath the white crystal room. Open this to reveal a dead body. You can use the Rainbow Crystal to bring it back to life again at the end of the game. See Scoring. See also Vampire's Coffin.

**COIN:** Left for the milkman outside the mill door. You must take this before the milkman arrives, otherwise you will not get it back. See Wishing Well, Paybox.

**COLOURED ROOMS:** See Crystal Rooms.

**CRYSTALS:** See individual colours.

**CRYSTAL: BALL:** Inside the mill store. If you look into it you will see images from various scenes in the game. It serves no other purpose.

**ROOMS:** See the entries for the crystals.

**CUPBOARD:** In the temple. See Doors.

**DAIS:** In the central chambers. The underground one carries the vampire's coffin. The upper one is where you must drop the seven coloured crystals to reform the Rainbow Crystal. See Strange Writing, Scoring.

**DAMP ROOMS:** At each end of the evil-smelling passage.

**DEAD BODY:** See Coffin.

**DIRTY CAVE:** See Bogle's Cave.

**DOORS: BOATHOUSE:** Unlock this with the brass key. See Barnacle Bill.

**CUPBOARD:** Use the iron key to open this. See Scoring.

**DUNGEON:** Underneath the temple. Unlock this with the iron key. See Scoring.

**GALLERY:** This provides access to the gallery from inside the mill. It is not locked but you will need increased strength to open it. See Milk, Scoring.

**MILL:** Knock and the miller will open it.

**MILL STORE:** Unlock this with the small iron key. See Scoring.

**MOUNTAIN:** At the base of the mountain. Break the glass window and unbolt it. See Whistle, Scoring.

**STONE:** Push this to gain entry into the Bogle's cave. The miller will help you. You cannot open it from inside the cave. See Scoring.

**TEMPLE:** Unlock this with the wooden key. See Scoring.

**TRAP:** See Trap Door.

**WARDROBE:** See Wardrobe.

**DRAGON:** At the east of the evil-smelling passage. Throw water over it to kill it. See Bucket, Scoring.

**DUNGEON:** Underneath the temple. You meet Merlin here, where he has been imprisoned by the vampire. See Doors, Grating.

**ETERNAL PASSAGES:** See relevant colour.

**EVIL-SMELLING PASSAGES:** Underneath the temple.

**FALLEN ROCKS:** On the mountain ledge. You cannot move or get past these. See Secret Passage.



**FANTAIL:** This rotates the mill topcap to keep the sweeps pointing into the wind. It plays no part in the game.

**FLOUR:** See Sack of Flour.

**FURNITURE:** Inside Bogle's cave. For atmosphere only, but see Bogle's Chair.

**GALLERY:** This is a wooden balcony-like structure which surrounds the tower of the mill. There are two ways of gaining access to this. See Doors, Ladder.

**DOOR:** See Doors.

**GEARS:** Part of the machinery inside the mill. They play no part in the game.

**GEM:** See Luminous Gem.

**GLOOMY: CELLS:** Underneath the crystal rooms. The red, green and blue crystals can be retrieved from here after using them for the first time.

**CORRIDORS:** Underneath the temple.

**GLASS SKELETON:** See Skeleton.

**GRAIN: SACK:** See Sack of Flour.

**STORE:** Inside the mill. See Trap Door, Sack Hoist.

**GRATING:** Outside the temple. This leads down into the dungeon cell underneath the temple. It cannot be undone from above the ground. It can only be unbolted from inside the cell. See hammer, Scoring.

**GREEN CRYSTAL:** Given to you by the priestess. Drop this in the green crystal room to get back to the mountain caves. See Gloomy Cells, Dais, Scoring.

**GROG SCORE:** See Boathouse.

**HAMMER:** In the southern small mountain cave. You will need this to hammer the bolt underneath the grating to open it.

**HOLE IN TUNNEL ROOF:** See Boulder.

**HUT:** See Mill Store.

**HYDRA:** He guards the road outside the temple. Use the cloak to pass him or the arquebus or sword to temporarily disable him. He cannot be permanently killed because of his ability to replace any of his missing heads with two more! Although this takes time. See Scoring.

**INDIGO CRYSTAL:** In the damp room at the west end of the evil-smelling passage. See Dais.

**IRON: DOOR:** See Dungeon Door.

**GRATING:** See Grating.

**KEY:** See keys.

**ISLET:** At the base of the mountain.

**JUNCTIONS:** See Roads, Tunnels, Paths.

**KEYS: BRASS:** Given to you by the priestess. This unlocks the boathouse. See Mermaid, Priestess.

**IRON:** In the vampire's coffin. This unlocks the cupboard and the dungeon.

**SMALL IRON:** Carried by the miller at the start of the game. This unlocks the mill store.

**WARDROBE:** In the Bogle's cave.

**WOODEN:** Given to you by the mermaid. This unlocks the temple door.

**KITCHEN:** See Bogle's Cave, Bogle's Chair.

**LADDER:** Inside the mill store. Prop this up the south side of the mill to climb up the gallery.

**LAMP:** At the bottom of the mill steps. Only the miller can light this, and he only has one match, so be careful with it! Give the lamp to him when he mentions it to you underneath the grain store. There is plenty of fuel in it to last the entire game. See Scoring. See also Luminous Gem.

**LEATHER: BOOT:** See Boot.



**BUCKET:** See Bucket.

**LIQUID:** See Water.

**LUMINOUS GEM:** Just outside the dungeon cell underneath the temple. This is used as a source of illumination after you lose the lamp. You will have to fumble around in the dark for a while to find it.

**MAGIC: MONOCLE:** See Monocle.

**WHISTLE:** See Whistle.

**MANUSCRIPT:** In Merlin's cave. For atmosphere only.

**MAPS:** In Merlin's cave. For atmosphere only. (Make your own!)

**MERLIN:** One of the major characters in the game. Being an old hand at adventure games, he is able to offer considerable assistance during the latter part of the game, especially with information. See Dungeon, Strange Writing, Water.

**MERLIN'S CAVE:** In the cave complex underneath the mill. See Wardrobe.

**CLOAK:** See Cloak.

**MERMAID:** On a rock in the mountain river. One of the two mystical characters in the game. She will offer to exchange the following objects (not necessarily in this order): A wooden key for your monocle, a spade for your brass key, an arquebus for your necklace, a black crystal for your white crystal. See Scoring.

**MESSAGE:** See Strange Writing.

**MILK:** If you drink this you will gain increased strength. See Milk Bottle, Gallery Door, Boulder.

**MILK BOTTLE:** Outside the mill door. If this is left here when the milkman calls he will exchange it for a full bottle. It will break if you blow the whistle too close to it. Later on in the game you may fill it with water from the river for drinking purposes. See Priestess.

**MILKMAN:** One of the game's characters. He will knock on the mill door as the miller is operating the sack hoist. When the miller asks you to see who it is, just go to the door. There are extra points to be gained here! See Milk Bottle, Coin.

**MILL:** In the field at the start of the game. It is a traditional tower mill fitted with corn-grinding machinery. Much of the early action takes place inside here. See Fantail, Gallery, Windshaft, Doors.

**FENCE:** For atmosphere only.

**STONES:** For grinding the corn. They play no part in the game.

**STORE:** Inside the mill enclosure. See Doors.

**MILLER:** One of the major characters in the game. When you first meet him you must offer to help him with his sacks. He will then give you instructions on what to do. See Sack Hoist, Lamp, Bogle's Chair, Stone Door, Scoring.

**MILLER'S LAMP:** See Lamp.

**MONOCLE:** In the northern small mountain cave. Use it to see the secret passage. See Mermaid.

**MOUNTAIN:** At the exit of the cave complex underneath the mill.

**CAVES:** Near the top of the mountain.

**DOOR:** See Doors.

**RIVER:** See River.

**TUNNEL:** See Roads, Tunnels, Paths.

**NECKLACE:** In the white crystal room. See Mermaid.

**NOTE:** See Scribbled Note.

**ORANGE CRYSTAL:** In the evil-smelling passage. See Dais.

**PADDLE:** Given to you by the priestess. You will need this to paddle the canoe across the river.

**PASSAGES:** See Roads, Tunnels, Paths.



**PATHS:** See Roads, Tunnels, Paths.

**PAYBOX:** At the entrance to the troll bridge. You may drop the coin in here but it is not the correct way of getting across the bridge.

**POLE:** See Sail Pole.

**POOL:** See Water.

**PRIESTESS:** In the secret passage. One of the two mystical characters in the game. She will offer to exchange the following objects (not necessarily in this order): A brass key for your whistle, a paddle for your brass key, a white crystal for your arquebus, a green crystal for your bottle, a blue crystal for your black crystal. See Scoring.

**RAINBOW CRYSTAL:** This is reformed out of the coloured crystals. See Dais, Vampire, Coffin, Scoring.

**RAISED DAIS:** See Dais.

**RAVINE:** Between the mountain ledges. See Troll Bridge.

**RED CRYSTAL:** On the path east of the river. Drop this in the red crystal room to get back to the mountain caves. See Gloomy Cells, Dais, Scoring.

**RELICS:** Inside the boathouse. For atmosphere only.

**RICKETY BRIDGE:** See Troll Bridge.

**RIVER:** Runs around the base of the mountain. See Canoe, Milk Bottle, Scoring.

**ROADS, TUNNELS, PATHS, ETC:** These are not individually described. See the entry for the nearest landmark.

**ROCKS:** See Fallen Rocks.

**ROPE:** See Sack Hoist.

**SACK HOIST:** In the mill. This is used to raise and lower the heavy sacks of flour through the trap door in the mill grain store. It is operated by the miller. When it is lowered you may climb down the rope to explore underneath the grain store.

**SACK OF FLOUR:** Inside the mill. This is very heavy and you will not normally be able to carry it without first dropping everything else. You may empty it, but then it is of no use! Tie it to the rope as the miller operates the sack hoist. See Scoring, Bogle's Chair.

**SAIL POLE:** On the east side of the gallery. Normally used to position the mill sweeps by hand, but not used for this purpose in the game. See Canoe.

**SANDWICH:** See Cheese Sandwich.

**SCORING:** You score points as follows: Opening the mill store, trap door, wardrobe, mountain door, cupboard, temple door, dungeon, grating. Killing the skeleton, hydra, dragon, vampire. Reading all signs and notices. Offering to help the miller. Following him upstairs. Tying the sack to the hoist. Getting the whistle. Getting into the Bogle's cave. Eating the sandwich. Swapping any object with the mermaid or priestess. Drinking from the river. Dropping the red, green and blue crystals in their rooms. Cutting the web. You score extra points for the following: Opening the gallery door. Retrieving the canoe with the pole. Reading the strange writing. Re-integrating the Rainbow Crystal, Resurrecting the body. See also Milkman.

**SCRIBBLED NOTE:** Left outside the mill door for the milkman. Read it.

**SECRET PASSAGE:** At the top of the mountain, near the fallen rocks. Use the monocle to see it.

**SKELETON:** He guards one of the passages in the cave complex underneath the mill. Use the whistle.

**SMALL:DAMP ROOMS:** See Damp Rooms.

**IRON KEY:** See Keys.

**MOUNTAIN CAVES:** See Mountain Caves.

**SPADE:** Given to you by the mermaid. This plays no part in the game.

**SPIDER'S WEB:** See Web.



**STAKE:** At the end of the gloomy corridor. See Vampire.

**STATUE:** See Priestess.

**STONE:CHAIR:** See Bogle's Chair.

**DOOR:** See Doors.

**FURNITURE:** See Furniture.

**STORE HUT:** See Mill Store.

**STRANGE: CAVE:** Above the boulder passage.

**WRITING:** In the evil-smelling passage. Get Merlin to read it. See Scoring.

**STRONG SWORD:** See Sword.

**SWORD:** Underneath the black crystal room. See Web, Hydra.

**TABLES:** For atmosphere only.

**TEMPLE:** To the east of the mountain river. See Cloak.

**TRAP DOOR:** In the mill grain store. Open this as instructed by the miller, who will then lower the sack through it. See Sack Hoist, Scoring.

**TROLL:** He is normally asleep in the paybox, but will soon wake up if you try to cross the bridge without paying! Use the cloak to escape detection.

**BRIDGE:** The only way of crossing the ravine. See Troll.

**TUNNELS:** See Roads, Tunnels, Paths.

**VAMPIRE:** In the vampire's coffin. Use the stake to kill him before he attacks you. he can be resurrected again with the Rainbow Crystal, but it is not recommended! See Scoring.

**VAMPIRE'S COFFIN:** On the dais underneath the temple. Open it. See Vampire, Violet Crystal, Iron Key.

**VIOLET CRYSTAL:** In the vampire's coffin. See Dais.

**WARDROBE:** In Merlin's cave. Use the wardrobe key to unlock it! See Scoring.

**WARDROBE KEY:** See Keys.

**WATER:** At the west end of the evil-smelling passage. It only LOOKS like water! Use the boot to get across it. If you throw the boot back to Merlin it will fall in the water.

**WEB:** Underneath the temple. Carry the sword to cut it down. See Scoring.

**WELL:** See Wishing Well.

**WHISTLE:** In the strange cave. This emits a high-pitched note when blown and is used for breaking glass. See Wishing Well, Milk Bottle, Skeleton, Mountain Door, Priestess.

**WHITE:CRYSTAL:** Given to you by the priestess. It is not part of the Rainbow Crystal and you should not drop it in the white crystal room. See White Eternal Passages, Mermaid.

**ETERNAL PASSAGES:** You are transported here by dropping the white crystal in the white crystal room. The only way out is by QUIT or LOAD.

**WINCH HOUSING:** At the top of the mill. Here, the miller will explain to you exactly how you can help him. Until this has happened you will not be able to help, even though you may know exactly what to do from a previous game. See Sack Hoist.

**WINDMILL:** See Mill.

**WINDOW:** See Mountain Door.

**WINDSHAFT:** This is the large shaft inside the mill which drives the machinery. It plays no part in the game.

**WISHING WELL:** In the strange cave. Throw the coin down here to get the magic whistle. See Scoring.

**WOODEN: BOATHOUSE:** See Boathouse.

**BRIDGE:** See Troll Bridge.

**DOOR:** See Mountain Door.



**KEY:** See Keys.

**LADDER:** See Ladder.

**STAKE:** See Stake.

**WRITING:** See Strange Writing.

**WRITING DESK:** In Merlin's cave. For atmosphere only.

**YELLOW CRYSTAL:** In the damp room at the east end of the evil-smelling passage. See Dais.

**Instructions' Source** : THE LOST CRYSTAL (Epic) Instruction And Help Booklets

### **Review (Electron User) - "Superb Adventure"**

THE LOST CRYSTAL has been more than two years in the making and supposed release dates have come and gone. However, the wait was worth it. This is one of the best text adventures I have ever seen.

It is offered in a superlative manner, with two cassettes packaged with help and instruction booklets in a scintillating presentation box. The screen shots on the insert give an indication of the marvellous graphics ahead.

The documentation helps set the scene for the 400 location magnum opus which follows. "The Rainbow Crystal which has protected the people of Zaloria for many years," (from the hideous Bogle and his marauding Morgs), "has been struck by a mysterious bolt of lightning and shattered into seven pieces".

You have been chosen to recover the seven crystals and find a way to recreate the Rainbow Crystal and so restore peace to the Freelands.

You begin this massive jaunt standing to the south of a large windmill. An exploration of the mill and its storehouse should let you solve these early puzzles which are really just beginners' fare. Though you may get a shock when the milkman knocks for his money. Don't forget that "Milk has gotta lotta bottle."

In part two, the going gets tough and I had to resort on at least one occasion, to the excellent help book.

Careful progress through the many twisty passages (don't worry, it isn't a maze) and assistance from the strong but cowardly Miller should help you to overcome these hurdles. But, don't waste that coin.

The Bogle is soon encountered and the poor Miller must be sacrificed to save your own skin. Who said that Epic was heathen?

The third part is the largest and most difficult and involves cunning manipulation of objects, some excellent chaining puzzles and the start of your collection of lost crystals.

You will now discover the use for that sail pole you have been carrying since the beginning of the game.

A secret passage will reveal a princess who is really a trading post for some of the possessions you are carrying.

In part four, you become involved in a titanic struggle to rescue Merlin. You must defeat the hydra, a dragon and a vampire before being reunited with an old acquaintance. The end is both spectacular and amusing.

My only criticism of the game is that the colours are sometimes a little garish. The puzzles are, on the whole, logical and typical of the Epic style of construction. The most important character in the game - besides yourself - is the Miller, who demands sympathy and affection. I adored his comments at various stages of the game and his muscular help is required on more than one occasion.



This is a rare adventure which has a lot to offer the beginner and expert. A whole new experience which must be savoured and an adventure which I whole heartedly recommend.

Presentation .....	10
Atmosphere .....	10
Frustration Factor .....	9
Value for money .....	10
Overall .....	10

Pendragon, ELECTRON USER 4.11



# THE MAGIC SWORD

*Professional, Originally Released On Cassette, ADFS 1D00 And DFS 1D00 Disc*

Game Alias : THE MICRO ADVENTURES OF PRINCESS POPPY AND THE FROG PRINCE  
Game Type : Educational; Text Adventure With Graphics  
Authors : Kristin and Martin Hollis  
Standalone Release(s) : 1986: THE MAGIC SWORD, Database, £6.95 (Tape), £9.95  
(3.5" ADFS Disc)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : DATABASE, Europa House, Adlington Park, Adlington,  
MACCLESFIELD SK10 4NP. Tel: 0625 878888  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (EUG)

Name three fun games for very young children on the Electron. It's not as easy as you might think, is it? Sure, there are lots of good *educational* titles available as a result of Acornsoft and its collaboration with ASK, ESM and Bourne. But the likes of WORD SEQUENCING and NUMBER BALANCE seem to be more like exercises in English and Maths than a real game, and simple shape-matching games like FACEMAKER are probably no more than a necessary evil to kids now that computers are so all-prevalent in the classroom.

The young-child-fun category I'm attempting to explain is a category where the game is devoid of any real 'educational' content, but instead is just a very simplified version of a game based at a higher age group. One example might be a SNAPPER clone when the ghost moves very slowly when 'homing in' on the Snapper. Another, happily, is what we have in THE MAGIC SWORD; an 'official' disc-based title from Database Software which does some amazing things with the concept of a straight-forward text adventure.

The plot is very simple. A wicked witch has locked up an unfortunate princess in a castle and turned her adoring prince into a frog. You set off to return the unfortunate pair to the standard of living they enjoyed previous to this incident. It involves wandering around a small area using the NSEW keys and collecting any items you find along the way.

Coming from the inventors of NURSERY RHYMES and the FUN SCHOOL series, you're fairly assured of the quality of this product and it doesn't disappoint. On booting up the disc you get a quick title screen accompanied by a lively string of notes played on interrupt, two colourful screens of instructions and then the adventure proper begins.

What is immediately likeable about THE MAGIC SWORD is that the traditional format of the adventure game has not been departed from, despite what has been done to simply it for youngsters. The screen is divided horizontally into two sections and, while the game is presented in Mode 4 (limiting the palette to two colours), complimentary colours mean that text and illustrations always appear darker than the background behind them. The location descriptions, in the bottom rectangle, are presented in double height text to aid readability and a compass featuring N, E, S and W around a crosshair cleverly flashes only the directions in which the player can move in the bottom right.



Above the location description, a blocky graphic appears of what is described below. For example, a window. If there is also an object in the room, it appears too, and to pick it up the player need only press G for GET. When searching through the inventory, each object appears on screen in turn waiting for a keypress before returning to the game.

Now this simplified format of adventure puzzling is certainly not unique to THE MAGIC SWORD and has been utilised in many BBC adventures for children such as GRANNY'S GARDEN and LITTLE RED RIDING HOOD. The trouble with these titles though is that they could not be converted to the Electron firstly because they played completely in Mode 7, which requires all seven colours to be available; and secondly because Mode 7 only requires 1K of memory and the programs would be too long to work in any other Mode.

Probably the best way of appreciating these restrictions is simply to take a look at these other titles on the good ole Beeb and just try and imagine how you would tackle the conversion in order to keep all the elements intact in a conversion to the Electron. It would be a difficult if not impossible process.

What Database have done therefore is, undaunted by the Elk's limitations, to write an adventure of comparable (lack-of-)complexity *within* them. From the original blocky style of Mode 7 graphics we get the illustrations in the top window; from the double-height text so easy to manipulate in Teletext Mode we get the double-height descriptions. It is something of a unique attempt to emulate these popular titles and almost seems to proudly boast almost all of their features.

For example, whenever you move in a valid direction, there is a high pitched sound almost like a grasshopper rubbing its legs together. The screen blanks, the colours change (helping to increase the variety of the screen - this is important with young children as players) in the darkness then the new location appears, complete with its new graphic and updated compass points. If you move in an invalid direction, there is a sound like the rocks falling in REPTON and you are told what you did wrong. This is probably the one major problem in the game however, because the text saying, for example, "You can't move up here!" appears on the very top line of the screen and you often can't see it on a TV.

The adventure itself is also not as easy as you might expect, and moving the wrong way at a certain location is likely to see you roasted in an oven or plunged into a waterfall; in both cases signalling your imminent demise. Some educationalists might argue that this is discouraging but personally I found the adventure games shipped into my classroom on the BBC to be more so where death was *not* possible. I still remember being infuriated by one where I tried to walk into "the Lair of the Killer Spider" and just got the response "That isn't wise!"

THE MAGIC SWORD's death routines also make very good use of the Elk's graphics and sound capabilities. In fact the combination of graphics, sounds, compass and sequences do a lot to counterbalance the fact the game is in monochrome. The original package also comes with a large print instruction manual too which can be referred to in the very unlikely event of the child experiencing difficulty.

Reflect back on the fun category then and you'll probably see that THE MAGIC SWORD aptly fits the bill. As an added bonus too, it works on all Electron disc systems (Sadly though, not on the BBC!), even where PAGE is set to &1D00. It is a slick, professional title for young children which is a great but serious introduction to text adventuring. And it's also quite unique in the library of Elk software available. Personally, if I had to name three fun games for the under fives this would come top, followed closely by Database's excellent NURSERY RHYMES and Mirrorsoft's amazing CRACK IT TOWERS.

Dave Edwards, EUG #63



# THE MINE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author :  
Standalone Release(s) : 1984: THE MINE, Micro Power, £6.95  
Compilation Release(s) : 1987: MICRO POWER MAGIC 2, Micro Power, £7.95  
1987: PRES GAMES DISC 2, PRES, £9.95  
1989: 10 COMPUTER HITS 4, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Plays fast on BBC machines.  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Tunnel through the strata deep beneath the Earth's crust in search of buried treasure. Clear the mine of fire breathing dragons and man-eating tomatoes with your neutraliser, avoiding toppling rocks, poisonous toadstools and ruthless phantoms."*

## The Game

The object of the game is to tunnel through the strata deep beneath the Earth's crust in search of buried treasure. But the mine is protected by fire breathing dragons and giant man-eating tomatoes. To kill one of these, you must get close to your victim and activate your neutraliser.

The creature will then start to shrink and then disappear completely.

Running under a boulder will cause it to fall to the floor. This can be useful for killing monsters - and also yourself, if you don't move out of the way fast enough. Also beware the poisonous toadstools.

The creatures themselves cannot dig. They change tunnels by turning into ghosts and then rematerialising in a different tunnel. You must kill all of the monsters to advance to the next phase. If this is not done by the time the flowers have all wilted away, you will lose a life.

Bonus points are awarded for the speed with which you complete each phase.

## Control Keys

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Neutralise

**Instructions' Source** : THE MINE (Micro Power) Inner Inlay

**See also** : EUG #47 for a review of PRES GAMES DISC 2



# THE MOLE CONCEPT

***Professional, Originally Released On Cassette Only***

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Instructions' Source : 3

## **Review (Electron User)**

This package in the Secondary Science series breaks new ground by being in the format of "computer synchronised audio". This means that a tape commentary - spoken by Fred Harris - is played while the software runs. The two are kept in step by the simply method of pressing a key when Fred tells you to.

The programs are disc based only. In fact the driver is kept very busy throughout the presentation which lasts about half an hour. During that time, you will be stunned by the beautiful graphics that your computer can produce, seemingly instantly.

The package aims to teach or reinforce the chemist's rather specialised concept of a mole. To him it is a unit of measurement, not a furry animal. This is achieved by tutorial sessions followed by questions. When used with pupils aged 15 to 16, there seems to be a good balance between teaching and questioning and the novel presentation of the information encourages them to solve the problems.

If any pupil finds questions difficult then a worked answer is given on the screen.

The topic is covered thoroughly during the presentation, with domestic and industrial applications brought in. In fact, long after Fred Harris has finished talking you can still be carrying out titration simulations and working out the molarity of solutions.

The accompanying booklet implies that this software should be used by individual students. Many schools would not be able to afford the computer time for this, but in fact the software works well with groups of pupils.

However it is used, there can be little doubt that students on an O level or CSE chemistry courses will benefit from this software. These pupils enjoy the novel format, the interesting voice and a touch of humour, not to mention the really lovely graphics. The learning they achieve is almost a side issue, but in fact a lot of knowledge sinks in.

This is a program that chemistry teachers really should find time for. It is a positive aid for pupils in coming to terms with this difficult idea.

Rog Frost, ELECTRON USER 3. 6



# THE NIGHT SKY

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Instructions' Source : 3

## Review (Electron User)

Is gazing at heavenly bodies your scene? Do you know an Ursa Major from a Corona Borealis? If your answers are yes, then this program is right up your street (or your Milky Way!). It will allow you to place yourself anywhere in the world, within certain generous limitations of longitude and latitude, and look at any constellation, or the sky in general.

There are more than 80 constellations listed, and they are identified by their three-letter abbreviations as used by the IAU. Care must be taken to enter this with the correct sequence of upper and lower case letters. Of course, we Electron users know it's easier to enter lower case letters on the Electron than on the BBC Micro.

The constellations contain over 1,000 stars, although not all will be available to view from our chosen location, even though a northerly or southerly aspect may be selected.

Various options are available, one being the facility to enter ANY as the answer to the name of the constellation. The micro will then select one and display it, having made sure it is visible. You can then use this as a test, guessing the answer before it is revealed.

If your interest in astronomy is perhaps dormant, this is a super program to awaken it!

Phil Tayler, ELECTRON USER 2. 2



# THE NINE DANCERS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Adventure No. 4 In THE LARSOFT COLLECTION)  
Author : Geoff Larsen  
Standalone Release(s) : 1987: THE NINE DANCERS, Larsoft, £3.95 (Tape)  
Compilation Release(s) : 2002: THE LARSOFT COLLECTION, Larsoft, PD (Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LARSOFT, 4 Chantry Road, Clifton, BRISTOL BS8 2QD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The numerous Megalithic monuments which are scattered across these islands are the subjects of countless legends and folktales. One story common to many of the great standing stones is that of petrification in which persons have been turned into stone in retribution for some sinful misdemeanour. The petrification legend associated with the Nine Dancers differs from most others in that the unfortunate persons were not punished for sabbath - breaking.

According to local folklore a princess was engaged to be married to a prince from a neighbouring kingdom. An evil enchantress was so outraged at not being invited to the wedding celebrations that she decided to wreak a most terrible revenge.

On the morning of the wedding she assumed the guise of a travelling musician. She wandered down to the grassy plain where the princess was preparing her floral garland. The sorceress played such sweet music that the princess was overcome by a strong desire to dance. The lilting melodies brought others to join the dance. It was strange that music so fair could come from hands so evil. As the circling dancers whirled around the evil hag intoned:

"Wedding day, thou shalt have none,  
From this day forth thou shalt be stone."

Within the instant the dancers had been turned into stone.

When word reached the prince he became heartbroken. Now, there was a wizard who acted as advisor to the King and Queen and so the prince went to consult him.

The wizard announced that one day the spell would be broken and the princess would be restored to life again. "Whilst she is in stone then so shall you be," said the wizard as he circled the prince three times. "Whosoever revives the princess shall revive you also and the wedding will proceed as arranged."

When the wizard had finished speaking the prince had become stone. In order that no harm should befall the stones the wizard left his abode and, turning himself into an elder tree, he took up position near the petrified dancers.

Other legends connected with prehistoric sites tell of fairies, ghosts, infernal black dogs, hidden treasure and (more recently) U.F.O.s. To those unfamiliar with fairy lore it should be emphasised that the conventional image of a fairy as a pretty little creature with gossamer wings is a recently introduced one. The older tales concerning fairies described that as Little People who were normally formed although small in stature. The association of the fairies with ancient sites is a strong one and prehistoric barrows are often referred to as Fairy Hills.

In the NINE DANCERS you play the part of a reporter for a local newspaper who has been asked to write an article on the stories connected with some of the local tourist sites. As the bus on which you are travelling winds through narrow country



lanes, you gaze out at the passing scenery. The bus swerves to avoid a fox which suddenly runs out in front of it and you are jolted out of your seat. The bus stops in the village of Steignton and you get out.....

### Official Hintsheet

- Examine well the dried-up pond.
- Conversation, overheard within the White Horse Inn, will explain the policeman's reluctance to let you pass him.
- In order to proceed to the stones you will need to divert his attention. The acquisition of an antique will be helpful in this matter.
- To avoid being recognised you will need to change your appearance, twice.
- The pixie is open to temptation.
- At first appearance the black dog may be fetching but will it swallow your ruse a second time?
- An entrance to, and exit from, the fairy world exists when the full moon shines.
- There is a break in the clouds for only a short while.
- A message, in old words, should be exactly followed in order to transform the single stone.
- Once the princess is reverted to stone the game is beyond solution.
- To reverse the wizard's spell you should copy his actions.

**Instructions' Source** : THE NINE DANCERS (Larsoft) Inner Inlay

### Review (Electron User) - "A Rival For Adams"

I was brought up to believe that you only get what you pay for. While that adage is true for most things in life it certainly doesn't always apply to computer software. At only £3.95 I can safely say that THE NINE DANCERS compares favourably with many adventures at three times that price.

The program is packaged in a very professional manner with superbly atmospheric background notes to prepare you for the adventure ahead. "In THE NINE DANCERS you play the part of a reporter for a local newspaper who has been asked to write an article on the stories connected with some of the local tourist sites." One such tourist attraction is a circle of nine standing stones about which legends and flights of fantasy abound.

You begin your quest at a bus stop in a narrow country lane outside the village of Steignton. A quick glance around reveals a litter bin (full of messy rubbish), an old button, a bus shelter and a sign post. My first instinct was to examine the sign which told me that Wychwood was only seven miles away. Having already been there, I turned my attentions to the old button.

This button, it turns out, is part of a very clever chaining puzzle involving a needle and some thread - but I'll leave you to solve that one.

The village of Steignton provides much of the focus of the adventure and all the shops are worth examining. The postcards and advertisements in the window of the general store reveal the first evidence of the debt that author Geoff Larsen obviously owes to Scott Adams in the writing of adventures.

The humour is refreshing and touches upon contemporary life. Above the door of the tea shop an emblazoned sign proudly displays the longevity of the company's continued business - EXAMINE SIGN shows: Purveyors of fine teas since 1986.

Also watch out for the antique dealer who is bound to rob you blind!

The inlay notes hint at magic and mysticism which certainly have a home in this adventure. The first sticking points could be the policeman who blocks your way to the Nine Dancers and, outside the general store, an alarm which must need ringing.

If you want an adventure which compares to Scott Adams at his best, then this it.



Presentation .....	8
Atmosphere .....	8
Frustration Factor .....	8
Value for money .....	10
Overall .....	8

Pendragon, ELECTRON USER 4. 6

### **Solution (Acorn Electron Haven)**

From the starting location go E, N to the pond. ENTER the POND and EXAMINE the RUSHES to find and GET a SHOVEL. Now go U and S to the tea shop. ENTER the SHOP and EXAMINE the COUNTER. GET the LOAF of bread you find before LEAVEing the SHOP and going N and E to the village inn.

ENTER the INN and LISTEN to discover why there is a police presence in the town. LEAVE and go W, N, E, E and E to the fields. DIG and GET the URN. Now go W, S, S and E before DIGging again. GET the PEG you find and EXAMINE the SCARECROW. GET its COAT and WEAR COAT as a disguise.

Go W, N, N, W and W. DROP the SHOVEL as you won't need it any more. Now ENTER the antiques SHOP and OPEN the PAMPHLET inside it. An envelope will fall out. GET the ENVELOPE and LEAVE SHOP. Outside, OPEN the ENVELOPE and a message will fall to the floor. DROP the unnecessary ENVELOPE and GET the MESSAGE. READ the MESSAGE and then DROP the MESSAGE.

Go S, S, W and N to the general store. THROW the URN at the window and the policeman will be alerted from where he was standing guard. Run S to the bus station and REMOVE the COAT. DROP COAT in the litter bin. Now proceed E, N, N, E, N, N, N and N to the stone circle. EXAM the ARCH here to discover a pixie barring the way. DROP the LOAF as bait and withdraw S to the arch. Now go back N and you will see he has made off with the food.

CLIMB the ARCH now and GET the cow-BELL. JUMP DOWN and GO ARCH. Go N and E then CLIMB the ROUND BARROW and GET the PIXY-STOOL (a kind of toadstool). JUMP DOWN and go W and N to the derelict hut. THROW the PEG to get rid of the guardian mutt. Now ENTER the HUT and STUFF the dead HARE with the pixy-stool. GET the HARE and GET the horse SHOE. The sound of a bell or the touch of iron reputedly warns off fairies.

LEAVE the hut and go back S and E to the roundbarrow. DROP the HARE and the dog will eat it, falling asleep. Now CLIMB the ROUND BARROW again and ENTER the ENTRANCE to the fairy world.

Go D and RING the BELL in the banquetting room. Move E and follow the fleeting figure W and W into the West Chamber. EXAMINE the DOORWAY then THROW the horse SHOE into him. ENTER the DOORWAY to the hidden chamber and GET the FIDDLE.

Now return all the way back to the stone circle: N, E, U, GO EXIT, JUMP DOWN, W, S, ENTER ARCH and S. PLAY the FIDDLE to reverse the witch's spell and TALK to the PRINCESS who transforms from one of the stones. Go E and EXAMINE the WIZARD. GET the KEY he offers you. Now go W and GET the GARLAND of flowers before going W again. At the lake, GO onto the GALLEON.

Now go W and OPEN the GATE. GO through the GATE and U. To revive the single stone, reverse the wizard's spell by typing "CIRCLE STONE" three times (If you do not do this correctly the princess turns back to stone and the adventure cannot be completed!) before finally you HANG the GARLAND over the stone. Something will happen!

TALK to the PRINCE and then TALK to the PIPER to complete the game!



# THE PROPHECY

## *Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Adventure No. 1 In THE LARSOFT COLLECTION)  
Author : Geoff Larsen  
Standalone Release(s) : None  
Compilation Release(s) : 1987: THE RISING OF SALANDRA, Larsoft, £3.95  
2002: THE LARSOFT COLLECTION, Larsoft, PD (Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LARSOFT, 4 Chantry Road, Clifton, BRISTOL BS8 2QD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

For years, the inhabitants of the Lands of the Outer Marshes, at the Northern edge of the Great Ocean, have lived happily in peace. In recent weeks, however, rumours have been growing in the Southlands of the gathering of forces of the Dark Lord Salandra.

Then, one dark morning, the Elders call the Villagers to the Moot.

"Soon, very soon, my friends, the Dark Forces of the evil Salandra will be abroad in our fair land. Even now, the black sails of his warships are gathering at the far side of the Great Ocean in readiness to transport the evil hordes of his armies to our continent.

"Once the Outer Marshes have fallen under his misrule he can spread Northwards past the desert and on to the Valley of the Seven Kings. We are in dire peril and need the guidance...

"...of a mighty warrior."

A hushed murmur fades away into expectant silence. All had heard of the Prophecy of Thrull.

Seven Ages ago there had lived a Warrior whose struggles against the opponents of Peace became legendary. Stories were told that through these deeds he had acquired the favours of the gods and had attained the status of an Immortal. One day he left the Lands of the Outer Marshes promising that he would return if ever the tranquility of the Lands was threatened. He left a parchment with the Chief Elder whereon was inscribed a prophecy. Thrull, for that was his name, was seen no more.

The prophecy foretold that the kingdom across the Sea would fall under the powers of evil after seven generations had been born.

The Chief Elder speaks again.

"The Oracle tells me that Thrull has not died but lies sleeping somewhere near the cliff-top by the Great Ocean. To waken him from his deep sleep one amongst you needs to prove our Village worthy by taking him THREE items which will be found on your quest. Each item will be symbolic of one aspect of Thrull's chivalry and prowess. The items are:

"A SWORD - the symbol of strength and might

"A TALISMAN - the symbol of protection and supernatural force

"THE KNOWLEDGE OF OUR FOREBEARS - the symbol of our understanding.

"The Oracle says that two of the items will be attained through helping others. Five days ago a mysterious intruder broke into the Elders' quarters and stole The Book Of



Knowledge. It would seem to us that this event was related in some way and that the retrieval of the Book has been pre-destined.

"Now, will there be one among you to set out on this quest?"

You hear a loud shuffling of feet and then to your horror, find that all but yourself have taken a step backwards. The Chief Elder addresses you:

"Good luck, my child. May fortune favour you."

So it was that you reluctantly set off on a journey fraught with danger, mystery and adventure. After a couple of minutes' walking you find yourself on an East/West road; GOOD LUCK.

### Official Hintsheet

- There is a 'help' facility within the game itself.
- The stream carries the answer to crossing the bridge.
- There is a concealed room within the tower near the mirror room.
- The horse packs a surprise without adding a rider.
- There is something of note in one tree and a note of something in another.
- The key solution to the beach lies within the cave, if you can find it.
- The fissure may weigh heavily on your mind but don't get too cross.

**Instructions' Source** : THE RISING OF SALANDRA (Larsoft) Inner Inlay

**Review** : No Review Yet

### Solution (EUG)

Travel W and CLIMB up the hill. EXAMINE the TREE there and SHOUT to scare the bird away. EXAMINE its NEXT and GET the RING. Now go N and E and ENTER the CAVE. Move E and S and GET the KNIFE. Travel N, E and E again then JUMP DOWN from the ledge.

EXAMINE the HORSE and EXAMINE the backPACK. You cannot ride the horse but GET the BOTTLE and GET the TORCH as they will come in useful later. Go S and W then use the knife to CUT the ROPE from the tree. GET the ROPE and go E and N with it. ENTER the STREAM and FILL the BOTTLE with water. You now have to DROP the BOTTLE so you have enough inventory space to do what follows. GET the COIN on the ground and go U and S to the bridge. GIVE the COIN to the bridgekeeper and now go back N. ENTER the STREAM again and GET the BOTTLE you dropped earlier. Go U and S to the bridge again.

CROSS the BRIDGE and go E. ENTER the TOWER and go U, U and W. On the top floor, EXAMINE the dressing TABLE to find a mirror. GET the MIRROR and EXAMINE the WINDOW. You will discover there is a ledge beyond it so GO out on to the LEDGE and TIE the ROPE to the bar. CLIMB DOWN the rope - it will break but you will fall safely onto a ledge below. GO in through the new WINDOW and CUT the ROPE which binds the man.

GIVE the BOTTLE of water to the man and he will present you with a Golden Cross. GET this CROSS and LIFT the TRAPDOOR to leave the tower. GO TRAPDOOR then go E, D, N and S to find a boat. ENTER BOAT and ROW.

On the beach, GET the PLANKS and EXAMINE the ROCK. GET the FISH, go W and GIVE the FISH to the bear. Go E and LIGHT the TORCH from the remains of the fire. Now go W and ENTER the CAVERN. Inside, go N and EXAMINE the ALCOVE to find a key. GET KEY. Go D the steps and you will meet a scorpion. DROP the MIRROR beside it and it will be intimidated by its own reflection. GET the SHOVEL and return U, S and S.

DROP the PLANKS across the fissure then return N, E and E to the beach and DIG. UNLOCK the CHEST and EXAMINE the CHEST to find the Book of Knowledge. GET the BOOK and go W with it. ENTER the CAVERN and go S. The Book is too heavy to carry across the planks so, with all your might, THROW the BOOK across the fissure. Now CROSS FISSURE and EXAMINE the LEDGE to find it again. GET the BOOK for the second time and go S, E and E. Outside the cave is Milithir's shack.



ENTER this SHACK and GIVE back his RING. You will receive a sword. GET the SWORD before LEAVEing the SHACK. Go W, S, U, U and U then ENTER the stone CIRCLE and you will be greeted by Thrull. GIVE him the SWORD, BOOK and CROSS to him to complete this first part of THE RISING OF SALANDRA.



# THE PUPPET-MAN

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Adventure No. 5 In THE LARSOFT COLLECTION)  
Author : Geoff Larsen  
Standalone Release(s) : 1987: THE PUPPETMAN, Larsoft, £3.95  
Compilation Release(s) : 2002: THE LARSOFT COLLECTION, Larsoft, PD (Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LARSOFT, 4 Chantry Road, Clifton, BRISTOL BS8 2QD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Towards the end of the last century, there lived a puppeteer whose puppet shows always attracted large crowds wherever he performed.

Such was the skill of the puppeteer that rumours abounded that the puppets were not made of wood at all but were actually tiny people who were under the puppetman's control.

There was to be a Summer Fete centred around the village of Owlsmore. When it was announced that the puppetman was to attend with his little people, crowds from all over the surrounding country began to descend on the tiny village hoping to witness the much acclaimed spectacle. On the morning before the opening of the Fete it was discovered that the most important marionette of all had been mislaid or possibly even stolen.

The local people on hearing this news began to speculate that this was indeed proof that the puppets were, as they has always suspected, living creatures and that one of them had decided to leave.

Personally, you are astonished to learn of the puppet's disappearance because during the night you had had a most peculiar dream.

During your dream you had been visited by Mnemosyne, wife of Zeus and mother of the Muses. She had spoken thus - "I am Mnemosyne, I am memory."

"In the morning there will be the discovery that a valuable puppet has disappeared. If you are able to help some of my daughters, they in turn will help you find that which has been stolen."

These words from your dream now come back to you but you are unsure as to what to do next. Then a strange feeling comes over you and you hear the voice of Mnemosyne once again...

## Official Hintsheet

- If you are still in a dream you should come to your senses.
- You may learn much by talking to people.
- As the story unfolds situations may change.
- You should be above the bear's attentions. A tasty morsel may be a bait to trap it.
- During the adventure other characters may leave objects behind.
- Some locations will require a few visits.
- There will be a handy protection for you somewhere.
- You will need legerdemain to operate a trap.
- You may spend some time in a nursery rhyme but the stage will be primed for a pantomime.



**Instructions' Source** : THE PUPPET-MAN (Larsoft) Inner Inlay

### **Review (Electron User) - "No Strings Attached"**

Geoff Larsen is fast becoming one of the prime adventure writers for the Electron. With the release of this, his fifth adventure, he confirms his mastery of the genre. THE PUPPET-MAN is one of the most original and engrossing adventures I have seen for a long while, and must be Geoff's finest offering yet.

At the end of the last century there lived a puppeteer whose puppet plays were the talk of the land. In fact his puppets were so lifelike it was rumoured they were little people, made up to look like puppets. At the midsummer fair in the village of Owlsmore the Puppet Man is due to perform but the day before, his star marionette was stolen or mislaid.

During a dream, you are visited by Mnemosyne, mother of the Greek muses. She tells you that if you can help three of her daughters; the muses of dance, comedy and poetry, they in turn will assist you in a search for the marionette.

The adventure becomes a trilogy of inter-related plots in which you first help a ballerina, then an auguste clown and finally Pierrot.

The backdrops incorporate nineteenth century theatre and circus giving the whole adventure the heady atmosphere of vaudeville. The puzzles are complex, but totally logical and require careful thinking and revisiting of different scenes.

The beginning reminds me of something of a cross between Level 9's WORM IN PARADISE and Robico's MYOREM. To be compared even in part to those two masterpieces is sure testimony to the quality of this adventure.

Later on there is a beautiful scenario involving a butcher, a baker and a candlestick maker, and a wooden tub. Another scene involves trapping a bear, while on the stage is a struggling Covent Garden escapologist. As suggested, the adventure involves dancing, comedy, poetry and sleight of hand, and like all of Larsoft's adventures is totally non-violent.

The multi-use of each location and the facility to talk to the characters you meet, means Geoff has used the Quill to its utmost. The mind boggles to think of what he might achieve given machine code programming and better text compression.

This adventure is superb and you will be hard pressed to find a better release for the price. Larsoft is going to be a name worth watching over the next few years. All I can say is buy it, you won't be disappointed.

Presentation .....	9
Atmosphere .....	8
Frustration Factor .....	9
Value for money .....	10
Overall .....	9

Pendragon, ELECTRON USER 4.11

### **Solution (Electron User, Contributed by G. Livesey)**

Section 1 : WAKE UP, EAST, EXAMINE STUMP, TALK TERPSICHORE then SOUTH, SOUTH, SOUTH, EAST, ENTER the MANOR. Go UP then WEST and TALK to BALLERINA. EAST, NORTH, GET LADDER, SOUTH, DOWN and LEAVE the MANOR. WEST, NORTH, NORTH, WEST, DROP LADDER and CLIMB TREE. EXAMINE HOLLOW and EXAMINE JACKET and GET SILVER KEY. DOWN and GET LADDER.

EAST, SOUTH, SOUTH, EAST and ENTER the MANOR. Go NORTH into the lounge and UNLOCK CLOSET. EXAMINE CLOSET and EXAMINE SKELETON. When it crumbles away, you can GET the SKELETON KEY. Then return SOUTH, LEAVE the MANOR, WEST, SOUTH, WEST and UNLOCK the DOOR.



ENTER the village HALL and EXAMINE the GOODS on the table to find the ballet shoes. GET the SHOES and LEAVE. Return EAST, NORTH, EAST, ENTER the MANOR, go UP and WEST and GIVE the SHOES to the ballerina.

At this point a Harlequin will appear and you will be transported to section two.

Section 2 : Go EAST and TALK THALIA. Then go SOUTH, SOUTH, SOUTH, WEST then NORTH and GET CLEAVER. Now go SOUTH, EAST, EAST and ENTER the MANOR. Go SOUTH into the dining room and EXAMINE the TABLE. Get the SALMON then travel NORTH, UP, NORTH, EXAMINE the SHELF to find the GLOVE. (You can pick up the GLOVE at this point - although it is not required until the third section)

Go SOUTH, DOWN and LEAVE. ENTER the MARQUEE and ENTER the RING. Now OPEN the CAGE, ENTER the CAGE and DROP the SALMON before you LEAVE the CAGE. Next OPEN the CAGE which has slammed shut behind you.

Go NORTH then EAST and DROP the LADDER then CLIMB the LADDER so that you are on top of the cage. OPEN the CAGE - a bear will lumber out and, smelling the salmon, will be tempted by it. Go DOWN then WEST and ENTER the MARQUEE and CLOSE the CAGE, thus trapping the bear.

Next go NORTH, WEST and UP into the living wagon and TALK to MAN. Now go DOWN, EAST, EAST and ENTER the CAGE. EXAMINE the BOX to discover some netting. GET NETTING and LEAVE CAGE.

Now go WEST and ENTER MARQUEE again then go SOUTH, SOUTH, WEST, SOUTH, SOUTH, SOUTH, SOUTH, EAST then THROW NETTING to trap the attacking owl.

Journey EAST and EXAMINE the BUILDING. EXAMINE CHAINS then CHOP the CHAINS (with the meat cleaver). ENTER the BUILDING and go UP. EXAMINE the NEST to find the clown's stolen eggshell 'face'.

Finally go DOWN then LEAVE and go WEST, NORTH, NORTH, NORTH, NORTH, EAST and ENTER the MARQUEE yet again. ENTER the RING and go NORTH, WEST, UP then GIVE the EGGSHELL to the man and go DOWN.

Harlequin will now appear and you will be transported to section three of the game.

Section 3 : Go EAST and TALK to ERATO then go SOUTH, SOUTH, WEST, ENTER the WILLOW and TALK to PIERROT. EAST, EAST, SOUTH, WEST, SOUTH, GET the CANDLE, NORTH, EAST, EAST and ENTER MANOR. Go UP and NORTH then GET the GLOVE (if you don't have it already), EXAMINE the SHELF and READ the NOTE.

Go SOUTH, DOWN then LEAVE. Now ENTER the STAGE and TALK to the JUGGLER. He will be distracted and drop one of his clubs. GET the CLUB then JUMP DOWN and go WEST, SOUTH, SOUTH, SOUTH, WEST and SOUTH. A man will rush off to the west.

Now you can go WEST, WEST, WEST. DROP the CLUB in order to set off the trip-wire. Go SOUTH, SOUTH, WEST, SOUTH, EAST into the clown's house. EXAMINE the FIREPLACE, WEAR the GLOVE and GET the POKER.

Go WEST, NORTH and WEST into the tavern. EXAMINE the FIRE and POKE the CINDERS. Still wearing the glove, GET the BLACK KEY.

Go EAST, SOUTH and EAST then LIGHT the CANDLE from the clown's fire. Go WEST, NORTH, WEST, UP, ENTER the DOORWAY, UNLOCK Pierrot's DESK and GET his POEM. ENTER the DOORWAY again then go DOWN, SOUTH, EAST, NORTH, NORTH, EAST, EAST, EAST, NORTH, EAST, NORTH, NORTH, NORTH, EAST and ENTER the STAGE again. GIVE the POEM to Columbine.

Now JUMP DOWN and go WEST, NORTH, NORTH, NORTH. Erato will advise you to EXAMINE the tree STUMP. GET the MARIONETTE then go SOUTH, SOUTH, SOUTH, SOUTH and EAST into the



Inn. GIVE the MARIONETTE to the Puppet-Man and prepare for one of the most thankless endings in the history of Adventures!



# THE RISING OF SALANDRA

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1987: THE RISING OF SALANDRA, Larsoft, £3.95  
Compilation Comprises : 1. THE PHOPHECY, Larsoft  
2. RETURN OF THE WARRIOR, Larsoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LARSOFT, 4 Chantry Road, Clifton, BRISTOL BS8 2QD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Please see individual entries for each standalone title for complete playing instructions.

Review : No Review Yet



# THE SAGA OF ERIK THE VIKING

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1987: ERIK THE VIKING, Level 9/Mosaic, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC B, B+ and Master 128  
Actual compatibility : 64K Electron, BBC B, B+ and Master 128  
Supplier : LEVEL 9.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"In this visually dramatic text adventure you travel, as Erik the Viking, in search of the evil Dogfighters who have kidnapped your family. Explore the authentic Viking settlements and seek help from Wizards, Dragons and Giants in strange lands. This exciting adventure game contains over 200 locations. Based on the book by TERRY JONES."*

## Loading

If you are using a 64K Electron, ensure the Master Ram Board is switched on. The program is not compatible with a standard Electron. Loading takes approximately four minutes.

## To Save A Game Position

You may save your current game position so that you can turn the computer off, yet return later to the same stage in the game. To do this:

- Insert a SPARE cassette in the cassette recorder.
- Press the RECORD buttons on the cassette recorder, and after allowing for the cassette leader tape to pass the record head of the cassette recorder, type SAVE and press <RETURN>.
- When the position has been saved, you will see on the screen a not of where Erik is. STOP the cassette recorder.

## To Load A Saved Game

To start again at a saved position:

- Insert the 'saved game' cassette in the cassette recorder and ensure it is fully rewound.
- Type "RESTORE" and press <RETURN>.
- YES and press <RETURN>.
- Press the PLAY button on the cassette recorder.
- When the program has completed loading, the text will reappear on the screen.

## Playing The Game

In this game you are Erik. In an adventure you instruct the computer in simple English sentences so that you may move around from place to place, pick things up, examine objects and carry out a number of other actions.

The game tells you what Erik can see and what is happening around him. To do things, type in simple commands such as:

```
TYPE THE STEWPOT
EAT STEW
GO NORTH
EXAMINE BOAT
```

Remember to press <RETURN> after each command.



The game understands many words. Some of these you will have to discover yourself.

Directions can be abbreviated - for example: N, S, E, W, NE etc as well as U for UP and D for DOWN. If you wish to repeat the previous command, type A for AGAIN.

The following vocabulary should help you get started:

AGAIN (repeat the previous command)

EXAMINE (look closely at something)

LOOK (look around)

INVENTORY (what am I carrying?)

QUIT (stop playing)

SCORE (to find out how well you are doing)

IT (can be used to refer to a noun used in the previous command -

e.g.: EXAMINE FLASK may be followed by the command TAKE IT)

EVERYTHING (allows you to TAKE or DROP everything without having to list all the items)

### Directions

NORTH, SOUTH, EAST, WEST, NORTHWEST, NORTHEAST, etc, UP, DOWN, LEFT, RIGHT, AHEAD etc.

When Erik is on board the Golden Dragon it will move with him. Use LEAVE to leave the ship.

Other useful words are:

ATTACK

BREAK

CLOSE

DROP

EMPTY

FILL

GIVE

KNOCK

LIGHT

LISTEN

MEND

NO

OPEN

PLANT

PLAY

PRESS

PULL

RUN

TAKE

THROW

TIE

WAIT

WAVE

YES

Before starting on your adventure, read the introduction on page 11 which sets the scene. If you find you need more help than is given in these pages, you can acquire a 'hints sheet' from the publishers by sending a stamped, addressed envelope to: Viking Dept, Mosaic Publishing Ltd, 187 Upper Street, London N1 1RQ.

To find out more about Erik, his friends and his enemies, read the extracts from Terry Jones' book THE SAGA OF ERIK THE VIKING which follow the introduction. You may also find a few clues in these pages that will help you to solve the game!

The complete book THE SAGA OF ERIK THE VIKING by Terry Jones and illustrated by Micheal Foreman is available from all good bookshops.

### Introduction To Computer Adventure Games

This game is the second saga of Erik the Viking, the famous warrior who lived a thousand years ago. He owned a large farm in Norway, beside the North Sea, and lived there with his family and servants.

Every summer, Erik's sons sailed off in the Golden Dragon to trade with the Skraelings or steal their gold. And every summer his sons asked Eric to come with them. But Eric thought that he had seen enough strange lands and always refused. He was happy to run the farm instead and swap tales with them in the smoky hall each winter.

One Spring day, Erik wanted to check the borders of his land and make sure that all the sheep had been brought in for shearing. He followed the river which flowed past his house and soon reached the snow-capped mountains to the east. Then he sat down for a rest.

As Erik dozed beneath the fir-trees, he seemed to see a vision. An army of strange creatures swarmed over the farm. His wife managed to hide a few treasures before she



was caught, and then the creatures dragged everyone away. All this time, Erik couldn't move. Then he woke up.

You must play the part of Erik the Viking and find out what has happened. Good Luck!

### **Erik And The Storm**

This is the tale of a Viking warrior who lived hundreds of years ago. His name was Erik. His ship was called Golden Dragon, and its figurehead was a fierce monster carved out of wood, and covered with gold leaf.

One day, Erik said to his wife: "I must find the land where the sun goes at night." But his wife replied, "No one has ever been to that far country. And of those who have tried few have ever returned."

"You are right," said Erik. "But until I have sought that distant land, I shall never sleep in my bed again."

So he called his son who was fifteen years old and told him he must guard their home by day and night. Then he took his sword, which was called Blueblade, stepped on board Golden Dragon and sailed off towards the setting sun.

That night they sailed on far from land, and Erik stood at the helm of Golden Dragon gazing into the darkness. Erik's men whispered to each other that they were seeking the land where the sun goes at night, and that no one had ever found it and lived to tell the tale.

Just then a bright green light appeared above them, and a star shaped leapt across the sky. Erik turned to his men and said, "We shall find what we seek." And no one dared say a word after that.

The next morning they found themselves alone on the ocean with great wave heaving the ship and down. Erik looked up into the sky and smelt the wind.

"We shan't make it!" whispered Erik's men, one to the other, as the storm clouds blotted out the sun.

"We'll be wrecked at sea," they murmured as the first drops of rain fell on the deck.

"There's land!" called out Erik. "Take down the sails...we'll have to row for it."

They leant on their oars as the rain began to pour down on them. And the speck of land on the horizon got bigger as the skies got darker and the sea grew rougher.

But they rowed with all their might and all their main, and, as the lightning forked across the heavens and the thunder rolled all round them, they got closer and closer to land.

"Rocks to port!" cried the look-out, and the helmsman steered Golden Dragon round to starboard. "Rocks to starboard!" cried the look-out, and Golden Dragon swung back to port again. "Look out ahead!" cried Erik, and the golden monster on the helm scraped against the rocks as the sea dragged them down and then threw them up again.

"We've had it now!" cried Erik's men, one to the other and they shut their eyes.

"Keep rowing!" cried out Erik, and he steered the ship between the rocks and the boiling sea until all at once they found themselves in a deep fjord.

One by one Erik's men opened their eyes. The rain still poured down on them and the lightning lit up the wild rocks above them, but the water was calm and they were safe.

"Now we must sleep," said Erik. "But tomorrow we shall repair Golden Dragon before we dare go back on the high seas."



His men laid the mast down and threw the sails across it like a tent, and there they slept for the rest of that stormy night.

### **Erik And The Sea Dragon**

When the Ship, Golden Dragon, had been repaired, Erik and his men dragged her back into the water and held a feast.

They they sailed off into the uncharted seas.

When they had been travelling three days and three nights, they entered a thick mist, and could see neither to right nor left nor in front nor behind.

Thorkild came to Erik and said, "There is something strange about this mist."

"You are right," replied Erik. "Mist is always whitey grey, but this is sometimes red, sometimes blue."

"But the strangest thing about it," said Thorkild. "Is that it is warm. Whereas mist is always cold and damp."

So Erik stood in front of his men and said, "Has any one of you ever seen such a mist as this?" But they all shook their heads.

Just then they heard the most terrible clap of thunder right over their heads, and the whole boat shook with the sound, and the men trembled as the thunder rolled on and on above them.

Thorkild looked at Erik and said, "There is something strange about this thunder."

"You are right," replied Erik. "Thunder always follows the lightning and yet we have no lightning."

"But the strangest thing about it," said Thorkild. "Is that it does not stop but gets louder and louder, whereas thunder dies away."

At that moment, Sven the Strong pointed up into the sky and said, "Look! The sun!" And they all looked up through the mist and saw a great light shining through at them. And Thorkild turned to Erik and said, "If that is indeed the sun, it is a very strange sun."

And Erik said, "You are right. I have never seen the sun with a black spot right in the middle like that, nor have I seen the sun moving through the sky first one way and then the other."

"But the strangest thing about it," said Thorkild. "Is that I have only ever seen one sun in the heavens, but now I see two!"

And at that, a great cry went up from all board: "It's the Great Dragon of the North Sea!" they cried. "Those suns are its eyes!" said Erik.

"And that thunder is its roar!" said Thorkild. And at that moment they saw its huge jaws and they saw that the mist was not mist at all, but the smoke that issued from its fiery nostrils.

"We are lost!" cried Erik's men. "Nothing can save us now!"

But Erik said, "To the oars! We must row as we have never rowed before!" And they leapt to the oars, but try as they might they could not escape, for the Dragon of the North Sea opened its mouth and began to suck the waters down its great fiery throat, and the ship was carried back twice as fast as they could row forwards.

When Erik saw it was no good and that the Sea Dragon was upon them, he turned to Ragnar Forkbeard and said, "What shall we do?"



Ragnar Forkbeard did not answer but, white as a sheet, he ran to the sleeping quarters.

"Has it come to this," asked Erik. "That Ragnar Forkbeard has lost his courage AND his tongue?" And as he spoke the Sea Dragon loomed across the deck of the ship and the men ran here and there putting out fires.

Just then Ragnar Forkbeard reappeared carrying two bolsters and he said, "I have lost neither my courage nor my tongue."

And with that he strapped the bolsters on his back and started to climb the mast.

Sven the Strong turned to Erik and said, "Ragnar Forkbeard has not lost his courage or his tongue - he has lost his wits."

Just then they heard a fearful noise and they span round to see the great Sea Dragon take the stern post in its mouth and snap it in two with its teeth.

Erik lifted his spear and threw it with all his might at the great Dragon, but it just glanced off its horny skin. Then Thorkild threw his great spear, but that clattered to the deck without piercing the Sea Dragon. Then Sven the Strong stood up, raised his spear, and threw it with every ounce of strength he had, and the shaft went straight and true and entered the creature in the soft skin above its lip. For a moment, the Sea Dragon drew back, but not for long - and its great jaws closed around the after-deck and Erik's men all ran back in fear.

"We've had it now!" said Sven the Strong, but Erik pointed up in the air. And they all looked in amazement at the top of the mast. For there was Ragnar Forkbeard, clinging on by his legs, with a bolster in each hand.

The Sea Dragon took another great bite, and half the boat was between its fierce jaws, and its eyes were on a level with the mast-top and its nostrils were thrust into the sails. Whereupon Ragnar Forkbeard leapt onto its nose and gave a most tremendous shout that made everyone look up, and even the Dragon paused and tried to focus its eyes on the tiny figure on its nose. Then Ragnar Forkbeard took one bolster and plunged it into the Dragon's right nostril, and the second into its left nostril. The Dragon paused again. Then Ragnar Forkbeard took his good sword and plunged it into the two bolsters - one after the other - so that they opened up and all the feathers billowed into the air as the Dragon breathed out, and then as it breathed in again, all the feathers suddenly disappeared - sucked into its nostrils.

The Dragon paused, and its jaws went slack, and Ragnar Forkbeard jumped for his life just as the Dragon sneezed a most almighty sneeze, and the sails of the ship filled and the ship shot out of the Dragon's jaws and across the waters and on out of the mist, and over the sea it flew through the air as if it were a bird, not a ship, and at last landed with a great splash, miles and miles and miles away from the Dragon of the North Sea.

Erik's men cheered and threw their helmets in the air, and Ragnar Forkbeard climbed down, and after that no one ever dared to say he had lost either his courage OR his voice OR his wits ever again.

### **Erik And The Dogfighters**

While Erik and his men were staying at the palace of the old Enchanter and his daughter, an even stranger adventure happened.

One morning they wre hard at work on their ship, Golden Dragon, having almost finished repairing the great hole in the stern that the Sea Dragon had made, when they saw another ship far out to sea.

Erik strained his eyes and then said, "I have never seen a ship like that before."



Ragnar Forkbeard too peered into the distance and then said, "This is the strangest ship I ever saw!"

Thorkild raised his hand to his eyes and said, "It has six sails and each sail is round like the sun. And how tall the masts are!"

The old Enchanter came to the shore, and when he saw the ship approached he shook his head, and sighed a deep sigh. "I fear your work on Golden Dragon has been in vain. None of us shall live to see another sunrise."

Erik put his hand to his sword and so too did each of his men.

"Farewell, daughter," said the old Enchanter. "Even I am not powerful enough to save you from this evil that now approaches." And tears came to the old man's eyes.

But Erik gripped his arm and said, "What is this strange ship that approaches? What foe does it bring that strikes such terror into your heart?"

The old Enchanter gazed at him and said, "I know this ship from the fearful past. I have seen it once before from another land. It brings death and destruction for it brings the Dogfighters to our peaceful shore."

Erik and his men looked out at the ship that was fast approaching, and they could see dark figures lining the deck and the glint of many swords.

"Whoever it brings," said Erik. "We shall defend this island to the last breath in our bodies."

But the old man shook his head. "How can you succeed where all have failed before?" And all this time, the Dogfighters' ship drew nearer and nearer.

"Take your daughter to the great cave in the mountain, and we shall find you when the fight is done," said Erik.

But the old Enchanter shook his head. "You cannot fight the Dogfighters. Come with us, and perhaps we shall escape somehow..."

But Erik replied, "We shall never leave our ship, Golden Dragon, for it is certain such an enemy would steal or destroy it." And all this time the Dogfighters' ship drew nearer and nearer, and now the men on the shore could see the glint of steel helmets in the wintry northern sun.

"Come away, quickly, while there is still time!" cried the old Enchanter, but Erik and his men had drawn their swords and already they were taking up their battle stations.

The old Enchanter shook his head and turned to go, but Freya, his daughter, stood where she was and said, "Father, I will stay with these brave men and face this enemy. For I would rather die here and now on this shore than live in fear and shadow in the cave in the mountain."

The old man tried to speak but no words came to his lips. But he held his daughter close to him and then they both hid behind some rocks as the Dogfighters' ship drew closer to the shore.

Erik and his men peered hard to make out their enemy, and now they could see that each of them did indeed wear a steel helmet and each helmet was shaped like a great dog's head!

"Are these men with the heads of dogs?" said Erik. "Or dogs with the bodies of men?" And secretly each of his companions felt sick with fear.

Ragnar Forkbeard turned to Erik and said, "How can we fight such creatures as these?" And Erik stared at the grey sea and said, "Even I fear it is hopeless."



And they watched as the god-headed warriors began to leap out of their strange craft. Then Sven the Strong took Erik to one side and whispered to him, "Erik! Never have I felt such fear as I feel now." And Erik looked into his eyes, and saw the fear there, and said, "Then it is indeed hopeless." And Erik threw his sword onto the stony beach and looked at his men, and they each one of them saw the fear in his eyes.

As the Dogfighters waded nearer, the companions saw that, though the waves were high, the dog-headed warriors stood three feet above the highest!

Then Ragnar Forkbeard also threw his sword onto the stony beach and said, "If Erik cannot fight these creatures, how can we? I too have never felt such fear." Then the shore rang to the clatter of swords as each of Erik's men threw his sword down onto the stony beach...all except for Sven the Strong, and he said, "What has happened to us? Many times in my life I have been afraid, yet it has not made me throw down my sword..."

And Erik and his men looked up and saw the dog-headed warriors wading through the boiling waters nearer and nearer to the shore and their eyes glittered in their helmets cold and hard. And then even Sven the Strong threw down his sword onto the stony beach saying "...and yet, I know, even I cannot fight with such fear in my heart..."

But just then they heard another voice behind them, saying, "It is NOT fear that you feel!" And they turned, and there was the old Enchanter's daughter standing white and frail in the wintry northern sun but her face was strong.

"I feel fear," said Erik to Freya. "Because I know that no one has ever faced these Dogfighters and lived..." and he sank to his knees as if a great weight were pressing down on him, and all the time the dogheaded warriors waded closer and closer.

"But you are wrong!" cried Freya. "Don't you remember there is one here who HAS faced them and lived!"

At this Sven the Strong looked up, and Thorkild looked up, and they said, "Who? Which one of us has ever faced these fearful creatures?" And Freya replied, "None of YOU have, but my father had!" And without another word Sven the Strong strode over to the old man and said, "Of course...If you know them from the fearful past as you say, you have met with them and lived. Tell us HOW!"

And the old Enchanter wept, "It is hopeless."

"Tell us what happened!" cried Sven the Strong, and he lifted the old man up in his hands as the Dogfighters reached the beach at last.

The old man looked into Sven's eyes. "Did I escape?" he asked.

"Of course you did!" cried Sven the Strong, and he saw the fear flicker a moment in the old Enchanter's eyes.

"But they are here! The Dogfighters are upon us!" cried the old man. But Sven did not turn round. He did not see the first Dogfighter reach the first of Erik's men...

"But this is the second time!" cried Sven. "You escaped before! How? HOW?"

"How?" cried the old man, and he shut his eyes.

"It was not fear you felt," cried his daughter. "Don't you remember telling me - it was not fear you felt..."

"No..." said the old man, and the first of the Dogfighters struck the first of Erik's men to the white bone...there where he knelt on the stony beach.



"It was not fear..." said the old Enchanter. "I remember now! It was the FEAR of fear...It was a spell the Dogfighters cast, for they themselves are cold cowards." And the old Enchanter opened his eyes, raised his arms, and for an instant the wintry northern sun turned black - no more than the blinking of an eye - and then Sven the Strong gave a great cry: "Erik! It is a trick!" he cried. "These Dogfighters would make us afraid of being afraid! We are often frightened but we are not cowards!"

And before the words had left his lips, Erik's sword was back in his hand: "I am not afraid of fear!" he cried. "Fear is like an old friend, who shouts by my side!" And he raised his sword and struck the Dogfighter a mighty blow across the shoulders, and the steel helmet rang, and before the echo had died amongst the grey rocks, every one of Erik's men - Thorkild and Ragnar Forkbeard and Sven the Strong and the rest - had taken up their swords off the stony beach. The battle against the Dogfighters had begun...

The battle was long and hard, but eventually the Dogfighters were defeated. They retreated to their strange ship and sailed away.

Erik mended the Golden Dragon and, after many other adventures, returned home laden with treasure. (If you want to know more about Erik's adventures, read the book THE SAGA OF ERIK THE VIKING by Terry Jones.)

THE SAGA OF ERIK THE VIKING (C) Terry Jones 1983.

THE SAGA OF ERIK THE VIKING Program (C) Level 9 Computing 1984.

MOSAIC Publishing.

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**Instructions' Source** : ERIK THE VIKING (Level 9) Back Inlay And Booklet



# THE SPANISH TUTOR LEVEL A

*Professional, Originally Released On Cassette Only*

Game Type : Utility Program To Help Learn Spanish  
Author : Keith Spence  
Standalone Release(s) : 1983: THE SPANISH TUTOR LEVEL A, Kosmos, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : Unknown

## Instructions

*"An invaluable teaching or learning aid for beginners or advanced students of Spanish. The ready-made lessons provide an enormous vocabulary of words, phrases and verbs arranged in subject groups. New lessons can also be created or existing lessons modified as required. The Spanish Tutor presents words first in one language, then the other, in large easily read letters complete with accents and special characters. Different colour are used for masculine and feminine words; this greatly assists gender learning. All lessons can be run in three different ways: learning only; self-test; or speed and accuracy test. Full editing facilities allow an infinite number of new lessons to be created and stored on cassette or disk for later use."*

### 1. Introducing THE SPANISH TUTOR

The Spanish Tutor language learning-aid comprises a control program and a series of self-contained lessons. The control program is recorded as the first item on side 1 of the cassette. The remainder of the cassette contains 16 sequentially recorded lessons. Each lesson covers a different subject, a full list of which appears in section 12 of the operating instructions. Individual lessons consist of lists of words or phrases up to a maximum of 250 entries per lesson. Each entry consists of the English text, Spanish text and gender if appropriate. The English and Spanish texts for each entry can be just a single word or a three-line phrase up to 59 characters long.

On successful loading, a colourful display results showing the program title and a list of available facilities. This is known as the COMMAND MENU. At the bottom of the screen the flashing message LESSON STORE EMPTY will be seen. The LESSON STORE is actually the part of the computer's memory in which the Spanish Tutor stores a lesson. A pre-recorded lesson can be loaded into the lesson store using the method described in section 3, or a new lesson created as described in section 5. The Spanish Tutor will only allow one lesson to occupy the lesson store at any time, this is referred to as "the current lesson".

### 2. Program Facilities

The facilities listed in sections 3 to 11 are available whenever the screen shows the command menu. Individual program facilities are requested simply by keying the appropriate letter. The command menu will then be replaced by a request for further information.

The program will ignore any invalid or illegal commands. For example it is not possible to Run a lesson without having first Loaded the lesson from cassette/disk.

### 3. Loading A Lesson (Key L)

Enter the cassette filename of the required lesson, followed by the RETURN key. If RETURN is pressed without first entering a filename, the next sequential lesson recorded on the cassette will be loaded into the lesson store. A list of lesson filenames is given in section 12.



When the required lesson has been loaded into the lesson store, the screen indicates the lesson title and the number of entries contained in that lesson.

#### **4. Running A Lesson (Key R)**

Initially the screen shows a questionnaire requesting four items of information. End each answer with the RETURN key.

Display times for the Spanish and English texts need to be separately specified in seconds. Values may be 0.1 seconds upwards. For the first lesson tried, it is suggested that two seconds is specified for both the Spanish and English display times. Other values can be tried later. If a value of 0 seconds is entered, this will suppress display in that language altogether. This is particularly useful for self-testing.

Key S or E to specify which of the Spanish or English texts should appear first on the screen. The final question asks if the lesson is to be automatically repeated or not. If Y for Yes is keyed, the lesson will cycle repeatedly until terminated by pressing the space bar and keying X.

For lessons containing verb conjugations, it is recommended that the display times are entered as Spanish = 0.1 seconds, English = 5 seconds. Display Spanish or English first = S.

Once the questions have been answered, the lesson will automatically start. At any time during the lesson the current display can be "frozen" by pressing the space bar; the lesson may be optionally be re-continued (by keying space) or terminated (by keying X).

#### **5. Creating A New Lesson (Key C)**

Enter Spanish text on the dotted lines. Specify gender - when asked (the program automatically allocates gender when "el, la, los, las, un or una" is detected at the start of the Spanish text). Enter English text on the dotted lines. The Spanish text, gender and English text combine to form one "entry" in the lesson store. It is permissible to enter Spanish words in both the Spanish and English text positions; this is particularly useful for entering verb conjugations.

When entering Spanish and English texts, the down cursor key moves the cursor to the next line, the RETURN key terminates the text. Spanish accents are entered immediately after (and on the same line as) the character to which they apply using the keys listed in section 13. For example "¿Por que?" is entered as "@Por que/?" This will appear correctly during lesson displays.

Lesson entries can be repeatedly keyed into the lesson store up to a maximum of 250. Lesson creation can be ended at any time before this however, simply by keying END (RETURN) at the start of line 1 of the Spanish text.

Having created a new lesson the command menu will prompt the Saving of this lesson by flashing the Save command (see section 6).

#### **6. Saving A Lesson On Cassette/Disk**

This facility is only used when a permanent copy is required of a newly created lesson or of a previous lesson which has been modified.

Enter a filename for the lesson (up to 8 characters)

Enter a title for the lesson (up to 24 characters)

Switch the cassette player to the record mode when the program issues the message RECORD THEN RETURN. On completion of the recording the tape should be rewound and the Verify facility requested (See section 7).

Alternatively, insert a blank formatted DFS disk in drive 0.



The Save facility does not affect the lesson held in the lesson store in any way.

### **7. Verify A Saved Lesson (Key V)**

This facility should ALWAYS be used to check that a newly saved lesson has been successfully recorded. The Verify command will flash in the command menu until a newly saved lesson has been verified.

Enter the filename of the lesson to be verified before switching on the cassette player. If RETURN is pressed without first entering a filename, the next lesson recorded on the cassette will be verified. The program confirms that the verification is successful by printing "loading" then "OK". If verification fails, press the ESCAPE key and save the lesson again using the Save command (see section 6).

The Verify facility does not affect the lesson held in the lesson store in any way.

### **8. Add To Current Lesson (Key A)**

This facility enables further entries to be added onto a lesson which is already held in the lesson store. Instructions for using the Add facility are identical to those for the Create facility (see section 5).

### **9. Delete Entry From Lesson (Key D)**

This allows a single entry to be deleted from the lesson currently occupying the lesson store. It may be used to correct keying errors noticed in newly created lessons in conjunction with the Insert facility (see section 10).

Key in the entry number of the entry to be deleted. Entry numbers are displayed whilst running a lesson (see section 4) whenever the display is frozen by pressing the space bar.

### **10. Insert New Entry (Key I)**

This allows a single new entry to be inserted into the lesson currently occupying the lesson store.

First of all it is necessary to specify the point of insertion required, this results in a display of the entry currently occupying that position. If this is the correct place for the insertion, key "Y" (RETURN) then enter the Spanish, gender and English for the new entry.

### **11. Test Lesson (Key T)**

The test facility may be used with any lesson which has been loaded from cassette/disk or newly created in the lesson store. In operation, the program displays a word or phrase in one language only; the translation must then be keyed in, this will appear on the screen one character at a time. Each time a wrong key is pressed the computer emits a "beep", and the character is displayed. At any time during the test help is available by pressing the COPY key. Each time COPY is pressed, the next character of the translation appears on the screen. At the end of the test, a performance summary is displayed.

### **12. Accents And Special Characters**

The following keys are used for entering Spanish accents and special characters.

Accents should be entered immediately after (and on the same line as) the character to which they apply.

<b><u>Spanish Character</u></b>	<b><u>Keyboard Character</u></b>
'	/
~	^
"	<
ç	@
ï	\

### **Lesson Filenames**



L1	Family	L9	Vehicles
L2	The dwelling	L10	Clothes
L3	Furniture	L11	Parts of the body
L4	Household items	L12	Substances
L5	Foods	L13	Countryside
L6	Vegetables and fruits	L14	Weather
L7	Shops and trading	L15	Numbers
L8	Living creatures	L16	Days, months and seasons

**Instructions' Source** : THE SPANISH TUTOR LEVEL A (Kosmos) Back & Inner Inlay

**Review** : No Review Yet



# THE SPANISH TUTOR LEVEL B

*Professional, Originally Released On Cassette Only*

Game Type : Utility Program To Help Learn Spanish  
Author : Keith Spence  
Standalone Release(s) : 1983: THE GERMAN MASTER LEVEL B, Kosmos, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : KOSMOS, 1 Pilgrims Close, Harlington, Dunstable,  
BEDFORDSHIRE LU5 6LX. Tel: 05255 3942/5406  
Disc compatibility : Unknown

## Instructions

Please see THE SPANISH TUTOR LEVEL A for these instructions.

## Lesson Filenames

L17	Colours	L25	Conjunctions & Prepositions
L18	Pastimes	L26	Phrases
L19	Tools	L27	Verbs - Present tense
L20	Countries	L28	Verbs - Imperfect tense
L21	Medical	L29	Verbs - Future tense
L22	Verb infinitives	L30	Verbs - Conditional tense
L23	Adverbs	L31	Verbs - Preterit tense
L24	Adjectives	L32	Verbs - Present perfect tense

**Instructions' Source** : THE SPANISH TUTOR LEVEL B (Kosmos) Back & Inner Inlay

**Review** : No Review Yet



# THE STOLEN LAMP

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure With Basic Graphics  
Author :  
Standalone Release(s) : 1984: THE STOLEN LAMP, Lothlorien, £7.99  
Compilation Release(s) : 1988: THE WAR PACK, Lothlorien/Paxman, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : M.C. LOTHLORIEN, 56A Park Lane, Poynton, STOCKPORT SK12 1RE  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The primary objective of the game is to retrieve the Emperor's Stolen Lamp. This is an heirloom handed down since the days of Alaa Eldeen. In order to do this, you must survive many dangers and solve many problems. As a secondary objective, you must return with as much treasure as you can, and this will require as much cunning as the main quest.

## Save And Restore

The current state of the game may be saved at any point. You should place a blank tape in the cassette recorder and type SAVE. Then switch the recorder into record mode and follow the instructions on the screen. To restore a previously saved game situation, type RESTORE at any point in the game and position the tape to the start of the saved data. Follow the instructions on the screen to restore the previous position. The saved game is stored in a file called LAMPSAV.

## Game Play

The game is set in a magic kingdom in the Middle East which you must explore carefully in order to find the Stolen Lamp and all the treasure.

The computer will ask you "What now?" and you must reply with a simple one or two word command.

One word commands may be directions eg. NORTH, SOUTH, etc (this is your way of moving about inside the kingdom) or simple requests eg. HELP, SCORE, QUIT etc.

Two word commands always consist of a verb followed by an object eg. GET CARPET or KILL PICKPOCKET. The computer will tell you if it cannot understand your command, or if it is incapable of carrying it out. One of the puzzles in the Adventure is to work out what can be done with the various objects.

Finally, bear in mind that not all objects are there to aid your quest. Some may hinder you and more than one is a red herring. Some objects must be made to kill two birds with one stone.

**Instructions' Source** : THE WAR PACK (Lothlorien/Paxman) Inner Inlay

**Review** : No Review Yet



# THE SURVIVOR

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: THE SURVIVOR, MP Software, £7.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MP, 165 Spital Road, Bromborough, MERSEYSIDE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

The year is 1910 and you're on a cruise of the tropics when there is an accident and the ship sinks. The result is that you find yourself swimming in a shark-infested sea. Can you survive and find your way back to civilisation, or alternatively find happiness on a tropical island?

There are very few actual puzzles to solve in this adventure. Almost everything is accomplished by choosing between two alternatives - HIDE or STAND, EAT or STARVE, ACCEPT or REFUSE. The results of these choices can be hilarious. For instance, on entering a village you have to bribe the tribal chief. If you have what he wants, he then offers you his daughter's hand in marriage.

If you accept, you are given your own hut. You are then given a further choice - STAY or ESCAPE. If you STAY, the game ends and presumably you live happily ever after. If you REFUSE, the chief gets angry and swaps you with another village for a pig. Here you are offered some food and again, you have a choice - EAT or REFUSE. If you REFUSE, you become lunch for the tribe. If you EAT, you are imprisoned in a hut and have to steal the witchdoctor's clothes to escape.

You'll also meet Robinson Crusoe who asks you to stay and be his friend. If you accept...end of game again. There is also a secret civilisation in the depths of the island. If you find them, guess what? Yes, end of game yet again.

I'm not sure I'd call this an adventure as such and I'm sure I didn't manage to find all the endings - how do you get past the rhino?

Overall, a departure from the usual MP style of adventure but there are so many alternatives in the course of the game for you to choose from that I'm sure, like me, you'll spend your time discovering the results of all of them. It's an unusual and highly entertaining adventure.

Merlin, ELECTRON USER 2. 4



# THE TARODA SCHEME

*Professional, Originally Released On Cassette Only*

**Instructions' Source** : 3

## **Review (Electron User) - "Challenging Adventure"**

THE TARODA SCHEME is the fourth of Heyley's adventures originally released for the BBC Micro to be converted to run on the Electron with standard disc systems.

It comes on disc in plain packaging with an extremely useful leaflet which gives background information and provides an atmospheric and amusing introduction to the adventure. Comprehensive Help sheets are also available.

THE TARODA SCHEME is set in the year 10340 AD, long after the destruction of Earth. Taroda was one of many planets colonised by humans centuries previously. It is now an important source of methane gas and an ore known as strykalite, which is exported as barbeque lighting fuel to the planet Sartravaag.

Your fairly mundane mission is to make the five-yearly check on the system of Taroda to ensure that all is well. As you can probably guess, it isn't going to be!

You begin your adventure on the bridge of your spacecraft on its journey to Taroda. A quick glance at the vide-screen shows that something large and ominous is on a collision course with your ship.

This beginning is something akin to Robico's ENTHAR SEVEN or THE HUNT, as you scramble together belongings and find a safe way to leave your doomed craft. I suggest you thoroughly SEARCH the desk in your quarters, take the shower operating unit from the bathroom and gain some sustenance before escaping.

On the planet you will soon discover the first of many corridors which could pose a really suffocating problem. In order to continue, you must find a plan and read it carefully. This is a variation of the Snark tunnel problem in Acornsoft's KINGDOM OF HAMIL.

Room descriptions and messages are lengthy and well written, and you only have to examine the items which are presented in magenta text.

Everything about this adventure contains a refreshing smattering of wry comedy. The only time this sank to the depths of lavatorial humour was when I discovered a suction toilet in the bathroom, "to avoid those low gravity accidents".

However, the following is a prime example of good response to correct input: "As the soup touches your tongue it liquefies and trickles down your throat. Suddenly something hard and angular sticks in your mouth and you spit it out, choking violently. A wave of deja-vu hits you, with an image of a cold stone room".

I must admit that I loved the idea of the MentOp system which allows for ESP thought processes to operate equipment. I also chuckled at the kickerboots for which an intergalactic soccer thug would give his one remaining tooth. It is sobering to later find a compact disc as an item of antiquity.

THE TARODA SCHEME has more than 230 locations, nearly 100 objects and 200 messages, and should provide a real challenge to any discerning adventurer.

Problem construction is excellent although the parser seems rather limited, especially regarding synonyms for the nouns, and I did discover a few spelling mistakes.



However, with a little more polish and development, Heyley could soon challenge Robico, Level 9 and Infocom as serious producers of micro adventures.

Presentation .....	6
Atmosphere .....	8
Frustration factor .....	8
Value for money .....	9
Overall .....	8

Pendragon, ELECTRON USER 5.10



# THE TIME MACHINE

*Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #2  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: THE TIME MACHINE, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Trapped in a thick fog on the moors whilst searching for the house of Dr Potter, you begin to wonder just what sort of a story will unfold for your newspapers about the strange goings on that have been witnessed at this home ... that's if you ever find it.

**Instructions' Source** : THE TIME MACHINE (Adventure International) Back Inlay

**Review** : No Review Yet



# THE TIMES CROSSWORDS JUBILEE PUZZLES

*Professional, Originally Released On Cassette Only*

Instructions' Source : 3

## **Review (Electron User - Triple Review Of THE TIMES CROSSWORDS JUBILEE PUZZLES, 1 and 2) - "Brain-teasing Software"**

During the past 58 years The Times Crossword has become part of the great British tradition in cerebral eccentricity. Indeed, for many people, it has become part of their way of life. I know at least one friend who feels his day has not really begun until he has completed that morning's Times crossword.

I suppose it was only a matter of time before these magnificent word puzzles found their way on to the micro. They have now arrived in all their glory with 60 crossword puzzles on each of volumes one and two, and 56 puzzles on the Jubilee edition.

In fact, the Jubilee Puzzles should become a valuable collector's item, as they feature one superb crossword taken each year from 1932 to 1987 inclusive. The effort involved to bring all these crosswords to your computer is quite a feat in itself.

I remember stolidly typing in a crossword compiler from the October 1986 issue of ELECTRON USER and being astounded at the clever programming used by its author. However, that was child's play compared to the labours of David Akenhead who is the creator of this fine collection.

This software is not just for the expert crossword solver, thanks to comprehensive instruction booklets and four graded levels of play. In fact you need not solve the crosswords at all, but simply investigate, clue by clue, the construction of each puzzle.

The Times Computer Crosswords could also have an educational application within the sphere of vocabulary extension at GCSE level English.

Reading the instructions is an essential prerequisite to play, as the programs operate some clever options. The booklets contain a glossary of convention indicators and abbreviations used within the puzzles, as well as an introduction to the devices used in cryptic crosswords.

Upon loading the disc or cassette you are presented with an introductory page and then asked to insert the puzzle number of your choice. With over 170 crosswords to choose from, in these three packages, you are rather spoilt for choice!

I suggest that all players attempt puzzle number one to begin with, as a blow by blow analysis is contained within the instruction booklet. This also gives an insight for novices into the construction and convention indicators used within such a puzzle.

Upon choosing your crossword the grid is assembled in stunning clarity, a score line is set to zero and an invisible clock begins timing your progress.

The instruction "Insert clue number" appears, with the accompanying option of down or across. You are now operating at level one and the clue appears together with the words "Help? Y/N".

If you enter N you may then go ahead and attempt to solve the clue, for which you will be awarded 50 points for a correct solution or a time penalty if incorrect.



If you answer Y, you proceed to level two of the program and a marker option is presented. If this is accepted you may enter any letters you know and fill any spaces in that answer with chevrons.

You may of course, return to that clue later in the game. If however, you solve it at this level, 40 points are awarded.

Should you decline the marker option the program assumes you require more help. Now at level three you may ask for a convention indicator and may solve the clue for 30 points or mark as before.

However, if you are still stuck, you are offered the solution to that clue, which, if accepted, is printed in the grid and 30 points deducted from your score.

Conversely, you may continue to level four where the first letter of the answer is printed in the grid. This gives you the opportunity to solve the clue for 10 points.

You may leave the game at any level, in which case the screen clears to reveal an analysis of your performance. This appears in terms of time taken, the number of clues solved by both yourself and the computer, the score and an assessment of your expertise in the categories: Beginner, average, good, very good and expert.

You are also offered the option of viewing the entire solution before progressing to another puzzle or leaving the program. The graphic representation in these puzzles is attractive and precise and computer response time is extremely fast.

This must be the crossword equivalent to WHITE KNIGHT or COLOSSUS BRIDGE. To be compared to those two masterpieces in serious games programming is a true testament to the quality of THE TIMES COMPUTER CROSSWORDS.

Whether you are of championship status in the art of solving cryptic crosswords or a novice to this genre, these packages represent excellent purchases.

Sound .....	9
Graphics .....	9
Playability .....	9
Value for money .....	10
Overall .....	9

"Electron User Golden Game"

Nic Outterside, ELECTRON USER 5.12



# **THE TIMES CROSSWORDS VOLUME 1**

*Professional, Originally Released On Cassette Only*

**Review (Electron User - Triple Review Of THE TIMES CROSSWORDS JUBILEE PUZZLES, 1 and 2) -  
"Brain-teasing Software"**

Please see THE TIMES CROSSWORDS JUBILEE PUZZLES for this review.



# **THE TIMES CROSSWORDS VOLUME 2**

*Professional, Originally Released On Cassette Only*

**Review (Electron User - Triple Review Of THE TIMES CROSSWORDS JUBILEE PUZZLES, 1 and 2) - "Brain-teasing Software"**

Please see THE TIMES CROSSWORDS JUBILEE PUZZLES for this review.



# THE TWIN ORBS OF AALINOR

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Authors : C.J. Potter & A. Potter  
Standalone Release(s) : 1984: THE TWIN ORBS OF AALINOR, Potter Programs, £3.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POTTER PROGRAMS, 7 Warren Close, Sandhurst, Camerley, SURREY  
GU17 8JR. Tel: 0252 877608  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

**Instructions' Source** : Instructions currently unavailable.

## Review (Electron User) - "Adventure With Errors"

"The first age of Aalinor saw the rising of Gorgoroth, Lord of the Underworld. In that time great evil was done to the fair works of Aalinor and its people." The noble and wise Lord Geremot tried to harness the power of two magic orbs to defeat the evil, but he was defeated and sucked into a time vortex and the twin orbs were lost. You must recover both orbs and fuse them to set free Lord Geremot and to ensure that the evil of Gorgoroth does not rise again.

The opening scenes of this adventure are strikingly similar to the Magus masterpiece VILLAGE OF THE LOST SOULS. Unfortunately ORBS isn't quite in the same league. Despite marvellous room descriptions and wise setting of puzzles, the game is littered with spelling mistakes and simple grammatical errors: "The Carpenter works busilly" is a prime example.

I wish more software companies would employ proof readers for their products, as Potter aren't alone with this particular problem!

However, most of the location descriptions are atmospherically set and make the bones tingle: "A rotting corpse, writhing with maggots and covered in festering boils lies on the floor." My mistake was in examining the corpse, for I soon discovered black boils developing all over my skin and felt decidedly poorly. The computer informed me I had died of the dreaded lurgy and was now an ex-adventurer!

It's funny, the symptoms were pretty similar to the Black Death. I had always thought that the lurgy was dreamed up by the Goons - we learn something every day.

I later found myself "hanging on the clapper of a huge bell, which is crusted with the sulphurous deposits from the smokes that rise from below."

I was surprised that I couldn't Take and Search and the failure to condense SOUTH to S was most annoying - these are surely things which Potter could put right. I also feel that being told you are of "Neanderthal Intellect" may insult some adventurers.

Nevertheless this is an adventure which I would happily slot into my Top Ten, though Potter has some way to go before it seriously challenges the quality of Robico, Shards or Epic.

Presentation ..... 3  
Atmosphere ..... 9



Frustration Factor ..... 7  
Value for money ..... 9  
Overall ..... 8

Pendragon, ELECTRON USER 4. 3



# THE ULTIMATE PRIZE

*Professional, Originally Released On Cassette Only*

Instructions' Source : 3



# THE VALLEY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author :  
Standalone Release(s) : 1983: THE VALLEY, Argus Software Press, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ARGUS PRESS, 1 Golden Square, LONDON W1R 3AB  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

THE VALLEY is *the* original text/graphics real-time adventure. Can you enter the deadly depths of Vounim's Lair or climb the horrible heights of the Black Tower? To find out, you'll have to cross The Vallet itself - and that isn't going to be easy!

You can use your character, from barbarian to wizard, from warrior to thiker, and dare the death dealing monsters to come and get you! Each time you fihgt and win you gain experience, each time you lose...

All combat is real-time and you have to make decisions rapidly and quickly - sword or spell, attack or retreat?

It takes skill, cunning and an adventurous mind to succeed in THE VALLEY and recover the helm. Master of Destiny awaits you if you make it, a long wooden box if you but stumble on the way.

Characters can be saved onto tape (from the safe castles) for when you need a rest. Have you got what it takes to tackle this classic epic of adventure?

## Playing The Game

The first question you will be asked if whether you wish to load a character from tape. If you are playing the game for the first time, or if you wish to create a new character, the reply to this is NO. If you have already generated a character and saved it on tape then reply will be YES and this will enable you to load your character.

Having selected your character type the screen will clear and THE VALLEY will be drawn. A safe path passes through the Valley and there are safe castles at either end. Symbols representing the other scenarios will also be displayed.

There are three basic types of scenario: The Swamps, The Woods and The Tower. The Swamps and The Woods both contain a secondary scenario located on an island in the centre of a lake; in The Swamps this will be the Temple of Y'Nagioth and in The Woods it will be Vounim's Lair. Displayed below the scenario is your character's current status: treasure, experience, number of turns, combat strength, psi power and stamina.

Each of the five character types has a different maximum for the last three; Wizards can have more psi power, Barbarians get more combat strength, etc. Instructions for movement are given in the first program and are continuously displayed under the map.

## Ground Rules for playing THE VALLEY

If you move your character onto either of the safe castles you will be offered the option of leaving THE VALLEY and saving your character on tape or reentering with your combat strength and psi power restored to a base level if they have become too low.



To enter one of the scenarios you simply move your character onto the appropriate symbol and the screen will clear and the new scenario will be drawn. To prevent scene-jumping you will have to stay in any chosen scenario for a number of turns; the number varies but is usually around five. Leaving the Woods and Swamps is easy, simply step onto any part of the border and you will be instantly transported back into THE VALLEY scenario. To leave one of the Castle-type scenarios you must step onto the gateway character which will only appear on the ground floor of the Black Tower. The Black Tower has several floors and these may be accessed by using the stairs which appear in the bottom left and top right corners. Note, however, that once used the stairs disappear so you will have to cross the entire floor to reach the next set! To enter the two secondary scenarios in the Woods and Swamps you will have to cross the Lake; they can only be entered from the land and not from the water. Crossing the Lake also reduces your stamina as well as making you prey to two special monsters.

### **Fighting**

As you move around within any scenario you will encounter various monsters. You may be given the option to Attack or Retreat, in which case you should key either A or R depending on your mood, or the monster may simply attack you. If the beast manages to hit you, you may suffer damage points as a result; these are subtracted from your stamina and, if the level of damage inflicted exceeds 10, your combat strength will also be reduced. When you are offered the opportunity to attack, 'Strike Quickly', you must choose to attack its head (Key H), its body (B), or its limbs (L). If you make contact then you may cause the monster damage in which case its strength will be reduced. Combat is in real time so if you hesitate you may miss your opportunity.

One further option exists, casting a spell. This is selected by keying S followed by the number of the spell you wish to cast. There are three spells available: Sleepit (1) which is available to anyone and only costs 5 stamina points to use; Psi-Lance (2) which requires a minimum of 49 psi power and 1000 experience, and can only be used against monsters with magical ability; and Crispit (3) which requires a minimum of 49 psi power and 5000 experience. If you are fighting a monster with no physical strength, the first number displayed after the monster name is zero, you MUST use a spell. The amount of damage that you can do to a monster is related to both your strength and experience: the greater these are the more likely you are to survive a fight.

### **Seeking**

Within certain scenarios, according to the Legend of THE VALLEY, a number of special treasures are to be found and the gaining of these, together with increasing your character's rating, is the main aim of the game. They are represented by a special symbol and have different values according to their location. In the Temple of Y'Nagioth you may find the Amulet of Alarian which has six settings to be filled with stones found in the correct order and you must already have the Amulet. Note also that the position of the stone in the Amulet relates to the floor on which it is found! Once you have found all the stones you can try to find the Helm of Evanna which is located in Vounim's Lair, but which will only appear when your rating is more than 25. Finding and filing the Amulet allows you to be reincarnated, should you be killed in combat.

Your Rating is determined by the amount of experience you have gained together with your treasure, and is measured on a scale of 0 to 28. See table for details. The value is also affected by the number of turns you have taken: boldness will get you a higher rating but recklessness will probably kill you! Your current rating can be inspected at the movement stage by pressing E and this will show you what special treasures, if any, you have collected. The experience gained from killing a monster is halved if you put it to sleep with the Sleepit spell or if you let the monster exhaust itself. The amount of experience gained is also directly related to the level you are on at the time. Finally remember that this is a real time game and should be played at the speed set by this program. BUT if you find you do not have time to read the messages then increase the value of TM in line 130.

Rating	Classification	Rating	Classification
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1	Monster Food	15	Necromancer
2	Peasant	16	Loremaster
3	Cadet	17	Paladin
4	Cannon Fodder	18	Superhero
5	Path Walker	19	Dragon Slayer
6	Novice Adventurer	20	Knight of The Valley
7	Survivor	21	Master of Combat
8	Adventurer	22	Dominator
9	Assassin	23	Prince of The Valley
10	Apprentice Hero	24	Guardian
11	Giant Killer	25	War Lord
12	Hero	26	Demon Killer
13	Master of The Sword	27	Lord of The Valley
14	Champion	28	Master of Destiny

**Instructions' Source** : THE VALLEY (ASP) Back And Inner Inlay



# THE VALLEY OF THE KINGS

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: THE VALLEY OF THE KINGS, MP Software, £7.50  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MP, 165 Spital Road, Bromborough, MERSEYSIDE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (ELBUG)

A similar format of coloured text and split screen as MP's SADIM CASTLE, this game found me crawling around in decaying corpses beneath the pyramid of old King Tut. The place is so hot and smelly that you'd better ensure you bring lots to drink and something to keep the deadly stink out of your nostrils. I found a laundry basket which hissed and a pit in which something nasty was slithering!

A real time element coupled to your endless thirst and flickering torch has been added to the game. You have no time to stand and stare but must hurry ever forward towards that light at the end of the tunnel, which knowing my luck will be a train coming the other way!

This game has all the usual ingredients, but in that is its weakness. I couldn't find that magic something which is needed to keep me battling forward so I folded my tent, mounted my camel and stole off home. Rating: \*\*

Mitch, ELBUG 2. 2



# THE WAY OF THE EXPLODING FIST

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Karate Challenge; Numerous Levels  
Authors : Gregg Barnett & Michael Simpson  
Standalone Release(s) : 1987: THE WAY OF THE EXPLODING FIST, Melbourne House, £7.99  
1990: THE WAY OF THE EXPLODING FIST, Ricochet, 1990, £2.99  
Compilation Release(s) : 1988: FIVE STAR GAMES 3, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MELBOURNE HOUSE, 60 High Street, Hampton Wick, KINGSTON-ON-THAMES KT1 4DB  
Disc compatibility : Incompatible. Customised Loading Sequences

## Instructions

*"Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline."*

*You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, round house and even somersaults!*

*Challenge the computer, facing opponents of progressively greater skill, or complete with a friend."*

*'I can't tear myself away from this hit game.' - Daily Express*

*'Quite Simply The Best Program' - Popular Computing Weekly (C64 version)*

THE WAY OF THE EXPLODING FIST is a karate simulation game, and is controlled entirely from the keyboard or joystick.

Although it may take a while to become completely familiar with the various moves, you should be able to start playing almost immediately without learning any of the moves. Play without reading all the instructions by pressing 0 to start.

**Moving your character:** Left and right control the left/right movement of your character.

**Using the kicks:** All kicks are controlled by pressing the fire button and pushing the joystick in the appropriate direction.

**Crouching:** Pressing the joystick up will allow your character to leap up; while pressing it down makes the player crouch.

**Blocks:** The joystick also allows you to block your opponent's move. This is obtained by backing off your character while your opponent is performing some aggressive move.

You may occasionally find that when you are naturally backing off, your character goes into a blocking stance. This is fortunate for you, as the "block" is only activated if you are in danger of getting hit by your opponent.

To release the block, move the joystick to the neutral or to any other position other than moving backwards.

**"Holding your moves":** Most of the moves in the Way of the Exploding Fist can be withdrawn shortly after beginning to execute them so that you are able to change your mind and start another move. This also means that if you do want to continue



with a move you must ensure that you hold the joystick in the correct position long enough for the move to be executed.

**Practising your moves:** The easiest way to practice your moves is to go into 2-player mode and test your skills. Your opponent will not be able to make any moves against you, so you should be able to get all the moves perfected.

This should be enough to get you started playing THE WAY OF THE EXPLODING FIST. The following instructions give you more detail on the subtleties of this exciting game.

### **One-Player And Two-Player Modes**

THE WAY OF THE EXPLODING FIST can be played in either one-player or two-player mode. Whilst playing in one-player mode, you will always control the blue character.

Various options can be selected before each game:

1. Switch between joystick and keyboard for player 1.
2. Switch between joystick and keyboard for player 2.
3. Switch between 1 player and 2 player options.

Playing one-player mode: The object is to move up through Dan levels by defeating successive opponents, each one slightly better than the previous ones. You start at novice level; your task being to reach 10th Dan.

In each bout, the aim is to score a full two points over your opponent. The first player to obtain two full points wins the bout. In the event that neither player obtains two points within the time period specified, the judge will determine which player performed better and award the victory accordingly.

The match finishes when one of your opponents scores two points in any one bout.

Playing two-player mode: In this situation, the match does not terminate as above, but the winner is determined by whoever scores the most after a set of four bouts. After the time limit has been reached in each bout, the judge stops the bout and a new bout is started.

### **The Scoring System**

Points are scored not on which action has been taken but on how well each move was executed. If your aggressive move fails to make contact, obviously no points will be awarded. If your move is perfectly executed, you will obtain one full point.

In some instances your move will strike your opponent, but the hit will not be perfect. In these instances, you will only obtain a half-point.

Your current point total is represented on the screen by the yin/yang symbols. The blue player's points are shown on the left, while the black player's points are shown on the right. (A half-symbol represents a half-point.)

As well as the points for each strike, you will get a score value for each move successfully executed. The score will depend on the move chosen, so that a difficult move, such as a roundhouse kick, will score more than an easy move, such as a jab kick. The score value added will be twice as much if the move was executed perfectly (i.e. a "full-point" execution) than if it was less than perfect (i.e. a "half-point" execution).

### **Details On The Various Kicks**

As mentioned above, all kicks are controlled by pressing the fire button, and pushing the joystick in the appropriate direction.

The following instructions assume that the character is facing right. You will find that the descriptions refer to "left" and "right". When your character faces the other way, all controls are mirrored - in other words, if you need to press right to get the midkick when facing right, then when you are facing left, your need to press the joystick to the left to obtain the midkick.



The same applies to the punches and somersaults described in the following sections.

Eight kicks are available to you - one each for the eight positions of the joystick.

**Flying kick:** This is obtained by pressing the fire button and pressing the joystick up. This is an extremely powerful kick, and can be successful against a standing opponent who is not blocking against the move. Other ways to block this kick are to crouch, or if you are fast enough to respond with a counter flying kick.

**High kick:** Press fire button and press joystick in the diagonal upper right direction.

**Mid kick:** Press fire button and joystick right.

**Short jab kick:** This is obtained by pressing the fire button and pressing the joystick in the diagonal lower right direction. The main benefit of this kick is that it is very fast to execute and can be used in closer combat.

**Sweep (f'ward):** Press fire button and joystick down. This low sweep places your character in a crouching position, the sweeps forward. This can be effective against many aggressive actions, as it combines offence with defence.

**Sweep (b'ward):** Press fire button and press joystick in a lower left diagonal direction. This move is identical to the forward sweep but the effect is to sweep behind you. This can therefore be used if your opponent is behind you.

**Roundhouse:** Press fire button and joystick left. This move is the traditional roundhouse kick of karate, but also has the advantage that it allows you to turn about face. This kick has two distinct operations: in the first instance (by keeping the fire button pressed throughout the kick) you can execute the full roundhouse kick. The second mode of operation is a fast about-face. This is achieved by starting the roundhouse kick as described above, but releasing the fire button before the kick is completed.

You will find the full roundhouse kick is a time-consuming manoeuvre. It can be especially effective in many situations. Note also that as the roundhouse kick moves you out of the direct line of your opponent's attack, some of your opponent's aggressive moves may not be effective against you while you are performing the action.

**High back kick:** Press fire button and press joystick in an upper left diagonal position. This move is the reverse of the forward high kick and enables you to attack opponents that may have slipped past you.

You can, of course, also turn around to attack opponents that are behind you (see notes on the roundhouse kick above).

## **Punches**

As well as kicks, the Way of the Exploding Fist requires devotees to be adept at close fighting, using punches. Three punches are available from joystick control. Note that the fire button should not be pressed to execute punches.

**High punch:** This is obtained by pressing the joystick in the upper right diagonal direction. (Do not press the fire button.) This is effective against an opponent that is reasonably close to you.

**Jab punch:** This is obtained by pressing the joystick in the lower right diagonal direction. (Do not press the fire button.) This is the fastest action you can take, and is extremely effective in very close fighting. At times, your opponent may use this move, and because it is such a fast jab, you may not even be aware of what hit you!



**Low punch:** This is obtained by going into the crouch position first, then pressing the joystick to the right. Because of the variety of moves that can be accomplished from the crouching position, the low punch can often be a surprise move.

### Somersaults

Somersaults are a very fast way to move out of the reach of your opponent. There are two somersaults - one forward and one backward. Note that if you get too close to the edge of the screen in either direction, your somersaults may not be as effective.

**Forward somersault:** This is obtained by pressing the joystick in the upper left diagonal. (Do not press the fire button.)

**Backward somersault:** This is obtained by pressing the joystick in the lower left diagonal direction. (Do not press the fire button.)

### Advanced Players' Tips

**Blocks:** Note that blocks are not the perfect answer to aggressive moves from your opponent. There are two blocks the computer can choose from; a high block and a low block, depending on the action that is being taken by your opponent.

Holding the joystick in block move means that you will be holding the block, and it is actually possible for your opponent to start a different aggressive move that is not countered by your current block.

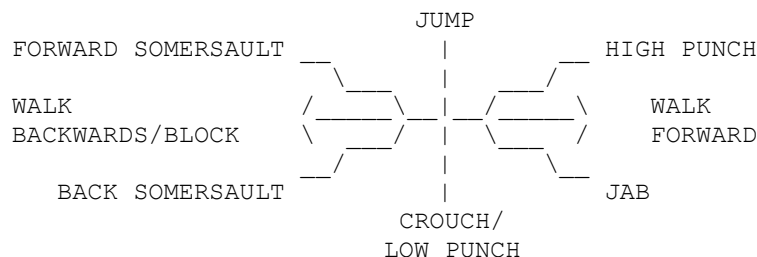
Note also that the two low sweeps cannot be blocked. If you are within striking range of the sweeps, the only appropriate actions are a jump (joystick up) or one of the somersaults.

**Crouch:** The crouch is a move that can be "held" by keeping the joystick held down. This allows you to execute either a low punch, or the two sweep actions. If one of the two sweeps is selected from a crouching position, the time taken for this action is greatly reduced, and the move is therefore much more effective.

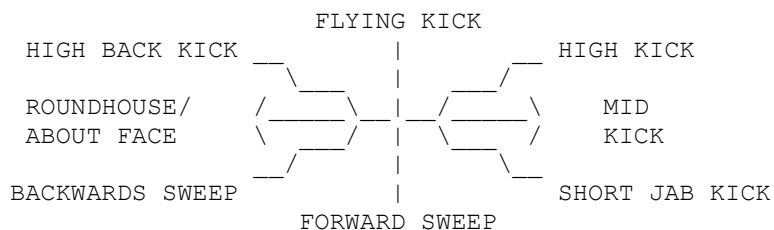
### Summary Of Joystick Positions

The following joystick positions will result in the appropriate moves. Each move is explained in more detail further on.

#### Directions Of Joystick With Fire Button Not Pressed



#### Directions Of Joystick With Fire Button Pressed



### Using The Keyboard

The keyboard option has been included for players wishing to play this game without the joystick.



The following keys are used in keyboard mode

Player 1	Player 2
Q W E	I O P
A S D	K L ;
Z X C	< > ?
Fire buttons: ESCAPE	LEFT ARROW

The operation of these keys is identical to the joystick controls. To switch between joystick and keyboard mode, press the 1 or 2 keys.

**Instructions' Source** : THE WAY OF THE EXPLODING FIST (Melbourne House) Back And Inner Inlay

### Review (Electron User)

Karate may be old news to the box office, but with all the new games coming on to the computer market, one has to be the winner - THE WAY OF THE EXPLODING FIST.

The scenario, two men locked in combat presided over by a Buddha and a monk, is simple, but it demands great skill and concentration to reach the goal of 10th Dan by fighting and defeating your opponents. One or two player modes are available, each with a very different challenge to offer. In a one player game it is best to defeat the computer with the utmost speed and precision within the time of 30 seconds. For each two fights won you progress one Dan.

The point system showing how you are faring is made up of the Yin Yang symbol, awarded in full or half sections. Two full Yin Yang symbols are needed to defeat each opponent. In two player mode, four 30 second bouts must be fought out, the winner being the player with most points.

The keys are well placed at different ends of the keyboard though there are eighteen moves and ten keys to cope with. The variety of moves seem endless, with kicks, jabs, blocks, punches and somersaults. This game is definitely the best of the karate simulations.

The backdrop on the proceedings gives one a feeling that the programmer put as much effort into it as with the detail on the two characters.

Sound .....	6
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	8

Giles Lane, ELECTRON USER 3. 8

### Review (Electron User) - "Bargain Challenge"

WAY OF THE EXPLODING FIST is a re-issue of a piece of software which was so well received when it first came out that it won a number of awards.

It is a karate simulation game in which your aim is to work your way through the various skill levels until you reach 10th Dan.

Unlike other similar programs, the setting is very definitely sporting. The rules of karate are adhered to in a fairly strict manner - no weapons are used except the hands and feet. As is usual with these karate simulations, the main problem is getting to grips with the mindboggling number of actions.

There are some sixteen different functions, controlled either from the keyboard or from a joystick. These give you a full range of punches, kicks, somersaults and other movements. This impressive array of actions can be used against a computer-controlled opponent or another person.



The best way to practise moves is to select the two-player option, but not have a second player. Having mastered the keys required, you will be ready to tackle the computer opposition.

Your first adversary is remarkably unskilled and it should not take you long to score a victory. The next competitor is much more adept at dodging your moves and then felling you with a quick round-house kick.

With a lot of practice you will be able to beat a whole series of opponents, each a little more skilled than the previous one.

The graphics are good with fast, flicker-free movement and the sound is adequate.

If you missed WAY OF THE EXPLODING FIST first time round and haven't found it on a compilation then this re-release is a real snip.

Sound .....	8
Graphics .....	5
Playability .....	9
Value for money .....	9
Overall .....	8

Rog Frost, ELECTRON USER 5. 9

**See also** : ELECTRON USER 5. 5 for a review of FIVE STAR GAMES 3



## THE WELSH TUTOR LEVEL A

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Instructions' Source : 3

## THE WELSH TUTOR LEVEL B

*Professional, Originally Released On Cassette Only*

Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

Instructions' Source : 3



# THE WIZARD AKYRZ

*Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #8  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: WIZARD OF AKYRZ, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The Evil Sorcerer lay in the depths of his despair, waves of spiritual agony tortured his Soul. To be defeated twice by the efforts of a mere mortal was almost too much to bear. Only an inherent force of Evil prevented the Wizard from complete vanquishment. Eons seemed to pass as the Wizard slowly rebuilt himself from within, feeding on malice as maggots feed on rotten meat. A plan was forming in his demented mind, a plan that would ensure victory over the mortal enemy.

The plan that grew would learn from the errors of the previous two plans - In the first of these plans, the Wizard had stolen the Golden Baton, an artifact that brought power and prosperity to mortals. The plan failed when a mortal triumphed over incredible odds and recovered the Golden Baton, restoring it to the Royal Palace. In retaliation, the Wizard employed his evil ally XERDON to cast a spell on the Baton itself that would render it impotent. Again this plan failed when the same mortal vanquished XERDON with the aid of a Magical Arrow.

The Wizard took heart as his new plan was now fully formed. His plan was to utterly destroy the mortal who had been instrumental in his earlier downfall. The Evil Wizard Akyrz himself would take on an earthly form and then he would lay a trap which would inevitably lure the mortal into an Evil snare from which there would be no escape.

**Instructions' Source** : THE WIZARD AKYRZ (Adventure International) Inner Inlay

**Review** : No Review Yet



# THEATRE QUIZ

***Professional, Originally Released On Cassette Only***

Game Type : Quiz  
Author : Sheridan Morley  
Standalone Release(s) : 1983: THEATRE QUIZ, Acornsoft/Ivan Berg, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IVAN BERG, Dunluce House, 4-8 Canfield Gardens, LONDON  
NW6 3QT  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"How does your knowledge of Theatre rate against a Grandmaster of the genre? This rewarding and compelling program for your BBC Model B or Acorn Electron computer has been specially adapted from the Weidenfeld Quiz book and will provide hours of edification and amusement for family and friends.*

*Ranging from Shakespeare and Shaw to Stoppard and Pinter by way of Ibsen and Noel Coward, this quiz will entertain, inform and occasionally infuriate people who go to the theatre once a year or once a night.*

*Theatre is one of a series of six Grandmaster Quizzes, in which you can pit your knowledge against a Grandmaster of the subject. The writer's specialised skill and expert knowledge makes the quiz both challenging and exciting. Each program has thirty sections of ten questions - a massive 300 questions in all - and you can take the quiz alone, in competition with a friend, or in teams. You can choose a timed option too - and if you're getting too many of the answers right, your computer can reduce the time you have to answer!*

*This pack contains one program cassette, one quiz data cassette and an instruction booklet.*

*Sheridan Morley is the drama critic and arts editor of "Punch" and his Theatre Quiz for Weidenfeld & Nicolson is the fifteenth book that he has either written or edited on a theatrical subject."*

Based on the Weidenfeld Quiz Books published by Weidenfeld & Nicolson

## Introduction By Sheridan Mosley

The editor of a theatre quiz shares with his readers certain problems unknown to the settlers or answerers of other quiz books. First of all, the theatre is not like history, or music, or detective fiction, in that it cannot be stored on bookshelves or in record cases and then retrieved for easy reference. The theatre disappears every time a show closes, only to reappear on the next first night. A few dog-eared posters may be all that is left of what was only a couple of weeks ago the most lavish show in town, while video tape and even the film camera have come too recently to preserve many of the major theatrical happenings of the past.

But that of course is precisely where the magic of the theatre lies, in its refusal to be pinned down forever; I am therefore relying here on memories, and also on the hope that most of you have at some time or other done your theatre-going in London, since that seemed to be the one city where I could assume common ground among playgoers.

So much for geography; as to timing, I have assumed a theatre memory going back somewhere between ten and forty years. Before that, I have only raised questions about what can now be taken as reasonably widely-known theatre history. I have tried



most of these questions out on my own (admittedly somewhat theatrical) family and on my publishers; half said they were far too simple, while the other half maintained that they were vastly too obscure. That would seem also to be the experience of other writers in this series, and to suggest that we have perhaps got the general level about right.

- Sheridan Morley

### **Beginning A Quiz**

When the program is loaded, there is a short bleep and the program title appears. Press the SPACE bar as requested and you will be asked:

Do you want to do the quiz:

1. On your own
2. As two competing individuals
3. As two competing teams

Enter choice : ?

Answer the questions as prompted by typing in your response. Press <RETURN> when you have completed each entry.

The main menu will now appear and the thirty quiz titles are displayed on two screens. To move from one screen to another, type 0 and press <RETURN>. Select the quiz you require, type its number and press <RETURN> then remove the program cassette from the deck and insert the data cassette when prompted. Make sure that the correct side of the cassette is uppermost: quizzes 1-16 are recorded on side 1 and 17-30 on side 2. Press SPACE BAR as requested. When your quiz has finished loading, there is a short bleep. You are now ready to begin the quiz.

### **How To Answer The Quizzes**

Most of the quizzes start with a section introduction written by the author. To move on to the second paragraph, or to see the first question press <SPACE>.

If you request a time limit, a clock counts down in seconds in the top right-hand corner of your screen. If you do not enter an answer before it reaches zero, you receive no marks: if two teams are playing, the question is offered to the opposition. However, you are allowed to complete an answer which you started to enter within the allotted time.

To pass a question, press <RETURN>. A passed question will be offered to the opposition, if you are playing in teams.

Some questions may require you to refer back to the section introduction. Do this before you enter your answer by pressing the <ESCAPE> key. Pressing the <SPACE> bar will return you to the Quiz menu and your answers so far will be lost.

Some questions require several separate answers. When a) appears on screen, you enter your first answer, when b) appears, you enter your second answer, etc.

When you have given the answer and pressed <RETURN>, the author's answer is displayed. Compare the answers and decide how many points you should have. You can enter 0 if you are completely wrong, 1 if you are halfway there, and a maximum 2 points for a completely correct answer. Type in your score as requested. When you press <RETURN> the next question appears.

At the end of the quiz, the final scores and the total time taken to answer the questions is given. In the case of a draw, the contestant with the shortest time will win.

If you decide to try another quiz you will be returned to the Main Menu. You can run the same quiz again simply by re-selecting its number: it is still in the computer's memory. If you do not wish to try another quiz, the program will end.

**Instructions' Source** : THEATRE QUIZ (Acornsoft/Ivan Berg) Back and Inner Inlay

**Review** : No Review Yet



# THRUST

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author : Peter Irwin and J. C. Smith  
Standalone Release(s) : 1984: THRUST, Superior, £9.95  
1990: THRUST, Superior/Blue Ribbon, £2.99  
Compilation Release(s) : 1987: FIVE STAR GAMES 2, Beau Jolly, £9.95  
1987: PLAY IT AGAIN SAM, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

### The Mission

The Resistance is about to launch a major offensive against the Empire. In preparation for this, they have captured several starships, but they lack the essential power sources for these formidable craft, Klyston Pods.

You have been commissioned by the Resistance to steal these pods from the Empire's storage panels. To do so you must locate the pod, hover just above it, activate your starships's tractor beam and thrust away from the pod. Once the beam has locked onto the pod, you can deactivate the tractor beam. You must then carry the pod away from the planet. You receive a bonus at the end of each successful mission.

### Automatic Limpet Guns

These guns are the planets' defence system. Accurate shooting from your spaceship will destroy the limpet guns.

### Fuel Tanks

To collect fuel, hover just above a fuel tank and activate the tractor beam.

### The Planet's Reactor

Each planet has a reactor providing power for the limpet guns. Shooting the reactor will damage it, and the guns will cease firing until power can be restored. The more damage done, the longer this will take. If you shoot the reactor repeatedly, it will become critically damaged. You will then have a limited amount of time to escape before the reactor explodes and the planet is destroyed. If this happens, and you have not collected the pod, then the mission has failed. If you retrieve the pod, send the reactor into its critical phase and leave the planet safely, you receive an extra bonus of 2000 points.

### Scoring

Destroying a limpet gun .....	750 points
Destroying a fuel tank .....	150 points
Collecting a fuel tank .....	300 points

An extra spaceship is awarded for every 10,000 points scored.

## Game Controls

<CTRL> - Rotate Left,    A - Rotate Right,    <RETURN> - Fire,    <SHIFT> - Thrust  
<SPACE> - Shields/Tractor Beam,    <COPY>/<DELETE> - Pause On/Off, S/Q - Sound On/Off  
<ESCAPE> - Quit Game

**Instructions' Source** : PLAY IT AGAIN SAM (Superior/Acornsoft) Inner Inlay



## Review (Electron User)

Remember the days when Space Invaders were king, and the buzz which went round the arcades when Galaxians appeared? If you do then you must buy yourself a copy of THRUST from Superior Software. Loading up THRUST was like discovering an old master in the attic.

Your spacecraft and all buildings and gun emplacements are displayed as high resolution line drawings. The game is played as a series of missions of increasing complexity. In the first one the drive unit is on the planet's surface, along with a fuel dump, gun emplacement and nuclear reactor. In subsequent missions, the drive will be located in underground caverns.

Fuel can be taken on board by hovering over the dump and activating the tractor beam. Hovering is achieved by pointing the ship away from the planet and using short bursts of thrust to counter the effects of gravity.

The gun emplacements are deadly accurate but can be taken out by a single shot. Firing at the nuclear reactor will halt the operation of the guns for a short while.

Having located the drive unit, the tractor beam can be used to tow it behind your ship, and this is where the fun really begins. The programmer must be either an ace physicist or an articulated lorry driver, because the drive unit hangs beneath the ship like a pendulum attached to a fixed point on the ship by a solid bar.

Each movement of your craft will cause a realistic movement of the pendulum. As a pilot you must fly as smoothly as possible, counteracting every swing of the drive unit. Should the swing become uncontrollable you will surely be dragged into a cavern wall.

The mission is completed by towing the drive unit into space and jumping into hyperspace. As with every good arcade game, there is an opportunity for the arcade aces among you to earn big bonus points. Having emerged from the cavern with drive unit in tow you can fire on the reactor until it goes critical, at which point you have five seconds to make your hyper-space jump. This feat of bravado will earn you an additional 2000 points.

THRUST is a classic game, a game at which the natural games player will excel. This is a definite contender for my game of 1986.

Sound .....	8
Graphics .....	9
Playability .....	10
Value for money .....	10
Overall .....	10

John Revis, ELECTRON USER 3.11



# THUNDERSTRUCK

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Platform Style  
Author : Peter Scott  
Standalone Release(s) : 1986: THUNDERSTRUCK, Audiogenic, £7.95  
Compilation Release(s) : 1987: ELECTRON POWER PACK 2, Audiogenic, £9.95  
1988: FIVE STAR GAMES 3, Beau Jolly, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

You are SPRECO (the SPace REfuse COLlector) who has been transported by a space/time thunderstorm to an eerie castle. All you want to do is get back to Myrtle and the kids, but here you are trapped in these strange mediaeval surroundings with your Assisdroids. They dislike it as much as you do and, because they think it's your fault, are decidedly hostile. There are various objects littered around the castle that you can carry and use, but because of your bulky space suit you can only manage one at a time. The castle is inhabited by eight characters that you will meet in your search for the way out. If you help them by giving them something they need, they will give you something in return.

## Characters

The King	The Queen	The Wizard	The Craftsman
The Maiden	The Dog	The Guard	The Revolting Hag

## Giving, Taking And Using Objects

You can give and take objects simply by being on the same screen as the character. Likewise, with most objects you can use them by being on the same screen as the puzzle, although there are certain puzzles that will require you to be standing in a particular spot on the screen when you use the object.

## Energy

You start the game with 650 energy units, shown as the dotted line at the right hand side of the screen. You lose 1 for going in or out of the screen, 4 for hitting an alien, lift, candle, flame or any other animated background effect. You lose 64 units for hitting a homing alien, a valve shape or a flapping bird. You gain 32 units for using an object correctly, and energy is restored to 650 after using food.

## Game Controls

Z - Left, X - Right, <RETURN> - Jump, : - Use Object, ? - Pick Up/Drop  
G - Give object to character, T - Take object from character  
Cursor Up/Down (In Lift Only) - Lift Up/Down  
<ESCAPE> - Quit Game

**Instructions' Source** : FIVE STAR GAMES III (Beau Jolly) Inner Inlay

## Review (Electron User) - "Struck, By Thunder!"

While doing your rounds as a cosmic dustbin man you are struck by a space/time thunder storm. As a result of this you find yourself trapped in an eerie medieval castle. All you want to do is get back to Myrtle and the kids before your dinner gets cold.

The castle has eight floors which can be accessed in any order once you have located the castle's lift room. Using the cursor keys, you can select a floor then set the



mechanism in motion and ascend or descend to a new level. You will discover many objects, most of which have a specific function. If you are to escape from the castle you must use each object correctly, but due to the restraints of your bulky spacesuit you can only carry one object at a time.

One of the easier puzzles can be found in the basement. When trying to access this level you find that the screen goes blank. Wishing to throw a little light on the problem you collect the candle which you saw on a higher level, but you are informed that it is not lit. I spent a long time burning my fingers on the flaming torches trying to light the candle until I explored the other levels and found a suitable match. Returning to the basement I was greeted by a whole new floor.

One of the bigger puzzles involves lowering the drawbridge. On your travels you will see several large letters, and when you pick them up you are told that they operate the drawbridge. The letters D, O and N are easily located, but I have yet to find a W to complete the sequence.

You have only one life, which you lose when your energy reserve is reduced to zero. This energy is lost through contact with flames and the castle's inhabitants, the most deadly being your own droids. They blame you for their incarceration and are fatal to the touch.

The game's graphics are big and brightly coloured. The puzzles vary in their levels of difficulty and provide you with early success and an incentive to continue playing the game, THUNDERSTRUCK is one of the best arcade adventures that I have played on the Electron.

Sound .....	6
Graphics .....	8
Playability .....	9
Value for money .....	8
Overall .....	8

Carol Burrow, ELECTRON USER 4. 3



# THUNDERSTRUCK II - THE MINDMASTER

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Platform Style  
Author : Peter Scott  
Standalone Release(s) : 1987: THUNDERSTRUCK II - THE MINDMASTER, £7.95  
Compilation Release(s) : 1989: FAB FOUR VOLUME 1, Audiogenic, £9.95  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

*"Our hero, SPRECO, the SPace REfuse Collector, has finally made it back to Home Base 5 after escaping from the strange medieval castle in which he was marooned in Thunderstruck 1. But things have changed - Home Base 5 is totally devoid of all human life! While searching the Droidcorp factory complex, a friendly Droid informs him that the humans have been enslaved and the complex taken over by an intergalactic villain who calls himself the MindMaster. However, Deacti-Unit [that the MindMaster thought he had destroyed] is actually scattered around the complex. If SPRECO can find the four pieces, take them to the correct location and assemble and activate the unit, there might a chance of destroying the MindMaster and setting the people free! Thunderstruck 2 is the ultimate arcade adventure with high-tech theme, comprising over 130 locations full of large-scale graphic detail and brilliant animated backgrounds. There are loads of objects to find, Droids to interact with, Computer Consoles to use, lift tubes, different gravity areas, obstacles and puzzles that will have you tearing your hair out!"*

Our hero, SPRECO, the SPace REfuse Collector, has finally made it back to Home Base 5 after escaping from the strange medieval castle in which he was marooned after a freak space/time thunderstorm (see THUNDERSTRUCK 1). But things have changed back there - no one is there to greet him - in fact, Home Base 5 is totally devoid of all human life!

While searching the factory complex of his employers, the Droidcorp, he discovers a friendly Droid who informs him that the humans have been enslaved and the complex taken over by an intergalactic villain who calls himself the MindMaster. However, this nasty MindMaster has made one mistake - a Deacti-unit that he thought he had destroyed is actually scattered around the 130 rooms of the complex. If SPRECO can find the four pieces, take them to the correct location and assemble and activate the unit, there might be a chance of destroying the MindMaster and setting the people free!

## Using Objects

You can use Objects that you find on the way, but you only carry one at a time. In order to use an Object you must first have picked it up. You can also drop an Object providing you are not standing in front of any background feature.

## ComCons

There are a number of computer consoles (ComCons) scattered around the complex. These can be used to give a status report on where you are and what you are carrying. Also, there are various friendly Droids and Machines with whom you can communicate via the ComCons for the purpose of giving them an appropriate Object in exchange for one that you need. (A ComCon looks like a tall computer with an eye-level screen and waist-level keyboard, viewed from the side.) To use a ComCon you must stand directly in front of it (i.e. the SPRECO sprite on top of the ComCon sprite), and press SPACE. You can then give one of the ComCon commands.



### **ComCon Commands (followed by <RETURN>)**

E = Examine - Tells you what object you are carrying.  
L = Location - Gives X, Y co-ordinates of your location.  
G = Give - Give your Object to any Droid, Machine or Alien that is on that screen.  
T = Take - Take Object from same Droid, Machine or Alien.

### **Droids And Machines Featured**

Sander-old, Tailor-old, Miser-old, Blank-old, Secur-old, Bank Terminal, Laser Point plus - The Alien!

### **Energy**

You start the game with a full energy supply, but you lose energy by hitting spikes or anything animated. Energy is added every time you solve a puzzle. Food pellets can be used to restore energy to full.

### **Status Display - Top Part Of Screen**

At the top left of the screen, the display gives your current score in terms of percentage of game completed. Directly below this is the energy meter - a yellow that turns red as you lose energy! In the middle is a small box that contains an icon representing the Object (if any) you are carrying. And on the right is a long box giving a general description of the location you are in. This box is also used for communicating via ComCons.

### **If In Trouble**

If you are on the verge of committing suicide or serious crime because you cannot finish THUNDERSTRUCK 2 then write to use enclosing as SAE and we might send you a hint sheet!

### **Control Keys**

Z - Left, X - Right, : - Up Ladder, / - Down Ladder, RETURN - Jump  
SPACE - Use ComCon (if in front of one)  
P - Pick up/Drop, U - Use, Q - Quiet, S - Sound, CTRL and R = Restart Game

**Instructions' Source** : THUNDERSTRUCK II (Audiogenic) Back And Inner Inlay

### **Review (Electron User) - "Nasties In The Cavern"**

As THUNDERSTRUCK II loads, you are left watching quite a well drawn title screen. Which is rather a blessing as it takes around seven minutes. However, your patience will be rewarded as the game is well worth waiting for.

In this arcade adventure, you start complete with spacesuit and helmet in an underground cavern. You are immediately required to dodge the advances of something that bears a close resemblance to a berserk helicopter. You then make your way through the various screens which present you with a whole host of evil nasties, all intent on reducing your life expectancy.

Your current state of health is shown on screen. If it falls to zero, you will be whisked right back to the underground cavern as you only have one life.

As you pass through the various rooms, you will discover a number of items which can be picked up and used elsewhere on your travels. The problem that you have to work out is where, how and when each of the items should be used. And to add to your problems, you are only allowed to carry one item at a time.

A score is shown on screen which represents your percentage achievement to date - mine remained depressingly low.

Approximately two thirds of the screen is used as the game area - the remainder is used for memory storage. This area does remain blank so you are not distracted by rippling colours.



The graphics are excellent with big chunky sprites and very smooth movement. The sound effects are adequate but they could have been a little more imaginative. However, there is a facility to turn them off if they become too annoying.

My only reservation is whether the game may pall a little once all the problems are solved, but in my case that could take forever anyway. The game does use rather a lot of memory so Plus 1 and Plus 3 owners should ensure that these are disabled before this program is loaded.

I found the game extremely addictive and, while it comes from the same software house that brought us BUG EYES II which has a similar style of graphics, I found this to be the more entertaining of the two.

Sound .....	6
Graphics .....	9
Playability .....	8
Value for money .....	8
Overall .....	8

Beejay, ELECTRON USER 4. 4

See also : ELECTRON USER 7. 5 for a review of FAB FOUR VOLUME 1



# TILES AND FENCE

***Professional, Originally Released On Cassette Only***

Game Type : Educational (Ages 7-12)  
Authors : Bill Bailey & Brian Lienard  
Standalone Release(s) : 1984: TILES AND FENCE, Hodder & Stoughton, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier :  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Making Numbers Make Sense!"*

These programs by the Institute of Education are part of an exciting new series developed at the University of London, combining the skills of experts in primary education and computing. They are designed to bring entertainment to early learning.

Colourful, original and fun to use, they take a modern approach to maths to help children make sense of numbers. TILES looks at numbers in terms of area (How large?) and FENCE in terms of perimeter (How far around?). Using them, children come to understand how numbers really work.

**Instructions' Source** : TILES AND FENCE (Hodder & Stoughton) Back Inlay



# TIME

## *Professional, Originally Released On Cassette Only*

Game Type : Educational (Nursery Age)  
Author :  
Standalone Release(s) : 1987: TIME, Shell, £4.99  
Compilation Release(s) : None  
Stated compatibility : Dual BBC/Electron version  
Actual compatibility : As stated  
Supplier : SHELL. No further information available.  
Disc compatibility : CDFS E00, DFS E00

### Instructions

TIME is an education program for children 3 - 10. Three detailed sections lead the child step-by-step through the essential parts of telling the time.

Each section begins with a few examples, and then asks questions to ensure the child has understood the subject.

Large letters and a large, clear clock face are used throughout, to make this program easy to use for even the youngest child.

### Section 1 - Learning the Hours

- PART 1 - Two examples are shown, with the time above the clock. The child is then asked to stop the clock at a given time (use any key to stop the clock). Correct answers are rewarded with a mouse. When ten mice have been scored, the computer will play 'Hickory Dickory Dock' and a mouse will run up the clock. The program will then move on to the next section.
- PART 2 - The child is asked to type in the time shown on the clock. Press RETURN after each answer. If a typing error is made then press '0' and re-enter.
- PART 3 - A time is shown, and then the time one hour later is shown. This is then repeated. The child must then stop the clock one hour after the time shown.

### Section 2 - Learning the Minutes

- PART 1 - The minute hand ticks through the half hour. A beep is heard every 5 minutes, and every 15 minutes that quarter is shaded. The child is then asked to type in the minutes past shown on the clock.
- PART 2 - Part 1 is repeated, but for minutes TO.
- PART 3 - The child is asked to stop the clock at the times shown.

### Section 3 - Digital Time

- PART 1 - Six examples of times are shown and their digital equivalents explained. The clock then ticks through an hour.
- PART 2 - The child is asked to stop the clock at the time shown. This is then repeated, but the child must stop the digital clock.

When each section is completed, a grandfather clock is drawn, and a mouse will run up and down while 'Hickory Dickory Dock' plays.

**Instructions' Source** : TIME (Shell) Inner Inlay

**Reviews** : No Review Yet



# TIME TRUCKER

***Professional, Originally Released On Cassette Only***

Game Type : Educational; Time Skills; Ages 8-14  
Author : Don Walton  
Standalone Release(s) : 1984: TIME TRUCKER, Acornsoft/ASK, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : A.S.K., London House, 68 Upper Richmond Road, LONDON SW15  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Jump into your truck and get moving! Are you a top trucker? Can you fulfil your orders with slick route planning and sharp timekeeping? Can you fit in extra work and earn more money through smart organisation or quick decision-making?"*

*With three maps and three levels of difficulty, TIME TRUCKER helps you to tell the time fluently, to calculate intervals of time accurately, to read timetables correctly and to plan how to use time effectively.*

*It doesn't matter whether you're using a 12 hour or a 24 hour clock, TIME TRUCKER is exciting to play. It takes a lot of skill and it makes telling the time fun."*

## Introduction

TIME TRUCKER turns time telling into a challenging and rewarding game. While driving your truck around a map, you have to watch the clock and work out how many collections and deliveries of fresh produce you can make in eight hours.

You can choose from three levels of difficulty and from three different maps, which give you many combinations to explore. At the lower level, you use the analogue clock (round) clock with a 12 hour digital clock and at the higher levels the 24 hours digital clock is introduced.

TIME TRUCKER will help you to develop the skills you need to make the most efficient use of your time by encouraging careful planning and quick decision-making.

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just received. Perhaps there was a typing error? In any case, to carry on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy with the volume.



Note: The program will not run on computers that have 0.1 operating systems.

### **How to use the program**

You can use either the keyboard or the joystick. Press <RETURN> or fire button to choose.

**Keyboard:** Z - Left, X - Right, \* - Up, ? - Down, and <RETURN>

**Joystick:** Normal joystick controls apply.

### **TIME TRUCKER Game**

First, choose your trucker by using the Z and X keys or the joystick. Then press <RETURN> or fire. Next, enter the name of your trucker (12 letter maximum) and then press <RETURN>.

Now you have to choose a job. Use the \* and ? keys or the joystick and then press the <RETURN> key or fire button. Each job has its own truck and level of difficulty. If this is the first time you are playing TIME TRUCKER, try the job for the Trainee Trucker.

The signpost marked 'Map' will give you the map. The other two signposts marked 'Secret Map' and 'Road Repairs' will give you others, allowing you to explore different roads and get to know them as you play the game. Watch out for dead ends in 'Road Repairs'!

### **How To Play**

#### **Trainee Trucker Game**

A small part of the map that you have chosen now appears on the left of the screen. You will see a little truck on it, waiting in the depot. On the right of the screen is the first order of fresh produce that you have to collect by driving the little truck around the map to the various farms. Just below this order you will see £00. The money that you are going to earn will be indicated there.

Your aim is to collect and deliver as many orders as possible in eight hours. Each item on the order earns £100 and each completed order earns a bonus of £1,000 on delivery to the depot. When you have delivered a complete order, a shutter comes down and the money that you earned will be displayed. The bonus is then added to your total earnings.

Now use the Z, X, \* or ? keys or the joystick to drive the truck around the map. When you come to a farm that's on your order, drive your truck into its loading bay and then press the <RETURN> key or the fire button.

Then you have to read the time on the analogue (round) clock and enter it into the digital clock. Use the Z key or left joystick to light up the hours and the X key or right joystick to light up the minutes on the digital clock. To change the numbers to the ones you want, use the \* and ? keys or the forward and backward joystick. Press <RETURN> or the fire button to enter the time.

If you enter the time correctly, the farm gate closes and a crate appears on the empty truck below the map. Loading always takes five minutes so your clock will move accordingly. Then you can go on to collect another item on your order.

If the time is wrong, you must try again. An extra five minutes is added to your loading time for each mistake. After three attempts the correct time will be filled in for you but you do not lose your item. The crate will appear on the truck and you can then go on to collect another item.

### **Remember**

You can collect the items in any order and unload the crates at the depot at any time.



Six crates will fill the truck and you'll have to unload them at the depot before you can collect any more items.

Unloading takes place immediately and your earnings for those items are displayed at the same time. You are free to drive off as soon as this has happened.

The clock stops when you are in a loading bay or at the depot. You can take this opportunity to make calculations or decisions about where to go next or which item to load.

Your truck always goes back to the depot after the shutter comes down.

### **To Escape**

If you would like to go back to the beginning of the program, at any time, press <BREAK>.

### **Self Demonstration**

If you don't respond to the first menu within 30 seconds, the program will go into a self demonstration. Press <ESCAPE> to go back to the beginning of the program.

### **Trucker Game**

The aim in this game is to collect and deliver as many orders as possible in four 2 hour periods and to earn extra money by picking up items that aren't on the order along the way.

Careful planning is essential here because farms are only open at certain times during the 2 hour periods, and they close once you have collected an item. You can see the opening and closing times of each farm on the order, displayed in 24 hour digital form like this:

08:35	or like this	14:55
08:55		15:10

Each order item earns £200 and each non-order item earns £100 on delivery to the depot. Deliver one complete order in the two hours and you'll earn a bonus of £1,000.

At the end of each 2 hour period, the depot closes and the shutter comes down. When that happens you can't unload or get paid for any undelivered items. A new order appears and you can carry on.

### **Super Trucker Game**

In this game, farms are only open for 15 minutes over a period of 8 hours. The display shows the items, the opening times of the farms in 24 hour digital form and the amount you'll earn when you deliver each item.

You don't have to complete any orders because the aim is to earn as much money as possible from individual items. Only six farms display information at any one time. As you collect each item, another one replaces it on the display.

Each item is worth a different amount of money and each non-display item earns £100 on delivery to the depot.

At the end of eight hours, the shutter comes down. After that you can't unload or get paid for any undelivered items.

### **Educational Notes**

TIME TRUCKER has been carefully structured around the use of the 12 hour analogue clock and the 24 hour digital clock and it encourages the interpretation of both of these forms throughout the program.

The Trainee Trucker game gives practice in telling the time from the analogue clock and then recording that time in digital form. The Trucker game encourages the player



to make calculations from digital forms while keeping an eye on the analogue clock. The Super Trucker game encourages a quick assessment of how both forms relate to each other and to the current task, at any given moment.

Although TIME TRUCKER is designed with fun and fantasy in mind, the skills which the players are required to exercise are those which they need, and will always need, in everyday life.

The importance of being able to tell the time fluently, to calculate intervals of time accurately, read time-tables correctly or plan the use of time effectively, can never be over-estimated.

The relationship between time and distance is another aspect to this program that requires constant attention and consideration. If the best route is planned in the given time, the rewards are varied and plentiful.

Players could be encouraged to think of areas in their own lives which might benefit from watching the time or estimating accurately. How long does it take to do something or how long does it take to go somewhere? How much planning is required? What's the most effective way to organise it? What adjustments need to be made if circumstances suddenly change? What's to be gained from doing all this?

TIME TRUCKER gives practice in these life skills and reinforces their use in an interactive, exciting and enjoyable way.

**Instructions' Source** : TIME TRUCKER (Acornsoft/ASK) Back Inlay & Booklet

**Reviews** : No Review Yet



# TOMCAT

***Professional, Originally Released On Cassette Only***

Game Alias : F-14 TOMCAT  
Game Type : Vertically-scrolling Monochrome Shoot-'em-up  
Authors : Adam Polanski, David Pyta, Richard Paul Jones and Margaret Polanski  
Standalone Release(s) : 1989: TOMCAT, Players, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : PLAYERS, Mercury House, Calleva Park, Aldermaston, BERKS RG7 4QW  
Disc compatibility : Unknown

## Instructions

*"F14 TOMCAT : LET'S GET DOWN TO SOME SERIOUS DESTRUCTION! Climb into the cockpit of the devastating F14 TOMCAT fighter. Take to the skies in this explosive combat simulation. F14 TOMCAT features progressive weaponry, breathtaking graphics and compulsive gameplay."*

In the later part of the 20th centry, Grumman's F14 TOMCAT represented the US Navy's most potent fighter. F14 TOMCAT from PLAYERS places you in the cockpit of a specially adapted version of this devastating aircraft.

## The Mission

In the first half of the 21st century, it became possible through advances in material technology to construct permanent artificial islands very cheaply. Due to the spiralling cost of real-estate, many of these islands were built. It is one of these artificial islands that is presently a cause for concern.

The island, locally known as ARTROCK 6, is a local defence installation and is completely automated. A freak storm damaged the controlling software and as a result, the island has turned rogue.

Despite the substantial dollar value attached to the installation, a few regrettable incidents involving local shipping have forced us to destroy the island.

This task has fallen to you, the best low-level pilot in the free world. Using a specially adapted F14 TOMCAT fighter with advanced terrain following radar and a special complement of weaponry, you must destroy the island.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <RETURN> - Fire

**Instructions' Source** : TOMCAT (Players) Back and Inner Inlay

## Review (Electron User) - "Flying High"

TOMCAT, Players' second title released this month, takes place in the first half of the 21st century. Land has become scarce and expensive so large artificial islands were created at sea. One, Artrock 6, is used as a defence installation and is completely automated.

Unfortunately, a freak storm has damaged the controlling software causing the automatic defences to go berserk and anything approaching the island is destroyed. You as the pilot of an American F14 Tomcat fighter are sent in to destroy the base.



The fine loading screen depicting an F14 Tomcat fighter is followed by an even better Mode 4 graphic display. Overlaid on this picture is the small playing window in which you get a bird's eye view of the plane flying low over the island.

These graphics are quite detailed, but the green colouring caused unpleasant stripes on my colour TV. I found it better if I switched off the colour. The display on a monitor is excellent with no colour problems.

You can fly your plane forwards, backwards, left and right, the playing window scrolling smoothly in the appropriate direction to reveal more of the landscape.

Gun emplacements pop up from the ground, swivel round and fire cannons at you while aircraft attack from the front. These can all easily be shot with your own cannon, but their sheer numbers can be overwhelming and it is easy to lose a couple of lives very quickly.

The speed of animation is sluggish, slowing even more when several objects are on screen at the same time. Switch on your SLOGGER Turbo Board, however, and the game speeds up to quite an acceptable rate.

I find it impossible to play for more than a few minutes as the frustration factor is far too high. A friend of mine has seen level two, which is much the same as level one apart from the background. The cassette files indicate that there are four levels.

While we should all be pleased that Players are sticking with the Electron market, perhaps future offerings could be more playable than this one.

Rog Frost

### **\*\*\* Second Opinion \*\*\* (Electron User)**

Graphically, TOMCAT is brilliant. The loading screens are superbly drawn and the game graphics are among the best seen on the Electron. In parts, TOMCAT features parallax scrolling where one section of the background scrolls at a different rate to another section - this is the first time this has been attempted on the Electron.

Unfortunately, the poor Electron hasn't got the brute processing power to implement this type of format. Players is to be recommended for attempting it and Turbo owners will find it a graphic delight. Don't bother if you have an ordinary, slow Electron.

Roland Waddilove

Sound .....	10
Graphics .....	4
Playability .....	5
Value for money .....	6
Overall .....	6

ELECTRON USER 7. 4



# TRAFALGAR

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; War Game  
Author :  
Standalone Release(s) : 1984: TRAFALGAR, Squirrel, £8.00  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SQUIRREL, 4 Bindloss Avenue, Eccles, MANCHESTER  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (ELBUG - Combined Review Of BUN FUN, SUPER GOLF and TRAFALGAR)

Please see BUN FUN for this review.

## Review (Electron User)

Do you know who won the battle of Trafalgar? The British? Wrong, it was the French. Or at least it was when I chose to play against the computer in Squirrel Software's smashing little game Trafalgar.

It opens with an overhead view of the British and French fleets facing each other, ready for battle. You can either play an opponent (which allows you to choose your side) or the Electron (when you are the British). Then, as a pointer runs up and down the side of the screen, you pick out which pair of ships are to come alongside each other and let loose a storm of broadsides.

As soon as a pair of warships has been selected, the scene changes. You see the two ships locked in mortal combat while a text window at the bottom of the screen gives the name of the combatants. You control the elevation and firing of the guns (keep an eye on the wind speed) and the aim is to hit the enemy ships before they hit you. Lose all your gun decks and you have to strike your flag and endure the ignominy of being boarded. Lose all your ships and you've lost the battle.

It's an interesting and amusing little game. The controls are easy to use and well explained and the graphics more than adequate. I particularly liked the way the ships show the damage incurred. I also liked the boarding parties - or, rather, my boarding parties.

Combining a war game and an action game - you have to be quick on the trigger - it makes a pleasant change from arcade games which strain your fingers and adventure games that strain your brain. So if you're looking for something different which will appeal to all the family, Trafalgar fits the bill. And what other game gives you the chance to rewrite history?

Trevor Roberts, ELECTRON USER 2. 1



# TRAPPER

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Frantic Overhead Maze Game  
Author :  
Standalone Release(s) : 1988: TRAPPER, Blue Ribbon, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Quick wits and skill are the essential requirements in this simple yet addictive game. Six levels of play, time limits, increasing numbers of "Nasties" and limited lives will make your task difficult to say the least. Take up the challenge and wipe the smile off their faces!"*

Your aim is to move the bricks around in order to trap and squash the Nasties. Any number of bricks can be pushed at the same time. The number of Nasties increases on each new level, but there will only be a maximum of four Nasties on the screen at any one time.

Each screen must be cleared within a certain time. The time limit and counter is displayed in the top right hand corner of the screen. There are six levels of difficulty and an extra life is received after 4,000 points have been scored.

## Game Controls

Z - Left, X - Right, : - Up, / - Down  
S/Q - Sound On/Off, <COPY>/<DELETE> - Pause/Continue Game, <ESCAPE> - Quit

**Instructions' Source** : TRAPPER (Blue Ribbon) Inner Inlay

## Review (Electron User) - "Another Brick In The Wall"

The aim of this budget arcade game is to trap monsters by pushing brick walls around to box them in and finally to squash them.

The title screen is typical of Blue Ribbon - simple and quick to load. There isn't a demonstration mode, so the game flicks between a list of control keys and a high score table.

On starting you are asked to input the difficulty level from one to six. This controls the monster's speed. One is slow and six is fast. I found the slowest speed quite fast enough for me.

The screen consists of a pile of bricks enclosed in a large box. Inside the box are you and a monster, which obviously considers you to be a rather tasty tit-bit. Fortunately, you are a strong chap and can push the bricks around quite easily. The monster can't push the bricks, nor can it pass through them.

So by pushing them round and piling them up you can eventually trap it (if you're lucky and can avoid it for long enough). Having done this, you then push a brick into it and squash it flat.

Screen two is pretty much the same as screen one, except that you now have two monsters to contend with - double trouble. The game now starts to get a bit hectic



as you try to trap both. While you're concentrating on one, the other is sneaking up behind you.

Screen three brings three monsters and four brings four. The final two rooms only have four monsters, but another is born immediately you trap and squash one.

On top of all this, there is also a time limit. A clock in the top-right corner of the screen slowly ticks away. If it reaches zero before you've trapped and squashed all the monsters you die and lose a life.

Although the game has a very simple theme, it is difficult, frustrating and challenging enough to make it highly addictive. The devilish grin on the faces of the monsters is a nice touch and it all adds up to a fun game that doesn't cost the earth. This is recommended.

Sound .....	5
Graphics .....	6
Playability .....	9
Value for money .....	10
Overall .....	8

Roland Waddilove, ELECTRON USER 5. 4



# TREASURE HUNT

*Professional, Originally Released On Cassette Only*

Game Type : Questions And Answers Based On The Television Series  
Author :  
Standalone Release(s) : 1984: TREASURE HUNT, Macsen, £9.95  
Compilation Release(s) : None  
Stated compatibility : BBC Side A, Electron Side B  
Actual compatibility : As stated, but note there are different question files!  
Supplier : MACSEN, G.B.A. Limited, 17 Nott Square, Carmarthen, DYFED  
SA31 1PQ  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "Over From Channel 4"

MACSEN is a past master at converting successful TV programs for computers and in this case the target is the popular Channel 4 game show TREASURE HUNT. The game comes with four sets of data covering South Devon, London, Anglesey and East Scotland.

The basic idea is simple. You are given a cryptic clue of the sort you might find in a crossword. This gives you the name of your next location and you must fly your helicopter there and collect another clue. This continues until you have solved all the problems.

For example, your first clue might be "Fly to an occidental bad actor or pig meat", which means a location in East London renowned for its bubbly football team. When you arrive there you have to walk to 'The beheaded Queen's field where Alf Garnet likes to go". Some of the clues have a third section to make them even harder.

You are not on your own in this treasure hunt. Macsen has supplied you with a guide book for the three areas away from London and a map of the metropolis. You'll need the guide book because a detailed knowledge of the local geography is required. The London map is nearly useless and I used one with a larger scale and much more information.

The only section I have completed is the one covering the London area and this required a quick peek into the computer memory to solve one clue which had me beaten.

In all there are ten clues to find and to win you must find them in 30 minutes. Most of the time you will spend flying the helicopter, which takes an age to fly from place to place. You will need to be pretty slick with your typing to complete the task in the set time.

If you can't solve a clue, you've had it. There is no help so all you can do is fly aimlessly around until your time is up. If you can solve all ten clues you get a final screen which is hardly worth looking at.

You can choose to have a tune playing during the game but I would hardly describe the collection of discordant squeaks as musical.

I actually quite enjoyed the game. The map of the area you are working on is neatly drawn, and the puzzles were difficult to solve but not impossible. The program is



crammed with geographical data and you can end up with a crowded map, full of places which you don't need to complete the task but which do add interest.

Without this extra geography, the clues could be written on a small piece of paper and I feel this is one of those occasions where the computer adds little to the idea.

However, if you get hooked, Macsen offers extra data tapes, with new treasures to hunt, for £5.95.

Sound .....	0
Graphics .....	7
Playability .....	5
Value for money .....	4
Overall .....	4

Rog Frost, ELECTRON USER 4. 5



# TREE OF KNOWLEDGE

*Professional, Originally Released On Cassette And ROM Cartridge*

Game Type : Utility; Educational Quiz  
Author :  
Standalone Release(s) : 1984: TREE OF KNOWLEDGE, Acornsoft, £9.20 (Tape) £16.95 (ROM Cartridge)  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ

## Instructions

*"The TREE OF KNOWLEDGE is an interactive program which teaches categorisation. The student first educates the computer about a particular group of objects - for example, plants or birds. The database, or 'tree' created in this way is then used to play guessing games in which the student thinks of an object and the computer works out what it is. Databases are saved and loaded from within the program and two sample databases are supplied on the ROM Cartridge.*

*Suitable for teaching individuals or groups.*

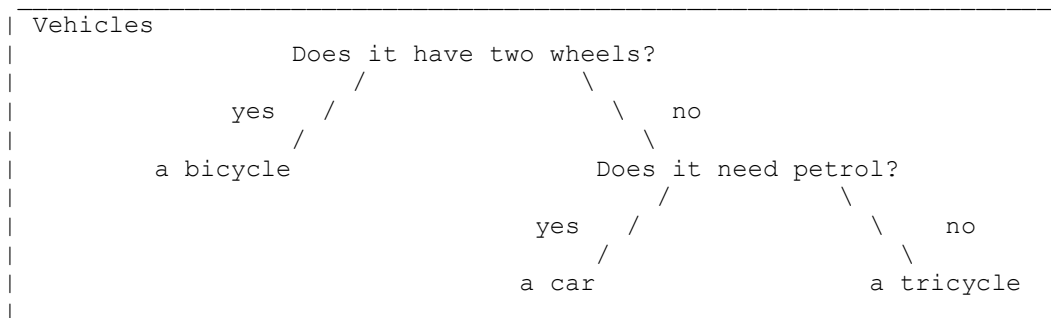
*This program has been designed to support a printer.*

*[This ROM Cartridge is designed for use with the Electron Plus 1.]"*

## Introduction

The TREE OF KNOWLEDGE is designed to introduce children to using computers for the storage of information and its retrieval. For simplicity the program is restricted to simple objects within a specified subject. For example, if the subject were 'plants' the objects could be 'a dandelion' and 'an apple tree'.

New objects are introduced to the program by means of a simple guessing game, using questions which can be answered with 'yes' or 'no'. With each new object the user supplies a question which will distinguish that object from those already known about. Because at every stage the answer to a question can be 'yes' or 'no' the database can be represented as a 'tree'. The question at every node has two branches, one for a 'yes' answer and one for a 'no' answer, and the objects are at the tips of the branches:



A feature of the program is that the tree can be printed out, or displayed on the screen so that the structure can be seen very simply.

There are two files provided on the ROM Cartridge - with the help of a teacher, young children of primary school age can play guessing games with the computer using the tree called FRUIT. The more serious application, CLASS, is suitable for 'A' Level Biology students.



## The Start-Up Menu

The start-up menu gives these options:

### 1 Load a tree from cassette

This loads a tree saved previously on cassette, or one of the demonstration trees supplied on this ROM Cartridge.

### 2 Start a new tree

This option is chosen to create a tree on a new subject.

Type 1 or 2 to select the option, followed by RETURN.

### 1 Load a tree from cassette

You will be prompted with:

Which tree would you like loaded?

(Please type in the filename)

If the tree is one of the demonstration trees supplied on this ROM Cartridge then type in the filename, for example:

FRUIT

and press <RETURN>. The file will load in a few seconds.

If the tree is saved on cassette, make sure the appropriate cassette is in the cassette recorder, and, if you know the whereabouts of the file in question, that it is wound to the right place.

Type in the filename, for example

VEHICLES

and press <RETURN>. The usual 'Searching' message is displayed on the screen, and you should press PLAY on the recorder and then wait for the file to load.

Once the file had been loaded, the main menu is displayed.

### 2 Starting a new tree

If you select this option the program will prompt:

What do you wish to call this tree?

The title that you choose can be up to 20 letters long, and describes the subject that the computer is to learn about. For example, PLANTS, ROCKS, APES, DRINKS, FURNITURE, COUNTRIES, VEHICLES.

Type in the title and press <RETURN>. As our example, we will choose VEHICLES so we type:

VEHICLES

The computer then checks:

VEHICLES

Are you happy with this title?

Reply with Y or Yes, N or No. If you reply Yes, it will then ask:

What is the singular of vehicles?

A

and we type:

VEHICLE

The singular can be up to 20 letters long (counting spaces). This question overcomes the problem of irregular singulars; for example, if the subject is FURNITURE, the singular could be given as A PIECE OF FURNITURE.

The computer now needs to know two objects to start the tree, so it will ask:

Please enter a VEHICLE



and we could type:  
BICYCLE

and to:  
Please enter another VEHICLE

we could type:  
CAR

Then the computer will print:  
Please give me a question to tell the  
difference between a BICYCLE and a CAR.

The question should be one that needs a yes/no answer. Suitable questions in this case could be:

DOES IT HAVE TWO WHEELS?  
DOES IT NEED PETROL?  
CAN IT BE LIFTED BY A MAN?

Assuming we gave the first question, the computer asks:  
DOES A BICYCLE HAVE TWO WHEELS?

to which the answer is obviously Y (or YES).

Now the computer is ready to try and guess objects that the user is thinking of.

### **The Main Menu**

For the examples which follow, we have used the FRUIT tree supplied on this ROM Cartridge.

What would you like to do :  
1 Think of a fruit  
2 Guess a fruit  
3 Edit the tree  
4 Print out the tree  
5 Save the tree  
6 Load another tree  
7 Start a new tree  
?

#### **1 Think of a fruit**

In this game the computer first checks you have thought of a fruit, saying:  
Are you thinking of a fruit?

and then (assuming your answer to be YES) tried to guess which fruit you are thinking of. It does this by asking the questions it has in memory in a logical order.

The first question might be:  
Does it have a stone?

If you answer yes, the next question might be:  
Does it have a smooth skin (not furry)?

Eventually, the computer will have a guess; if it guesses correctly, the game starts again and the computer asks you to think of another fruit.

If it does not guess what you were thinking of, it says:  
What fruit were you thinking of?

Type in the name of the fruit you had in mind. If the fruit you were thinking of is already on the tree, the computer may appear unwilling to accept defeat! It will probably say:

That fruit is already on the tree



and ask you to try again. You can ESCAPE at this point if needed. The other possibility is that the fruit is not on the tree: suppose, for example, the computer didn't know about greengages, and its last guess was:

Is it a gooseberry?

to which you replied NO (because you were thinking about a greengage. The computer says:

What fruit were you thinking of?

To which you reply GREENGAGE. The computer then asks:

Please give me a question to tell the  
difference between a greengage and a  
gooseberry.

Once you have provided a question, the game can then proceed with the computer again guessing the fruit.

## **2 Guess a fruit**

In this game it is you who has to do the guessing! The computer randomly chooses one of the objects in the tree and then finds all questions leading up to it. This takes a few seconds. Then it chooses the questions at random (without repetition), displaying a question and telling you the answer as it should be for the fruit it is thinking of; for example,

The answer to the question  
Is it furry?  
is YES

Your guess is?

If you guess correctly, it says CORRECT before returning to the main menu. If you guess wrongly, it displays the next question and answer, and this continues until it runs out of questions. Finally, it tells you what it was thinking of.

## **3 Edit the tree**

Do you wish to:  
1 Edit questions  
2 Edit answers  
3 Delete a node  
( USE 1 / 2 / 3 / N )

### **Editing Questions And Answers**

Editing questions and answers is very simple. If you select 1 or 2 from the menus shown above, the computer displays all the questions and answers in batches of four at a time, and gives you the option of changing the question or answer that is wrong.

After each correction, press RETURN and the program will take you back to the editing menu.

### **Deleting A Node**

If you select option 3 the computer displays four 'nodes' of the tree at a time. A node in this case is a question, and is so-called because it is a point from which two branches stem. When you delete a node, one of its branches must go, and so when you have chosen a node to delete, the computer shows you the branches stemming from it, and says:

Do you want to delete the Y or the N branch  
(use Y or N)?

NOTE: It is not possible to delete the first question in the tree (called the Root) and so you are not given the option.

Selecting N takes you back to the main menu.

## **4 Print out/display the tree**



If you choose this option, you are first asked:  
Do you wish to list the whole tree?

If you answer YES, the computer then asks:  
Shall I print to printer?

The answer NO will simply list the tree on the screen distinguishing between questions and objects. If you wish to print out the tree, answer YES. You are then asked:  
How many columns is the printer?

(Consult your printer manual if you do not know the answer to this question.) Type in the number of columns, press <RETURN> and the printer will leap into action. If you just press <RETURN>, 80 columns will be assumed.

If you choose to display or print out only part of the tree, the questions are shown on the screen and you select the question from which you wish to start printing.

Press the <SHIFT> key to move on to the next page.

If output is to the screen only, you have to press <ESCAPE> to return to the main menu.

## **5 Save the tree**

If you ask to save the tree, the computer will ask you:  
What name shall I give to the file?

Type in the filename and press <RETURN>. The usual "RECORD then RETURN" cassette operating message is displayed.

WARNING: Do not save the tree using the filenames FRUIT or CLASS as you will not be able to load it again.

When the file has been saved, you are returned to the main menu.

## **6 Load another tree**

If you choose this option you will be returned safely to the operations of the start-up menu.

## **7 Start a new tree**

See the section under START-UP MENU.

## **Acknowledgement**

This program was inspired by an idea from ESM, Educational Software for Microcomputers.

**Instructions' Source** : TREE OF KNOWLEDGE (Acornsoft) Back Inlay and Booklet

## **Review (Electron User)**

Saying that TREE OF KNOWLEDGE, the new program from Acornsoft, is an educational game could be the kiss of death. I mean, who wants to buy something that's educational? It sounds like an impossibility - a contradiction in terms! However, TREE OF KNOWLEDGE is both.

It's a program that shows how computers can organise facts, which must be educational. But it makes it all so interesting that you don't realise that you're involved in learning.

Taken at its simplest level it's just a question-and-answer guessing game. Either you decide to "be" an object and the Electron must guess what it is or the micro is "it" and you must ask the questions until you can guess. Of course, there has to be a list of objects to pick from, and the game supplies you with two.



On another level, you're learning how to set up lists of facts, or databases, and then using them to get the information that you want. At first, no doubt, you'll use the databases the game gives you but soon you'll want to create your own.

The program allows you to do this, simply and easily. It also lets you adjust the ones you already have, so you can throw in the odd unexpected object to catch out a know-it-all.

It's fascinating to use and can be anything from an intriguing game to an educational tool. The range is enormous. The Acornsoft cassette gives a database that can be used for A-Level Biology students. I'm working on one using words from my daughter's school books. You're only limited by your imagination.

The instructions you get are complete and easy to follow and the whole package professionally produced. If you're looking for a program that's both different and enjoyable then this is worth considering. Even if it's educational!

Eileen Young, ELECTRON USER 1. 3



# TREK II

## *Professional, Originally Released On Cassette Only*

Game Alias : WARP ONE  
Game Type : Strategical Space Adventure  
Author : Dave Crofts  
Standalone Release(s) : 1986: TREK II, Tynesoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

### Instructions

As commander of a federation starship, your mission is to travel through the six galaxies in search of a long lost Starship Captain.

Your scanners display all the sectors in the current galaxy and an 'X' indicates a possible position of a space portal used to warp to a new galaxy when all the Klingons have been destroyed. A '\*' indicates the location of a Starbase which you dock with using the Ion drive. The number following indicates the number of Klingons on that Sector (0-3).

When entering a sector containing Klingons, activate your shields (if you fail to do this, damage will increase dramatically). After you've activated your shields, you have a limited time to destroy the Klingons before they return fire to destroy an enemy ship. Position the target over the light coloured dot on the ship's bridge then press COPY to fire.

You can warp up to three sectors in each direction at any one time. When all the Klingons are destroyed in a galaxy, you have a limited time to find the space portal and proceed to the next galaxy.

### Game Controls

Use the cursor control keys and <COPY> to fire

The Number keys work as follows:

1	.....	Shields On/Off
2	.....	Navigate (<RETURN> Aborts)
3	.....	Ion Drive
4	.....	Phasers
5	.....	Sector Update

**Instructions' Source** : TREK II (Tynesoft) Inner Inlay

**Special Information** : TREK II is a re-release of WARP 1 by Icon. The alternative instructions are far superior.



# TRIPLE DECKER 1

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 1, Alternative, £1.99  
Compilation Comprises : 1. GRAND PRIX, Alternative  
2. MANIC MOLE, Alternative  
3. DAY AT THE RACES, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## GRAND PRIX

You are a formula 6 racing driver striving to become a formula 1 driver. On the grid, you are car number 3. Watch out for car 4 as he is usually the ace driver in the race. If you win a race you get promotion. On losing a race, you are returned to formula 6. Crashing into other cars causes you to wait for a short spell to have your car repaired. This is a highly addictive arcade style grand prix game.

### Game Controls

< - Steer Clockwise, > - Steer Anticlockwise

## MANIC MOLE

Mavis Mole, your girlfriend, has been wrongly arrested for leaking documents to a newspaper. Help Martin, the manic mole collect all eleven jewels for her ball. If you have a jewel, go through the door on the right of the screen, and you will enter the next room. There are twelve screens to complete.

### Game Controls

Z - Left, X - Right, <SHIFT> - Jump

## DAY AT THE RACES

You are given £150 for your birthday and decide to spend a day at the races. You decide how much to bet, and on which horse, but the bookies here don't accept credit, so you can't spend more than you have.

All Instructions On Screen.

**Instructions' Source** : TRIPLE DECKER 1 (Blue Ribbon) Inner Inlay

## Review (Electron User - Triple Review Of TRIPLE DECKERS 1, 2 and 3) - "Nine Of The Best"

TRIPLE DECKERS 1, 2 and 3 consist of three games on each budget priced cassette which sounds as though it must be a bargain not to be missed.

The three on the first tape are GRAND PRIX, MANIC MOLE and DAY AT THE RACES. It will come as no surprise to hear that GRAND PRIX is a motor racing game.

You see a plan view of a track with four midget-sized cars. One of these lethal machines is yours and it is locked in gear. Not only that, the accelerator is full on as well. All you can go is steer round the track, avoiding the other cars, getting knocked sideways by collisions while the three computer-controlled racers seem hardly affected.



After five frenetic laps, the race is over and a result sheet gives your position. This is a simple game and not of outstanding quality, but fun all the same.

MANIC MOLE is a platform game which has been written in pure Basic. The aim is to collect a jewel from each room so your girlfriend can be released. The only moving object on the screen is the mole - driven by you - which means the speed is quite good.

The first couple of rooms are easy, but then slides and dissolving platforms rear their ugly heads. MANIC MOLE is hardly eye-catching, but it is quite a neat bit of programming.

DAY AT THE RACES is a game for addicted gamblers. Choose your computer horse, bet your pretend money, watch a random race and collect your imaginary winnings. I don't understand why anyone would want to do this, but for those who do, at least there is the satisfaction of a near guaranteed win. The bookies in this simulation offer incredibly generous odds.

Collection two in this series gives you INVASION FORCE, HAUNTED and PARACHUTE. INVASION FORCE is a simple, if fairly fast, space invaders. The Mode 4 graphics (just two colours) are rather dull and the whole process seems a little too easy. I'm not usually very good at shoot-'em-up games, but I soon got bored with my own success here.

HAUNTED by Peter Scott is in a vastly better league. This machine code game has you rushing around a room collecting keys and other goodies while avoiding or shooting the meanies. Success in a room leads you to a new and more challenging one with more problems to overcome. To keep you on your toes, there is a time limit as well. The graphics and sound make this game a pleasure to play.

In PARACHUTE a helicopter is releasing its huge cargo of lunatic parachute jumpers. These idiots are jumping into a river which is well stocked with man-eating sharks. You can save these unfortunate half-wits if you manoeuvre your raft to catch them and then transfer them to the jetty.

You can only carry one parachutist at a time and they arrive thick and fast, so speed and care are required. This isn't a brilliant game.

TRIPLE DECKER 3 brings us LUNAR INVASION, JAM BUTTY and LUNAR LANDER. LUNAR INVASION is set on the surface of the moon. Armed with a buggy and an anti-aircraft gun, you have volunteered to fight off the invaders.

Wave after wave of aliens stream on to the screen - some are harmless, mere target practice, but others produce showers of missiles. A hit reduces your shield and the game is over when you have none left. Good sound and smooth, fast graphics make this game a winner.

JAM BUTTY is a platform game. Your aim is to pinch all the sandwiches from a building site while the workers are holding a meeting. The sprites are smooth, but control of your rather plump man is difficult and I have not yet completed the first room. The game is well laid out, with good title pages and pleasing sound which can be turned off.

The final program is LUNAR LANDER, which is very much a make-weight. The landing craft has the usual left, right and up controls and must be landed at a very low speed. You must also use the minimum quantity of fuel.

Unfortunately, the graphics are far too jerky and the sound is poor. There are plenty of better lander programs around.

Overall, these three packages do represent reasonably good value for money. HAUNTED and LUNAR INVASION could easily stand as budget games in their own right. The extra ones can then be regarded as something of a bonus.



The games are actually ELECTRON USER's own TEN OF THE BEST re-packaged. There are now three games on each tape (THREE OF THE BEST?). If you buy the lot it works out more expensive than TEN OF THE BEST, but if you only want three particular favourites then go for TRIPLE DECKERS.

Sound .....	7
Graphics .....	5
Playability .....	7
Value for money .....	8
Overall .....	6

Rog Frost, ELECTRON USER 5. 3 (Dec 1987)



# TRIPLE DECKER 2

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 2, Alternative, £1.99  
Compilation Comprises : 1. INVASION FORCE, Alternative  
2. HAUNTED HOUSE, Alternative  
3. PARACHUTE, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## INVASION FORCE

They came out of the blue. They are known only as the Invaders. Their mission: To claim Earth as their own. Of course, the fact that man was here first didn't stop them. Destroying the major Cities around the globe, then mercilessly mopping up the pockets of resistance.

You don't know how many of your comrades are fighting back, or even how many survived as communications were the first thing to go. As far as you are concerned, you are the last.

Only you, three ion cannons and lady luck stand between absolute victory, or total defeat.

### Game Controls

Z - Left, X - Right, <SHIFT> - Fire  
P - Pause On/Off, S/Q - Sound/Quiet

## HAUNTED HOUSE

You control Albert, who is trapped inside a haunted house. In every room there are various articles you must avoid, such as the red cans, the aliens or the ghosts.

To exit a room, collect all the keys and shoot all the aliens. For extra points, collect the swords and the diamonds. You get an extra life if you complete room four.

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SHIFT> - Fire (if facing sideways)

## PARACHUTE

Try to save as many of the parachutists which are jumping from the helicopter as possible.

You have five lives with which to do this, and you lose a life every time a parachutist drowns. Once you have a parachutist in your boat, you must return him to the shore.

### Game Controls

Z - Left, X - Right

**Instructions' Source** : TRIPLE DECKER 2 (Blue Ribbon) Inner Inlay



**Review (Electron User - Triple Review Of TRIPLE DECKERS 1, 2 and 3) - "Nine Of The Best"**

Please see TRIPLE DECKER 1 for this review.



# TRIPLE DECKER 3

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 3, Alternative, £1.99  
Compilation Comprises : 1. LUNAR INVASION, Alternative  
2. JAM BUTTIE, Alternative  
3. LUNAR LANDER, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## LUNAR INVASION

It has been six months since 'they' invaded. No one knows where they came from, or even what 'they' look like but one thing is for certain. 'They' ARE NOT FRIENDLY.

They have conquered Earth's Lunar outposts, and only a few personnel survived. They are now scattered behind enemy lines, and you, Commander Jon Arbuckle, have volunteered for the mission.

Your only transport is an old O.D.I.E. (Overland Destroyer Integral Environment) brought out of storage and fitted with Anti Aircraft Missiles and Ion Force shields. The shields will only hold out for so long...

Good Luck, and Good Bye!

### Game Controls

< - Brake, > - Accelerate, <CTRL> - Fire

## JAM BUTTIE

Run around the building site, pinching the workmen's lunch pack while 'they' are in a meeting. Avoid the machinery, seagulls and spiders which get in your way, but you'd better get a move on. It sounds as though the meeting's nearly finished.

### Game Controls

< - Left, > - Right, <SPACE> - Jump

## LUNAR LANDER

You are one of NASA's (Nutley Aero and Space Association...?) chief test pilots, testing a new Emergency Lunar Escape Capsule. You have to land the capsule on any level area using as few litres of fuel as possible. Do not land at too great a speed as this will destroy the lander.

### Game Controls

< - Thrust left, > - Thrust right, Z - Vertical thrust

**Instructions' Source** : TRIPLE DECKER 3 (Blue Ribbon) Inner Inlay

### Review (Electron User - Triple Review Of TRIPLE DECKERS 1, 2 and 3) - "Nine Of The Best"

Please see TRIPLE DECKER 1 for this review.



# TRIPLE DECKER 4

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 4, Alternative, £1.99  
Compilation Comprises : 1. HOWZAT, Alternative  
2. GOLF, Alternative  
3. FISHING, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## HOWZAT

You take over as the captain of an international Cricket squad. You have to decide on who would be the best bowlers, whether to run out or whether to stay put.

All the great names, Botham, Gattling, to name but a few, are ready to play. Or if you wish you can name your own teams and players.

Can you steer your team towards winning the Ashes?

Instructions on screen.

## GOLF

GOLF can be played by up to five players. Go round the nine hole course using as few strokes as possible. Avoid the bunkers and the rough, they can be hard to get out of. Also watch out for the lakes, as it can be difficult to play golf with wet socks!

Instructions on screen.

## FISHING

You have entered the UK Angling Contest. Use your skill to determine the best bait, hook size, fishing depth and weight of lead free shot to use. Now sit back, relax and wait for a bite.

## Game Controls

A - Far Cast, Z - Near Cast, <SPACE> - Cast In, : - Reel In

**Instructions' Source** : TRIPLE DECKER 4 (Blue Ribbon) Inner Inlay

## Review (Electron User - Double Review Of TRIPLE DECKERS 4 and 5)

### - "Budget Sports And Arcade Action"

Not too long ago it was considered to be good value if you could pick up an arcade game for £1.99 - nowadays Alternative Software is churning out three-game compilations at the same price.

A sporting theme is in evidence on TRIPLE DECKER VOLUME FOUR, with cricket, golf and fishing as the pastimes on offer.

HOWZAT represents the next step up from the old fashioned, pencil, paper and dice game that was popular when I was a lad - everything is still reliant upon random numbers, but the game is acted out of the screen to add extra interest. Players'



names for the two teams involved may be typed in, or you may choose to use the pre-programmed English and Australian teams.

A rapidly drawn aerial view of the pitch and players is displayed for your entertainment - the grass is green and the stick-men are black: Hardly state of the art, but adequate for this game.

From this point onwards life becomes very straightforward: The bowler bowls, the batsman bats, and you are asked whether you wish to run. HOWZAT is a very simple game - yet enjoyable to play.

Game number two of the compilation is GOLF - for up to five players. The aim of the game is to complete the nine hole course in the least number of shots, although I doubt whether many people will have the stamina to complete a single incredibly long round.

Using any of the eight compass directions you guide a white dot along a map of the hole, eventually reaching the large black dot at the far end. All of this excitement was far too much for me, so I loaded up game number three - FISHING.

"How on earth do you translate the sport of fishing into a computer game?" I hear you ask - "Very successfully," says Alternative Software.

You are provided with such vital information as weather conditions, water speed and depth, from which you must make the correct choice of hook, bait, and weights. Out on the well-drawn river bank you decide whether to cast near or far and at what depth.

With your bait in the water you can settle back and wait. Within seconds your float will begin to twitch. Hand hovering about the Spacebar you pose, ready to strike: The float goes under completely and bang - you're into your first fish. For the ridiculous sum of 67 pence you couldn't find a better game.

VOLUME FIVE comprises two space games and a karate program. Offering number one is STARFIGHT and represents shoot-'em-ups at their most basic.

The screen displays the view from your cockpit as you orbit the planet M101/3. A small blip appears and begins to increase in size as it approaches - using four poorly chosen keys your job is to blast the blip.

An on-screen range finder counts down as the alien ship homes in on your position - the further away the target, the more points you score if you hit it. When the range finder reaches zero, you lose your one and only life. STARFIGHT is an ordinary game that is made worse by a terrible choice of control keys.

SKRAMBLE, as you might expect, is a horizontal scrolling zap-and-blast game. A continuous stream of alien ships and missiles fly smoothly from right to left across the screen - all you have to do is shoot them. Blasting the aliens is actually quite easy - they fly in perfectly straight lines and don't fire back.

The alien plan is to defeat you through sheer strength of numbers - after a couple of minutes flying time you will find yourself struggling to clear a path through the alien swarm. Shooting them doesn't help as this merely converts the alien into a fireball that continues on its original course. Good use of colour and smooth animation make SKRAMBLE a worthy addition to this collection.

Game number three brings you back down to earth with a bump, a kick, and a nasty looking punch. KARATE WARRIOR is a fine looking game that has one major failing - it can only be played by two players. As with all martial arts games your success is dependent upon your ability to string together a winning combination of kicks and punches. The usual selection of 16 moves has been reduced slightly, to a grand total of four.



The two single-colour warriors perform their ritualised combat with flicker-free ease, it is such a pity that the computer is unable to defend itself - KARATE WARRIOR could have easily been a good game.

It's worth noting that this budget collection consists of some of the best games from the pages of ELECTRON USER. In spite of the varied quality of some of them, you will have to search far and wide to find better products at this price.

Jon Revis

**\*\*\* Second Opinion \*\*\* (Electron User)**

There's something for everyone here, with three excellent sports simulations and as many exciting arcade games. The golf can become tedious as it takes so long to play, but Fishing is quite fast-paced. I enjoyed SKRAMBLE and KARATE WARRIOR, though the latter would be better if it also had a single player option. STARFIGHT is probably the simplest of all the games, but is nevertheless enjoyable.

Janice Murray

Sound .....	5
Graphics .....	6
Playability .....	7
Value for money .....	9
Overall .....	7

ELECTRON USER 6. 2



# TRIPLE DECKER 5

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1989: TRIPLE DECKER 4, Alternative, £1.99  
Compilation Comprises : 1. STARFIGHT, Alternative  
2. SKRAMBLE, Alternative  
3. KARATE WARRIOR, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## STARFIGHT

Bandits have been raiding the planet M101/3, which must be protected at all costs. You are on your last mission. A one way trip to fame and glory. Shoot down as many raiders as you can before your ship runs out of energy.

The further away a ship is when you hit it, the more points you get. Your laser uses up large amounts of power so try not to miss. If they get too close, they will fire proton torpedos which further drain your energy.

## Game Controls

<CAPS LK> - Up, <CTRL> - Down, L - Left, : - Right, <RETURN> - Fire

## SKRAMBLE

You are on a dangerous mission flying deep into enemy territory. Your task is to destroy as many enemy fighters and missiles as possible. Your aircraft is fitted with Mk 7 missiles which are capable of turning enemy aircraft into fireballs on contact.

Be careful though, as one touch from any alien object and your ship will be destroyed!

## Game Controls

A - Up, Z - Down, <RETURN> - Fire

## KARATE WARRIOR

A two player karate combat game. You have four separate moves: Flying Kick, Floor Sweep, High Kick and Backwards Leap. Use these moves to attack your opponent and knock him to the floor.

Two players only.

## Game Controls

### Player 1:

<CTRL> - Backwards Leap, A - Flying Leap, S - High Kick, X - Floor Sweep

### Player 2:

<RETURN> - Backwards Leap, C - Flying Leap, : - High Kick, / - Floor Sweep

**Instructions' Source** : TRIPLE DECKER 5 (Blue Ribbon) Inner Inlay

**Review (Electron User - Double Review Of TRIPLE DECKERS 4 and 5)**



**- "Budget Sports And Arcade Action"**

Please see TRIPLE DECKER 4 for this review.



# TRIPLE DECKER 6

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 6, Alternative, £1.99  
Compilation Comprises : 1. CAVERN CAPERS, Alternative  
2. SNAP DRAGON, Alternative  
3. CASTLE OF SAND, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## CAVERN CAPERS

You have been given command of a spaceship. Your mission is to escape from heavily defended underground caverns. Your ship is a short range craft, so in order to stay aloft you must explode fuel tanks with your powerful lasers. To add to your problems, the caverns become more treacherous to pass through as you continue.

### Game Controls

: - Up, / - Down, <SHIFT> - Thrust, <CTRL> - Fire

## SNAP DRAGON

King Fred (The Thick!) has decreed that jousting and other similar fighting be outlawed.

Instead, Knights must settle their disputes by playing Snap. But this is no ordinary game of Snap. Every time a Knight wins, the door of his dragon's cage is opened a little. When the door is completely open, then that dragon's owner is the winner, and everyone celebrates with a feast of barbecued dragon!

### Game Controls

Player 1 - Z, Player 2 - /

## CASTLE OF SAND

The object of the game is to fill in the sand castle with sand from the beach. The sand is advancing slowly towards the bottom of the screen and any sand it meets is slowly washed away. But don't worry, the sea cannot wash away your castle.

You must position your man above or below the sand you wish to dig then pick it up in your bucket. When you drop the sand it fills in the space directly above you. You score 25 points for each block placed in the castle.

### Game Controls

Z - Left, X - Right, \* - Up, ? - Down  
<SPACE> - Dig Down, <RETURN> - Dig Up, <SHIFT> - Fill Up

Instructions' Source : TRIPLE DECKER 6 (Blue Ribbon) Inner Inlay

Reviews : No Review Yet



# TRIPLE DECKER 7

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 1, Alternative, £6.95  
Compilation Comprises : 1. ATOMSMASH, Alternative  
2. KNOCKOUT, Alternative  
3. REACTION TESTER, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## ATOMSMASH

The nuclei of all elements with less than 17 electrons have become unstable.

In an effort to save the universe, you and your ship have been reduced to sub-atomic size.

Five 'gluons' have been provided for each element. Collect each one from the bottom of the screen and take it to the nucleus. To leave a gluon in the nucleus, stop between the dotted lines.

Be careful not to touch anything and hurry, there isn't much time left!

## KNOCKOUT

Try to stop the wall advancing up by knocking the bricks out with a cannon ball.

The cannon ball moves back and forth along the top of the screen until <SPACE> is pressed. It then drops down and crashes into the wall. There are three speeds: 1 is the slowest and each brick is worth 10 pts, one bonus point is given on level 2 and 2 bonus points are given on level 3.

## REACTION TESTER

The white bar which will appear on the left of the screen will change colour following the sequence of traffic lights (RED, YELLOW, GREEN).

Press <SPACE> as soon as the colour changes to green. Your reaction time and rating will then be given.

**Instructions' Source** : TRIPLE DECKER 7 (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# TRIPLE DECKER 8

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 1, Alternative, £6.95  
Compilation Comprises : 1. GREBIT, Alternative  
2. MR FREEZE, Alternative  
3. FRUIT WORM, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## GREBIT

Guide the frogs across the road, avoiding cars, buses and lorries. Then hop from logs to turtles, making sure you do not fall in the water as you cannot swim!

Ten points are awarded for every forward jump and 100 points for every frog home. As the game progresses the road becomes very crowded and the number of logs and turtles decreases.

## Game Controls

Z - Left, X - Right, : - Up, / - Down

## MR FREEZE

Mr Freeze's frozen food factory has been sabotaged by one of his rivals. Electric fires have been placed amongst the ice blocks to melt them.

The fires switch on one at a time. You must switch each one off before the timer reaches 0.

You can jump from block to block and slide left and right.

## Game Controls

< - Left, > - Right, S - Up, X - Down, A - Slide Left, D - Slide Right

## FRUIT WORM

Guide the worm around the screen collecting and eating fruit, avoiding the rocks, the outer fence, and your own tail. A bonus is awarded at the end of each frame. Extra worms are awarded for every 50,000 points scored.

## Game Controls

< - Left, > - Right, A - Up, Z - Down

**Instructions' Source** : TRIPLE DECKER 8 (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# TRIPLE DECKER 9

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 9, Alternative, £6.95  
Compilation Comprises : 1. BREAK FREE, Alternative  
2. MISSILE JAMMER, Alternative  
3. CODE BREAKER, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## BREAK FREE

You must deflect the ball against the multi-coloured wall with the aid of your bat.

When a wall has been cleared, the speed will increase and the wall will be moved further down the screen.

## Game Controls

Z - Left, X - Right

## MISSILE JAMMER

You must use all your skill to destroy incoming missiles with your ship before they reach your home planet.

Armed only with your rammer craft 'Xenon', you must ram the missiles with the top of your craft.

Beware, if three missiles get past your defence, the planet will be destroyed. Fuel must be kept up at all times and to refuel, you simply move your ship to the refuelling vessel at the right of the screen.

Will you survive the first wave of missiles? If so, the second are even more deadly. You have been warned!

## Game Controls

Z - Left, X - Right

## CODE BREAKER

This is a game in which you have to crack a secret code. The code consists of different colours and you have twelve attempts at it.

Pressing one of the number keys will place a colour and <DELETE> will erase it.

A white peg means that one of the colours is the right colour in the right place and a black peg means that one of the colours is the right colour but on the wrong place.

**Instructions' Source** : TRIPLE DECKER 9 (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# TRIPLE DECKER 10

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Standalone Release(s) : 1988: TRIPLE DECKER 10, Alternative, £1.99  
Compilation Comprises : 1. ROCKFALL, Alternative  
2. MONEY MAZE, Alternative  
3. BUNNY BLITZ, Alternative  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## ROCKFALL

After travelling for many months you've finally reached Gamma-4, a small asteroid rich in crystals. Now you must guide your mining droid through the soft earth to the crystals, watch out for the large rocks though. If you dig underneath these they will fall and crush you!

When you hve collected all the crystals you move onto the next asteroid.

### Game Controls

< - Left, > - Right, A - Up, Z - Down  
<CTRL> - Scroll Left, ? - Scroll Right  
Hold down <ESCAPE> to exit the game.

When the game has loaded, press <ESCAPE> to toggle the editor men. The editor enables you to design your own screens and save them to disc or tape.

### Editor Controls

The cursor shows the currently selected character and the cursor keys move it around the screen. To change the current character press <SPACE> and to print it press <COPY>. <DELETE> will clear the whole screen so you can start afresh - take care!

There must be at least one crystal and one droid on the screen. Press <ESCAPE> when you have finished. The screens can be saved from the Editor screen menu.

## MONEY MAZE

Run around the maze picking up as many coings as you can, but watch out for the three ghosts who will try to eat you! If you manage to collect all the coins then the maze is filled again and the ghosts move faster.

### Game Controls

< - Left, > - Right, A - Up, Z - Down  
Press <SPACE> to start. Make sure <CAPS LOCK> is on.

## BUNNY BLITZ

Welcome to Bunny Blitz. Try to collect as many eggs as you can to score points. However if you go over the rabbits then some points will be deducted from your score. Two is the hardest level, forty is the easiest.

### Game Controls

< - Left, > - Right, A - Up, Z - Down



**Instructions' Source** : TRIPLE DECKER 10 (Blue Ribbon) Inner Inlay

**Reviews** : No Review Yet



# TURBO COMPILER

***Professional, Originally Released On Cassette Only***

Game Type : BASIC To Machine Code Compiler  
Author :  
Standalone Release(s) : 1984: TURBO COMPILER, Salamander, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SALAMANDER, 17 Norfolk Road, Brighton, SUSSEX BN1 3AA.  
Tel: 01273 771942  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"TURBO is a highly compact machine-coded BASIC compiler for use with both the BBC Microcomputer (Models A and B) and the Acorn Electron microcomputer.*

*Its small size allows TURBO to compile programs instantaneously within the micro, without the need for immediate use of tape or disk.*

*Supplied with detailed documentation, TURBO is ideal for constructing fast hybrid programs, or writing 100% machine code programs.*

## Features:

- \* *Highly compact machine-coded compiler (2K)*
- \* *Fast compilations in under one second*
- \* *Disk based version also supplied on same cassette*
- \* *Supports sub-set of BASIC commands directly*
- \* *Comprehensive documentation details how to implement a total of 65 BASIC keywords*
- \* *Compiled code can be used without the compiler being resident*
- \* *Provides an ideal immediate stage for users who wish to move from BASIC programming to the use of machine code and the Acorn operating system*
- \* *TURBO requires a Series 1 Operating System on the BBC Micro"*

## Introduction

TURBO is a basic compiler for the BBC and Acorn Electron microcomputers (in order to run TURBO on the BBC Micro, a 1.0 or later Operating System is required).

Two versions of the program are supplied, one for BBC or Electron users with a normal cassette tape system, the other for BBC users with a disk drive, or using a cassette tape on a machine with a DFS installed.

The compiler occupies only 2K of memory, and will therefore run on both the BBC Model A and the BBC Model B; on the Model B and Electron, TURBO will allow all eight screen modes to be used. As this is such a compact compiler, not all of the BASIC keywords have been implemented. However, Appendix 1 lists all of the BASIC keywords and explains how to achieve, where possible, the same effect if that keyword is not directly supported by TURBO.

The TURBO Compiler is ideal for the user who wishes to write machine code subroutines for games. Indeed, entire games can be written with TURBO, but the user may find that she/he has to divide the program into several sections if it is a long game.

The machine code produced by TURBO is completely independent of the compiler, and so can be used without the compiler itself being resident.

Once the dialect used in TURBO has been picked up, you will find that you can easily write very fast programs. For example, the following program takes about 14.5



seconds to run in BASIC on the BBC Micro, but if you compile it with TURBO, it will take under one second to execute.

```
10LETB%=&00
20LETB%=B%+&01
30FORA%=00TO&FF
40NEXTA%
50IFB%>&FETHEN20
```

The same savings in time will not be experienced with all programs (depending on complexity) but you will find that your programs will run considerably faster.

### Loading The Compiler

The following instructions are for loading the TUBRO compiler from tape. If you have a disk system, read the section TRANSFERRING TURBO TO DISK before continuing.

1. Ensure that the computer is free of any other programs, either by pressing <CTRL> and <BREAK> at the same time, or by turning the computer off and on again.
2. Position the tape at the beginning of side 1.
3. Type CHAIN"" and press <RETURN>.
4. Press the PLAY button on your cassette recorder.
5. When the first program has loaded, a title page will be displayed and the computer will begin to load the second program. Leave the cassette recorder playing until this second program has finished loading. Ignore any messages the computer may print after both programs have loaded.
6. Stop the cassette player if you do not have the remote control facility connected. If you wish to load the demonstration program, do not rewind the tape.
7. Press <BREAK>. The screen should appear as below (or similar, depending on computer type):  
TURBO BASIC  
BBC Computer 32K
8. Set PAGE to wherever your BASIC program is going to be stored. The minimum setting is &1500. To do this, type PAGE = &1500 <RETURN>.

If you wish to set PAGE higher than the minimum, you will also need to alter memory locations &D20 and &D21.

For example, if you wanted to set PAGE to &3000, you would also have to poke the low byte of the address to &D20 and the high byte of the address to &D21:

```
e.g. Type: PAGE = &3000      and press <RETURN>
          ?&D20 = &00        and press <RETURN>
          ?&D21 = &30        and press <RETURN>
```

9. The compiler normally stores the compiled code from the address &2200 upwards. If you wish to change this, memory locations &D1E and &D1F must be altered to contain the low and high bytes of this new address. For example, to change the start position of the code to &3200, type the following:  
?&D1E = &00 and press <RETURN>  
?&D1F = &32 and press <RETURN>
10. Type NEW and press <RETURN> to let BASIC get its pointers sorted out.
11. If you are using a BBC Model A, you will need to enter the following:  
?&DE4=&3E:?&DE9=&3F:?&FCB=&3F:?&FD5=&3E <RETURN>

The computer is now ready for you to either load or write a program. There is a demonstration program on the cassette immediately after the compiler.

Note: The demonstration program for use with disk has had all REM statements removed. Disk users who wish to list and study the demonstration program are recommended to do so using the tape demonstration on side one of the cassette.

### Transferring TURBO To Disk

SIDE two of the cassette contains a version of TURBO for use from disk.

To transfer the two programs to disk, proceed as follows:



1. Type \*TAPE and press <RETURN>.
2. Position the tape at the beginning of side 2.
3. Type LOAD"" and press <RETURN>.
4. Press the PLAY button on your cassette recorder.
5. When the first program has loaded, type \*DISC and press <RETURN>.
6. Type SAVE"DTURBO" and press <RETURN>.
7. Type \*TAPE and press <RETURN>. Then type \*LOAD"" and press <RETURN>.
8. When the second program has loaded, type \*DISC and press <RETURN>.
9. Type \*SAVE DTURBO2 1900 20FA and press <RETURN>.
10. Type \*TAPE and press <RETURN>. Then type LOAD"" and press <RETURN>.
11. When the demonstration program has loaded, type \*DISC and <RETURN>.
12. Type SAVE"DDEMO" and press <RETURN>.

This completes the transfer process.

### **Loading The Compiler From Disk**

If you want to load the program, use the same loading instructions as for the tape system, but with the following changes:

- Step 2. If you have a DFS fitted, but want to run the program from tape, turn the tape over to side two and rewind it to the beginning. Then type \*TAPE and press <RETURN>.
- Step 3. If you are running TURBO from disk, type CHAIN"DTURBO" and press <RETURN>.
- Step 8. The minimum PAGE setting for disk users is &2100. The memory locations to change if you want another PAGE location, are &1920 and &1921.
- Step 9. The default location for storing compiled code is at &2800. If you want to alter this, the memory locations to change are &191E and &191F.

### **Running the Demonstration Program**

It is recommended that you load and run the demonstration program provided, then have a look at the program to see how it works, before attempting to write programs of your own. There are two versions of the demonstration program provided, one for the tape version and one for the disk version. These are on the cassette tape, immediately following the appropriate version of the compiler. The only difference is that the disk version has had all the REM statements removed, due to memory limitations.

To load the demo program, first load TURBO as described earlier. As the demo program uses the preset compile addresses, step 7 simply consists of setting PAGE to 1500 (&2100 for disk users) and step 8 may be ignored. Load the demonstration program by typing LOAD"" (LOAD"DDEMO" if you have saved your demo program onto disk).

You can then compile the program by typing \*TURBO and pressing <RETURN>. The screen will be cleared, some "garbage" characters will appear in the bottom half of the screen, and "OK" will be printed at the top of the screen.

The machine code program can be executed by typing CALL &2200 (CALL &2800 for disk users).

At the end of the first section, the computer will wait for a key to be pressed, and will then draw a pattern of triangles, as well as a set of space invaders.

Pressing another key will cause the space invaders to move across the screen.

Pressing another key will end the demo program.

The first part of the program will also run in normal BASIC so that you can compare speeds, but later sections will not, as they depend on the fact that TURBO only uses numbers from 0 to 255, which is not true in normal BASIC.

### **Writing Your Own Program**



By now you will probably be wanting to write and compile your own programs. It is assumed that the user has a knowledge of BBC BASIC. If there are commands that you do not understand, refer to your User Guide for more information.

It is best to start off by doing some fairly simple programs to get the feel of the compiler before trying to write any games or other programs. Note that if you write a program, compile and execute it, and then wish to stop its execution before it finishes, you must press <BREAK>. If you do this, step 7 from the loading instructions must be repeated. The source program can be recovered by typing OLD and pressing <RETURN>. The compiled version will still be in place if you wish to execute it again.

Once you have a program in mind, you can start to write it using the commands recognised by the compiler. These are listed in the next section. If you find that there is a command you wish to use which is not in the list, or if you want more information about one that is, refer to Appendix 1 which lists all the BASIC keywords, and how to use them (or achieve the same effect) with TURBO. See in particular the sections in Appendix 1 on SAVE and LOAD for details of how to save and load compiled code.

When deciding how to allocate the memory, make sure that your compile address (loading step 8) is set above the top of your BASIC program or you will lose your source code when you compile.

### Summary of TURBO Commands

PRINT	LETvar%=GET
PRINT;	LETvar%=INKEY(&hhhh)
PRINTCHR\$(&hh)	LETvar%=var%?&hhhh
PRINT"hello"	LETvar%=car%?dvar%
PRINTCHR\$(var%)	var%?&hhhh=&hh
PRINT\$(var%)	var%?&hhhh=var%
GOTOdec	var%?dvar%=&hh
GOSUBdec	var%?dvar%=var%
RETURN	CLS
FORvar%=&hhTO&hh	CLG
FORvar%=var%TO&hh	MODEdec
FORvar%=&hhTOvar%	CALL&hhhh
FORvar%=var%TOvar%	VDY&hh
NEXTvar%	VDUvar%
LETvar%=&hh	REM
LETvar%=var%	SOUND&hhhh,&hhhh,&hhhh,&hhhh
LETvar%=var%+&hh	\$&hhhh="hello"
LETvar%=var%+var%	\$&hhhh=MID\$(\$&hhhh,var%,var%)
LETvar%=var%-&hh	IFvar% > &hh THEN dec
LETvar%=var%-var%	IFvar% > var% THEN dec
LETvar%=var%EOR&hh	IFvar% < &hh THEN dec ] These two test
LETvar%=var%EORvar%	IFvar% < var% THEN dec ] less than or equal
LETvar%=var%AND&hh	IFvar% = &hh THEN dec
LETvar%=var%ANDvar%	IFvar% = var% THEN dec
LETvar%=var%OR&hh	IFvar% <> &hh THEN dec
LETvar%=var%ORvar%	IFvar% <> var% THEN dec

#### Notes:

1. var% is a variable in the range A% to Z%. It is an eight bit number with a range of 0-255.
2. dvar% is a double variable in the range A% to Y%. It is a sixteen bit number with the range 0-65535.
3. &hh is an eight bit number from 0-255 written as two hexadecimal numbers.
4. &hhhh is a sixteen bit number from 0-65535 written as four hexadecimal numbers.
5. \$&hhhh is a string with a maximum length of 254 characters.
6. dec is a decimal number.

### TURBO Grammar



There are various restrictions on the grammar you can use with TURBO and with numbers and strings. These are listed below.

1. All line numbers MUST be in the range 0 to 255. If your program needs more than 255 lines, you will have to split it into more than one section.
2. Each line may contain only ONE BASIC statement.
3. Line numbers, references, and MODEs are all referred to using DECIMAL numbers. All other numbers are in hexadecimal.
4. When writing hexadecimal numbers, all digits are significant. Thus hex A must be written &0A.
5. All hexadecimal numbers must be preceded by an ampersand (&).
6. Spaces should not be left in the program.

The following points should be noted concerning numbers and variables:

1. All numbers in TURBO are positive hexadecimal numbers.
2. There are 26 variables which are named A% to Z%. These are integer variables with a range of 0-255.
3. Note that because these integers are 8 bit hexadecimal, adding &01 to &FF will produce a result of &00.
4. If you wish to use negative numbers, you must take the complement (subtract the number from &FF and add 1).
5. Certain instructions use double precision variables. These are sixteen bit numbers with a range of 0-65535. These are referred to by the names A% to Y%. The double precision variable A% is made up of two normal variables, in this case A% and B%. A% contains the low order byte of the number and B% contains the high order byte. To change the double precision variable, you must change both of the normal variables that make it up.

Strings are stored in areas of memory allocated by the user. These are referred to by their address in hexadecimal preceded by a \$. For example, a string stored at &3500 would be referenced as \$&3500. Strings can be any length between 1 and 254 characters, and are terminated by a carriage return character (&0D).

### Compiling Your Program

When you have written your program you will want to compile it into machine code. To do this, simply issue the command

\*TURBO and press <RETURN>.

This will compile your program. The screen will clear and some "garbage" characters will appear on the screen. This is normal. In order to save memory, the compiler uses some of the screen area as work space during the compilation process. If the message OK appears at the top of the screen, your compilation has finished successfully. If a message ERROR &hh appears, the compiler has detected an error. "&hh" is the hexadecimal number in which the error was detected.

To execute your compiled code, type:

CALL &hhhh and press <RETURN>

where "hhhh" is the address you specified for saving the compiled code (step 8 in loading).

### BASIC and TURBO

You will find many references in Appendix 1 to putting certain functions into a BASIC program then CALLing your compiled code. If you want to transfer information between the BASIC program and compiled code, there are two ways of doing this.

The first is to poke the information into some set area of memory which can then be accessed by your compiled code.

The other way is to change the variables A% to Z%. These variables are stored at memory locations &75 to &8F in alphabetical order. So to change C% you would poke location &78.



To combine BASIC and machine code sections, you must first load the source code for the machine code, then compile it as normal. Then type NEW and load the BASIC program into the computer. To save a combination BASIC and machine code program, you can simply use the \*SAVE command using the start address of your BASIC program and the end address of your completed code. (See the SAVE command in Appendix 1 for more information). You may find however, as your programs get larger and more complex, that you wish to save the program in parts to be combined later.

In Appendix 3 you will find an example of this sort of program.

## APPENDIX 1 BASIC Keywords

This appendix lists all the BASIC keywords, explaining how the same effect may be achieved using the TURBO Compiler.

ABS All numbers used in TURBO must be positive, so this command serves no purpose.

ACS All numbers used in TURBO must be integers, so this function will not work. If you find it necessary to use trigonometric functions in your program, this should be done in a BASIC program with compiled BASIC to do the rest.

ADVAL This function is not accessible by using the BASIC keyword but may be achieved as follows:

The variables A%, X% and Y% must be used. A% contains the number of the OSBYTE call, X% must contain the channel number's low byte, and Y% must contain the channel number's high byte.

```
10LETX%=&01
20LETY%=&00
30LETA%=&80
40CALL&FFF4
```

The high byte of the resulting value is stored by X% and the low byte in Y%.

ADVAL(-x) can be achieved by setting Y% to &FF and X% to &FF-x+1. Further information can be obtained from the User Guide.

AND Two 8 bit numbers may be ANDed together as normal, e.g.

```
10LETA%=B%AND&13
```

Use of AND in an IF/THEN statement can only be achieved by splitting the statement, e.g.

```
10IFA%=2ANDB%=4THEN40
```

would have to become:

```
10IFA%<>&02THEN30
20IFB%=&04THEN40
```

ASC This may be done by first creating a string containing the character whose ASCII code is wanted, then PEEKing the first location of the string to obtain the value. The following program would obtain the ASCII value of "B". The string location used is &2F00, but any convenient location could be used.

```
10$&2F00="B"
20LETB%=&00
30LETA%=B%?&2F00
```

ASN See ACS

ATN See ACS

AUTO May be used as normal

BGET# May be used as follows. The variable Y% must be set up to contain the channel number. The character read will be put into A%. If end of file has been reached, A% will contain &FE. The file must be opened first (see OPENIN).

```
10LETY%=&01
20CALL&FFD7
```



BPUT# May be used as follows. The variable Y% must be set up to contain the channel number and A% must contain the byte to be written to the file. The file must be opened first (see OPENOUT)

```

10LETY%=&01
20LETA%=&41
30CALL&FFD4

```

CALL This can be used as is followed by the hexadecimal location of the routine to be CALLED. A% is passed to the accumulator, X% to the X register and Y% to the Y register. One exiting the call the accumulator is stored in A%, the X register in X% and the Y register in Y%. This is a feature not included in BBC BASIC.

CHAIN The compiled version cannot be CHAINED unless it forms part of an ordinary BASIC program. Use \*RUN instead. \*RUN and CHAIN may not be used as part of a compiled program.

CHR\$ May be used in a PRINT statement as follows. The brackets are required.

```

10PRINTCHR$(&20)
20PRINTCHR$(A%)
30PRINTCHR$(B%)CHR$(&40)CHR$(E%)

```

To do the equivalent of B\$=CHR\$(A%), the following could be used. Don't forget to put a carriage return (&0D) at the end of the string.

```

10LETC%=&00
20C%?2F00=A%
30C%?2F01=&0D

```

This sets up a string starting at &2F00.

CLEAR There is no CLEAR command. Variables and strings must be cleared individually.

CLOSE#0 May be achieved as follows. A% must be set to &00 and Y% should be set to the channel number, or to &00 to close all files.

```

10LETA%=&00
20LETY%=&00
30CALL&FFCE

```

CLG Use as normal.

CLS Use as normal.

COLOUR This may be done with the following VDU command (&03 is the colour).

```

10VDU&11,&03

```

COS See ACS.

COUNT Not supported by TURBO.

DATA Not supported by TURBO. Data can be stored in an area of memory by a BASIC program, which can then be accessed by the compiled program.

DEF Procedures and functions are not supported by TURBO. Use GOSUB instead.

DEG See ACS.

DELETE May be used as normal for editing source.

DIM Since arrays are not supported by TURBO, this statement is not used. An array could be set up in memory by storing strings with a set gap between them, and then calculating the address of any element within the program.

DIV To divide numbers, a form of repeated subtraction must be used. The following example divides A% by B%, stores the answer in C% and stores the remainder in A%.

```

10LETC%=&00
20LETD%=A%
30LETD%=D%-B%
40IFD%>A% THEN80
50LETA%=D%
60LETC%=C%+&01
70GOTO30
80END

```

DRAW This may be done using the VDU command. To do DRAW650,970 you must first convert the values to hexadecimal. 650=&028A and 970=&03CA. So to do the command in TURBO BASIC, use:

```

10VDU&19,&05,&8A,&02,&CA,&03

```

ELSE This cannot be used. Split any IF/THEN statements into several lines instead.



END            Use as normal.

ENDPROC       See DEF.

ENVELOPE      The easiest way to use this command is to use it in a normal BASIC program before the compiled section is called. To use it directly from compiled code, you must first set aside an area of memory which is 14 bytes long. The first location contains the envelope number, and the next 13 locations contain the other parameters. Once the data has been stored, the following CALL must be done: A% must contain &08, X% the low byte of the address of the parameters, and Y% the high byte of the parameters' address. For example, if the 14 bytes started at address &2F54,

```

10LETA%=&08
20LETX%=&54
30LETY%=&2F
40CALL&FFF1

```

EOF#           See BGET#.

EOR            Two 8 bit numbers may be Exclusive ORed together and stored in a variable. You can use this function to get negative numbers by Exclusive ORing the number with &FF and then adding 1.

```

10LETF%=G%EORH%

```

ERL            Cannot be used as part of a compiled program.

ERR            See ERL.

EVAL           Not supported by TURBO.

EXP            Not supported by TURBO. Could be done by BASIC program prior to calling compiled code.

EXT#           Not supported by TURBO.

FALSE          The number 0 should be substituted for FALSE.

FN             See DEF.

FOR            FOR/NEXT loops may not be nested in TURBO. If you're require nested loops, subsequent loops should be done using IF/THEN statements. Step size is always +1. Note that if the first number is larger than the second, the loop will increase to &FF then zero, one, etc. You can use any one of the following forms of the FOR statement:

```

10FORA%=&01TO&09
20FORA%=B%TO&09
30FORA%=&01TOC%
40FORA%=B%TOC%

```

GCOL           This can be done with the VDU command, e.g. GCOL 0,5 would be:

```

10VDU&12,&00,&05

```

GET            May be used as follows:

```

10LETA%=GET

```

GET\$           Use GET instead.

GOSUB          This may be used as normal except that calculated line numbers are not allowed.

GOTO           This may be used as normal except that calculated line numbers are not allowed.

HIMEM          May not be used in a compiled program, but can be used as a direct command.

IF             This may be used in the listed forms. Note that only line numbers may follow the THEN. ELSE is not supported.

```

10IF A%>&0D THEN 90
20IF B%>C% THEN 100
30IF D%<&38 THEN 200
40IF E%<F% THEN 170
50IF G%=&5A THEN 180
60IF H%=I% THEN 221
70IF J%<>&21 THEN 222
80IF K%<>L% THEN 196

```

Also note that unlike the normal BBC BASIC the less than test (<) actually tests for less than or equal to (<=).

INKEY          Use the format below. If a negative number is required then subtract the number from &FFFF and add 1.

```

10LETA%=INKEY(&0005)

```

INKEY\$        Use INKEY instead.



INPUT This command is not supported by the compiler, but using the following method a string may be entered. First, allocate a page of memory into which the input will go (e.g. &7000 to &70FF). Also set aside five bytes as a control block (eg &7100 to &7104). The first byte of the control block is the low byte of the input area address, the second byte is the high byte of the input area address. The third byte is the maximum allowed length and the fourth byte is the maximum acceptable ASCII value. The fifth byte contains the maximum acceptable ASCII value.

```

10LETA%=&00
20A%?&7100=&00
30A%?&7101=&70
40A%?&7102=&FF
50A%?&7103=&20
60A%?&7104=&FF
70LETA%=00
80LETX%=&00
90LETY%=&71
100CALL&FFF1

```

Note that before the CALL is issued, A% should be set to &00, X% should be set to the low byte of the control block's address, and Y% should be set to the high byte of the same address.

INPUT# This cannot be used in a program. If necessary, input from files can be done, but it is quite complicated. It is recommended that BGET# be used instead. More information on files can be found in the User Guide.

INSTR This function is not supported by TURBO. To perform this function a byte by byte comparison of strings would have to be done. The best way is to find the length of the string being searched for and then, using MID\$, take out sections of the larger string of the same length and compare this with the string being searched for.

INT All numbers used by TURBO are integers anyway.

LEFT\$ Not recognised by the compiler. To do A\$=LEFT\$(B,5), use:

```

10LETA%=&01
20LETB%=&05
30$&4000=MID$($&3F00,A%,B%)

```

LEN Not recognised by the compiler. To find the length of a string at &3000, use the following routine. A% contains the length of the string on exit.

```

10LETA%=&00
20LETB%=A%?&3000
30IFB%=&0DTHEN60
40LETA%=A%+&01
50GOTO20

```

LET The use of LET is obligatory for the types of commands listed below:

```

10LETA%&06
20LETB%=C%
30LETD%=E%+&37
40LETD%=F%+D%
50LETE%=E%-&02
60LETH%=I%-J%
70LETK%=D%EOR&FA
80LETL%=H%EORI%
90LETM%=K%AND&AE
100LETN%=M%ANDX%
110LETO%=Q%OR&14
120LETP%=P%ORT%
130LETQ%=GET
140LETR%=INKEY(&FFFF)
150LETS%=T%?&3000
160LETT%=A%?D%

```

LIST May be used normally to list the source program.

LISTO See LIST.

LN See EXP.

LOAD May be used normally to load the source program. See SAVE for further details.

LOCAL Cannot be used. See DEF.



LOG See EXP.

LOMEM See HIMEM.

MID\$ To use this command you must first set two variables and use them in the command. Note that unlike normal BBC BASIC the statement must be given in full.

```

10LETA%=&04
20LETB%=&07
30$&6000=MID$($&3500,A%,B%)

```

MOD See DIV.

MODE Use as normal.

MOVE This command may be achieved using the VDU command (see DRAW). Thus MOVE 300,400 would become:

```

10VDU&19,&04,&2C,&01,&90,&01

```

(decimal 300 = &012C, decimal 400 = &0190)

NEW Use as normal.

NEXT Use as normal.

NOT This may not be used. Alter test conditions instead.

OLD Use as normal. If <BREAK> has been pressed, don't forget to reset PAGE first.

ON Cannot be used. Use IF/THEN instead.

OPENIN This may be used as follows: A% must be set to &40. X% and Y% must be set to the low and high bytes of the address of the name of the file. For example, suppose the name of the file was TEST and this was stored at &2FF4. The channel number allocated will be returned in A%.

```

10LETA%=&40
20LETX%=&F4
30LETY%=&2F
40CALL&FFCE

```

OPENOUT This is the same as OPENIN except that A% must be set to &80.

OPT This may not be used as assembly code cannot be inserted in BASIC code to be compiled.

OR Two 8 bit numbers may be ORed together as normal,

```

e.g. 10LET5%=T%OR&52

```

To use OR in an IF/THEN statement, the statement should be split,

```

e.g. 10IFD%=W%ORD%=V%THEN100

```

would become

```

10IFD%=W%THEN100
20IFD%=V%THEN100

```

PAGE This may be used as a direct command, but not in compiled code.

PI This constant may not be used. Any calculations involving PI would have to be done in a BASIC program prior to calling the compiled code.

PLOT This can be achieved using the VDU command. See DRAW for further details. PLOT85,1280,670 would become:

```

10VDU&19,&55,&00,&05,&9E,&02

```

POINT This command is not recognised by the compiler. To achieve the same effect, (e.g. A%=POINT(500,600) first convert the co-ordinates to the hexadecimal (500=&01F4, 600=&0258). Then set aside a five byte control block as follows:

```

Byte 1: low byte of X co-ordinate
Byte 2: high byte of X co-ordinate
Byte 3: low byte of Y co-ordinate
Byte 4: high byte of Y co-ordinate
Byte 5: the logical colour will be returned here

```

In our example the control block is at &2FF0-&2FF4. Then you must set A% to &09, X% and Y% to the low and high bytes of the control block's address, and make the appropriate call. R% will contain the logical colour of the point, or &FF if it is off the screen.

```

10LETV%=&00
20V%?&2FF0=&F4
30V%?&2FF1=&01
40V%?&2FF2=&58
50V%?&2FF3=&02

```



```

        60LETA%=&09
        70LETX%=&F0
        80LETY%=&2F
        90CALL&FFF1
        100LETR%=V%?&2FF4
POS      Both POS and VPOS can be used as follows. Note that A%=&86 and that on exit
        from the call X% is set to the co-ordinate and Y% is set to the Y co-
        ordinate.
        10LETA%=&86
        20CALL&FFF4
PRINT    The following forms of the PRINT statement may be used. The basic elements
        may be combined in any order up to a maximum line length of 255 characters.

        The only exceptions are that CHR$ may not follow &hhhh directly, and the
        semi-colon (;) may only be used at the end of a statement.
        10PRINT
        20PRINT;
        30PRINTCHR$(&45)
        40PRINT"hello"
        50PRINT$&2E80
PRINT#    It is recommended that BPUT# is used instead. See INPUT# for further
        information.
PROC      See DEF.
PTR#      This may not be used.
RAD       See ACS.
READ      See DATA.
REM       Use as normal.
RENUMBER  Use as normal.
REPEAT    This function is not allowed. Use IF/THEN instead.
REPORT    See ERL.
RESTORE   The user must keep track of his own data pointers. (See DATA)
RETURN    Use as normal.
RIGHT$    MID$ should be used instead. See LEFT$.
RND       This function cannot be used in a program to be compiled. There are however
        several ways to obtain random numbers in your programs. The first is to
        store a series of random numbers in a reserved area of memory from a BASIC
        program before calling the compiled code. For example:
        FORa=&2F00TO&2FFF:?a=RND(6):NEXT

        would store random numbers from 1 to 6 between address &2F00 to &2FFF.

        The second method is to construct some form of random number algorithm. In
        the following example A% and B% must be seeded first; the new random number
        is stored in B%. The cycle length for generating random numbers using this
        example is quite short so use with caution.
        10FORE%=&00TOA%
        20LETf%=C%+B%
        30IFF%>C%THEN60
        40IFF%>B%THEN60
        50LETD%=D%+&01
        60LETC%=F%
        70NEXTE%
        80LETA%=B%
        90LETB%=C%AND&F0
        100LETC%=D%AND&0F
        110LETB%=B%+C%

        The third method is to CALL the random number generator in BASIC then PEEK
        the locations where the numbers are stored, but this method is not
        recommended as the two versions of the BBC BASIC use different locations
        and the program would not run on all other machines.
RUN       The compiled form of the program cannot be RUN, it must be CALLED instead.
SAVE      Your source program may be saved as normal. Saving the compiled code is
        slightly more complex. You must first find the end of the compiled code.

```



This can be done by peeking locations &70 and &71. If &70 contained &E7 and location &71 contained &2E, the end of your program would be at &2EE7. To find the contents of &70 and &71 in hexadecimal, type:

```
PRINT ~?&70,~?&71
```

At the start, you told the computer where to store the compiled code. This was probably &2200 (for the tape version) but you may have changed it. This is the start address of your program. You can now save it as follows:

```
*SAVE programname 2000 2EE7 2200
```

To reload the compiled code, simply type \*LOAD programme. If the program consists entirely of compiled code, you can use the \*RUN command. Once the source code is compiled it is completely independent of the compiler.

SGN This may not be used.

SIN See ACS.

SOUND This may be used as normal, except that all the parameters must be written as hexadecimal numbers (four digits). Thus SOUND 1,-13,42,10 will become:

```
10SOUND&0001,&FFF3,&002A,&000A
```

If variable parameters are required, then a call with A% set to &07 and CALL &FFF1 would have to be made. A parameter block similar to that used for the ENVELOPE command would have to be set up first. See User Guide for more information.

SPC Either make up a string of spaces and use MID\$ to print a part of it or use aloop to print CHR\$(20).

SQR See EXP.

STEP Cannot be used. All steps are +1. If another step is required, use LET in conjunction with IF/THEN statements.

STOP Use END instead.

STR This function is not provided. To store a number as a string the number must first be converted into 3 decimal digits. To do this, first subtract as many hundreds as possible and then tens and finally units, and store each of these three numbers separately. Then add 48 to each of the three to convert them to the ASCII codes for the numbers. The numbers can then be stored in a convenient area of memory, followed by a &0D (carriage return). This is now a string.

STRING\$ This function cannot be used, instead you should repeatedly use the string as required.

TAB To print the following:

```
PRINTTAB(A%,20)"Hello"
```

use the following statement:

```
10PRINTCHR$(&1F)CHR$(A%)CHR$(&14)"hello"
```

TAN See ACS.

THEN Use as normal but must be followed by a line number. See IF.

TIME The value of TIME may be written to, or read from. First allocate an area of five bytes (e.g. &2F00). These bytes will contain the new value when being written. X% and Y% must be set to the low and high bytes of the address of the control block, and A% must be set to &01 to read, or &02 to write. The time is stored from least significant byte to most significant byte.

```
10LETX%=&00
```

```
20LETY%=&2F
```

```
30LETA%=&01
```

```
40CALL&FFF1
```

TO Use as normal.

TOP May not be used in a program which is going to be compiled.

TRACE This cannot be used.

TRUE This cannot be used.

UNTIL See REPEAT.

USR Use CALL instead.

VAL This function is not provided. To convert a string to a number, use the reverse of the procedure described for STR\$.

VDU Use as normal, except that numbers must be in hexadecimal and double byte numbers are not allowed. Some examples are:



```

10VDUA%,B%,C%,D%,&20
20VDU&11,&03
30VDU&17,&34,&53,&F2,&8A,&23,&00,&05,&91

```

## PEEK and POKE

As normal in BBC BASIC, the commands PEEK and POKE are represented by a "?". The contents of a memory location may be read by using one of the two forms provided:

```

10LETV%=A%?&3000
20LETV%=A%?C%

```

The first looks at location A%+&3000 and stores the contents in V%. The second stores the contents of location A%+C% in V%. In this second form, the third variable is special in that it is a double sized variable and can thus have a range of 0-65535. This means that by altering this variable, the user can look at any location; it also makes movement of large areas of memory easier. To alter C% in the second example, both C% and D% must be altered. (See double sized variables for more information.)

Storing values in memory locations can be done in one of the following four ways:

```

10A%?&555E=&26
20A%?&432C=F%
30B%?T%=&75
40F%?Q%=E%

```

The first two examples are the same as normal BBC BASIC. The third and fourth examples use double sized variables (in this case T% and Q%) as described above.

## APPENDIX 2 TURBO Memory Locations

	TAPE	DISK
Minimum setting of PAGE:	&1500	&1500
Default code position:	&2200	&2800
Address to change if PAGE not &1500:	&D20 low byte	&1920 low byte
	&D21 high byte	&1921 high byte
Address to change code position:	&D1E low byte	&191E low byte
	&D1F high byte	&191F high byte
Location of TURBO compiler:	&D00-&1500	&1900-&2100
Location of A% to Z%:	&76-&8F	&76-&8F

## APPENDIX 3 Sample BASIC/machine code hybrid

Problem: Write a program to print out the word "hello" a random number of times.

Solution: Use the default values for the compile address and set PAGE to &1500 (&2100 for disk users).

Type in the following program which will print "hello" the number of times which A% will be set to.

```

10FORB%=&01TOA%
20PRINT"hello"
30NEXTB%
40END

```

Compile the program in the normal way, then type NEW to remove the source program and type in the BASIC program that follows:

```

10?&76=RND(255)    set A% to a random number from 1-255
20CALL&2200        call compiled code to print
30END

```

Disk users note that line 20 should read 20CALL&2800

**Instructions' Source** : TURBO COMPILER (Salamander) Back Inlay & Manual



Reviews : No Review Yet



# TURBOCON

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Tape Copier And 'Turbo'er; Eessential Utility  
Author : Unknown  
Standalone Release(s) : 1985: TURBOCON, [No publisher stated], £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : Unknown.  
Disc compatibility : Not Applicable

### **Instructions**

"Refer to separate instructions before using."

### **Quick Key Guide**

L - Load, S - Save, Q - Sound on/off, Func-f5 - 'Turbo' on/off  
Func-f9 - Abort 'Load/Save'

**Instructions' Source** : TURBOCON Inner Inlay

**Reviews** : No Review Yet



# TURF FORM

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Text-based 'Learn To Beat The Bookie' (Yeah right)  
Author :  
Standalone Release(s) : 1988: TURF FORM, Blue Ribbon, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Do you follow the Horses? Do you want to win more than you lose? Do you want to have a superb Form Guide at your fingertips?"*

*"TURF FORM will accept data on each horse and, using a highly developed and accurate prediction routine, suggest which horses have the best chance of winning the race. By careful use of this program, you too can 'Beat the Bookie'!"*

TURF FORM is a horse racing forecaster that can predict form for both Flat and National Hunt races on UK racecourses.

All the information required to use TURF FORM can be found in most popular daily papers. There is no need to buy any expensive form books or other prediction aids.

By entering the detailed information required by the program when prompted on screen, the program will calculate a speed rating and a fitness rating for each horse.

From this information, you can calculate the chances of each horse in the race concerned.

The user should use TURF FORM as a guide only and should be used for predicting form only at good class races. Blue Ribbon does not warrant this product in any way and will not accept claims for losses made by using the information output by this program.

## Controls

TURF FORM uses easy to read input screens and prompts the user whenever information is required. The options available and the keys concerned are displayed in the lower part of each screen.

Selecting the meeting - use the cursor keys to select the location of today's races.

Select the number of horses you wish to predict for and enter their names next.

Then enter the form details from the paper, for each horse selected following the on-screen prompts.

If the horse ran last at a foreign course, enter 'The last course' as 'Newbury'. If the horse fell or was pulled up at its last race, enter the previous race's information as if it were the last race.

TURF FORM gives every course a speed rating, i.e. the speed that a horse should attain to stand a chance of winning. For example, Ascot's rating is 85 which must be equalled or exceeded by the horse to be considered in with a chance of winning.



Each horse for whom details are entered will also be given a fitness rating, ranging from poor to excellent. A horse should have a 'Very Good' or 'Excellent' rating to be considered capable of winning.

With TURF FORM's information as a guide you should then be able to make your bets!

**Instructions' Source** : TURF FORM (Blue Ribbon) Back and Inner Inlay



# TV DIRECTOR

***Professional, Originally Released On Cassette Only***

Game Type : Simulation of TV Studio; Cutting And Editing  
Author :  
Standalone Release(s) : 1986: TV DIRECTOR, Squirrel, £12.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SQUIRREL, 4 Bindloss Avenue, Eccles, MANCHESTER  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Instructions**

*"Use this suite of three programs to enable you to put together a sequence of up to 250 images in TV fashion to any sound track of your choice, complete with titles and credits.*

*By incorporating a VHS or Beta videorecorder into the setup, you should be able to put your efforts onto videocassette.*

*PICTURE MAKER - Although sample blocks of pictures are provided to get you started, you should find that this program enables you, after a little practice, to create your own images quickly and easily.*

*TV STUDIO (Gallery) - converts the keyboard into a twin bank vision mixer panel with fader (joystick preferable but not essential), eight preview monitors and output monitor.*

*PROGRAMME REVIEW - enables you to sit back and view the last 'take', possibly recording it on videocassette at the same time.*

*Full instructions are provided - and every effort is made to ensure that a fairly accurate atmosphere of the TV gallery does start the adrenelin running..."*

## **Introduction**

The purpose of the program is to enable budding vision mixers, directors, producers, etc to compile a set of basic pictures on a theme and, using the keyboard as a vision mixer panel, produce a sequence of images to fit their selected soundtrack. This can be recorded on to a suitably equipped domestic videorecorder.

The program comprises suite of three prorams, PICTURE MAKER, TV STUDIO and PROGRAMME REVIEW. Each program has its own menu which forms the main hub of the program - pressing <ESCAPE> or <RETURN>, depending on which area you happen to be in, will return you to it.

This manual describes the function of each program in order of use and explains one by one every Menu Option.

## **Getting Started**

The programs on the cassette are recorded in the following order - it is advisable to PLAY the cassette using \*CAT and note the counter numbers beside each of the titles listed in the RH column:-

TV-DIR  
TV0  
TV1A  
TV2  
TVSTDO  
PMAKER  
BLOCKAB



## CAMS-A1

To load, type in CHAIN"TV-DIR", play tape and press <RETURN>. The first screen that will appear is the TV-STUDIO Menu - stop the cassette at this point.

You will see from the screened list of options that you could now load any or all of two datafiles (BLOCKAB or CAMS-A1) or PMAKER. It is important to appreciate that both BLOCK and CAMS- datafiles once loaded do not need to be reloaded each time you switch from TV Studio to Picture Maker (or vice-versa). However as the TV Studio and Picture Maker programs have to share the same area of memory they have to be reloaded each time you 'switch':-

When 'switching', spool the cassette player to the beginning of PMAKER (or TVSTDO) - preferably using the tape counter numbers (or selecting the \*COMMANDS option and hunting for the title with \*CAT), and press the desired Menu option no.

Note - you cannot SAVE datafiles on this main cassette - you must use a separate blank cassette to store the picture BLOCK(s) you will have created using the PICTURE MAKER program or the Camera Sequences (CAMS-) you may wish to keep after a session in the Gallery.

Note - if you are having loading problems there is a duplicate set of programs recorded on the reverse of the cassette.

### PICTURE MAKER - Introduction

The bank of sixteen pictures required for the TV STUDIO have to be made with up of 32x24 tiny squares giving a picture with the correct TV 4x3 aspect ratio. This 'chunky' type of picture is fitted into a mere 384 bytes and quite a number of them can therefore be held in computer memory altogether. The pictures can therefore be accessed and screened instantly - so that curring between pictures appears to be as fast as it is on TV. Four colours and twelve striped variations are available, and by using the flashing colours in a thoughtful way, a certain degree of animation can be achieved.

### PICTURE MAKER - Menu Options

1. WORKSPACE - presents you with a picture frame below a caption "Pic No W". This is the Workspace and, if it is filled with 'garbage', pressing <DELETE> will clear it. Below the frame is 'S/BAR - Options' - pressing the Space bar displays a list of key options for workspace use. (Note - this is not a menu, just a list. You must return, using the Space bar again, to Workspace to use them).

### WORKSPACE - Options

COPY - to consign the image in workspace to Picture Block in memory, NOT to tape as for that you will need Menu Option 5 - Save Single Picture).

'PIC NO ?' will appear asking for the number/letter you wish to allocate (Single Keypress System - 1-9/A-G equals 1 to 16). As you keypress, the image will be transferred to its appropriate slot in the Picture Storage area.

T - the reverse of COPY. This time you are asked for the number/letter of the picture you wish to transfer to Workspace for modification, etc.

W - to Wash out the Workspace with an alternative to black (DELETE). When pressed, the W above frame will go - then pressing a colour key (1-9/A-G - equals 0 to 15) will replace every pixel with the selected colour.

C or J - takes you into 'paint' mode. Hold down a colour key and use the cursor keys or joystick to move the flashing dot around the 'canvas' to 'paint'. All other options are now cancelled until the Space bar produces the sup-caption 'S/BAR - Options' again.

CURSOR KEYS - to move image up, down or sideways a little in the frame, press the appropriate cursor key. This is called framing by TV cameramen. (Some unwanted colour may appear along one edge - just recolour this small area later.)

I, O, M, U, R, L, Q - represent IN, OUT, Mirror, Upside Down, Right Half Mirrored, Left Half Mirrored, and Quarters. All are self explanatory



and their convenience will be appreciated after a little experimentation.

PALETTE - the default colours are 1. Black (Background), 2. Red, 3. Yellow, 4. White. To change or modify these, just follow the screen instructions.

RETURN TO MENU - press <RETURN>. As the <ESCAPE> key is adjacent to operational keys, it is disabled whilst this Main Option is in use.

You will be able to produce images very quickly and thus build up a block of sixteen pictures with a common theme to suit the soundtrack you have in mind. Remember that modifications to any of the pictures is a quick and easy job and loading and saving blocks of pictures (or single pictures) to tape is made quite easy if you follow the instructions contained in the rest of the Picture Maker Menu Options:-

2. LOAD SINGLE PICTURE - simply type in the name and press <RETURN>, starting the tape as usual. It will load directly into Workspace.
3. LOAD PICTURE BLOCK - the word 'BLOCK' is already anticipated - just enter the first two letter/digit code and hit <RETURN>, starting the tape as usual. This Picture Block is loaded automatically into slots 1-16.
4. SAVE PICTURE BLOCK - you decide the code (one or two characters only) and we recommend that a separate cassette is used for storing Picture Blocks.
5. SAVE SINGLE PICTURE - saves the image currently showing in Workspace. You decide the name (up to seven letters or digits). Again it is recommended that a separate cassette is used. Useful for storing extra images or moving pictures around the Picture Blocks.
6. TV STUDIO MENU - occupies the same area of memory as PICTURE MAKER. See GETTING STARTED section.
8. \* COMMANDS - to enable you to use star commands such as \*CAT, \*RENAME and \*DELETE without having to leave the PICTURE MAKER program. The star is already anticipated, just enter the rest of the command press <RETURN> as instructed, starting tape as necessary.

#### **TV STUDIO - Menu Options**

1. GALLERY (Sub-menu) - see GALLERY section.
2. SAVE CAMERA SEQUENCE - a record is held in memory of each picture used, whether it was a special variation, whether it was faded up or down, mixed or cut - in short a complete list of everything that was selected in the gallery, how it was treated, and for how long. The limits are approx 250 cuts OR 125 mixes per 'run'. Thus a combination of, say, 50 mixes and 150 cuts could be expected each session. The word 'CAMS-' is already anticipated - just enter a suitable letter/digit code (up to two characters) and hit <RETURN>, starting the tape as usual.
3. PROGRAMME REVIEW (Sub-menu) - see PROGRAMME REVIEW section.
4. LOAD CAMERA SEQUENCE - enter the 1 or 2 character code when requested and press <RETURN>. If you have just been using the gallery in 'live' mode then the sequence will be in memory already.
5. LOAD PICTURE MAKER - position tape, press <RETURN>, etc.
6. LOAD PICTURE BLOCK - load in Picture Block as described in PICTURE MAKER Option 3. If you have just been using these pictures then re-loading them won't be necessary.
7. \* COMMANDS - as described in PICTURE MAKER section.



## **GALLERY**

The purpose of this program is to cut and mix together a sequence of images that have been carefully designed to match the soundtrack you will have already selected. These will, together with title and credit sequences, fit together in the accompanying PROGRAMME REVIEW section to produce a complete sound and vision output that could, if desired, be recorded onto a domestic videocassette.

### **GALLERY - Sub-Menu Options**

1. VISION MIXER (<RETURN> to get back to menu) - The scene in the Gallery is dominated by two banks of four preview monitors (1-8) topped by a Transmission output monitor (TX). Below these is a vision mixer panel with two rows of identical numbers :-

```
TTT
1 2 3 4 5 6 7 8 0 T
1 2 3 4 5 6 7 8 0 T
```

This represents a twin bank vision mixer panel with its fader control in the upper position, activating the top row of numbered buttons. By adapting the computer keyboard (with or without joystick) we can perform the same functions. The numbers light up, and the screen fader is animated, to correspond with the action.

### **THE CUT**

If a 'camera' number is pressed, not only will the picture from the selected 'camera' appear on the TX monitor but also the respective P/V monitor and vision mixer panel numbers will light up.

### **THE MIX**

In order to change the TX picture by dissolving to another 'camera', you first press <CTRL>-A followed by the number of the next 'camera'. Both this number and the fader handle will light up. Nothing should then happen until the mix is started (using either joystick or the vertical cursor). The mixer fader on the screen will move down to the bottom bank and then go dark. The previous 'camera' number on the top bank will also go dark.

The action now remains on the bottom bank (row of numbers) until the next mix...

Recovery - If, having pressed <CTRL>-A with/without 'camera' number, you decide not to mix then just hit <CTRL>-A again. The lights on fader and next camera should go out and you will have recovered to the previous position.

### **THE FADE (UP or OUT)**

This is merely a mix from or to 'nothing' - i.e. A black picture - found on Camera No.0

### **PICTURE BLOCKS (A & B)**

In an actual TV studio gallery there might be only five or six preview sources, each of which would offer a large selection of different pictures - in this simulation, you can call on each of your eight 'cameramen' to give you one other stock picture - by bringing Block B in to replace Block A - or vice-versa (Space Bar toggle). The indicator letter is shown on the left of the TX output monitor and also duplicated on the left side of the vision mixer panel. In addition to the second block of pictures you can ask for four variations of each picture.....

### **SPECIAL EFFECTS**

This selection of sixteen pictures can be extended to eighty by using some of the instant modifications to the basic picture that you may have met already in the PICTURE MAKER program. i.e. I - IN (Close up), O - OUT (Wide shot), R - Reverse Angle and Q - Quartering.

Now you have, in theory, another 4x16 (64) different images to call on whilst you are directing from your Gallery - making eighty in all.



These extra demands on your 'cameramen' are achieved by the vision mixer first pressing the appropriate 'effect' letter - nothing will happen until the camera number is pressed - then the variation will instantly appear on the TX monitor.

Any camera can be used.

Recovery - If, having pressed one of these four letters, you change your mind, you can instantly recover to your previous position by pressing any key (other than keys 0-80) such as Space Bar.

Although mixing through TO one of these four 'effects' is never possible, you can always 'mix' away FROM an 'effect' through to any standard preview 'camera' image.

### **THE START**

Opening titles are ignored at this point - just start the soundtrack(s) rolling and either fade up from black, or cut, to the first camera at the appropriate moment as decided at rehearsal.

Shown on the first of the TX output monitor and also duplicated on the left side of the vision mixer panel is an oblong shape coloured BLUE - this is your 'Rehearsal' light. Until this is changed to RED (COPY key toggle) no recording of the Camera Sequence will take place. This blue light can be used to cancel a 'recording' of the Camera Sequence at any point, allowing you to re-set and begin again. When you do go into this "On-Air" situation and the rehearsal light turns red, the computer waits for the first operation, whether a cut or a fade-up from black, before starting to note the sequence.

### **THE FINISH**

The closing credits are not seen in this TV Studio program either but are added, as are the opening titles, automatically during Programme Review. The credits will be triggered by a <RETURN> at the end of the recording session in the Gallery. This means that when you would be ready to roll the credits to be superimposed on the final picture, be it a colour scene or black, you press <RETURN>. As this is the key that takes you back to the Menu you will, therefore, be returned there promptly. When you've got your breath back and are ready to review your work then select Programme Review...

2. ALLOCATE DOUBLE FLASH RATE - In the Picture Make section it was mentioned that with careful creative use of the flashing colours some animation effects can be produced. If the soundtrack contains music then the flash rate can be adjusted to synchronise to it.

It is the job of this option not to reset that rate (that will be done during Programme Review) but to allocate to selected pictures a Double Flash Rate. (The basic flash rate having been allocated as part of the selected palette.)

3. SET FADE TIME or JOYSTICK - The program assumes no joystick is available. However, if you have one of the standard analogue resistive joysticks supplied by Acorn or similar (e.g. the Voltmace Delta 3B - with the Acorn Plus 1 of course) then it can be used by selecting this option and pressing <Y> when asked "Joystick?". If one is not available then a mix of 2.5 seconds duration can be triggered by pressing one of the vertical cursor keys at the appropriate moment.

If you wish to change this fade time then answer <N> to the above question. When you are asked "Pic No?" - enter a number for a test picture.

Using the left and right cursors, adjust the 2.5 second default figure of 250 (100ths of a second) displayed above the frame to your requirement. Press a vertical cursor to initiate the test fade to black. If you need to repeat the test, answer <N> to the question "Exit?" else press <Y>.

4. EXIT TO MAIN MENU



### **THE PRODUCTION ASSISTANT**

To help all studio personnel (including the cameramen, director, floor manager, sound and vision crews) keep track of events, there is a clear headed person, usually female, who calls the shots on talkback, thus - "...on 4 coming to 3...on 3 coming to 2...on 2 coming to 6..." etc, etc.

When you are directing this show, whether you have someone vision mixing for you or not, you will find the services of a Production Assistant almost essential.

If a real P.S. is not around then a pre-recorded version, made on a second tape recorder whilst listening to the selected soundtrack on headphones, will be almost as good (as long as it is replayed on the same machine). Although it might mean that you have another machine to start at the beginning of each 'RUN', the bonus of this extra effort is that the more accurate atmosphere of the TV gallery does start the adrenalin running...

### **COLOURS**

Although the Picture Maker and Programme Review programs work within the colour range of the selected palette the necessity for the gallery program to be restricted to a permanent four colour palette (black background, red, yellow and blue) means that some of the chosen colours will, therefore, have been modified temporarily.

### **PROGRAMME REVIEW - Menu Options**

The purpose of this program is to 'run' the finished TV programme complete with opening titles, closing credits and soundtrack to check that it 'works' both technically and artistically.

The Menu is the hub of the program - pressing <ESCAPE> should always return you here.

#### 1. REVIEW PROGRAMME

Before you 'RUN' the MAIN SEQUENCE described below you should go through this checklist:-

- 1 - 16 Picture Block loaded
- 2 - Camera sequence loaded (If you have just come from directing a session in the Gallery then 1 and 2 above will already be in position)
- 3 - Main Soundtrack (presumably on tape) set up at the start (together with the talkback tape)
- 4 - Titles & Credits have been set up
- 5 - Flash rate correct
- 6 - Synchronisation Factor correct
- 7 - Fade time for title and credit sequences correct (The joystick is non-operable during the review)

MAIN SEQUENCE to RUN the Programme:-

As you press the <1> key, the screen will clear. If you are recording, you can now start your video recorder...

Now cue your soundtrack...

<SPACE> now fades up the opening caption...

<SPACE> again fades out the caption...

<SPACE> again starts the picture sequence... (Possibly in sync with the first bar of music?)

NOW SIT BACK and WATCH

The closing credit will appear automatically at the end of the camera sequence...

<SPACE> fades it out...

<SPACE> again takes out Company credit at foot of screen leaving the screen blank...

Stop soundtrack...

If recording, stop video recorder.

Probably the most difficult thing to arrange is the start of the tape soundtrack to match your opening picture sequence. Little advice can be given as the solution depends on the soundtrack chosen, the playing machine and the point at which you want the sound to start - you will have to arrange a system to suit your own circumstances.



Now, having got the sound to begin just where you want it, each time you 'run' you may find that the picture sequence ends too early or too late - this can be adjusted - See Synchronisation Option - P4.

#### **FADE TIME**

Fading up and down is done smoothly by the computer. The time is set by the 'Set Fade Time or Joystick' Option (in the Gallery Menu).

2. SET TITLES AND CREDITS - Simply answer each question asking for a name by entering the characters and pressing <RETURN>. A colour number also needs to be entered on the right of the screen.

3. SET BASIC FLASH RATE - Use the left and right cursors to modify displayed rate to match music track. The default rate is 25.

4. SYNCHRONISATION - This essential harmonious union between vision and sound, is achieved on the basis that the selected piece of recorded soundtrack takes exactly the same time to replay on each occasion (using the same equipment). This time is recorded by the program but an adjustment has to be made for the time taken by the computer to process this information on playback. The built-in adjustment factor is .990 - this may need to be changed if you find your pictures run slightly faster or slower when reviewed. Modification is done on a trial and error basis. Make a note of the new factor and use it on future occasions.

5. EXIT TO MAIN MENU

#### **SAMPLE PICTURE AND CAMERA DATA**

The filename of the sample Picture Block provided is BLOCKAB - only the 'AB' need be entered - see Picture Maker Menu.

The filename of the sample Camera Sequence is CAMS-A1 - only the A1 need be entered - see TV Studio Menu.

#### **THE VIDEO RECORDER**

The vision connection to a video recorder can be made by using the modulated video output from the computer as an aerial - plugging it in the back of the video recorder (instead of the back of a TV) as explained in its instruction book. If you get some patterning on your screen as a result of doing this then your video recorder output channel frequency may need slight re-adjustment.

The sound connection will depend upon the tape or record player used - as explained in the video recorder instruction book. If you are not technically minded or have any doubts about any of these points, see your video dealer.

#### **COPYRIGHT WARNING**

If the soundtrack used is subject to copyright then the user of these programs is not excused any legal responsibilities inherent in that copyright.

**Instructions' Source** : TV DIRECTOR (Squirrel) Back Inlay & Manual

#### **Review (Electron User) - "Video Maker"**

The tension mounts as you sit at your director's console. You switch the recording light to red and cue the soundtrack.

Before you is a choice of sixteen camera shots. Which one should you select for transmission? One moment of indecision and you'll have to call "Cut!" and start again.

That's the excitement offered to you by Squirrel Software with its latest release, TV DIRECTOR. In fact, you get the chance to design, produce and release your own videos using nothing more than your trusty computer.



There are, inevitably, a number of limitations so you won't get a top class animated video, but you will experience the thrill and pressure of video work. The possible uses, as the cliché goes, are only limited by your imagination.

The first stage in the video making process is to set the computer aside and plan on paper what you want to do. You can have up to sixteen camera shots which you must then create.

A picture making routine is included within the program for this purpose. At first sight, the graphics will be disappointing. The screen is divided up into a grid of 32 by 24 blocks and one of these blocks is the smallest area that can be defined.

This results in pictures being rather chunky. The reason for this is that the data for an entire picture is stored in just 384 bytes. It is thus possible to store sixteen pictures in memory and swap them around with great speed.

A bonus is that pictures can be created quickly. You move a cursor around with keys or joystick and hit the required colour number to set a block. If you can't remember colour numbers, hitting the spacebar will bring up a help page.

This gives details of special effects such as zoom, mirror images, inverting or quartering. All of these can be achieved by single key presses.

The program operates in Mode 5 which allows only four colours. The choice of four includes the full range of flashing colours (which can help with simple animation such as a winking eye) and a range of assorted stripes.

Director works with blocks of frames and normally you would save a block of up to sixteen pictures. This makes it possible for a team of people to work on separate machines, then merge their work into one block.

With the artwork completed, you are ready to move to the studio and produce the video. A display of eight monitors is shown and the other eight pictures are toggled with the spacebar. A central transmission monitor shows the currently selected camera shot.

It's as well to practice first, with the recording light still on blue. When you are ready switch to red, cue the sound and you're away. You cut to different cameras by hitting the appropriate camera number. With joysticks or cursor keys it is possible to mix or fade shots.

At this stage you can still use zoom facilities, mirror imagery or quartered shots, giving you a grand total of 64 possible shots to use.

When your sequence is complete, you can save it for future use and move to the preview session. Here you create your credit page and then you can see your video in full screen size.

The main problem is synchronising pictures with sound track. The program assumes a separate sound source and no use is made of the computer's noises.

It requires a bit of trial and error to know when to start your sequence to match the sound track, but practice makes perfect.

If you can send a signal to a video recorder you'll only need to achieve perfection once since you can replay it all from the video machine.

This can be done from the computer video output (which only gives monochrome) or from the poorer quality UHF socket. The sound system can be connected to the video recorder audio-in socket. Just what leads you will need will depend on the sockets on your video.

The programs are all driven by good clear menus. A sensible choice at each stage is the \*command option which allows you to catalogue your cassette.



You can create graphics in picture maker and practice with them in the studio, flit back to picture maker to modify or create new pictures and so on.

A much more rigorous discipline is needed with cassettes. First create all the graphics, then do all studio work and finally preview and output to video.

One irritating little bug can cause the program to crash if you use too many letters in a filename. Otherwise, the whole system is coherently put together.

The instruction book is thorough but still makes for easy reading. Squirrel has put together a challenging and enjoyable package which could prove useful to many people.

In particular, schools who have pupils studying Information Technology should look seriously at TV DIRECTOR, perhaps as an alternative to teletext emulation packages.

Rog Frost, ELECTRON USER 5. 2



# TWELFTH NIGHT

***Professional, Originally Released On Cassette Only***

Game Type : Utility Package; Investigate Shakespeare's TWELFTH NIGHT  
Authors : John Mahoney, Stewart Martin & Jim Wynn  
Standalone Release(s) : 1985: TWELFTH NIGHT, Penguin Study Software, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : PENGUIN STUDY SOFTWARE. No further information given.  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Written by practising teachers who have had many years' experience of successfully preparing students for literature examinations. Penguin Study Software gives you the ability to study an 'O' level or CSE text by means previously impossible. You can:*

- a) investigate major characters, themes and images and the subtle relationships between them,*
- b) research specific essay titles or examination questions,*
- c) thoroughly revise a particular character, theme or image of your choosing - at your own pace,*
- d) work through the entire play or concentrate your study on a particular act or acts.*

*If you are studying for an examination as a full time or part-time student, or are reading purely for interest and pleasure, Penguin Study Software will increase your knowledge of the text and help you to enjoy and profit from the study of literature."*

Once you have loaded the program you will be able to select, under a number of headings, those areas of interest you wish to explore.

In addition, you may restrict your search to particular parts of the play if you so wish - otherwise it will be assumed that you would like to search it in its entirety.

## Getting Started

Start with a simple search for just one item, for example a theme you find interesting.

As the computer comments on what it has found, you will gain a maximum benefit by looking in your copy of the text for the reference given - carefully consider its context by reading a number of lines either side of the exact place indicated.

With experience, you will be able to undertake very sophisticated studies of the text by carefully selecting combinations of characters, themes and images. This type of questioning is likely to reveal important relationships within the play and lead to greater understanding - although highly structured enquiries of this kind require some thought on your part to begin with.

For example, in Shakespeare's 'Macbeth', it is well known that Macbeth is involved in the murdering of several people - it might therefore be tempting to assume that Macbeth and the theme of blood would be a fruitful combination to explore. In fact, a far more revealing insight might be gained if blood, as a theme, were to be considered in its relationship to water, for example.

As appropriate, the computer will suggest other profitable lines of enquiry which you might like to follow up, either on their own or in the combinations it suggests.



To help you get the best out of the program you are limited to choosing a maximum of three items at any one time - this is completely independent of any decisions you may wish to make about concentrating your search on particular parts of the text.

**Have your copy of the text handy**

Act, Scene and Line numbers are referenced to 'The New Penguin Shakespeare' as used and recommended by the Royal Shakespeare Company. If you are using other editions of the play you may find that some of these numbers vary slightly, and you should bear this in mind when looking at your text.

**Instructions' Source** : TWELFTH NIGHT (Penguin Study Software) Back and Inner Inlay

**Reviews** : No Review Yet



# TWIN KINGDOM VALLEY

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure With Graphics  
Author : Trevor Hall  
Standalone Release(s) : 1984: TWIN KINGDOM VALLEY, Bug Byte, £9.95  
1987: TWIN KINGDOM VALLEY, Bug Byte, £2.99  
Compilation Release(s) : 1987: FIVE STAR GAMES, Beau Jolly, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BUG-BYTE, Liberty House, 222 Regent Street, LONDON W1R 7DB  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Over 175 full screen high-res locations in the treasure trove Valley of the Twin Kingdoms. Keep your wits about you and a shard sword handy. A classic complex adventure."*

Collect as much treasure as you can without being killed. Your score increases as your success rate increases. The maximum score possible is 1024 points. The game begins with you standing on a road running from East to West. Nearby is a cabin which you have rented from the innkeeper of the 'Sword Inn'. Where you go and what you do is up to you. The best of luck...

Enter your commands using the keyboard and the <RETURN> key. You can delete commands by pressing "CTRL" and "U" together. You may use <DELETE> and <COPY> to make corrections and copy words off the screen. The computer will follow commands such as compass directions and: DRINK, SWIM, WAVE, WAIT, ASK, EMPTY, POUR, FILL, GIVE, OFF, ON, LIGHT, UNLOCK, OPEN, CLOSE, SHUT, LOCK, GET, TAKE, DROP, THROW, CUT, HIT. For example "HIT THE GUARD WITH A HAMMER" will let you hit the guard, presuming you have met one and you have a hammer!

Use the HELP command to list available commands. Other commands to help play the game include: SCORE, INVENTORY, OPTION, QUIT, END, LOOK, VIEW, PICTURE, DRAW. These are all self-explanatory. LOOK lets you look at the description, and so on. A dotted line will appear after commands which take up time. The pictures of the Valley sites will contain clues and help you draw a map. The picture will normally vanish after 10 seconds, or when you type your command or if you press <DELETE>. Remember to always press <RETURN> to action your command. If you are in a maze, remember each place in the game has a name; you will find that more than useful. If you are set upon by meanies keep on the move until you can recover your strength or find weapons.

FOUR SPECIAL COMMANDS must start with an asterisk. i.e. \*.

\*SAVE to save the current state of a game,  
\*LOAD to load a previously saved game,  
\*MODE for Electron only, this changes 25 lines by 40 characters to 32 by 40. Typing \*MODE again will revert to 25 by 40. Type LOOK after a \*MODE command.  
\*TEXT alters the speed of printing on the screen to suit yourself from 0 to 9.

**Instructions' Source** : TWIN KINGDOM VALLEY (Bug Byte) Back and Inner Inlay

## Review (Electron User)

This graphical adventure combines some of the better elements of monster-bashing with the puzzles usually associated with text-only adventures. There are 175



"pictures" in the adventure and since you can "look" at some of the objects within the locations this leads me to assume that there are about 160 actual locations.

You play the typical greedy adventurer and the object of your quest is to collect all the treasure you can find and deposit it safely. When you've scored the maximum points of 1024 you will find that you have a further problem. What to do next.

The program loads in several parts and full loading instructions are given during loading. When the adventure starts you're asked to choose one of six options. These determine whether you have the graphics displayed or not and the type of messages you want about your location. You can alter these during the course of the game by typing OPTION. As soon as you have made your choice the adventure proper begins.

You find yourself on a road outside the cabin. Inside the cabin are three objects that will come in handy. At this point I would suggest that you save the game as should you die the program simply ends. If you have a game saved you can restart by using \*LOAD otherwise you have to load the game back in from the start.

I think it is quite inexcusable for Bug-Byte not to have given you the option of playing another game. On saving the game, using SAVE, you will see that you're in fact saving three programs, one of which is 24 blocks long.

Anyway, back to the game. You'll find that over 100 locations are readily accessible and are generally logical.

For example, moving North and then South brings you back to the location you started from. However, this isn't always the case, especially when underground, so making a map is a must.

You will meet various characters most of whom, if armed, will attack you on sight. An elf will carry things for you, but is sometimes reluctant to let you have them back. This same elf is also a positive nuisance when mapping underground - he kept picking up the objects I was dropping in order to make my map!

It is possible to frighten off or kill the characters you meet but you need to be at maximum strength (190 points) and armed with a better weapon than them.

This is also a good way of obtaining any treasure they may be carrying since they quite often drop them if you are winning. Watch out for your strength points after doing battle, they will be very low and any further combat will probably finish you off.

A good tip if your strength is low is to WAIT for a bit since every command you give builds up your strength. If you are near Watersmeet, a quick dip will work wonders.

On the subject of strength points, don't drink too much ale in the local inn - it's definitely not good for you.

The graphics are excellent and quickly drawn but tend to slow the game down a lot, so doubtless you'll do the same as me and use the Option command to turn them off. I've mapped about 140 locations and collected a few treasures but frankly, I don't think I'm nearer to finishing than when I started.

I've tried giving the crystal ball to the castle witch but keep getting killed. I've tried throwing water, oil and everything else at the dragon but still can't get the master key. I'm afraid that the adventure doesn't generate enough atmosphere for me to want to persevere with it. Having said that, if anyone has completed it and would like to send me a map of it I will mention them in my bedtime prayers.

Overall, TWIN KINGDOM VALLEY is impressive. It is extremely well-programmed and packaged. However, the save game facility and the abrupt ending, along with the characters in the program, who are more of an impediment than a problem, tend to make me reluctant to recommend it.



Yet the mail I've received about it tends to indicate that a lot of people do like it. My advice therefore is to go to your friendly computer dealer, grovel and try before you buy!

Merlin, ELECTRON USER 2. 9

### **Review (Electron User)**

This is a graphics adventure with 175 locations each portrayed in full colour. The program is by no means new, in fact it has been around for years, but the novelty lies in the price - just £2.99!

In traditional adventure style, you play a treasure seeker, in this case aiming to score 1024 points. Your journey takes you through forests, over and under mountains braving deserts and ravines. You will encounter elves and dwarves, dragons and witches, and droves of rather nasty guards and gorillas.

TWIN KINGDOM VALLEY is not one of those adventures where you must spend three weeks pondering how to escape from the first location. In fact about 100 of the sites are easily accessible by the usual direction commands.

You'll have no problem finding the lamp which you will need for the tunnels, or a bag for carrying things. If you do get a bit stuck then typing HELP lists all the verbs you can use.

Some of the other travellers you meet are a nuisance, not only to your quest, but also to the smooth flow of the game. Some can be helpful, but if in doubt, check your own strength and indulge in a little violence. The best cures for weakness are waiting around or swimming in Watersmeet.

One technical feature of the game is seriously amiss. With a Plus 1 fitted, the save game feature doesn't work. The most annoying part is that without a saved position there is no re-start option, so you have re-load the entire game. Even when it does work, saving a game is a long, long process.

Despite its shortcomings, I like this game. It has an interesting atmosphere and it straightforward to map. TWIN KINGDOM VALLEY is a real bargain, and is one adventure I am determined to solve.

Presentation .....	9
Atmosphere .....	7
Frustration Factor .....	6
Value for money .....	10
Overall .....	9

Rog Frost, ELECTRON USER 3.12



# U.K. P.M.

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Political Simulation  
Author : Anthony Allison  
Standalone Release(s) : 1984: U.K. P.M., IJK, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IJK, Unit 5 Moorfields, Moorpark Avenue, Bispham, BLACKPOOL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## **Instructions**

If you have ever said "that Prime Minister - just give me the chance to run the country and I'll show you...", then here's your chance.

Stand for your favourite party and run the country as P.M., dealing with public investment, taxation, local government and preventing civil riots etc.

A superb program that will keep you invloved for hours - don't just argue about politics, see what you can do about it!

**Instructions' Source** : U.K. P.M. (IJK) Inner Inlay

**Reviews** : No Review Yet



# UGGIE'S GARDEN

***Professional, Originally Released On DFS E00 Disc***

Game Type : Arcade; Split-screen REPTON-style Maze Game For 2 Players  
Authors : Ian Webster and Frazer Middleton  
Standalone Release(s) : 1997: UGGIE'S GARDEN, Superior/Acornsoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"UGGIE'S GARDEN - a two-player only, split-screen adventure in the style of the Repton series of games featuring large, detailed sprites.*

*Use items, monsters and friends to assist you in completing all twenty levels - then design your own, with the sophisticated sprite and screen editors!*

*Compatible with the BBC B, B+, Master 128 and Electron computers."*

## Loading

From 3.5"/5.25" DFS disc, simply insert the disc and tap SHIFT-BREAK. From cassette, rewind and type CH."" then press RETURN.

You must select either the game or editor from the first loading screen with keys 1 or 2.

Note that each screen for UGGIE'S GARDEN loads in separately. Therefore, if playing from cassette, note the reading on the cassette's counter for the beginning of each screen file.

## How To Play The Game

Uggie lives in a garden where he picks apples from his orchard. Helping Uggie is his friend Bill, but beware, a monster lives in the garden who will try to eat them up!

Also, beware of your friend... He may try to kill you and pinch all the apples for himself!

You must make your way around the garden collecting the apples while avoiding the poisonous mushrooms and Uggie-eating plants. Dangerous boulders litter the garden and may fall and crush you! Doors bar your way and you must find keys to open them.

You must also make sure your 'friend' does not wake up the monster and set it upon you!

And don't forget to chop down the trees to get more apples!



## Game Controls

PLAYER ONE		PLAYER TWO	
Z	..... Left	.....	<
X	..... Right	.....	>
F	..... Up	.....	*
C	..... Down	.....	?
1	..... Suicide	.....	0
COPY/DELETE		..... Pause/Resume	
Q/S		..... Sound Off/On	

From the high-score table:

L	..... Load Master File
P	..... Enter Password
SPACE BAR	..... Play game

Game Character Descriptions:

Uggie	..... Player One
Bill	..... Player Two
Boulders	..... Fall and crush you if unsupported
Walls	..... Block your path
Invisible Exits	..... Walls you can walk through
Door	..... Only opens if you have a key
Key	..... Collect and use to open a door
Monster	..... Deadly if touched
Monster-Pellet	
: Green	..... Causes monster to pursue Uggie
: Red	..... Causes monster to pursue Bill
Monster-neutralant Pill	..... Paralyzes monster
Apples	..... Collect these!
Plants	..... Kill you
Plant-spray	.... Kills all plants (when touched)
Earth	..... Supports boulders. Walk through this
Mushrooms	..... Kill you
Trees	..... Obstruct. Chop down for more apples
Axe	..... Chops down all trees (when touched)

Note that you require one key per door. Each key disappears after it has been used. Plan your strategy so that you are not prevented from continuing by a locked door. Any player alive when the last of the apples is collected will progress to the next screen.

Should you complete UGGIE'S GARDEN, we'll organise a signed congratulatory certificate for you. You'll also be sent a software reward in the same sae.

## How To Use The Editor

In common with most games of this sort, UGGIE'S GARDEN features a full editor package. This sophisticated utility allows you to redesign almost every aspect of the game. You can redefine the sprites, game colours, level maps and even the small map icons to create your own fiendishly puzzling suite of screens.

To load the editor, select 2 from the loading screen Menu. After the Editor has loaded, you will be presented with the following screen:

The Uggie's Garden  
Game Editor

- 1 Edit Sprites
- 2 Edit Screen
- 3 Edit Icons
- 4 Edit Colours
- 5 Edit Master File



- 6 Save Master File
- 7 Save Screen
- 8 Load Master File
- 9 Load Screen

Each number corresponds to the stated function and listed below are the specific instruction for each. Note that the default (familiar) sprites and map icons of UGGIE'S GARDEN are already present in memory. However, as with the game itself, you must load in a particular screen separately in order to edit it.

If you have used a similar editor, such as that of the REPTON series, you are likely to find the Menu self-explanatory. If not, you will find the following tutorial useful.

### Option 1 : Edit Sprites

Selecting this option allows you to either create a whole new series of game sprites or simply modify the original ones. The sprites are part of the "Master File", explained below. However, this does not concern us yet as the original UGGIE'S GARDEN sprites (with which you will be familiar through playing the game) are present in memory when the editor has loaded.

On pressing option 1, the Menu disappears and is replaced by the following screen:

o             Edit             Sprite             Window 	<---- Gives an enlarged image of a chosen sprite for pixel-perfect editing
<div style="border: 1px solid black; width: 100px; height: 15px; margin: 0 auto;"></div>   _Colour:R_	<---- Shows the actual size of the above sprite <---- Gives the currently selected colour
<div style="border: 1px solid black; width: 100px; height: 15px; margin: 0 auto;"></div>   Sprite       Store.	<---- The "Store" (Selectable)
<div style="border: 1px solid black; width: 100px; height: 15px; margin: 0 auto;"></div>   Function: _Get_	<---- Gives the action to be performed upon a sprite selected from the store

To operate the sprite editing facilities is simplicity itself. Notice that the "o" cursor can be navigated (within the Edit Sprite window) with Z, X, \* and ? and that pressing SPACE places a dot at the location of the cursor. The currently selected colour, shown in a horizontal bar in the centre of the screen, can be altered with the keys 0, 1, 2 and 3. (You may want to use different colours the default ones - changing these is done via option 4 of the Main Menu.)

As you make changes in the Edit Sprite window, you will notice that the equivalent pixels in the smaller window beneath it display the sprite actual size (as it will appear in the game). The beauty of the UGGIE'S GARDEN editor over some of those in other packages is that the activity in the Edit Sprite window does NOT affect any sprite which has already been created until you specifically "overwrite" the particular sprite.

To demonstrate this, use the keys < and >. The box between "Sprite" and "Store" will cycle all of the sprites which can be edited, or that you may choose to "overwrite" with a new sprite you have created in the Edit Sprite window. The first sprite is one of a blank space. Although you are free to experiment with this sprite, altering it from this state is not recommended as it is will cause strange effects when you come to test your finished screen.

Assuming you haven't yet created a masterpiece in the Edit Sprite window, you can "blow up" any of the sprites in this "store" (to edit their pixels) by pressing RETURN. This executes the currently selected "function" shown in the bar at the



bottom of the screen. For retrieving a sprite from the "store" the function is "Get".

The sprite will now appear enlarged in both the Edit Sprite window and the actual size window beneath it. You can make any changes you wish to it with the movement keys and SPACE without affecting in any way the "stored" version. You can also choose to subject it to other functions (described below) before you decide to store it again.

Note that you must understand the *properties* of each sprite and their position in the cycle as you cannot define the properties yourself. So to create a deadly, immobile, animated sprite, you must overwrite the two "plant" definitions with your own sprites. If you do not, you will end up with weird effects when selecting the Animate function and in the finished game itself.

### **Functions**

To scroll through the functions available, use the keys N and M. The following list gives the action each function performs.

Get	Gets whichever sprite is displayed in the "store" window, and transfers it to the Edit Sprite window. Throughout editing, the original sprite is untouched
Store	Stores the sprite in the Edit Sprite window 'over' whichever sprite is displayed in the "store" window. This is the <i>only</i> option that changes a "stored" sprite
Clear	Clears the Edit Sprite window
Mirror X	Flips the pixels in the Edit Sprite window vertically
Mirror Y	Flips the pixels in the Edit Sprite window horizontally
Inverse	This maps all colour 0 pixels to colour 3 and all colour 1 pixels to colour 2, but only on the Sprite to be Edited. You may use this function to make a sprite appear "highlighted" or "outlined". Selecting the option a second time naturally restores the colours to as they were
Change	Changes all of the colour <i>beneath</i> the cursor to the currently selected colour. So to change all the red pixels to green ones, select green, move to a red pixel and press RETURN
Merge	Merges the sprite displayed in the "store" window with that in the Edit Sprite window
Animate	This option, only applicable to the "character" sprites - Uggie, Bill, the plants and the monster - flips between the appropriate two sprites to show if the persistence of vision effect makes the characters appear to 'move'

### **Hint**

Especially when creating animated sprites, you can create one sprite and store it over the *two* appropriate positions in the "store". In that way, the minor modifications you make to the second sprite make it quicker to create.

To leave the Edit Sprites section, press ESCAPE. You will be returned to the Main Menu.

## **Option 2 : Edit Screen**

To edit an existing screen, it is first necessary to use option 9 to load it into memory. If this is not done, pressing this option will display a empty space 'map'



bordered by walls and mushrooms, allowing you to create your own screen from scratch.

As with the Sprites Designer, you control a small cursor 'o' which is situated in the top left hand corner of the map display area. Extreme bottom left is displayed the "currently selected sprite". The designing process is carried out by 'move and drop'. You move with the Z, X, \* and ? keys and drop with SPACE.

Also as with the Sprites Designer, you can use keys < and > to select which sprite you wish to place. As you do so you will notice that not only does the "currently selected sprite" box change but so too does the cursor; it becomes an smaller version of the sprite, known as an icon. By using such icons, it is far easier to design the map fully on screen.

You may place any character in any place within the area shown on screen and should aim to create small puzzling areas which need to be conquered to gain, for example, a key, before moving onto the next. Let your imagination run wild!

To alter a particular icon, simply move the cursor over it and press DELETE, or 'drop' an alternative icon on top to it.

Note that you can only place ONE monster, Bill or Uggie icon on each screen. Note also that the border should not be altered as it exists to prevent a player from running off the side of the screen!

When you have finished designing your screen, press ESCAPE to return to the Main Menu. Screens are saved individually with option 7.

### Option 3 : Edit Icons

Selecting this option allows you to either modify or create a whole new series of icons to complement any new sprites you have defined. These icons will form part of the "Master File", explained below. Note though that, unlike the sprites, the icons themselves are not displayed during the gameplay of UGGIE'S GARDEN. They are purely for your benefit in designing Screens via option 2.

On pressing option 3, the Menu disappears and is replaced by the following screen:

<pre> o    Edit       Icon      Window             </pre>	<pre> _  </pre>	<---- Gives an enlarged image of a chosen icon; smaller box shows it 'map size'
<pre>     _    _ Colour:R_  </pre>		<---- Shows the icon selected by the cursor 2 <---- Gives the currently selected colour
<pre> _     Oxxxxxxxxx         xxxxxxxxxxxx         xxxxxxxxxxxx  </pre>		<---- Left: The sprite the icon represents Right: The thirty icons selectable

Editing icons features two cursors, represented above by "o" and "O". The "o" cursor is navigated within the Edit Icon window with the Z, X, \* and ? keys while SPACE places a dot of the currently selected colour at its current location. As with the Edit Sprite option, the colour is shown in a horizontal bar in the centre of the screen and can be altered with the keys 0, 1, 2 and 3. (See option 4 for changing the default colours.)

The second cursor "O" is navigated within the icon store with the cursor keys. Using these, particular icons can be "got" or "stored" (replaced) over others in a similar way to the Edit Sprites option. For example, you may design the icon of a new main character to replace Uggie in the



Edit Icon window either by:

1. moving the "O" cursor to the Uggie icon, pressing G (to "Get" it and bring it into the Edit Sprite option), altering it to suit and then pressing S (to "Store" it over the old Uggie sprite), or:
2. simply designing the new icon in the Edit Sprite window, using the cursor keys to move the "O" cursor over the Uggie icon then pressing S.

Once again, the icon you are currently working on will not "overwrite" any of the stored icons until you specifically request that it does so.

#### **Option 4 : Colour Editor**

This option alters the default colours. As UGGIE'S GARDEN is a Mode 5 game, only four colours may be present on screen at once. However, you may like to change these colours to suit your new sprites and icons. To do so, press 4 from the Main Menu.

The screen will clear and display the sprites currently in memory to aid experimentation. Press keys 0 to 3 to advance the colour of that number through the sequence:

Black -> Red -> Green -> Yellow -> Blue -> Magenta -> Cyan -> White -> Black ->  
etc

Press ESCAPE to store the colours and return to the Main Menu.

#### **Option 5 : Edit Master File**

UGGIE'S GARDEN saves individual screens separately and holds all other information (Passwords, sprite and icon designs and number of screens) in a Master File. The Master File for the default screens of the game is built into both the Game and the Editor. However, you will need to change a few of its variables for optimum performance with your own saved screens and sprites.

Select option 5 and you will be presented with the following information, plus the defined sprites and icons which will form the Master File:

Filename: Scr	<---- Press key 1 to edit this
No of screens: 30	<---- Press key 2 to edit this
Password No. 1: SCR1	<---- Press key 3 to edit this

#### **Filename**

This is actually the prefix to the name of each screen and it, and the number of the screen you have currently reached when playing the game, form the filename for the screen it searches for. So, for example, when you first play the original UGGIE'S GARDEN, "Scr"+"1" is searched for ("Scr1"). Each successive screen completed adds 1 to the screen number until the value in "No. of screens" is reached whereupon you are given a congratulatory message and the game ends.

If you create a set of sprites based on ALICE IN WONDERLAND you may like to type 1 and alter "Scr" to "Alice" and save screens (using option 7) as Alicel, Alice2, etc.

#### **No of screens**

The Master File must specify the number of screens to be completed before the player has won. It may be any value. If you simply want to test the screen you have created, press 2 and set it to 1.

#### **Password**

Each screen requires a password. All passwords for all screens are stored in the Master File, so the Game Menu can detect if any given password is valid, and then detect which screen that password is for and load it.



To view the passwords for each screen, use the \* and ? keys. The password will flick either up or down. When you have detected the screen for which you wish to enter or change the password, press 3.

### **Option 6 : Save Master File**

This simply saves the information created by option 5 to disc or tape. You will be asked for a filename and whether or not you wish to "Lock" the file. Only type Y if you are sure you will not need to alter the Master File at a later date.

At first glance, this process may appear awkward as it results in two separate files (the Master File followed by the Screen the player has reached) needing to be loaded into the UGGIE'S GARDEN Game. However, as the Master File does only need to be loaded once it soon feels natural.

### **Important Note**

A Master File does *not* hold the data for the Screen you have designed. Use option 7 to save the screen.

### **Option 7 : Save Screen**

This will save the current screen in memory (each one you have loaded or designed) to tape or disc. You will be asked to enter a filename and should ensure that it begins with the prefix stated in the Master File followed by the appropriate number. (eg. Scrl)

### **Option 8 : Load Master File**

This option allows you to load in a previous Master File (or that of the original UGGIE'S GARDEN game itself). Enter the filename and make changes to it with option 5.

### **Option 9 : Load Screen**

This will allow you to load in any screen from disc or tape to make changes to it. Type in its filename (eg. Scrl) and, after loading, alter it with option 2.

### **Testing A Screen**

The steps you must go through to test your own masterpieces are:

1. Load the UGGIE'S GARDEN Editor
2. Create a screen (using option 2)
3. Design alternative sprites if necessary (option 1)
4. Design alternative icons if necessary (option 3)
5. Alter the default colours if necessary (option 4)
6. Create a new Master File (using option 5), specifying the "prefix" of the filename, the number of screens (1) and the password for that 1 screen
7. Save the Master File (using option 8)
8. Save the screen (using option 7)
9. Press BREAK
10. Load the UGGIE'S GARDEN Game
11. Press F to load the Master File (after inserting your own tape/disc with the saved files on)
12. Press SPACE to commence playing, or 'P' followed by the password for the test screen
13. Wait for that screen to load
14. Ensure the screen can be completed

To develop a set of screens is then just the simple matter of increasing the number of screens and passwords in the Master File by 1 and using option 7 to save further screens with the suffixes 2, 3, 4, etc.

Finally, if playing from disc, always use a blank formatted disc for experimentation of this kind and never use the original.



**Instructions' Source** : UGGIE'S GARDEN (Superior/Acornsoft) Back Inlay (*Italicised text*). Further instructions by The Acorn Electron Haven.

### Review (EUG)

In a two-dimensional maze-like orchard of apples, plants and trees, it's finally time to meet Uggie and Bill, the two stars of UGGIE'S GARDEN. It's been a long time coming for all - including author Ian Webster. Originally a Superior/Acornsoft release, the game's been passed to and from ProAction, appeared on the Stairway to Hell website under the "unreleased" category and spent nearly eight years in 8bit limbo! Surprising for a game which may claim it succeeds the REPTON series.

Fans of the little green reptile may not be paying attention yet as numerous clones have claimed such succession (CLOGGER, SURVIVORS and MINER being just three!) but imagine this: *two* players both with their own windows, *each* with their own "Repton" sprite but *both* situated in the *same* playing area!

The idea is certainly unique and intriguing. All sorts of possibilities occur. How much more difficult would clearing a map of diamonds be when, not only are many of them supporting rocks (rather precariously) but you must also reckon on the unpredictable keypresses of your friend? Imagine your friend turns nasty and clears earth from beneath a number of rocks *above* you, sending them hurtling down onto your head! And if you yourself are puzzling over how to navigate through a maze of them but know your friend is underneath you, do you risk killing him by taking the last diamond?

UGGIE'S GARDEN says, providing we can get hold of one Electron/BBC and one friend, we can stop dreaming and try it! In this two player only game, players control cute little creatures with big heads and eyes who must clear bizarre and, at times, extremely deadly, screens of apples (the substitute for the diamonds, natch!). The two sprites are each very different and distinguished quite easily: apart from the different design, Uggie is green and Bill is red.

The main game screen is divided horizontally into two windows, each showing a small percentage of the game maze-like area. As each player moves left, right, up or down, the window scrolls by a block in the chosen direction, keeping the wily character centre-screen. Each window scrolls completely independently of the other and not uncommonly, Uggie will see Bill moving around in his own (Uggie's) window while, at the same time, Uggie appears briefly in Bill's.

The idea of UGGIE'S GARDEN, as with the REPTON series, is not to get crushed by falling rocks, not to collide with the monsters (or monster, there is only one in UGGIE'S GARDEN) and to free hidden treasures (more apples!) from safes. There are some stark differences between the game formats though. For example, the monster does not hatch from an egg but lives in the orchard with the two players, usually pretty quietly. That is, unless Uggie or Bill eat a pill of the opposite colour to themselves whereupon it dashes off after the player of that colour! He similarly is invincible and cannot be crushed with boulders.

The safes/key idea, where a key is collected and all safes then open, is implemented through trees/axe. But there are also keys lying around the maze that a player may use to open doors. One key vanishes for each door the player walks through; brainstraining is mandatory on many higher screens where numbers of doors outnumber the keys fitting them!

Yet another feature is the invisible exit. Or rather, the piece of wall that can actually be passed through horizontally to get out of a seemingly impossible situation. Green shaking plants (that disappear if the spray is collected) and deadly mushrooms also litter the map so tread carefully!

The literature with the ProAction UGGIE'S GARDEN release assumes the player will work all this out by either trial and error or by remembering it from the disk version's on-screen instructions, and both make a big play of warning "beware of



your friend" re the kind of situations envisaged at the beginning of this review. Yet players will find quickly that many of the game's puzzle elements *require* two players, so getting rid of Uggie/Bill to "pinch all the apples" is not in the best interests of either! Ignore their advice and progress via *teamwork*.

The game does play reasonably well. The tape version is multi-load, loading in one screen at a time (probably because of the extra memory required for the two windows' machine code routines) and a password facility is incorporated so screens completed can be skipped. Although each screen only takes a few seconds to load in, an annoyance is that the present screen is not preserved in memory when you die. So if you are playing Screen 1, quit and then press SPACE to begin it again, you have to rewind the tape a bit and reload it.

Also the monster, mentioned earlier, is very unpredictable; sometimes remaining completely dormant (even after you've 'set it' on the other character) for hours and then, just as you've decided it's dead, going on a murderous rampage at the speed of light! When it impacts, and the character dies with a zzzziipppp, it returns to its dormant state and frequently then sits unmoving again, barring the way to a vital passageway - even when live bait is paraded under its nose!

The game contains twenty screens of increasing difficulty but where it really delights is through its editor. Why, oh why, didn't ProAction see fit to document how to use this Editor package?! My request for the User Guide (which should've been sent as part of the package) was met with a PDF file containing gems like "our master instructions do not describe how to return to the menu from here. We'd be very interested to find out."

Fortunately, after a few weeks' fiddling and note-taking, we have figured out every last function and can supply a much-needed Guide of our own. With such, the editor becomes a sinch to use and allows almost every element of the game to be redefined. You can draw your own sprites and screens - and even your own editor screen icons! - and create whatever scenarios take your fancy! You can go even further, defining how many screens are contained within your new game (before the congrats message), their passwords and the default colours. All this is done from one utility called from the equally superb Loading Screen.

Despite the few faults highlighted, UGGIE'S GARDEN has much to recommend it, not least of which being Superior's seal of approval. It takes a very clever twist on the REPTON theme and injects it with some new ideas and an incredible suite of editing facilities. And did I mention the cute characters who wave "Game Over"...?

Dave Edwards, EUG #57



# ULTRON

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Shoot-'Em-Up  
Authors : Gary Partis  
Standalone Release(s) : 1984: ULTRON, Icon, £7.95  
Compilation Release(s) : 1987: ELECTRON POWER PACK, Audiogenic, £9.95  
1990: TRIPLE GAME PACK 1, Summit, £2.99  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"The year is 2673 AD and the galaxy is under seige by aliens from the planet Gorfia. Your mission is to blast your way through wave upon wave of oncoming aliens, surviving long enough to take on and destroy the nerve centre of the alien attack - the Mothership! To do this, you have been given command of the most advanced space fighter in the Universe - the Ultron! But you'll still need lightning reflexes to rise in the ranks from Cadet up to Space Master!"*

The year is 2673 AD and the galaxy is once more under seige from aliens of the planet Gorfia. Your mission is to destroy the oncoming convoys with speed, skill and dexterity. This time the invaders are more sophisticated and much more determined to eradicate you. But you have the most powerful craft in the universe - the ULTRON.

You begin your mission as a Cadet, but may rise through the ranks and become the ultimate Space Master. There are eight ranks to go through and then it gets even harder. Four screens go together to make up one wave. The screens are...

Space Swarmers - Swarming mutants who release hordes of homing missiles. Worth 30 points.  
Galactic Imps - Approaching infantry whose sole aim is to infiltrate your defences. 50 points.  
Space Warp - Aliens that loom out in 3D distracting you with the aim of disintegrating your craft. 100 points.  
Mothership - Blast the aliens' supreme commander, situated in the nerve centre of the Mothership. 200 points.

Occasionally, a reconnaissance ship will fly past over the scene, dropping missiles. The points for hitting the ship are randomly either 250 or 500 points.

## Game Controls

A - Left, S - Right, <RETURN> - Fire  
S/W - Sound On/Off, <ESCAPE> - Abort

**Instructions' Source** : ELECTRON POWER PACK (Audiogenic) Inner Inlay

## Review (Electron User)

ULTRON is another game of the Space Invaders school. Although highly colourful and with a certain variety in that the aliens sometimes move across the screen instead of down, sadly there isn't a lot of originality in it.

There are four stages in the game, each one slightly harder than the previous one. Your laser base moves along the bottom, knocking off the aliens and avoiding the bombs. The third screen has a 3D effect in that the Space Invaders seem to appear



out of the distance in ones and twos, and the fourth has one huge alien with a smaller alien inside. You have to chip your way through the thick outer skin to get at the points inside. If you manage to do this, you are given an opportunity to earn a bonus.

While the average arcade game fan has long since left this sort of thing behind, I feel that ULTRON may appeal to the younger user. Certainly the keys are easily manageable and the screen layouts simple, with explicit instructions on an accompanying leaflet.

Adam Young, ELECTRON USER 2.11



# UNO

## *Public Domain, Originally Released On ADFS 1D00 Disc*

Game Type : Card Game  
Author : Gareth Boden  
Standalone Release(s) : 1991: UNO, Headfirst PD, PD  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : HEADFIRST PD. No further information.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

The object of the game is to score 500 points before the computer. Points are scored by ridding yourself of all your cards before the computer.

### **Summary Of Play**

The computer will deal seven cards to each player, the remaining cards are kept as a drawpile by the computer. The top card of this pile is shown face up, as the top card of a new discard pile.

The first player chooses a card from his/her hand by matching colour or type of the top card of the discard pile. This then is placed as the top card of the discard pile for the next player to match. A Wild card will always fit. If at any time a player cannot play any of his cards, he must draw one from the drawpile, which he may then play, and then turn passes to the next player.

Special cards add interest and depth to the game by causing the other player to draw extra cards, or to miss a go.

The cards are marked very clearly and are instantly understandable. For this reason it takes only a few games to become almost an expert player. As you learn to play and to use the strategies possible, you will find the game very stimulating and exciting.

The pack contains 108 cards as follows:

- 2 of each number 1-9 in each of four colours (red,green,yellow,blue)
- 1 of number 0 in each of four colours
- 2 Draw Two cards in each of four colours
- 4 Skip cards in each of four colours
- 4 Wild cards
- 4 Wild Draw Four cards

### **Deal**

The computer begins play by shuffling the pack and dealing seven cards to the player and seven to itself. The remaining cards are kept by the computer for use as a drawpile, with the exception of the top card which is shown on the screen and forms the discard pile.

The computer randomly decides who will start the first hand of the game, subsequent hands are started in alternate order. The starting player must choose a card from their hand that matches either the colour or number of the top card of the discard pile.

If for example a green six is turned up after the deal, the starting player may play any green card he/she has, or any number six card of another colour.

If the first card turned up is a "special" card, play begins as follows:

Wild card - the starting player chooses colour and then plays.



Draw Two card        - the starting player gets two extra cards and the other player begins play.

Skip card            - the other person starts play.

### **Play**

Play continues with each player either matching colour or type of the top card of the discard pile or by following directions of a special card. If you are unable to match a card or play a wild card, you must draw a card from the drawpile. If the drawn card is playable, you may play it immediately otherwise play passes to the computer.

When it is your turn, the computer will sound a short pip. To choose the card to play, move the flashing white arrow around using the arrow keys on the computer. Press RETURN to select a card. If you must pick up a card, press P. Now you may again press RETURN to play that card or P to pass the turn to the computer. NB The computer will check that your choice is playable before playing it; it will not allow you to play incorrect moves (with the exception of Wild Draw Four cards, see Penalties).

The computer will take care of its own turn, and also of any cards given to you due to it playing Draw Two or Wild Draw Four cards. It will also keep a track of how many cards each player has in their hand and display this at the top of screen on either side of the discard pile. When it chooses colour it will inform you of the colour it has chosen using the message bar at the bottom of the screen.

### **Special Cards**

Draw Two            - When a Draw Two is played, the next player is given two extra cards and play passes back to the person who placed the Draw Two.

Skip                 - The next player misses his/her turn and play passes back to the person who placed the Skip card.

In this way a player can put down many cards in succession without the other player having a turn, by carefully playing their special cards by matching type or colour.

### **Wild Cards**

Wild cards may be played on any colour or type of card. The player playing a Wild card has the advantage of choosing the colour in which play will continue. This colour can be the same as the colour already in play. The playing of a Wild card has no effect on the next player other than altering colour and it may be played even when the player holds other playable cards in their hand. There is no restriction on the playing of Wild cards. NB You choose colour by typing the first letter of the colour (R, G, Y or B).

### **Wild Draw Four Cards**

The playing of this card not only allows the player to choose colour as in the Wild card, but also causes the next player to take four more cards and play returns to the player of the Wild Draw Four card. This card may only be used when a player does not have a card in his hand matching the colour currently in use. A player may have a card matching type of the current card and still play his Wild Draw Four card. For example, if the top card of the discard pile is a Blue Two, and the player has a Green Two and a Wild Draw Four card, he may play the Wild Draw Four card. If, however, he has a Blue Six as well, he may not. The computer will not prevent you trying to play a Wild Draw Four incorrectly, but you will incur a penalty for doing so (see Penalties).

### **Going Out**

When a player plays their last card, thus ridding their hand of all cards, the hand is over. Points are scored, the cards are collected, reshuffled and a new hand is dealt with the other player starting. The computer will add up the scores and display them on the screen; if you won, it will show you the cards left in its hand.



If the last card played is a Draw Two or Wild Draw Four card, these cards are added to the losing player's hand before the points are counted.

### **Counting And Scoring**

The values of the cards are as follows:

All cards 0-9	Face Value
Draw Two Cards	20
Skip Cards	20
Wild Cards	50
Wild Draw Four Cards	50

The amount of points scored by the winner of each hand is equal to the value of cards in the losing player's hand. These points are added to the winning player's score. The first player to reach 500 points is the winner.

### **Penalties**

If a player plays a Wild Draw Four card when he/she has a playable colour in his hand, they are penalised and must draw four cards. They also must keep their Wild Draw Four card and lose their turn.

### **Reneging**

On any turn you may choose not to play a card. If so, you must draw a card just the same as if you had no play to make (by pressing P). If the card drawn is playable, you may play that card but may not play a card already in your hand. Only the card drawn may be played.

### **The Strategy of Reneging**

E.g. The computer has played its second to last card. It was a Wild card and it chose red. Most likely its last card is red. You have a red card in your hand but you want to change the colour so the computer can not go out. You choose to draw a card by pressing P hoping that you will get a Wild card to prevent it from going out.

### **Rules To Remember**

1. Wild cards can be played at any time during the game.
2. Wild Draw Four cards can only be played if you do not have a playable colour in your hand.
3. Draw Two, Draw Four, or Skip cards cannot be cancelled out by the playing of a matching card by the other player. The special cards' directions are always followed even if a draw card is the last card played in a game.
4. You can match colour on colour or type on type.
5. When a Wild card or Wild Draw Four card is played you may call any colour you wish. This may be the colour already being played or a colour you do not have in your hand.
6. When reneging you may play the card drawn from the drawpile but you may not play a card from your hand after a draw.

**Instructions' Source** : UNO (Headfirst PD) Text File

### **Review (EUG)**

Those who were behind HEADFIRST PD were a bit of an enigma to me. They were two friends called James Treadwell and Gareth Boden who were adept at throwing together superb-looking utilities and demos - it now seems that in 1992, Gareth Boden produced this professional little simulation of Waddingtons' board game UNO.

I say the two were an enigma as when their PD library was given the thumbs up by Electron User Group way back in issue seven, I immediately despatched a stamped addressed envelope to them but didn't get any response. I then went through the same procedure again with the same result. Hence I concluded that their attempt to set up a Public Domain library had failed within a few months - which is a shame as everything I've seen which has been produced by them on the Elk has been amazing.



UNO is a simple card game where you play against the computer. You are given a selection of cards of four different colours and must try to get rid of all of them before the computer. Most cards have a number between zero and 9 and, after the first card is laid, the players can only lay a card of the same colour or the same number. There are also special cards which force the opposing player to draw another two or four cards from the pack (Wild cards) or change the colour of cards to be laid.

The game uses a very colourful Mode 2 screen and comes complete with a professionally designed loading screen and full instructions in VIEW text file format. It's a PD package at its best where the disk contains slightly different versions for the Electron, BBC B and Master series - each carefully optimised for the particular machine - but where the correct version is automatically chosen by the loader program. Elk owners whose disk-systems set PAGE to either 1900 are catered for and so too are persons with a Master RAM Board operating. Although the program is exactly the same across all formats, certain sections of code differ so that there are no problems with memory or graphic clashes across the machines.

Were it not unofficial [And produced about seven years too late! - Ed], this would've been one of the most professional conversions of a card game available. Selling it unlicensed for profit however wouldn't please Waddingtons who own the copyright but as a PD demonstration of Gareth Boden's programming talents, as mentioned, it's yet another superb piece of software. Recommended.

Dave Edwards, EUG #45



# URANIANS

*Professional, Originally Released On Cassette Only*

Game Type : Arcade  
Author : S. Howitt  
Standalone Release(s) : 1986: URANIANS, Bug Byte, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : BUG BYTE, Victory House, Leicester Place, LONDON WC2H 7NB.  
Tel: 01-439 0666  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"Look out, they're raining down on us. It's all action by S. 'Trigger-Happy' Howitt."*

Follow all the screen instructions and get loose, relax and get to it. Watch out for the satellites and smart bombs. They are really mean.

## Game Controls

Z - Left, X - Right, <RETURN> - Fire

**Instructions' Source** : URANIANS (Bug Byte) Back and Inner Inlay

## Review (Electron User) - "Budget Shoot-'em-up"

Last month found me loudly singing the praises of Bug Byte after I had seen PLAN B, a fabulous game that has joined my personal all-time favourites.

This month sees another release, URANIANS, and this is right at the other end of the scale. One feature I find annoying is that for part of the loading time the counter is not displayed on screen, so you can only hope that loading is taking place.

The title screen graphics are comparable with those seen in a magazine listing, but this could have been forgiven if the quality of the game had made up for it. Unfortunately, after waiting nearly six minutes while the game loads, its arrival is hardly anything to cause celebration.

You have a laser base which moves horizontally across the bottom of the screen, while the alien mothership disgorges her attack ships as she moves across the top.

The first wave of aliens weaves slowly from left to right, and although later waves become a little more belligerent I hardly think that Earth has anything to fear.

Variety is provided by the mothership periodically dropping a fire-bomb which either engulfs you in a wall of flame - the best graphic effect in the game - or if you manage to avoid it, remains on screen to restrict your movement for a few seconds.

It is a sad reflection on any game when the most enjoyable part is when you get crisped. URANIANS is a cross between Space Invaders and Galaxians, but does not have the polish of either. Nowadays we tend to expect better, even from budget games.

Sorry Bug Byte, after PLAN B this is going from the sublime to the ridiculous. The only point I found in its favour was if you have a Plus 1 and Plus 3 fitted, it's not necessary to disable them to load the game.

Sound .....	4
Graphics .....	3
Playability .....	3
Value for money .....	5



Overall ..... 4

Beejay, ELECTRON USER 4. 9



# U.S. DRAG RACING

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Dragster Racing  
Author :  
Standalone Release(s) : 1985: US DRAG RACING, Tynesoft, £6.95  
Compilation Release(s) : 1989: MICROVALUE FOUR GAMES 3, Tynesoft, £3.99  
Stated compatibility : Electron/BBC  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

The Race Marshall will walk onto the track and flag the "All Clear" at the beginning of each three round heat. The cars will then be pushed into position on the Grid. After a short delay the "Start Your Engines" message will appear. Rev your engine until the desired engine speed is reached. After a few seconds the three pit indicators at the top of the screen will turn from yellow to green.

You can now select a gear. Hold the SPACE BAR down until the gear position indication (POS) changes up (N = Neutral, S = Stall). Build up your revs again before selecting the next gear. If your revs drop too much you will stall your engine. You will see your Distance to Travel indicator (and your opponent) decrease from 0.25 miles to zero. At the end of three rounds your fastest time and your opponent's time will be displayed. If your time is faster, you will encounter the next driver and his more powerful drag car.

Your car's parachute will be automatically ejected at the end of each quarter mile run.

## Game Controls

< - Increase Revs/Engine Speed, > - Decrease Revs/Engine Speed  
SPACE - Gear Change/Start Game

## Review (Electron User)

The scene is the Clifton Center, Arizona. Your dragster is ready on the track and so is that of your opponent Pete Piston. Out comes the track marshall who waves you forward. Your support team of mechanics gives you the required push and Pete's crew does the same for him. Then comes the instruction to start engines. You build up the revs, slip her into gear and you're off, hurtling down the track in hot pursuit of Pete.

Your aim is to beat Pete to the winning post one quarter of a mile down the track. Success will up your rating from novice to rookie and you can then try your skill against Tex Turbo. Beat him and you become a pro and face Clint Clutch, and then on to Sam Servo who is demonically fast. If you get past him, you're a faster driver than me.

Your accelerator pedal consists of the greater than and less than keys. These must be hit alternately as fast as you can. The Spacebar serves as the gear change and so far as I can discover you can only change up through the gears.

If you go into top gear too early, the car's lack of torque will mean a loss of acceleration and certain defeat. It all means that you need not only two really nifty fingers, but also a good sense of timing.



As is so often the case in this type of game, both cars stay still and together in the centre of the screen while the background, in this case white lines, scrolls past. The display gives no indication of who is winning, which means it is essential to read the distance indicators as well as your rev counter and speedometer.

It's a game that will keep your eyes and fingers busy. Sadly, winning a single race may not be enough. You take part in three races against each opponent and you only win if your fastest time is better than his. I developed a policy of really going for it in the first race and sauntering through the other two to give my fingers a rest.

The graphics are neat and tidy, as they should be with so little on-screen movement. My favourite feature is the parachute that slows you down at the end of the race. The sound gives you a good idea of the speed you're travelling, but is rather unimaginative.

My main concern is that this type of game is bad for keyboards. My Plus 1 joystick interface didn't work with it, so it is almost impossible to avoid hammering the poor keys. If you are prepared to risk it, U.S. DRAG RACING will get the adrenaline pumping as you desperately try to beat the opposition.

Sound .....	5
Graphics .....	7
Playability .....	7
Value for money .....	5
Overall .....	6

Rog Frost, ELECTRON USER 4. 1



# VAT CARE

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Manage Value Added Tax Payments  
Author :  
Standalone Release(s) : 1985: VAT CARE, Squirrel, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SQUIRREL, 4 Bindloss Avenue, Eccles, MANCHESTER  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Covering Series BUILDING SOCIETY CARE, CASH CARE and VAT CARE)

Please see BUILDING SOCIETY CARE for this review.



# VEGAS JACKPOT

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; One-Armed Bandit Simulation  
Author :  
Standalone Release(s) : 1987: VEGAS JACKPOT, Mastertronic, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MASTERTRONIC, 8-10 Paul Street, LONDON EC2A 4JH  
Tel: 01 377 6880  
Disc compatibility : CDFS E00, DFS E00

## Instructions

You start with £2, and each spin costs 10p. When the hold lights appear, you may hold the position of any of the three reels with the keys 1,2 or 3.

### Gamble Feature

When you win, the flashing light will ascend to the value of your win. The two flashing lights tell you how much you could win, or how much you could win if you lose the gamble. You may continue to gamble or collect at any stage until you reach the maximum win of £3.

### Nudge Feature

The nudge feature works like the gamble feature - you may continue to gamble or collect nudges up to a maximum of 18 nudges. To nudge the reels, use the keys 1, 2 or 3.

## Game Controls

RETURN ..... Insert Coins  
ESC ..... Start  
1, 2, 3 ..... Hold/Nudge  
C ..... Collect  
G ..... Gamble

**Instructions' Source** : VEGAS JACKPOT (Mastertronic) Inner Inlay

**Review** : No Review Yet



# VERTIGO

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Authors : Ian Grimstead & James Wilkes  
Standalone Release(s) : None  
Compilation Release(s) : 1991: PLAY IT AGAIN SAM 16, Superior/Acornsoft, £12.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : CDFS E00, DFS E00

### Instructions

VERTIGO has five levels, each consisting of ten different weird and wonderful screens. To complete a screen you need to guide your bouncy ball (the perfect octahedron) until it captures the diamond, or other valuable, which may be itself moving around. You must avoid contact with any roaming black demon balls. A fixed number of points is given for each screen you complete (which increases with level), plus time bonus points. You start with three lives, but extra lives can be gained as you progress, up to a maximum of five lives.

To practise difficult screens you can use the passwords, or by pressing <SPACE> (or FIRE if using joystick), you can restart on the last screen attempted. To start at screen 1 of level 1, press the 1 key.

The overall objective is to complete all fifty screens in sequence, without using passwords or the restart facility. If you succeed, write to Superior Software describing what happens after you complete the final screen, and you will be sent a signed congratulatory certificate.

### Game Controls

A - Up/Left, \* - Up/Right, ? - Down/Left, Z - Down/Right  
P - Enter Password, <SPACE> - Start Game  
<COPY>/<DELETE> - Pause On/Off, <ESCAPE> - Quit Level  
<CTRL>-<ESCAPE> - Quit Game

**Instructions' Source** : VERTIGO (Superior/Acornsoft) Back and Inner Inlay

**Review** : No Review Yet



# VIDEO CARD ARCADE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Fruit Machine Simulation  
Author :  
Standalone Release(s) : 1988: VIDEO CARD ARCADE, Blue Ribbon, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BLUE RIBBON, CDS House, Beckett Road, DONCASTER DN2 4AD  
Tel: 01322 21134  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Amazing value in this 3 in 1 package from Blue Ribbon. Play Poker Royal, Pontoon or High Low and hope Lady Luck is on your side! Another great deal from Blue Ribbon."*

## The Game

- 1) Poker Royal - A choice of holding any one of the five cards to deal a winning hand.
- 2) 21/Pontoon - After seeing the computer's cards, you have to decide whether to stick or twist. Over 21 and you're bust.
- 3) High/Low - Try and complete a successful run by picking whether or not the next card is higher or lower. You can change any card if you wish.

## Playing The Game

1) Poker Royal  
Keys: 1 - 5 - Hold/Keep Respective Cards  
RETURN - Deal Cards  
SPACE - Cancel Last Choice

2) 21/Pontoon  
Keys: T - Twist  
S - Stick

3) High/Low  
Keys: H - Higher  
L - Lower  
C - Cancel Card

**Instructions' Source** : VIDEO CARD ARCADE (Blue Ribbon) Back and Inner Inlay

**Review** : No Review Yet



# VIDEO CLASSICS

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Tennis Upgrade  
Author : "Pagoda"  
Standalone Release(s) : 1988: VIDEO CLASSICS, Silverbird, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : SILVERBIRD, 64/76 New Oxford Street, LONDON WC1A 1PS  
Disc compatibility : Incompatible. Customised Loading Sequences

### Instructions

Many years ago, when home computers had no keyboards, black and white displays and went "Blip!" there was a game. One or two players were known to sit in front of their tellies for hours on end: meals sat uneaten and beds lay unslept in. Well, now it's 1988 and you can enjoy those days once more, revitalised with new graphics, sound and colour, and a couple of games you've never seen - Four-Bat Blip and Astrobliperoids...

### Game Controls

Each player controls his or her bat using a joystick or the following keys:

**Player 1** : Up - A, Down - Z, Left - C, Right - V  
**Player 2** : Up - ], Down - +, Left - <, Right - >

Both players use <SPACE> to fire the ball.

On the title page, numeric keys select the game, TAB toggles between one and two players. J - Joystick, K - Keyboard.

**Instructions' Source** : VIDEO CLASSICS (Silverbird) Inner Inlay

### Review (EUG)

VIDEO CLASSICS is a compendium of bat and ball games: updates of the incredibly dated "Tennis" game that appeared on retro consoles - often the size of small houses. On this, you controlled an elongated 'bar', moveable up and down horizontally only at your extreme left or right of the screen. Player two, or the computer, did likewise. Almost the entire rest of the screen consisted of empty space over which a ball (the "o" character) bounced back and forth, ricocheting each time it made contact with the top or bottom of the screen or any player's bar. Objective: to get said "o" to make contact with the outer edge behind the bar of the opposite player.

The inlay of VIDEO CLASSICS tells us people used to love this game, which it affectionately refers to as 'Blip' (after the one sound that was made on contact). "Players would sit in front of it for hours on end" apparently and, if you don't believe this, you probably also won't believe "it's now 1988 and time to enjoy those days once more". But is this title a catalyst anyway? Will it send us back to those glory days?

Well, not quite. As you might expect, although this Acorn Electron title was released on a budget label, it didn't have the gall to recreate 'Blip' as a mishmash of "o" and CHR\$255 bar definitions. What it's done instead is remake the game, giving it nice colourful graphics and a range of options for different game-types. The bars have become rounded at the ends (allowing for the ball to spin off at more fitting angles), the animation of the ball (which now looks less like an "o") has



become smooth, the backgrounds have become less, um, black and white and the players have been given more control over their bats. Depending upon the type of game they choose to play, they're given more *bats* too!

After loading and a quickish display of the word BLIP!, whether to opt for standard 'Tennis' or one of the other options can be chosen from a Mode 5 multi-coloured menu. A single player can also choose to play the machine. So, if the format was half as popular as Silverbird suggest, you might think they'd got a real winner here: all the elements of the original maintained and improved plus a bucketful of new ideas: Squash, Four Bat Blip and Astrobliperoids being just three of them.

Yet, though there's no quibbling with this, or with the presentation (although what all those European flag logos are doing on the inlay is anyone's guess!), the game shares a huge flaw with its original counterpart: the real player always wins when playing against the computer!

The 'blip' bore works like this. Select one player, and select a game to play. The computer will serve and you will move into a position where you can deflect the ball to avoid the computer gaining a point. Back the ball will bounce. The computer will mirror the ball's movements, often in perfect synchronisation with it so it always manages to get it squarely in the centre of its bat. There'll be a blip and the ball will head back your way. Because it always hits the computer's bat in the same place (squarely in the centre), it will always come toward you at the same angle, making it unbelievably easy to see in advance where your bat needs to be to deflect it!

Theoretically, if the 'game' carried on like this, it would go on forever and a day - and your computer would be quite happy if this were the case. In an attempt to liven things up however, the real player is likely to try and hit the ball with the edge of his bat, hopefully to send it spiraling off near an angle close to 90 degrees at a speed that the computer cannot match. Whereupon, the real player 'wins'. If this sounds boring via text, then you don't know the half of it if you're actually at the keyboard! Knowing that, provided you hit the ball in a certain way, you're assured of success fair destroys any playability!

Of course, the solution to this is simple. Forget about the one player option and drag your friend to the keyboard! The game then *does* become just as addictive and playable as Silverbird imply and, with the added key movements of left and right (within a small area on 'your' side of the screen) you can broach the ball in many different ways in order to take your opponent off-guard, whilst he, of course, will be trying the same TACTICS on you! This is what the one-player program code *should* take account of - emulating a living, thinking and scheming player, not contenting itself to mirror the ball's horizontal movement!

Which of the extra games (all are loaded at the same time and stored in RAM becoming active when you select them) do it for you will differ. The much publicised Astrobliperoids is actually much more frustrating than playable: here the area between the two bats is filled with numerous floating spheres, rising and falling horizontally from the top to the bottom of the screen. Contact sends the ball off at all sorts of mad angles, frequently resulting in cries of (your) disbelief!

Squash is quite a playable alternative: the ball must be bounced off three walls between being touched by each bat in turn (they can pass through one another which is helpful here!). Four Bat Blip and many of the others only really work if you're prepared to acquire the skills associated with their unique gameplay.

The actual format of the VIDEO CLASSICS tape is, like other Silverbird releases, a fully protected one with a customised loader and baud rate hence the game cannot be transferred to disk (tape-to-disk utilities can't recognise the continuous data stream). This is a minor niggle - only really pertinent to those who don't have a tape recorder permanently connected to their BBC or Electron.

The conclusion is that, notwithstanding the futility of the one player option, VIDEO CLASSICS is a good gaming experience for two. The only new title which appeared on the Silverbird budget range for the BBC machines, [The other three



titles were re-releases - Ed] apart from including realistic computer intelligence, even a modern release would be hard-pushed to better the variations of this old favourite it presents.

Dave Edwards, EUG #57



# VIDEO PINBALL

***Professional, Originally Released On Cassette Only***

Game Alias : PINBALL  
Game Type : Arcade; Pinball Simulation  
Author :  
Standalone Release(s) : 1984: PINBALL, Microbyte, £6.95  
1987: VIDEO PINBALL, Alternative, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+, Master 128  
Supplier : ALTERNATIVE, Units 3-6 Baileygate Industrial Estate,  
Pontefract, WEST YORKSHIRE WF8 2LN. Tel: 07977 79777  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Do you fancy yourself as the "Pinball Wizard"?

Are you able to pass an arcade without indulging in a quick game?

Well, now you can enjoy the Pinball thrills in the comfort of your own home, with this all action, frantic, game of VIDEO PINBALL.

**Instructions' Source** : VIDEO PINBALL (Alternative) Inner Inlay

## Review (Electron User) - "Pinball Wizard"

It is good to see more firms getting involved in budget priced software and Alternative Software have now joined this growth industry with a pin-table simulation.

Just as on a real pin-table, the controls are simple. The spacebar is used for the plunger which pushes the ball onto the table. The speed of the ball can be varied by adjusting the time you hold down the spacebar. Once in play, the ball bounces off the various obstacles.

These obstructions not only decide your score, but make rapid changes to the speed and direction of the ball. When it falls to the bottom of the table, you can push it back using Z and ? keys that control the left and right flippers.

With subtle use of the flippers, you can aim the ball to the bonus channel at the left of the screen. Success will cause mayhem to break out as numbers and colours flash everywhere and a bonanza of sound occurs. You should also aim to get the ball to pass through each of the channels at the top of the table so that the letters B, O, N, U and S all change colour and give your score a healthy boost.

Inevitably, the ball will either fall down one of the drains at the side - you can do nothing about this - or you'll miss a ball with your flippers. In either case you can now move on to your next ball.

Altogether you get five balls, and the game is for up to four players. Each competitor uses one ball in turn and all aim to reach the high score table.

The nature of a pin-table does not make for exciting animated graphics. VIDEO PINBALL has a tidy screen and the simplicity of the action makes for smooth but



rapid movement. You can slow the game if you wish by selecting the BBC Micro option.

The choice of colour - white ball on a yellow background - is poor, both in colour and black and white. Sound effects are rather good. The bleeps and buzzes have an authentic flavour, but there should be an option to turn them off. No method exists within this software, although \*FX210,1 before loading will kill all sound.

I have one criticism of the pin-table - it is not possible to catch a ball on the flippers to get real control over direction. That apart, VIDEO PINBALL is a good simulation and quite addictive. The style of the software is somewhat dated, but at £1.99 represents good value for money.

Sound .....	6
Graphics .....	7
Playability .....	7
Value for money .....	8
Overall .....	7

Rog Frost, ELECTRON USER 4.10



# VIDEO'S REVENGE

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'Em-Up  
Author :  
Standalone Release(s) : 1984: VIDEO'S REVENGE, Budgie, £1.99  
Compilation Release(s) : 1988: PLAY IT AGAIN SAM 6, Superior/Acornsoft, £9.95  
1989: PRES GAMES DISC 4, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : BUDGIE, 1 Orange Street, SHEFFIELD S1 4DW.  
Tel: (0742) 739061  
Disc compatibility : CDFS E00, DFS E00

## Instructions

You have to blast the invading aliens as they form in wave attacks and clear them in the allotted time before they turn into superbreeds and become even faster and more dangerous. Successive waves attack even faster in more ferocious and menacing formations.

## Special Features

There are some special features to help you. If you have enough energy units. Smart Bombs will blast all aliens from the screen. If you have enough energy units, Inviso-flight can give you temporary invisibility and hence indestructibility. If you blast the alien energy balloon 12 times and catch the alien energy pack, then your firepower multiplies threefold.

## Score

Hit everything that moves. A bonus ship will be awarded at 20,000 points and additionally there are time bonuses.

## Game Controls

<CTRL> - Left, A - Right, \* - Up, ? - Down  
<RETURN> - Fire, <SPACE> - Smart Bomb, <SHIFT> - Inviso-flight  
<DELETE>/<COPY> - Pause On/Off, <ESCAPE> - Quit Game

**Instructions' Source** : VIDEO'S REVENGE (Alligata) Inner Inlay

**Review** : No Review Yet



# VIEW

## *Professional, Originally Released On ROM Cartridge*

### **Review (Electron User)**

If you spend a lot of time at a typewriter, and if your typing is anything like mine, you'd be better off with a word processor. Basically, this enables you to type your letter or document directly into your Electron. The text can then be altered, corrected and manipulated very easily and then, when it's finished, it can be printed out.

Acornsoft have converted the BBC's word processor, VIEW, for the Electron to take advantage of the Plus 1. It's a ROM cartridge which means that all of the Electron's RAM is available for storing the text.

VIEW is selected in preference to Basic on powerup or after a hard break. A \* command such as \*BASIC can be used to leave VIEW. Peculiarly though \*WORD is used to select VIEW. Initially you are in command mode and there are twenty five commands available. NEW, LOAD, SAVE and MODE are fairly obvious. LOAD won't work with cassette, however - you have to READ it in instead.

Other straightforward commands are PRINT which prints the text using the printer, SCREEN which prints the text on the screen, and COUNT counts the number of words. The maximum amount of RAM available for text is about 16k if you have a Plus 3 disc drive and about 20k with tape or a Cumana system. This is in Mode 6.

If you like working in Mode 0 though, there can be as little as 4k of memory left to hold your masterpiece.

The amount of memory free isn't really a problem. Files that are too large to fit in the memory can easily be worked on using the EDIT command. This reads in a more manageable chunk of the text. When you've finished editing the section, typing MORE will save it and load in the next chunk of text. When you have completely finished, just type FINISH. It's really quite simple.

<ESCAPE> toggles between text mode and command mode. On entering text mode, you find yourself faced with a rather bewildering array of commands. There are 44 immediate commands and 23 other commands that can be stored in the text. Virtually every key on the keyboard does something. At first I was afraid to touch the keyboard for fear of destroying any text I had typed in.

Even after using it for several months, I still have to consult the function key strip supplied with VIEW.

One of the advantages of VIEW over some other word processors is that what appears on the screen is what appears on the paper. It's very easy to lay out the text exactly how you want it to be printed and see what it looks like. Another plus is that the text stays where it is - whenever possible - and it's the cursor that moves.

This is more natural than having the cursor fixed on a line and the text continuously scrolling up and down, as with some word processors. VIEW works in any mode and as printers generally print in 80 columns it's convenient to work in Mode 3 if you have a monitor.

Any string of characters can be CHANGED to any other string of characters or searched for. Non printable characters and wild cards can be included. Any string of characters can also be selectively REPLACEd by any other string. Either Y or N must be pressed to indicate whether each match found is to be replaced or not.

All the stored commands affect the way text is printed out. The text can be placed anywhere on the page. Left and right margins can be set and headers and footers



defined. The two letter commands to do this are placed in the margin - they won't be printed out of course.

The immediate commands act, as the name suggests, immediately on the text. They are accessed by holding the CAPS LK/FUNC key down and pressing one of the other keys. The cursor can be moved anywhere on the screen and the text scrolled forwards and backwards and text can be entered in insert or overwrite mode.

In insert mode, the text is pushed along and the text inserted. In overwrite mode, text is written over what is currently at the cursor. Blank lines can be inserted and lines can be deleted with a single keypress. Lines can also be split to form new paragraphs and concatenated to join them again.

There are several commands which act on a block. To define a section of text as a block, markers are placed at the start and end. The block can then be deleted, moved to a different part of the text, copied, formatted, saved, counted, searched, changed and loaded.

VIEW has a macro facility. This means that any section of text can be given a two-letter name. Whenever this text is needed, there's no need to type it in - just enter the name in the margin instead. This is very useful for standard letters which may have the same address and text.

My only criticisms are that it is sometimes slow in Modes 0 to 3. This isn't serious though, and is partly the Electron's fault anyway. What is serious is the total lack of any means of inserting printer control codes.

The printer must be set up before entering VIEW. If you've entered VIEW and loaded your text file, then there isn't any way of altering the printer settings.

It is often necessary to swap between the different styles of print within a document. The title may be in bold, the points needing emphasising in italics, and other important bits may need underlining. This is impossible with VIEW.

There is a printer driver program available, though, but you shouldn't need a program to patch up what should've been included anyway.

Apart from these grumbles, I like VIEW. It's easy to use, very powerful and flexible. For a straight printout it is excellent, but if you need to swap print styles within the text it isn't so good. Still, it's probably my most used ROM. Recommended.

Roland Waddilove, ELECTRON USER 3. 2



# VIEWSHEET

*Professional, Originally Released On ROM Cartridge*

## Review (Electron User)

Electronic spreadsheets have always had a reputation of being difficult to use, and I'm sure that this reputation, not entirely unjustified, has largely been acquired through unfamiliarity.

At first glance VIEWSHEET looks to be incredibly complex, coming as it does with a 143 page manual and a huge range of facilities. In fact it is straightforward to use, though the complexities may take a considerable time to master.

The manual guides you into the subject gently, showing that it is very easy to set up simple sheets such as the Magic Square, and gradually builds up to the more powerful commands.

On my first encounter with VIEWSHEET I was astonished by just how powerful these were, and could soon see why spreadsheets are considered the best way of manipulating data, numbers and calculations.

The program was designed and written by Protechnic, the company responsible for VIEW, with which it is compatible. Coming on a 16k ROM it is switched in instead of Basic (by \*SHEET) and so uses little of your precious RAM. In common with VIEW it is key rather than menu driven, the ESCAPE key toggling between command and sheet modes.

The sheet has a nominal 255 by 255 size, and is best used in Mode 3. At the top of the screen is a permanent display of command information - your current position within the sheet, and the contents of that slot.

The current slot itself is in reverse video - the sheet cursor. This can be moved around at will by using CAPS LK/FUNC and another key for the appropriate direction. Each slot can contain a label, formula or reference. For example, if in slot A1 you enter PI, you see 3.14159 appear. Move to B1 and type 2 \* A1, and this is calculated and stored in B1 as 6.28319. B1 thus refers to A1, so go back to A1 and alter the contents to another number. In B1 that number multiplied by 2 appears automatically.

This is the essential power of the spreadsheet. Any slot referring to A1 will be updated, and likewise any referring to B1 and so on, propagating any change across the whole sheet. Slots can also be accessed by naming the columns and rows, for example "JUNE" Week1" \* 0.15. They can be filled by auto-entry (across or down), replication (across, down or both, and Absolute or Relative) and by editing existing contents.

As for calculations, a large range of functions are available including summing, conditional operators (including IF), pseudo-list functions such as MAX, MIN, AVERAGE, CHOOSE and LOOKUP (taking lists of slots as one of their arguments), and most of the Basic maths functions with the usual operator precedence.

Up to ten windows can be defined to display information from all over the spreadsheet simultaneously. Printing is also by means by windows and drivers, and save/load windows commands mean that one large spreadsheet can be used with several sets of windows.

Other facilities include protection, insertion and deletion of rows and columns, forced recalculation, editing slot formats - decimal places, ranging right or left and altering the column width. In addition, Plus 3 owners can transfer data between sheets using specially created files, and two or more spreadsheets can be linked, so overcoming memory limitations.



In short, this ROM is sufficiently powerful to provide almost any conceivable planning, modelling and forecasting that anyone could want from an Electron. Many people don't realise the capabilities of spreadsheets. I'd advise them to go on and try it!

My only reservations are the rather poor bar charts (using rows of asterisks), the lack of an index in the otherwise excellent manual, and the speed of the response times - none serious enough to prevent me from warmly recommending it. At £29.95 it is now well priced, but beware: some shops are still selling it at double that.

Nick Rhodes, ELECTRON USER 3. 4



# VILLAGE OF SECRETS

*Public Domain, Released On DFS E00 Disc*

Game Type : Text Adventure  
Author : Jonathan Temple  
Standalone Release(s) : 1991: VILLAGE OF SECRETS, Templesoft, PD  
Compilation Release(s) : None  
Stated compatibility : BBC  
Actual compatibility : Electron With MRB, BBC B, B+ and Master 128  
Supplier : www.8bs.com  
Disc compatibility : CDFS E00, DFS E00

## Instructions

To load, press SHIFT-BREAK. When asked for a filename, type INIT and press <RETURN>.

You will find yourself standing in the centre of a quiet, tranquil village, but not everything is as it seems. Before you know it, you are caught up in a long and dangerous quest to find seven treasures with only your wits to help you...

## The Adventure

The computer will become your eyes, ears and hands, describing your immediate surroundings and what is going on around you. In return, you must give the computer commands of one of two words - it will prompt you with a colon. The computer will only look at the first four letters of each word you type, so abbreviations can be used.

## General Advice And Useful Words

Read all the location descriptions carefully, as there are often clues hidden within them. Making a map is also probably essential if you wish to complete the game.

The program "understands" over 200 words, and so should understand most commands you type in. One omission is MONEY, although the reason for this should become apparent as you play the game.

Commands should be in the form of verbs followed by nouns, or just a single verb. For example, TAKE SANDWICH and DROP SANDWICH will pick up and drop a sandwich as requested. GET, TAKE and DROP used in conjunction with ALL or EVERYTHING will pick up all the objects at a current location, or drop all the ones you are carrying.

To move in a given direction, use commands like WALK EAST, GO NORTH, CLIMB UP or even just W. Entering buildings can be done using GO IN, ENTER CHURCH, IN or just I.

LOOK will give you a full description of your present location, along with a list of directions you can move in. Another useful command is INV or INVENTORY which will give you a list of all the objects you are carrying. SCORE will give you your current score out of 200. This depends on how many treasures you have collected and how many different locations you have reached: so don't be too dismayed if your score stays at zero for a while!

To stop the game altogether, use Q, QUIT or STOP. At the end of each game, you will be asked if you want another. Trying N followed by <RETURN> will simply end the program, whilst Y will re-run the program, requiring you to re-load the INIT file or another (see below).

## Saving The Game

At some point, you may wish to save your current position, so that you can re-load it at the start of your next go. Use the command SAVE and then enter a suitable filename to do this. Later, at the beginning of a new game, you can choose to load this file in rather than the standard INITIAL game position.



**Final Hints**

Use of the words ON and OFF is important. THROW, READ, WAVE, FILL, EMPTY, FEED and JUMP will also prove useful. Giving characters objects may bring rewards: use GIVE or DROP to do this.

The seven treasures must all be deposited at the correct place; look out for a clue as to where. Once this is done, you will have to make the village aware of your success...if you really get stuck on this, why not wait until something rings a bell?

**Instructions' Source** : VILLAGE OF SECRETS (Jonathan Temple) Text File

**Reviews** : No Review Yet



# VINDALOO

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Adventure Platform Style  
Authors : Kevin Blake and Jason Sobell  
Standalone Release(s) : 1985: VINDALOO, Tynesoft, £7.95  
Compilation Release(s) : 1989: MICROVALUE FOUR GAMES 1, Tynesoft, £3.99  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

Raj is the owner of an Indian Take Away who likes to partake of his own Vindaloo curries! Unfortunately for him, he's eaten just one too many and must find the W.C. which is at the bottom of his cellar (very quickly)!

Raj's cellar is so large that it is made up of many rooms. You will have to guide him through these rooms to get to his ultimate goal.

## Game Screens

1. Under The Takeaway
2. Look A Toerag!
3. I've Gota Frogphone
4. Misplaced Bitbrain
5. Scoop De Doop
6. Skull Level Four
7. Got A Queen Ticket
8. Sanderson Road
9. Buy Inca Cola II
10. Sort This One Out
11. Eleventh Heaven
12. Sick As A Parrot
13. Lead Pipes Rule OK
14. Dom De Dom Dom
15. Nearly There
16. Only Kidding
17. Life Is An Orange
18. Squeaky Clean
19. Et Tu Scrooloose
20. Spam Sandwiches
21. Who Can It Be Now
22. Flushed Wif Success

## Game Controls

Z - Left, X - Right, <COPY>/<DELETE> - Pause/Continue  
Q - Sound Off, S - Sound On (In Pause Mode)

**Instructions' Source** : MICROVALUE FOUR GAMES 1 (Tynesoft) Inner Inlay

## Review (Electron User)

How on earth can you make a game out of a curry? The clue lies in the last three letters of the title, and your aim is to become "flushed" with success. The storyline concerns Raj, who runs an Indian take-away, but has eaten one curry too many and is now in urgent need of relief. The vital facility he requires is deep in the cellar under the shop and your job is to guide him to it.



Finding the route is not too difficult. You start at the top of each screen and work your way to the bottom. Your controls are just left and right - you fall from one floor to the next. To make the journey, you have to cross bridges which vanish quickly and, in some cases, unpredictably. You also have to cope with lifts. You can fall on to them while they are moving downwards, but you will lose a life if you fall on to a lift which is rising to meet you.

Apart from having to judge the moving platforms, you have to steer Raj through collections of animals that bounce up and down on elastic threads. Fortunately, they move in a well-ordered manner and you soon learn how to avoid them.

If you load the game but don't start playing it straight away you'll get a display of the twenty rooms in turn. It is well worth the time looking through all of the screens so that you can learn the hazards before you are plunged into them.

You will also be able to enjoy the good quality scenery, the pleasing plinky-plonk sounds and the humour in the room names.

VINDALOO is a nice idea and most of the programming is good, but playing it proved something of a disappointment. It could be that Raj, who looks like an Egyptian mummy with a rucksack, flickers horribly, or it could be that the dissolving pathways just have me beat. Or perhaps it is that the whole game is too slow - Raj moves at the right speed, but you have to spend too long waiting for the bridges, lifts or elasticated animals to be in the correct places. Whatever it is, Tynesoft's VINDALOO is not for me.

Sound .....	7
Graphics .....	7
Playability .....	4
Value for money .....	3
Overall .....	5

Rog Frost, ELECTRON USER 4. 1

See also : EUG #52 for a review of MICROVALUE FOUR GAMES 1



# VOODOO CASTLE

***Professional, Originally Released On Cassette Only***

Game Alias : SCOTT ADAMS ADVENTURE 4  
Game Type : Text Adventure (Rated Moderate)  
Author : Scott Adams  
Standalone Release(s) : 1983: VODOO CASTLE, Adventure International, £7.99  
Compilation Release(s) : 1988: SCOTT ADAMS SCOOPS, Adventure International, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURE INTERNATIONAL, 85 Summer Street, BIRMINGHAM  
B19 3TE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue or is he really down for the Count?

Difficulty Level: Moderate

## How An Adventure Works

Read the standard introduction to Adventure International adventures under SCOTT ADAMS SCOOPS.

**Instructions' Source** : VODOO CASTLE (Adventure International) Back Inlay

**Reviews** : No Review Yet



# VORTEX

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; TEMPEST clone  
Author : Simon Vout  
Standalone Release(s) : 1984: VORTEX, Software Invasion/Dixons, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SOFTWARE INVASION, 50 Elborough Street, Southfields, LONDON  
SW18 5DN  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"...there was no escape, he had to enter the Vortex and bet on his skills! He grabbed the manual controls and with determination fired both upper deck guns..."*

A 3D voyage into unknown space, encountering aliens, and asteroids, and the vortex.

**Instructions' Source** : VORTEX (Software Invasion) Inner Inlay

## Review (Electron User)

One of the good things about being a reviewer for Electron User is that you get to see and play a lot of the latest games. The bad thing is that you have to take time off playing them in order to write the review! It is particularly galling when the game is as good as VORTEX, the new 3D space game from Software Invasion.

The program gives you command of five starfighters armed with the almost obligatory laser torpedoes. Your mission is to enter the black void and hunt down the opposing aliens you find there. At the same time, you're trying to survive and the trouble is that aliens aren't all you find in the void.

As you enter the vortex you are pulled forward faster and faster. The enemy craft come at you making you dodge and weave to avoid them. When they're in range you can have a go at destroying them but return the compliment, every hit lowering the strength of your shields. Not that my shields ever ran out. By then I'd usually crashed into one of my attackers! And when you've run that gauntlet you meet the real guardians of the vortex, the asteroids that hurtle towards you.

Your weapons are no use in these asteroid storms - your only chance is to dodge. The longer you survive, the further into the void you go and the faster the asteroids come at you. And if you manage to survive them there are more aliens waiting to take you on at the other side.

The speed has to be seen, or rather experienced, to be believed. You really do feel as though you are being drawn into the vortex, fighting for survival. The graphics are excellent - though the sound could be better - and the instructions and keyboard use adequate.

A fast, captivating and amusing program, thoroughly recommended for lovers of action games.

Graham Parr, ELECTRON USER 1.10



# WALK THE PLANK

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Dive Players Into CONNECT 4 Arena  
Author :  
Standalone Release(s) : 1985: WALK THE PLANK, Mastertronic, £1.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MASTERTRONIC, 8-10 Paul Street, LONDON EC2A 4JH  
Tel: 01 377 6880  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"You have been sent along with Mister Tronic on a mission of mercy to rescue the Purple People Eaters and Martians from the planet Grebus. Use skill and strategy to outwit the computer and teleport the aliens to a safer planet."*

Mistertronic has been sent on a mission of mercy to the planet Grebus. The planet is devastated and the inhabitants - the Purple People Eaters and the Martians - are in suspended animation and must be teleported to the nearest suitable planet. However, the computer controlling the teleport has decided to make it difficult for you. You must help Mistertronic 'Walk the Plank' against the computer and to teleport the aliens, you need to get four Purple People Eaters in a row, whether it be vertically, horizontally or diagonally.

Skill and strategy are needed in this addictive game for people of all ages.

**Instructions' Source** : WALK THE PLANK (Mastertronic) Back & Inner Inlay

**Review** : No Review Yet



# WAR AT SEA

*Professional, Originally Released On Cassette Only*

Game Types : Arcade  
Release Information) : 1985: WAR AT SEA, Betasoft, £6.95  
Compilation Comprises : 1. BLOCKADE, Betasoft  
2. SUBHUNT, Betasoft  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : BETASOFT, 5A St. Stephens Road, Cold Norton, Chelmsford, ESSEX  
CM3 6JE.  
Disc compatibility : Unknown

## Instructions

**BLOCKADE** puts you at the periscope of a submarine with orders to sink all enemy shipping. Can you maintain the blockade?

**SUBHUNT** reverses the roles, and you are the captain of a destroyer seeking out and attacking an enemy submarine.

**Instructions' Source** : WAR AT SEA (Betasoft) Inner Inlay

**Reviews** : No Review Yet



# WAREHOUSE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Overhead Maze Game  
Authors : Philip Watts & Tim Bateman  
Standalone Release(s) : 1988: WAREHOUSE, MIL Top Ten, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIL, 12 Chiltern Enterprise Centre, Station Road, Theale,  
BERKS RG7 4AA  
Disc compatibility : Unknown

## Instructions

*"400 screens of arcade adventure and mindless zapping! Search the rooms of the warehouse, full of Aliens and booby traps - like blowing fans, sucking vacuums, crushers, spikes, locked doors and laser. Zap Aliens as they emerge from their Portals; use objects that you find to open doors or disable booby traps. Your job - sort out the backlog of orders and eliminate a notorious intergalactic villain!"*  
*"'EXCELLENT VALUE' A & Computing."*

THE STORY - Big Alf, the Interstellar Trader, has moved his stock into an abandoned warehouse on the planet Tymorg. But because of delays caused by the move, there are now six irate customers waiting for the goods they ordered. You, the hapless Fred, are his stores' keeper, and you have been sent out there to sort things out. All you know is that each customer ordered two items, and the items were things that they needed for their particular jobs.

Unknown to you and Alf, the warehouse used to be the headquarters of Zorg, the most wanted man in the universe! Zorg protected the warehouse by leaving behind a horde of nasty aliens. These emerge from Portals whenever anyone approaches. The place is also littered with booby traps such as fans, that blow you in a certain direction; vacuums, that suck you in; locked doors; crushers that fly out of the wall and deadly lasers and spikes.

YOUR JOB - is to fulfil each customer's order in turn. Searching the 400 rooms of the warehouse, you must find each item, take it back to the Office and place it onto the conveyor belt. When you have delivered both items, the Customer will, as a gesture of thanks, give you an Object which may prove useful to you! Your secondary task to eliminate Zorg!

OBJECTS - There are various types of Objects lying around the place. Apart from the goods for the customers, there's extra ammunition for your laser; scrolls containing messages; keys; Objects left behind by Zorg for disabling booby traps; teleport pads; etc.

PICK UP / DROP OBJECTS - You can carry only three Objects at a time, indicated by the display near the top of the screen (displaying ? NOTHING three times at start of play). At the left of this display is a Pointer by which you can point to whichever Object you want to Swap (or Use). In order to pick up an Object, you must stand near it and press the S key. This will pick up the new Object and drop whichever one the Pointer was next to.

USE / EXAMINE OBJECTS - In order to Use an Object, such as a key to open a door, point to it with the Pointer and press RETURN. Scrolls can be examined in the same way - press SPACE to continue afterwards.

CONTROLS - Use the following keyboard controls...

Z - Left    X - Right    : - Up    / - Down    SPACE - Fire



CURSOR DOWN - Move Object Pointer    S - Swap  
RETURN - Use/Examine    T - Sound Toggle    ESCAPE - Abort Life

PLAYING - Mapping the warehouse will be essential - the 400 rooms are arranged in a 20 x 20 matrix. The first thing to do is find The Office as this will be your base of operations. Blast or avoid all aliens, and blast the Portals to stop more aliens emerging. If you manage to get as far as completing the final order, finish by exiting out of the room at the top right.

SCORING - Shooting Alien: 1 point, Shooting Portal: 100 points, Completing Order: 1,000 points, Shooting Zorg: 2,500 points, Finishing Game: 5,000 points.

**Instructions' Source** : WAREHOUSE (Top Ten) Back And Inner Inlay

### **Review (Electron User) - "Trouble In Store"**

Arcade adventures show no signs of losing their popularity and I have managed to sneak a look at a pre-production version of WAREHOUSE, a new game by Pillar Graphics.

You are Fred the storekeeper to Alf, an interstellar trader. The stores have recently been moved to Tymorg, but this has left a backlog of irate customers.

Keeping alive the belief that the customer is always right - whoever said that did not work in the retail trade - your task is hampered by the fact that the warehouse is crawling with lots of nasties and littered with tricks and traps. Added to this, you don't know what you are looking for.

Like other games of this ilk you have to search a maze for certain items. The screen doesn't scroll, but instead flicks quickly from one part to the next.

Controls are left, right, up, down and fire - yes, your thoughtful employers haven't left you completely defenceless. You can carry three items at once, and apart from the goods there are other items you will need to complete your task.

Your first challenge, sorry, customer, is a writer, and for him you must find a notebook and ink. When you find them, take them to the office and put them on the conveyor belt.

Monsters appear on every screen from a portal but a quick blast will close it for good if you can't get to it. Help is provided by portal blasters, extra ammo, transporter keys, alien freeze devices and other handy bits and pieces you collect on your travels.

You get five lives, which is considerably better than two verbal warnings and one written one. But when you're reincarnated - Oh, no! Not another warehouse assistant - you're in a different part of the warehouse too.

There are four different starting points, which gives you a better picture of the maze than if you were plonked back at the start each time.

The sprites are big and chunky and the movement is smooth, though you do seem to get zapped by the baddies before they actually touch you, which I resented.

Also, it was rather frustrating to find that you can't move and fire at the same time. So to attack a portal with all guns blazing to knock out emerging aliens requires some dextrous key manipulation.

Your other customers include a priest, a lockmaker, a mechanic and an assassin. A word of warning - the warehouse is also the headquarters of Zorg, the most wanted man in the universe.



Warehouse is not going to do the reputation of the MSC, YTS or JTS any good at all. You don't even get any money, just a place in the hall of fame - when you're dead. But it's fun while you're alive.

Sound .....	4
Graphics .....	8
Playability .....	8
Value for money .....	10
Overall .....	9

Ian Waugh, ELECTRON USER 5. 3 (Jan 1988)



# WARP ONE

***Professional, Originally Released On Cassette Only***

Game Alias : TREK II  
Game Type : Arcade; Strategical Space Adventure  
Authors : D. Crofts and I. Elliott  
Standalone Release(s) : 1984: WARP ONE, Icon, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"Space...the final frontier. As commander of a federation starship, your mission is to seek out a fellow captain who is lost in space. You must explore strange new galaxies, fight and destroy the enemy, search through six quadrants and 48 sectors with endless confrontations and exciting on-board simulations. Take command and boldly go where no man has gone before."*

Initially you will be prompted for SOUND and DIFFICULTY LEVEL (1 - Easy, 6 - Hard). Your starship will then come into sight on the viewing screen.

The Quadrant display shows 48 sectors.

The first character in each sector can be "O", "X" - which indicates a possible position for the WARP ZONE (mentioned later) - or "\*" indicating the position of the star base.

The second character indicates the number of klingons in the sector.

You have five main command controls:

### COMMAND 1:

SHIELDS - When activated, your shield will reduce the amount of damage incurred when you are hit by a klingon phaser blast.

Note: You cannot initiate warp drive when your shields are up.

### COMMAND 2:

WARP DRIVE - Once the warp drive is activated, you will be asked to NAVIGATE. This is achieved by the use of the cursor control (arrow) keys. You will notice that as these are depressed, the position indicator will move to other sectors. You may move up to three sectors in any direction from your point of origin. When the indicator is at the desired sector, hitting the RETURN key will send the starship into hyper-space.

### COMMAND 3:

ION DRIVE - When entering the sector where the starbase is located, command 3 will activate the Ion Drive.

After a few seconds, a tone will sound and you can navigate your ship using the cursor keys into the docking bay indicated by the rectangle below the starbase.

You have a limited time to do this and if you fail, the docking will be aborted. You must then leave the sector and return to it for another attempt.

When successful, your Energy levels will be restored.



Note: Your Shield, Ion and Damage levels will only be restored when all the klingon in the current Quadrant have been destroyed.

**COMMAND 4:**

PHASER - When activated the phaser sights appear in the lower section of the Viewing Screen. You manoeuvre your sights again by use of the cursor keys. Position the sights over the bridge of the klingon ship (indicated by the yellow dot on the front of the vessel) and hit the COPY key to fire. Your time is limited and when exhausted, the remaining klingons will return fire.

Your Damage indicator will increase each time you are hit and if this reaches maximum, your ship will be destroyed.

Watch your Phaser Energy Levels!!

**COMMAND 5:**

QUADRANT UPDATE - This will revise the number of klingons in each sector during the course of a game.

When you have destroyed all the klingons in a Quadrant, you have to find the WARP ZONE which will be located in one of the sectors showing and "X" on the Quadrant Display. When this sector is entered, you will automatically warp to the next Quadrant. Your mission is over when the klingons have been destroyed in all six Quadrants and you have found the Warp Zone in the sixth Quadrant, in which the lost Space Captain is hidden.

COMMANDS [Quick Reference]

1. SHIELDS
2. WARP DRIVE  
NAVIAGATE : Cursor keys, RETURN
3. ION DRIVE  
Use to dock in space station
4. PHASERS  
COPY to FIRE
5. QUADRANT UPDATE

**Instructions' Source** : WARP ONE (Icon) Back and Inner Inlay

**Review (Electron User)**

The cassette insert describes WARP ONE as "a strategical space adventure", which is handy as I can't think of any other way of describing it. It's like no other game I've played, a cross between Battleships, Space Invaders, an adventure and Lunar Lander.

You're commander of a Federation Starship, your mission to seek out a fellow captain who is lost in space. As you work your way through the six quadrants and 48 sectors of deep space, the Klingons attack.

When you engage your phasers, the Klingons appear on the starship's viewing screen. As you fight them off inevitably you incur damage and use precious energy, necessitating a risky docking manoeuvre with the nearest starbase.

If it sounds complicated that's because it is. Despite three full pages of excellent instructions in the cassette inlay, it took three games before I understood WARP 1 fully. Having said that, the controls are easy to use and the screen layout is excellent - once you get used to the amount of information coming at you.

It's very easy to forget that you're running low on energy, and docking can be tricky. So if you are tired of space action but don't want a game that's too hard on your brain, then you have to look at WARP ONE. It's different.

Norman Keynes, ELECTRON USER 2. 5



# WATCH YOUR WEIGHT

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Dieting  
Author :  
Standalone Release(s) : 1984: WATCH YOUR WEIGHT, Acornsoft, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

Instructions currently unavailable.

## Review (Electron User - Double Review Of THE JOFFE PLAN and WATCH YOUR WEIGHT) - "If You've Got A Weighty Problem On Your Mind..."

Please see THE JOFFE PLAN for this review.



# WAXWORKS

## *Professional, Originally Released On Cassette Only*

Game Alias : MYSTERIOUS ADVENTURES #11  
Game Type : Text Adventure  
Author : Brian Howarth  
Standalone Release(s) : 1984: WAXWORKS, Adventuresoft, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ADVENTURESOF (UK), PO Box 786, Sutton Coldfield,  
WEST MIDLANDS B75 75L  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

A nightmare comes true, you must find your way out of the wax work factory in which all the exhibits mysteriously come alive.

**Instructions' Source** : WAXWORKS (Adventure International) Back Inlay

**Review** : No Review Yet



# WEETABIX VERSUS THE TITCHIES

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Shoot-'em-up  
Author : Steve Clark  
Standalone Release(s) : 1984: WEETABIX VS THE TITCHIES, Romik, Free With WEETABIX  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : As stated  
Supplier : ROMIK, 272 Argyll Avenue, Slough, BERKS  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The Weetabix are being attacked by The Titchies. Your job is to help them eat off these attacks.

Fortunately, the rest of The Weetabix have found a supply of Weeta-rockets below the screen, so with your help Dunk can throw these up the screen to defeat the evil Titchy threat.

The Titchies are trying to hit Dunk by dropping dangerous lightning bolts, so you should try to make him dodge the bolts if you can. If a bolt gets too close, you can neutralise it with your *Neet Weet Force Shield*. Be sure to use it in time, otherwise it will activate automatically to destroy the bolt, but will also drain away some of Dunk's precious *Neet Weet Energy*.

The amount of energy Dunk has left is shown by the level indicator on the screen - the shorter the coloured block, the less energy Dunk has left...so be careful!

(Running about throwing missiles, and using your force shield also uses up energy so don't overdo it.)

Dunk's only chance is to defeat The Titchies with the missiles. These will be passed up from the bottom of the screen by Bixie, Crunch, Brains and Brian. Dunk will pick up any missile he finds on the ground, but you must direct him to it, and tell him when to throw it.

The *Neet Weet Energy* the missile contains is more than enough to overcome the first Titchy it hits, but if it misses all The Titchies it will explode harmlessly at the top of the screen.

In an attempt to make Dunk's task even more difficult, the Titchies move in an odd formation - they wind their way slowly up the screen, but once at the top they speed down again towards the ground and across the screen, just above Dunk's head. This is when they are at their most dangerous, *so be careful...*

If you and Dunk can wipe out the whole Titchy formation before running out of energy, a new wave of faster, meaner, more vicious Titchies will appear. To deal with the new attack, Dunk will be topped up with more *Neet Weet Energy* just before the battle starts. Don't waste it.

Dunk gets points for each Titchy he hits. At first he gets 10 pts per Titchy, but this increases to 20, 30, 40, etc as he wipes out successive waves of Titchies. Dunk's score and the number of Titchies remaining on the screen are shown on the top of the screen.

Dunk needs your help so good luck. OK!



You'll enjoy many hours of fun playing this unique computer game especially produced for Weetabix by Romik.

### Game Controls

You can play WEETABIX VERSUS THE TITCHIES using either your computer keyboard or a joystick. If you wish to play using the keyboard the control keys are:

Z - Left, X - Right, M - Fire

The shield is activated with <SPACE> (or by pushing the joystick forward).

**Instructions' Source** : WEETABIX VERSUS THE TITCHIES (Romik) Inner Inlay

### Review (EUG)

So is this a 'neet' game? [Groan! - Ed] Bet your brekkies it is, "OK!" Thanks to Romik software, one of the characters from the cereal Weetabix is invading your Electron to protect us from 'The Titchies', an inferior brand of morning wheat-diet. Naturally enough, these are embodied as a pack of wiggly green space invaders up above your character Dunk who moves back and forth over the bottom of the screen picking up and firing rockets at them.

Probably the most ironic thing about this title is that it is the best thing Romik ever produced and the only one that the public got free (by collecting cereal box tokens)! That said, it's a pleasant variation on the Invaders theme; the Titchies are unfriendly and drop lightning bolts, Dunk must avoid and ultimately destroy them.

The game is more forgiving than many and rather than killing if hit by a bolt, Dunk will be 'shielded' from it by a kind of incomplete halo automatically appearing over his head. Energy ('Neet Weet Energy'!) is deducted if this has to be done by the computer and the observant player can operate the shield himself to avoid such a penalty.

The action takes place on a Mode 2 screen so everything is colourful and bright; Dunk is of various colours, the rockets are white, the score is purple and there's no rubbish on screen. As more and more Titchies are despatched, the game speeds up - arguably to increase difficulty but, as many a programmer knows, because less memory is needed to move the fewer characters.

The missiles to fight with are passed through the yellow floor at a distance easily reachable by Dunk. He must first collect one and then try and judge the best moment to throw it up. The titchies, not endowed with any intelligence, have a lucky habit of sidestepping them, particularly when flying high up the screen - the rocket takes longer to reach them there and they have more time to move! A new rocket appears when the other one strikes home or disappears above screen.

As the game progresses, the energy ticks down with each few seconds and each hit Dunk takes from overhead. Unfortunately, the player doesn't require a lot of skill to operate the shield, generally keeping the energy at a level causing no concern and this tragically makes the game unchallenging. Another small niggle is players are expected to know they must press <M> to begin a new game without any intelligent message to inform them.

The code is short and the game itself loads in just over a minute from cassette. It is a simple and fun machine-code game that was developed to appeal to children and adults of a different time - being the only game I know offered free by a cereal manufacturer! Although not masquerading as a masterpiece, WEETABIX VERSUS THE TITCHIES is a straightforward retro game which, through this uniqueness, achieves the status of 'classic'.

Dave Edwards, EUG #47



# WEST

## *Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: WEST, Talent Computer Systems, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : As stated  
Supplier : TALENT. No further information.  
Disc compatibility : CDFS E00, DFS E00 (Assumed)

### **Instructions**

Instructions currently unavailable.

### **Quick Peek (Electron User)**

It is the year 1884 somewhere in the Wild West. You are on the track of a notorious gang of robbers who have gone to ground near an abandoned mining town, deep in Indian territory. Your objective is to gain promotion to the rank of Marshal by outwitting the robbers and collecting as much of their loot as possible.

ELECTRON USER 3. 3



# WET ZONE

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Shoot-'Em-Up  
Author : Kevin Blake and Jason Sobell  
Standalone Release(s) : 1984: WET ZONE, Tynesoft, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron. Electron version plays incredibly fast on BBC.  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE  
AND WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

E-Lanes are the most despicable excuse of a life-form in the universe. They are nearing their goal of invading the mother planet - Earth.

You are the pilot of the last remaining space interceptor. With luck and skill you must destroy wave after wave of the attacking alien hordes. You are armed with your powerful dual plasma bolts.

The E-Lanes have probed your mind which enables their ships to appear as illusions. Their images are based on the aquatic forms from your childhood on Graemsay.

There are twelve alien illusions:

- 1) Submarines
- 2) Water Beetles
- 3) Air Sea Rescue
- 4) Umbrellas
- 5) Sea Eagles
- 6) Snow Flakes
- 7) Icicles
- 8) Diving Dumbells
- 9) Fish
- 10) Tadpoles
- 11) Jellyfish
- 12) Flaps

GOOD LUCK!

## Game Controls

< - Left, > - Right, A - Up, Q - Fire, <ESCAPE> - Freeze

**Instructions' Source** : MICROVALUE FOUR GAMES 1 (Tynesoft) Inner Inlay

**Review** : No Review Yet

**See also** : EUG #52 for a review of MICROVALUE FOUR GAMES 1



# WHAT MAKES YOU TICK?

*Professional, Originally Released On Cassette Only*

Game Type : Utility  
Author :  
Standalone Release(s) : 1984: WHAT MAKES YOU TICK?, Third Program, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : THIRD PROGRAM. No further information.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Probably the most fascinating person I know is me! I can speak for hours and hours on the subject and still not get bored. Or run out of things to talk about!

And now WHAT MAKES YOU TICK?, a new piece of software from Third Program, has helped me find out even more about myself. Won't my friends be fascinated when I tell them?

Trying to be scientific about the human personality is a difficult business, as many a psychiatrist and clinical psychologist will tell you. Even so there are two measures that help to provide a rough and ready guide, and the program uses both of them.

The first is the scale of introversion as opposed to extroversion. Put simply, this means whether you're shy or outgoing. The second scale measures whether you are emotionally stable (placid) or neurotic (anxious, easily agitated). This may sound a bit dry and academic but it's not at all. In fact it's fascinating!

You run the program and your micro asks you fifty questions on seemingly unrelated subjects, one after another. You're supposed to answer them as quickly as you can. This is probably because if you think too much about the answer you'll tend to give one that may be an improvement on the truth!

At the end your answers are analysed and you're shown where you appear on the two scales. While the program makes no claim to completeness it is amazing how accurately it assessed people I've tried it on out. Not only that but they all enjoyed using it. Maybe I'm not the only one to find himself fascinating.

Dare I say that it could be used to break the ice at parties? Certainly it tells you a lot about people, even if it's only their reaction to the program. In fact I was the only person it was wrong about. I'm much more calm, collected and emotionally stable than it says I am. And if it doesn't change its opinion of me I'll start sulking!

Peter Gray, ELECTRON USER 1. 5



# WHAT'S EEYORE?

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: WHAT'S EEYORE?, Third Program, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : MAGUS. No further information.  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Eeyore's tail has gone missing again and his mournful looks are making everyone miserable. In desperation, King Golly is offering the hand of his daughter in marriage to the toy that can re-unite Eeyore with his tail. As Joe, one of the GIs (Golly's Infantry) at the palace you decide to try your luck.

If you think this scenario means that the game is for kids, think again, for this is the most ingenious and original adventure that I have seen for a long time.

You begin outside Golly's Palace, near the town of Robard's Sun (get the pun). A quick exploration of your initial surroundings will reveal that most of the locations you visit are made of one or another kind of sweet. I did try to eat my way through, but without much success. It won't take you long to realise that the problems you find aren't going to be solved by using lateral thinking - as Magus themselves say: "You have to think illogically to get anywhere".

The solution to one obstacle is fairly obvious. To get on to the motorway you will need a car. You'll discover one in Noddy's garage - but you won't find it easy to use.

While the program offers no help other than a list of verbs recognised, there are clues to be found within the game. Waking King Golly will get the response "Golly stirs and mutters...the giant's notebook". A clue? I'll leave you to find that out for yourself.

The soldier in the Pretty Maid's house will offer to help you if you do and find his musket, fife and drum. I'm still looking.

I have to admit that I am struggling with this adventure. The scenario is so innovative that I am still trying to adjust to it. The adventure is also wickedly funny. Virtually every object, and most of the locations, form the basis for some kind of fun.

An exceptionally good adventure that is ingenious, imaginative and funny. An absolute must.

Sound ..... 5  
Graphics ..... 10  
Playability ..... 9  
Value for money ..... 10  
Overall ..... 9

Paul Gardener, ELECTRON USER 3.10



# WHAT'S THE TIME?

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 3-6  
Author :  
Standalone Release(s) : 1984: WHAT'S THE TIME?, Collins, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : COLLINS. No further information available.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This is one of a series of early-learning tapes previously available for the Spectrum, but which have now been brought to the Electron. The packaging verges on the ridiculous, being about 11in x 9in - to contain one cassette. There is actually a work book included as well which presumably is meant to excuse the size but some manufacturers are really going to extremes.

Four programs actually comprise the package, dealing with hours, half-hours, quarters and minutes. Together they cover an extensive age range and also quite a wide band of ability. The trouble I found with most of them was that the unDRAWing and DRAWing of the clock hands seemed to be rather a slow and laborious process.

Hours introduces a little figure called Microman who works through his day to illustrate the passing of hours. There follows a fairly standard kind of test on hours, with appropriate responses from the computer.

Half-hours extends this idea, and follows a similar format which again means rather tedious drawing. Quarters starts in the same vein, but then asks the child to move the hands of the clock using the H and M keys.

Although this was much more meaningful to the youngsters I tried this on, even they showed signs of frustration at the slow rate of action. Minutes was altogether better, attempting to explain the difference between the numbers on the clock face and those curious expressions we use with minutes to or minutes past an hour.

The final part of Minutes asks the child to enter the time, by pressing the hours followed by the minutes.

If only the screen display could be made a little speedier on occasions, this would be a good piece of software for the parent to use at home.

Phil Tayler, ELECTRON USER 2. 4



# WHEEL OF FORTUNE

*Professional, Originally Released On Cassette Only*

Game Alias : EPIC ADVENTURES #4  
Game Type : Text Adventure  
Author : Melvyn E. Wright & Dave M. Johnson  
Standalone Release(s) : 1984: WHEEL OF FORTUNE, Epic, £3.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : EPIC, 10 Gladstone Street, Kibworth Beauchamp, LEICESTER  
LE8 0HL  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been used to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

You are about to set out on a full-scale adventure through a fantasy world of magic and mystery.

You will meet a number of characters during your journey. These characters are capable of independent action and you will be able to talk to the more intelligent ones.

Can you unlock the secrets of THE WHEEL OF FORTUNE and return to civilisation with enormous riches?

Walking through a lonely country lane one day, you notice a strange object lying by the side of the road.

On picking it up, you find that it consists of a number of silver discs pivoted together through the centre. A circle of brightly coloured jewels is set around the circumference of the outer disc.

The inner disc bears the legend: 'Spin me and I'll tell you true/What the future holds for you.'

As you spin the wheel, you start to feel dizzy and collapse to the ground.

When you regain your senses you find yourself amidst strange surroundings in a magical world. The Wheel of Fortune is gone and you can see an old beggar running away in the distance.



Your adventure starts here. You must find the Wheel of Fortune and use it to escape back to civilisation.

Any treasures that you find along the way are yours to keep.

### Playing Instructions

The program is equipped with advanced language and speech interpreters, which enable you to type single or multiple sentences into the computer up to 254 characters in length.

Any number of different instructions may be included within the same command which should be phrased just as you would speak it.

In addition, it is possible to have one verb operating on a number of objects, and vice versa, eg:-

```
PICK UP THE SAW, HAMMER, AXE, CHISEL AND SPADE THEN TAKE THE LAMP AND LIGHT IT
```

Here IT refers to the last object in the list, i.e.: LAMP.

The program remembers the direction in which the player last moved, so it would be able to make sense of a command similar to the following:

```
GO NORTH INTO THE GARDEN, TAKE THE FORK AND SPADE, UNTIE THE HOSE THEN COME BACK AND CONNECT IT TO THE TAP AND TURN THE WATER ON. RETURN TO THE GARDEN AND FILL THE BOTTLE WITH WATER, DROP IT THEN WATER THE FLOWERS
```

Here are some further examples of valid commands. (These situations may not appear in this particular game.)

```
PICK UP EVERYTHING ON THE GROUND EXCEPT THE BOTTLE
DROP ALL OBJECTS HERE EXCEPT THE LAMP BUT SIT DOWN AND LIGHT THAT
UNLOCK THE DOOR AND OPEN IT THEN ENTER THE BUILDING AND TELL ME WHAT I HAVE SCORED SO FAR
GO NORTH AND GET THE BOTTLE THEN COME BACK AND FILL IT FROM THE TAP. I DON'T WANT A DRINK YET BUT I WILL HAVE A BITE TO EAT, THEN CONTINUE ALONG THIS ROAD
```

In general then, the program will understand most commands as long as you phrase them and spell them correctly. You can even tell it what NOT to do!

Some words have a special purpose, these are listed below.

### Directional Commands

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT

These may be strung together, i.e. N,S,S,E,D,W,W,U,E

TAKE - To pick up an object

DROP - To drop an object

INVENTORY - To list your possessions

LOOK - To describe your surroundings

SCORE - To obtain your score

QUIT - To end the current game

SAVE - To save the current game on tape using your own filename

LOAD - To load back a SAVED game

STORE - To store any sentence on one of the function keys. Ten sentences may be stored altogether, then recalled as required by simply pressing FUNC and the appropriate number key.

CONTINUE (or C) - This command will automatically move you in the direction in which you are travelling, until you can go no further in that direction. SHIFT/CTRL may be used to prevent the messages scrolling off the screen.



## **The Other Characters**

The other characters in the adventure are programmed to act in an intelligent manner and their reactions towards you will depend upon the way in which you have previously treated them.

Each character is allocated an area in the game which he normally patrols, until something causes him to stop or leave that area. The areas for the characters may overlap, or even change at different stages of the game.

In addition, the characters may walk at varying speeds or they may leave their areas if they are ordered to by the player, or by another character.

To speak to a character, enclose the speech in quotation marks: i.e.-

"FOLLOW ME"

"WHERE IS THE WHEEL OF FORTUNE?"

"WHAT TIME IS THE NEXT BUS AND WHERE DOES IT STOP?"

You will sometimes be told what the other characters are doing even though they may not be with you. Do not be confused by this, it is to help you understand what is happening.

Also, they are programmed not to walk away from you, in case you wish to talk to them.

## **Helpsheet To WHEEL OF FORTUNE**

This is an alphabetical list of all the locations, objects, characters and items referred to in WHEEL OF FORTUNE. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how you use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our products, there may be minor differences in detail between these clues and your version of the game.

## **Hints On Playing The Game**

During your travels you will occasionally come to a stage of the game where you appear to have solved all of the available puzzles, yet still cannot progress forward in the adventure. When this happens, take the Wheel of Fortune into the hut and spin it. You may also be able to buy more objects from the vending machine at this point.

## **Character Behaviour And Movement**

THE WHEEL OF FORTUNE contains characters which are programmed to interact with you, and each other, in an intelligent manner. Their actions depend upon the circumstances and moods prevailing at the time. Because of this, it is impossible to list every situation that may arise during the game. However, we have covered all the situations you are likely to encounter, and you should have no difficulty in completing the game if you follow these clues carefully.

As explained in the instructions, there is no random element involved in the movements of the other characters in the game. They each have their own predefined areas which they patrol, although these areas may change depending upon the circumstances. It is quite easy to plot the movements of a particular character. The simplest way is to walk alongside them until they disappear. This means that they



have come to the end of their patrol area, and have reversed direction. Whenever you meet a character, that character will remain in position until you move away. This is deliberate, and allows you to interact with the characters without them ignorantly walking away from you. Therefore, if you want to get rid of someone, you will have to step sideways and back again. They should have walked on by then. This will also tell you in which direction they have gone (which is often useful). As an example, you must give the penny to the beggar when he has just passed the vending machine, and is walking away from it along Beggar's Walk. For why, see Matches. If you want someone to help you at a certain location, lead them there after getting them to follow you.

**ANTIQUE PAINTING:** See Painting.

**AUTOMATIC VENDING MACHINE:** See Vending Machine.

**BANKNOTE:** In the field. See Treasures.

**BANKS:** See Canal.

**BAR:** See Gold Bar.

**BASKET:** One of the main characters in the game. He starts the game at the crossroads, and regularly patrols the area from the north end of Beggar's Walk to the obelisk. You can talk to him, and get him to follow you. He will not help you in any way until you have given him a penny, whereupon he will stop begging. He will also stop begging if the policeman catches him and warns him. If this happens he will no longer accept the penny and you will not be able to complete the game. As soon as he has a penny, he will place it in the vending machine at his next visit. See Character Behaviour.

**BEGGARS WALK:** To the east of the crossroads.

**BELL:** In the china shop. Ring it. See Bull.

**BIRD:** On the road to the north of the field. See Music Box.

**BOOT:** Inside the vending machine. You do not need this, and should let the beggar buy it with his penny.

**BOX: OF MATCHES:** See Matches.

**MUSIC:** See Music Box.

**BRACELET:** In front of the farmhouse. See Treasures.

**BRASS: FARTHING:** Worthless.

**KEY:** See Key.

**BRIDGE:** Over the canal. This is a single-span lifting bridge pivoted on the north bank. To lower the bridge you must get into the machinery housing on the north bank, oil the machinery, and pull the lever. You cannot operate the bridge, nor cross the river from the south bank. See Oil, Hairpin.

**BROOCH:** At the end of the south bank of the canal. See Treasures.

**BUCKET:** On top of the obelisk. You will need the ladder to reach this. Tie the bucket to the well rope and climb into it. See Handle, Well. The bucket is used again in the later stages of the game to carry water. See Underground Pool.

**BULL:** In the china shop, (ring the bell). You must find the farmer, tell him about the bull and lead him back to the shop. The shopkeeper will then give you another penny. See Farmer.

**BULLET:** To the south of the field. See Gun.

**CANAL:** To the west of the large cave. It runs due east-west, and there are north and south banks. The only means of crossing it is by the bridge near the east end. See Bridge.

**CAVERN:** See Troll's Cave.

**CAVES: DARK:** These are to the north and south of the valley.

**FLY'S:** To the south of the large cave.

**LARGE:** Near the bottom of the well shaft. Winding tunnels lead in all directions.



**SPIDER'S:** To the south of the large cave.

**TROLL'S:** Enter it. Once you have reached here you can prevent the troll from returning by placing the basket and snake outside the entrance.

**CHARACTER BEHAVIOUR:** See Notes above.

**CHARM:** See Lucky Charm.

**CHINA SHOP:** To the north of the field. Enter it. See Bell.

**CORONET:** At the south end of the valley. See Treasures.

**CROSSROADS:** To the south of the well path.

**CUP OF TEA:** This is given to you by the beggar when you give him a penny. It contains another penny, but get it by pouring the tea out rather than drinking it, as it is poisonous. You will need the cup again to carry the oil.

**DARK CAVES:** See Caves.

**DEEP PIT:** See Pits.

**DIAMOND BROOCH:** See Brooch.

**DOORS:** **FARMHOUSE:** You cannot open this. See Farmhouse.

**HUT:** At the west end of the hut. Unlock this with the key and open it.

**MACHINERY HOUSING:** On the north bank of the canal. See Hairpin.

**TRAP:** In the hut. This is bolted from underneath and you cannot open it from inside the hut. Nor can you prevent it from closing again. From the top of the stone steps, unbolt then open it.

**DRAGON:** In the caves to the south of the valley. Throw water over it from the underground pool.

**EMPTY BASKET:** See Basket.

**ENTRANCE:** See Roads, Tunnels, Paths.

**EXTENDING LADDER:** See Ladder.

**FARMER:** He initially stands guard at the southern fence of the field. You cannot get past him at this point and if you are persistent you may regret it when you meet him again! Later on, he patrols the field until you tell him about his bull. (You must have actually seen the bull before doing this.) See Character Behaviour, Bull.

**FARMHOUSE:** To the west of the china shop. You cannot get into here, and it plays no part in the adventure, except to inform where the farmer may be found.

**FARTHING:** See Brass Farthing.

**FENCE, WOODEN:** See Wooden Fence.

**FIELD:** This is a square piece of land to the east of the large cave and to the south of the china shop. It is initially guarded by the farmer. You can get into it after spinning the Wheel of Fortune for the first time. See Farmer.

**FIGURINE:** In the dark caves to the north of the valley. See Treasures.

**FINE SWORD:** See Sword.

**FLY:** In the fly's cave. When you encounter it you must keep moving, otherwise it will get you. Lead it to the spider.

**FLY'S CAVE:** See Caves.

**GEMSTONE:** In the dark caves to the south of the valley. See Treasures.

**GIANT:** **FLY:** See Fly.

**SPIDER:** See Spider.

**GILDED TRUNCHEON:** See Truncheon.

**GOLD:** **BAR:** On the south bank of the canal.

**PURSE:** See Purse.

**GUN:** Inside the vending machine. Load this with the silver bullet and use it to shoot the werewolf.



**HAIRPIN:** In the troll's cave. Use it to pick the lock of the machinery housing door. This will need several attempts so watch out for policeman 2. See Character Behaviour, Bridge.

**HANDLE:** On the well windlass. Winding it will raise or lower the bucket.

**HOUSE:** See Farmhouse.

**HUT:** To the west of the crossroads. If you leave the ladder, watch, or truncheon lying about when you go down the well, they may be stolen so leave them here for safe keeping. See Doors, Wheel Drawing.

**INDIAN PIPE:** Inside the vending machine. Play it to charm the snake into the basket.

**JAIL:** You may get put in here by either of the policemen. See Policemen for the reasons why, and also for their patrol areas. If this happens you cannot escape, so type Load or Quit.

**JEWELLED BRACELET:** See Bracelet.

**JUNCTION:** See Roads, Tunnels, Paths.

**KEY:** On Beggars Walk. Use it to unlock the hut door. The beggar may pick this up if he sees it first. If this happens you will not get it back unless you kill him, but then he won't be able to help you! Therefore, you are advised to get the key as soon as possible. See Treasures.

**LADDER:** In the hut. You must extend it before using it. You will need to prop it up the obelisk in order to reach the bucket. It is also used to bridge the deep pit. It is automatically retracted whenever you pick it up. See Obelisk, Hut.

**LAMP:** In the hut. You need the matches to light this. You cannot refill it if it runs out. Remember that the lamp burns in real-time, even while you are thinking, so switch it off or save your position. See Small Pit.

**LARGE CAVE:** See Caves.

**LEVER:** In the machinery housing. Pull it, but see Oil.

**LIFTING BRIDGE:** See Bridge.

**LONG SCREWDRIVER:** See Screwdriver.

**LUCKY CHARM:** To the north of the canal. See Treasures.

**LUMP OF ORE:** See Ore.

**MACHINE:** See Vending Machine.

**MACHINERY HOUSING:** On the north bank of the canal. See Bridge.

**MATCHES:** Inside the vending machine. You will need these to light the lamp. The beggar may get these first if you mis-time the moment when you give him the penny. If this happens you will not be able to get them back. See Character Behaviour.

**MEDAL:** To the north of the large cave. See Treasures.

**MUSIC BOX:** At the end of the road, south of the field. Play this to get rid of the bird. See Treasures.

**NARROW PATH:** See Roads, Tunnels, Paths.

**NECKLACE:** On the south bank of the canal. See Treasures.

**OBELISK:** On the path to the south of the crossroads. You can climb this with the ladder, but if the beggar sees you he may knock you off if you have not given him a penny.

**OIL:** On the south bank of the canal. Carry it in the cup. You will need the oil to lubricate the bridge mechanism. See Cup of Tea.

**OIL LAMP:** See Lamp.

**OLD: BANKNOTE:** See Banknote.

**BOOT:** See Boot.

**OIL LAMP:** See Lamp.

**OPENING:** See Roads, Tunnels, Paths.

**ORE:** In the field. See Treasures.



**ORNAMENTAL FIGURINE:** See Figurine.

**PAINTING:** To the west of the large cave. See Treasures.

**PASSAGE:** See Roads, Tunnels, Paths.

**PATH:** See Roads, Tunnels, Paths.

**PEARL NECKLACE:** See Necklace.

**PENDANT:** In the large cave. See Treasures.

**PENNIES:** There are four pennies in the game altogether. You cannot get any pennies back off the beggar; he will spend them at the machine at his next visit. See also Vending Machine.

- 1) Obtained by kicking the vending machine. You must give it to the beggar but make sure you time this correctly. See Character Behaviour.
- 2) Inside the cup of tea. Put it in the vending machine to get matches.
- 3) Inside the fly's cave. Put it in the vending machine to get indian pipe.
- 4) Given to you by the shopkeeper. Put it in the vending machine to get the gun.

**PIPE:** See Indian Pipe.

**PITS: DEEP:** In the dark caves to the north of the valley. See Ladder.

**SMALL:** In the large cave. You will fall down here if your lamp is not lit.

**POCKET WATCH:** See Watch.

**POLICEMAN:** 1) He initially patrols the area around the hut. When you enter the hut he changes his beat to Beggars Walk. This will usually give rise to some interaction with the beggar. He will put you in jail if he catches you with the truncheon or the sword, or if you try to bribe him! See Jail, Character Behaviour.

2) He patrols the north bank of the canal. He will put you in jail if he sees you with the truncheon or sword, or if you try to bribe him, or if he catches you picking the lock on the machinery housing door. See Jail, Character Behaviour.

**POOL:** See Underground Pool.

**POOL OF OIL:** See Oil.

**PORTRAIT:** In the field. See Treasures.

**PRICELESS PORTRAIT:** See Portrait.

**PURSE:** Next to the underground pool. See Treasures.

**RARE GEMSTONE:** See Gemstone.

**ROADS, TUNNELS, PATHS, ETC:** These are not individually described. See the entry for the nearest landmark.

**ROPE:** Coiled around the windlass. Attempting to climb down the rope will eventually snap it. See Well for how to get down.

**RUBY PENDANT:** See Pendant.

**SAPPHIRE:** Just off the well shaft. See Treasures.

**SCORING:** You will score points for solving the various puzzles, and also for putting the treasures in the troll's cave. You will need to have scored at least 8500 points before spinning the Wheel for the last time. See Treasures.

**SCREWDRIVER:** To the south of the crossroads. See also Bull.

**SHOP:** See China Shop.

**SHOPKEEPER:** In the china shop, (ring the bell). See also Bull.

**SILVER: BULLET:** See Bullet.

**MEDAL:** See Medal.

**TRAY:** See Tray.

**SMALL: CORONET:** See Coronet.



**GUN:** See Gun.

**PIT:** See Pits

**STATUETTE:** See Statuette.

**SNAKE:** On the road to the west of the china shop. See Basket.

**SPIDER:** In the spider's cave. You cannot obtain the Wheel until you have got rid of the spider. See Fly.

**SPIDER'S CAVE:** See Caves.

**STATUETTE:** On the north bank of the canal. See Treasures.

**STEEP VALLEY:** See Valley.

**STEPS:** Underneath the trap door, to the south of the large cave. Climb them.

**STONE STEPS:** See Steps.

**STREAM:** Alongside the road to the north of the canal. For atmosphere only.

**SWORD:** In the troll's cave. Not used. See Policeman.

**TEA:** See Cup of Tea.

**TIARA:** In the field. See Treasures.

**TRANSPORT MECHANISM:** See Wheel of Fortune.

**TRAP DOOR:** See Doors.

**TRAY:** To the east of the large cave. See Treasures.

**TREASURES:** The following objects are treasures: Gold bar, pearl necklace, diamond brooch, key, watch, painting, medal, tray, bracelet, truncheon, gemstone, trinket, music box, sapphire, pendant, banknote, portrait, ore, purse, tiara, coronet, figurine, lucky charm, statuette. See Scoring.

**TRINKET:** On the road adjoining the north bank of the canal. See treasures.

**TROLL:** On the south bank of the river. Frighten him away by charming the snake in front of him. See Troll's Cave.

**TROLL'S CAVE:** See Caves.

**TRUNCHEON:** On Beggars Walk. The beggar or policeman may pick this up if either sees it on the ground. The game can be completed without it, although it is a treasure. It can be used for hitting people on the head, including you! If either policeman catches you with it, you will be put in jail. See Treasures, Hut.

**TUNNEL:** See Roads, Tunnels, Paths.

**UNDERGROUND POOL:** In the dark caves to the south of the valley. Use the bucket to carry water from here. (You will have to untie it from the well.)

**VALLEY:** Cut into the rocks around the dark caves.

**VALUABLE: TRINKET:** See Trinket.

**ORE:** See Ore.

**VENDING MACHINE:** At the south end of Beggars Walk. You can buy objects from this machine by placing a penny in the slot. The objects are always offered in the following sequence: A penny (when kicked), a box of matches, an old boot, an indian pipe, a small gun. You require all of these except the boot, which you must allow the beggar to buy. See Pennies.

**WATCH:** On the well path. Not used. See Treasures, Hut.

**WEB:** In the spider's cave. For atmosphere only.

**WELL:** At the north end of the well path. To get down it, climb into the bucket and ask the beggar to lower you down. Warning: The beggar may let you down badly if you have not given him a penny! See Character Behaviour, Rope, Bucket, Beggar. There is no need to type anything during your descent into the well, until you see the recess to the west. Then type West.

**WEREWOLF:** On the road leading to the north canal bank. See Gun.

**WHEEL DRAWING:** In the hut. This is where to spin the Wheel of Fortune.



**WHEEL OF FORTUNE:** The beggar throws this down the well at the start of the game but the spider takes it to its cave. This is where you will find it. As well as being the subject of the game, it also provides a transport mechanism. In accordance with the legend inscribed on it, it actually transports you forward through the game. You must spin it three times altogether, to take you to the following locations: 1) North of the field, 2) Into the dark caves, 3) To the end of the game. See Wheel Drawing, Scoring.

**WINDLASS:** The part of the well on which the rope is coiled.

**WOODEN: BUCKET:** See Bucket.

**BUILDING:** See Hut.

**FENCE:** Surrounding the field.

**YE OLDE CHINA SHOPPE:** See China Shop.

### Review (Electron User)

This is yet another superb adventure from Epic but one with a difference. For it includes multiple statement commands and characters you can talk to!

One day you find a wheel with the words "Spin me and I'll tell you true, what the future holds for you" written on the hub. When you spin the wheel, you lose consciousness and, on awakening, glimpse a beggar disappearing into the distance with the wheel clutched under his arm.

You soon realise you are in a new and mysterious world. Your task is to recover the wheel and use it to return to your own world. Of course, on the way you collect as much treasure as you can carry.

You start your quest above ground where you discover some of the novel features of this adventure. The characters you meet move completely - well almost completely - independently of you or your actions. You find that you can talk to them and sometimes even get a helpful reply!

A useful keyword not usually found in adventures in CONTINUE, abbreviated to C. This moves you as far as possible in a given direction or repeats a given action. For instance, E, C means East, Continue. I considered the adventure to be harder than the previous ones from Epic, though this could be because of the added difficulty brought in by having to talk to the characters and to time your moves to coincide with theirs (hint!).

I shan't give away too much away though making peace with the beggar is an absolute must if you want to progress.

I must confess I haven't managed to get very far myself. So if you get a fair way through, or even finish it, please send me some clues!

This is an exciting new adventure with some novel features. It's not for the novice but is excellent value for money for anyone else. The definitive Electron adventure. Highly recommended.

Merlin, ELECTRON USER 1.10



# WHERE?

## ***Professional, Originally Released On Cassette Only***

Game Type : Quiz  
Author :  
Standalone Release(s) : 1984: WHERE?, Micro Power, £6.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, 8/8A Regent Street, Chapel Allerton, LEEDS  
LS7 4PE. Tel: 01532 683186.  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### **Instructions**

*"Towns, cities, rivers and peaks are pinpointed on the map of Great Britain. The budding geographer is requested to choose the correct answer from a selection of four possibilities. Score is based on correctness and time taken. Excellent use of colour, graphics and sound."*

When the program starts, enter your name and press <RETURN>.

Each question is multiple-choice, i.e. you are given four alternatives and asked to select the correct one, which you do by pressing the corresponding number (RETURN is not necessary). If your answer is wrong you will be told the correct one. You then move on to the next question until you have completed ten.

After ten questions you are given a score which depends on both the speed and accuracy of your replies, and the next player is invited to enter his/her name.

**Instructions' Source** : WHERE? (Micro Power) Back and Inner Inlay

### **Review (Electron User)**

This is an excellent little program for testing general knowledge of places, rivers, cities, hills etc in Britain. The format is simple. A place is indicated on the map and a choice of four answers is given. The user presses the number key corresponding to the answer chosen.

If the answer is wrong the correct answer is given. After ten questions, the score is displayed. It is based on the number of correct answers plus the speed of response. It is not stimulating enough to teach on its own, but it is a good program for revision.

John Woollard, ELECTRON USER 2.10



# WHICH SALT?

*Professional, Originally Released On Cassette Only*

Game Type : Chemistry Made Simple Program  
Author :  
Standalone Release(s) : 1984: WHICH SALT?, Micro Power, £6.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MICRO POWER, Northwood House, North Street, LEEDS LS7 2AA  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

The program is in the form of a game, which is intended to help familiarise 4th and 5th year pupils with the reactions met in chemical analysis. A compound is randomly selected from twenty-four possibilities and the results of a series of chemical tests are displayed, some of them graphically. Additional tests are available, but using them reduces the student's possible score. He/she then attempts to deduce the identity of the compound and is awarded a score based on the tests used and number of attempts required. An explanations follows.

The program is suitable both for class and individual use, and a specimen worksheet is provided to allow easy recording of results for later anaylsis. Permission is given for this worksheet to be copied for later use.

**Instructions' Source** : WHICH SALT? (Micro Power) Back Inlay

## Review (Electron User)

This program is designed to be used to help students revising for O level or CSE exams in Chemistry. It provides practice in that well-known bane of chemists known as qualitative analysis.

After loading - a long process, but with no hitches - you are shown a picture of a reagent bottle containing a salt, together with some information on colour and solubility in water.

You are given 100 points to start with as you begin a series of tests. First comes the flame test, which, like all the rest is shown graphically, but with a sentence of explanation of well - vital for those with monochrome monitors.

Then you are shown the effect of heat on your salt, with further tests offered if any gas is evolved. Ten points are lost if any of these tests are needed.

Next you find the effect of adding alkali and ammonia. The final set of tests are for anions (the non-metal part of your salt). Again points are lost for using these. It is now assumed that you will know your salt and you check your result by picking one of the nine cations and one of the seven anions used in the program. Entering these is done by pressing Space at the correct time, so there is no chance of poor spelling being a stumbling block.

When you have selected the salt correctly, a summary sheet gives details of the chemistry of the tests used. You also get a score and a message such as "Seek help", "Boffin" and "Einstein". A quibble on these messages is that scoring 100 per cent earns you "Cheat".

My other two criticisms are that the prompt "Press Space to continue" is forgotten



at times, and more seriously that it is not possible to repeat a test, which can reduce you to wild guessing.

That apart, this is an excellent program. The graphics are tidy and fast, good use is made of the computer's colour and, thankfully, the program is silent.

It is packaged with details of the chemical knowledge required for the program and also a single copy of a worksheet which may be photocopied. At £6.95 this is a very cheap educational program and definitely worth getting for home revision.

Rog Frost, ELECTRON USER 2. 8



# WHITE MAGIC

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Maze Game; THE GAUNTLET Clone  
Author :  
Standalone Release(s) : 1988: WHITE MAGIC, 4th Dimension, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : THE 4TH DIMENSION, PO Box 444, SHEFFIELD. Tel: 01742 700661  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "High Adventure"

WHITE MAGIC is the latest release from the new software house The Fourth Dimension, and it's excellent. It takes the best features from several arcade adventures blending them into one blockbuster of a game. In many ways it's reminiscent of the arcade game THE GAUNTLET.

In it you must survive and progress through 32 game levels, each with its own theme. There are aggressive guards, trolls, ghosts and spectres to destroy, objects to find and use - and some to avoid, too. Transporters whizz you to different parts of the screen and have to be used correctly in order to complete the level.

You have a choice of four characters, each with its own special powers, strengths and weaknesses, and can swap between them at any point in the game by pressing the keys 1 to 4 to deal with each danger and puzzle.

Kaldor the leprechaun can run very quickly - sometimes the best defence is to beat a hasty retreat - and can climb over tree trunks that block your route. Chysel the titan is a powerful axe-wielding barbarian who slays all in his path. He can also push objects aside.

Moriana the warrior lacks Chesul's great strength but makes up for it with body armour, a shield and razor sharp sword. Mandrake the enchanter is endowed with magical powers and is able to use potions to weaken and dispose of his assailants.

Each character has its own armour rating, weapon strength, magical power and health, attributes which are constantly displayed on screen to the left and right of the central playing area.

As you explore each level you'll come across objects that can be put to good use in your quest. Some increase a character's strength, others add to Mandrake's supply of potions, shields build up your armour, swords aid your combat ability and so on.

The game closely resembles Superior's RAVENSKULL, but unlike that brilliant arcade adventure, here the action comes thick and fast and the emphasis is on battling adversaries and solving puzzles.

The action takes place in a window occupying about half the screen. You can only see a small portion of the total playing area. As you move to the edge of the screen it flicks rapidly to the next - not scrolling like RAVENSKULL. This means you can't see what objects or assailants lie just off screen, waiting for you to step into their trap.



The graphics are superb, but the sound effects are minimal. However, this doesn't detract too much from the otherwise excellent gameplay. If you are on the lookout for a new arcade adventure challenge, WHITE MAGIC fits the bill nicely.

Janice Murray

**\*\*\* Second Opinion \*\*\* (Electron User)**

Arcade adventures are being released thick and fast, and all are top quality offerings. WHITE MAGIC is no exception and soon had me hooked.

With its unusual feature of multiple characters, puzzles, variety of foes and action-packed gameplay it will take quite some time to master. An absolute winner.

Roland Waddilove

Sound .....	5
Graphics .....	10
Playability .....	10
Value for money .....	9
Overall .....	9

"Electron User Golden Game"

ELECTRON USER 6.11



# WHITE MAGIC 2

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Maze Game; THE GAUNTLET Clone  
Author :  
Standalone Release(s) : 1989: WHITE MAGIC 2, 4th Dimension, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : THE 4TH DIMENSION, PO Box 444, SHEFFIELD. Tel: 01742 700661  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User) - "D.I.Y. Magic"

Hard on the heels of WHITE MAGIC comes the sequel. The new game hardly differs from the original apart from a slightly modified title screen and the addition of a screen designer.

You get 32 new levels to play and pretty tough they are too. After a full day's play I only got to the fourth one. Still they are not so difficult that they discourage you from playing on.

The sound and graphics are all exactly the same as the previous version which means they're top quality backgrounds and characters and the sprites still resemble and move like the ones in RAVENSKULL.

However, the screen designer is what WHITE MAGIC 2 is really all about. It is loaded separately and is stored after the game but before the first level on the tape. You are presented with the majority of the screen blank, a scrollable window containing the available icons, two areas showing the piece of scenery under the pointer and the other containing the currently selected one.

To create a level you just paint over the blank area. The Z, X, : and / keys move the cursor, while A, S, P and L are used to choose an icon. <RETURN> places an icon on the screen and <DELETE> erases it. The manual I used was only the draft version, but I did take heed of the warning that the border must contain solid characters. You needn't worry however, as the editor has fairly extensive error checks which include examining the border, ensuring there is a trapdoor and master key.

Of course, what it can't do is check that the level can be completed - the overall design is up to you. It's very simple to just sit down and start creating, but the size of the screen is huge and designing puzzles requires a little forethought.

My first screen was a lovely symmetrical affair with the start in the bottom left and the end in the top right. However, when I came to play test it I had my first introduction to the less friendly aspects of this software.

The start position must be within a small area in the top left of the screen. So much for my clever design - and no, there isn't a rotate option. Then there's a whole series of questions about what to call the level, the time limit, where the teleports transport to and, finally, you're told what the edit code is - essential if you want to re-edit at a later date.

What's really annoying is that this happens every time you want to try out your creation. Why there couldn't have been another menu option to enter these details



just once I really don't know - after all, the rest of the editor is so well designed.

Anyway I went back to the drawing board and designed a whole new level which worked exceedingly well, if I do say so myself. There are a great number of factors which control how to design a screen but you learn these through experience. A devious mind also helps.

Lazarus

### **\*\*\* Second Opinion \*\*\* (Electron User)**

Unless Superior can produce a new blockbuster pretty quick the Repton fan club will soon be turning its attentions to The Fourth Dimension's WHITE MAGIC I and II. The sequel to the original arcade adventure includes 32 new levels plus a screen designer.

The editor is well equipped and easy to use, so when you've mastered the 32 levels supplied you can try your hand at designing your own and swap them with friends. Recommended.

Roland Waddilove

Sound .....	6
Graphics .....	10
Playability .....	10
Value for money .....	9
Overall .....	9

ELECTRON USER 7. 2



# WHIZZ GAMES PACK 2

*Professional, Originally Released On Cassette Only*

Game Type : Educational Games  
Author :  
Standalone Release(s) : 1984: WHIZZ GAMES PACK 2, CRL, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : CRL GROUP PLC, CRL House, 9 Kings Yard, Carpenters Road,  
LONDON E15 2HD  
Disc compatibility : Unknown

## Instructions

COSMIC CONTAINERS and CRAZY COWS are two games that WHIZZ plays at the "Space-Place".

This is a galactic playground for droids run by 'Voice', the caretaker computer. Droids like Whizz know about computers from going to cosmic classes at Home-base control. So she's 'Whizzard' at computer games!

How many megapoints can you score? Find out and "Do the 'Biz with Whizz".

## Cosmic Containers

You control a Droid collecting objects falling from space. Catch them in your 'Cosmic Container', a box that can catch objects on any of its surfaces. You will be told which objects to catch at the start of the game. Catch these objects and you will gain pointer - 50 per object. If you catch the wrong objects then 100 points per object will be deducted from your score.

If you beat the high score in the given time limit then you will win an extended play.

There are three levels in this game and each has to be loaded separately. When level one has loaded, turn off the tape but do not rewind it.

Level one: Catch the objects requested and avoid all others.  
Level two: As level one, but with more objects.  
Level three: Catch the objects as before, but alternatively.

## Game Controls

Z - Left, X - Right

## Crazy Cows

A fun question and answer game of observation and concentration. The game will ask you how many animals you want to see. The most you can have is twenty. You now will see a short animated sequence showing SPACE COWS, SPACE SHEEP and SPACE PIGS bouncing about in a strange alien landscape.

The computer will now ask you questions about what you have just seen.

**Instructions' Source** : WHIZZ GAMES PACK 2 (CRL) Inner Inlay

**Reviews** : No Review Yet



# WHOOPSY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade Dash With "Cartoony" Characters  
Author : Steve Maltz  
Standalone Release(s) : 1985: WHOOPSY, Shards, £5.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SHARDS, 189 Eton Road, Ilford, ESSEX IG1 2UQ  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"An entertaining and amusing arcade game with nine levels. Baby wants to play with his toys but Mummy wants him in bed. Baby has other ideas, and is very resourceful..."*

BABY wants to play with his toys but Mummy wants him in bed. Baby must try to collect as many toys as possible before Mummy catches him. He distracts her with his whoopsies, though he must beware the patrolling potties!

You are Baby. Every toy you collect gains 200 points. You have three whoopsies on each level, plus any left over from the last level. When you run out of them you're sure to get caught. You have three lives.

BONUSES at 50,000 and 100,000 points.

BEWARE the patrolling potties. You lose a whoopsy every time you touch one.

IMPORTANT: NOTHING can affect you while a whoopsy is on the screen.

Please note that it has come to our notice that, on some Electrons, the game freezes after level 1, if all your lives were lost. In these cases until you are more proficient at the game, keep the music option turned on and the game will play normally.

## Game Controls

Z - Left, X - Right, : - Up, / - Down, <SPACE> - Whoopsy  
S - Music On/Off, J - Joystick On/Off, C - Change Keys, 1-9 - Level Change

**Instructions' Source** : WHOOPSY (Shards) Back & Inner Inlay

## Review (EUG)

Almost two decades before the likes of dot-comedy's internet gaming invited us to push pies into Posh Spice and see how many homosexuals we could pick up on Clapham Common, Shards came along with its politically incorrect baby arcade game WHOOPSY! As our shock thresholds have stiffened in the meantime, it's nigh on impossible to believe that this title was originally considered 'too rude' to be on sale in the high street stores, delicate as its subject matter may be.

For those who didn't read about how 'controversial' it was at the time [in the pages of ELECTRON USER - Ed] of its 1985 release, think euphemistically about the title for a while. Still don't understand? Well, it's one of the polite ways of saying Poo (as in Mr Hanky The and not Winnie The!) and this is a game where sh\*t really does happen in the literal sense: you, as the baby, deposit your graphically-represented dumps about an arena to distract your mummy from "homing-in" on you.

Although ELECTRON USER milked the WHOOPSY! controversy, it never reviewed it in full and, as it was only available via mail order, the suspicion is that most Elk owners



knew only what is stated above. This ignorance was certainly shared by this reviewer, who prejudged it almost infinitely more than most games. The idea, while original, seemed puerile and unamusing - the opposite of what its author intended, in fact - and the uninspiring cover of a hand-drawn title and big-headed baby coupled with instructions blatantly added with a Stone Age typewriter, all photocopied and cut out with scissors, did little to fuel any remaining enthusiasm.

Pleasantly surprising it is, then, when after a minutes' loading, you are presented with an opening screen displaying huge baby, mummy and whoopsy sprites (the latter cunningly labelled as "Shhh"); all Mode 2 multi-coloured numbers - that are very nicely animated when the actual game begins. The game is almost pure machine code, reacting quickly to your keypresses and running at a brisk pace on a BBC and Turbo Electron. Sadly, while it still runs on a standard Elk, the 'lacking in processing power machine' can't match such speed and your crawling baby tends to plod around in slow motion.

As all the greats agree, the best game ideas are simple. This is the case here. You select which level to begin on, and appear bottom right of a blank screen with three whoopsies (displayed top right) stored up in your bowels, ready to soil your mum's carpet. She, doubled up in a perfect 'scrubbing the scullery steps' pose waits patiently top left.

Randomly dotted about the screen are a number of toys. The object is to play with each toy - you do this by touching them; they then vanish! - without Mummy Dear touching you. On pressing <SPACE> to begin the game, the first whoopsy falls and your mum comes charging towards it.

While any whoopsy is on screen, mummy is not deadly to touch and you can run through, around and (most likely) away from her. Unfortunately, you also cannot pick up any toys until the whoopsy has been cleaned up. The idea therefore is to go, to go to the toy farthest away, to get it and as many of them as you can in the time between the clean up job and mummy's refreshed charge toward you and then drop another thought for the day and repeat the exercise until you've collected all the toys.

With the brisk flow of action, you need at least average reflexes to be able to attempt this and even then it's not easy. Especially not when the patrolling potties enter the arena; contact with these results in a 'contained' crap which is bad news indeed if it's your last and there's still a screenful of toys to snatch!

On-screen presentation of this game is good and the code seems to be spotless, although the inlay refers to a bug in the code which may crash some Electrons IF you lose your three lives on level one AND have the music turned on. Oddly you choose either sound effects (default) or the hushed tones of "Rock-a-bye-baby" music but cannot play the game devoid of sound. The music grates after a while.

Effects are adequate with jingles and suitable dull notes to mark the pressing of the whoopsy key. (That DIXONS found them to be repugnant toilet noises beggars belief!) The animation is also of a high standard; mummy lumbers about and scrubs up while baby waddles around on all fours and the potties seamlessly glide back and forth in not-altogether-fixed patterns. All cleverly flip vertically too.

All characters and objects (such as the toys) are viewed in profile which works well even though the only way gravity and layout would be realistic would be if the action was viewed from a Birds' Eye position.

Scores and bonuses are regularly awarded and it's not hard (at first!) to get yourself honoured in "The Naughty Nine" high score table, even though you will first be sharing it bizarrely with the cast of Last Of The Summer Wine. A little nark here is that, if you make a mistake with your name, <DELETE> doesn't function.

All in all, WHOOPSY! is not a shocking game and it is neither offensive nor really comical. What it is is simply one of those addictive arcade numbers you keep coming back to time and again because it just "has something other games don't". Take away yesteryear's pathetic paper presentation (and that it was released before the Turbo



Elk came into existence!) and you're left with an underexposed gem that's suitable for all ages.

Dave Edwards, EUG #55



# WINTER OLYMPIAD '88

*Professional, Originally Released On Cassette Only*

Game Type : Multi-loading Arcade Sport Extravaganza  
Author : Dave Croft  
Standalone Release(s) : 1988: WINTER OLYMPIAD '88, Tynesoft, £9.95  
Compilation Release(s) : 1989: PLAY IT AGAIN SAM 8, Superior/Acornsoft, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE &  
WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : CDFS E00, DFS E00

## Instructions

On loading the game, you are presented with the Player Table. Enter the number of players (1 - 4), then press <RETURN>. Enter the initials of each player (3 letters must be input) followed by <RETURN>. After a brief time of further loading, you will enter the first event.

There are six events in Winter Olympiad 88. Each event has three heats per player. At the end of each heat, the current score position is displayed. After Heat Three the medals are awarded and the Medal Table is displayed.

On all events, DELETE pauses the game, COPY restarts the game.  
While paused, the Q key turns the sound off, the S key restores the sound.

## Game Replay When Using The Cassette Version

When loading the cassette version, reset the tape counter to zero when the file "BEGIN" appears on your screen. At the end of the game, if you wish to replay the game with your scores and records intact, rewind the cassette to zero on your tape counter (this is not the beginning of the tape) and reload the cassette from the start of the "BEGIN" file.

## Bob Sled

Z ..... Brake Left                      X ..... Brake Right

Keep the bob on the track, but as high as possible on the bends for maximum speed. The scrolling map shows your position. (This event cannot be aborted.)

## Speed Skating

Hit the Z and X keys alternately for speed.  
Remember that rhythm is important in this event.

## Ski Jump

Hit the Z and X keys alternately for speed.  
Use the C and F keys to align the skis.  
Gain speed using the Z and X keys prior to your jump. When in flight, use the C and F keys to align your skis and hopefully make a successful landing which will increase your style bonus. (This event cannot be aborted.)

## Giant Slalom

Z ..... Move Left                      X ..... Move Right

You should try to keep to the right of the black flags and to the left of the red flags.

## Ski Slalom

Z ..... Move Left                      X ..... Move Right



You should try to pass through all the gates of the slalom course, being careful not to miss any flags or incur any time penalties.

### **Biathlon**

Hit the Z and X keys alternately for speed.

Press the SPACE key to fire.

Speed and accuracy are all important in this event. Battle your way across the snowy terrain, stopping at each of the targets. Then with five shots, attempt to hit all the targets and avoid heavy time penalties.

**Instructions' Source** : WINTER OLYMPIAD '88 (Tynesoft) Back and Inner Inlay

### **Review (Electron User) - "Winter Warmer"**

Not so long ago the market was seemed to be swamped with sports games of every description. But all of them had one thing in common - joystick or keyboard bashing to the point of destruction.

My first thought when I saw the cassette inlay for WINTER OLYMPIAD 88 was "Not again..." but the sheer addictiveness of this game soon changed my mind.

The scene is set as soon as you open the box, with a four page introduction to the forthcoming Canadian winter olympics by TV presenter David Vine. It conjures up pictures of crisp, snow-covered and mist-shrouded mountains dotted with pine trees that rustle in the wind.

However, as the manual itself is only six pages long, all instructions, hints and tips for the six different events are squashed onto the last two pages in small, eye-straining print.

That aside, the first part of the game to load is the core, so called because it is the section of the program which controls each event. This takes rather a long time, but eventually a rotating scoreboard appears, which stops turning and asks for the number of participants and their names. A nice touch this, and the revolving scoreboard crops up again later after each event.

The first event - Bob Sled - is quite hard. Using only the Z and X keys to apply left and right braking, you guide the bob-sled around each bend and curve of the icy channel, trying to squeeze as much as possible from the fragile-looking craft. Banking too hard causes a heartrending squeal of metal on ice, followed by the sled overturning, with the occupants falling out and ending up trapped underneath. It looks and sounds quite painful.

The scenery is animated quite well for an Electron game, with pine trees rushing - or creeping as some irreverent souls muttered - past to either side of your speeding toboggan.

Speed Skating is the next event and visually this is perhaps the best of all six. You are presented with two views of your player, one from the side and one from in front. These are synchronised quite well, with bobbing together, and both sets of arms and legs pumping steadfastly away!

Your controls for this event are the same as before, but this time an element of familiarity creeps in - you have to pump the keys alternately to gain speed and momentum. There is an element of skill to this, however. Pressing the keys too quickly causes the skates to slip and you lose speed: Slow down and the speed needle starts to climb again.

The only niggle with this event - and with some of the later ones - is your inability to abandon the game if you are fed up and want to move on to the next one.



Each event has three heats, and if there are four players participating with each heat lasting 1-2 minutes, it can take fifteen minutes to move on to the next event.

Moving on to the Ski Jump, event three, you are greeted with a spectacular view of your player poised at the top of the jump. After the three beeps you are again pumping the Z and X keys for all you are worth. This time, finger speed is vital if you are to gain enough momentum for a good jump.

As the man reaches the end of the slide, the scene switches to a side-on view of your player being catapulted into the air. Now the Z and X keys become alignment controls for the skis. The skis tend to drift apart in flight, so you must keep them in line until landing. Otherwise not only could you lose points for bad style, but also you might end up unceremoniously sliding face-down in the snow.

I quickly tired of this event, as after a while the game turns into a frantic key bash, followed by a quick bit of ski-alignment. There isn't really enough skill in this one.

Event number four is the Giant Slalom, in which you rush downhill, guiding your skis between gates made of black and red poles. This event was a lot more satisfying than the previous one, requiring lightning-fast reflexes to swing your player left and right through the gates.

These must be entered with the red pole to the player's left - your right - and in a panic this can easily be forgotten, resulting in doleful bongs from the computer's speaker as you accumulate penalties. At the end of each heat, any penalties add seconds to your score, and I can tell you that as a consequence mine was consistently worse than the other contestants.

The graphics for this event are very good indeed, accompanied by exhilarating whooshing noises as your skis cut swathes of snow at each turn. The pole detection seemed very accurate, allowing some very tight squeezes to be intercepted. But as soon as a pole is touched, it bends at an angle and you hear a warning tone - a highly addictive section of the game.

The Ski Slalom, event five, is next on the tape. This was quite good fun, and my favourite of the six events. Your viewpoint is from just behind and above your player's head as he plunges through the snow. Gates appear to the left and right of you, leaving barely enough time to react and slam to one side or the other to clear the poles.

You really do need a lot of skill for this one, as the poles leave little margin for error. Sometimes the gates are so far to one side of you they can't be seen and a large blue arrow suddenly appears, suspended in mid air, which points to either left or right. It's quite a feeling when you actually manage to respond to one of these warnings in time and shoot straight between the poles at an incredibly tight angle.

Again, good graphics. A mountain range scrolls from side to side in the distance as you manoeuvre. The warning arrows are a nice touch, but I challenge anyone to respond to all of them in time.

Moving on to event six you join the Biathlon. This is the final event on the tape, and as such it is quite a good finale for a very entertaining package. It is really two events in one. You first have to speed-ski up to a row of five targets as a rifle-range with five bullseyes to hit. Your rifle is then cocked - another nice touch achieved by clicking the cassette relay on and off - and a black cross-hair moves down the target.

Pressing the spacebar fires your gun, and if the cross-hair is exactly over the bull at the time, you are rewarded with a satisfying smacking sound and the bull is coloured black. If you miss, you hear an offkey ding, and your miss is marked with a red cross.



This exercise is repeated for all five paper targets before you must again shoulder your rifle and speed off into the snow to find the next cluster of targets.

Overall, WINTER OLYMPIAD 88 is an entertaining package, marred only by the slight monotony of some events, and the inability to fast-forward to the section of your choice. The sound effects are by nature limited, but there is a nice jingle at the end of each event which you may recognise from previous televised WINTER OLYMPICS.

As an Electron game, it holds up against even the BBC Micro - I ran the programs on both machines, with no noticeable change in speed. At £9.95, WINTER OLYMPIAD 88 has got to be good value, as you are effectively getting six games for your money, and there is going to be something for everyone in each.

Sound .....	9
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

"Electron User Golden Game"

Chris Nixon, ELECTRON USER 5. 4



# WINTER OLYMPICS

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; Multi-load Sporting Challenges  
Author :  
Standalone Release(s) : 1986: WINTER OLYMPICS, Tynesoft, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A, BBC Side B  
Actual compatibility : As stated  
Supplier : TYNESOFT, Unit 3 Addison Industrial Estate, Blaydon, TYNE & WEAR NE21 4TE. Tel: 091 414 4611  
Disc compatibility : Unknown

## Instructions

*"This superb sports simulation with incredible graphics allows you to compete against the computer and the clock in six challenging winter sports events:*

<i>* Speed Skating</i>	<i>* Ski Jump</i>
<i>* Ski Slalom</i>	<i>* Curling</i>
<i>* Cresta Run</i>	<i>* Down Hill Skiing"</i>

Each event has a Practice and Play mode. Practice mode is entered by pressing "0" and in this mode, the score is not incremented and no Olympic record can be gained.

In Play mode, entered by pressing "1", you have three attempts to beat the Olympic Record. If you succeed, 1000 points will be added to your score.

The computer record for each event is shown in the right hand box with your score in the left hand box.

A high score table will be displayed after the completion of Event 6.

### **Event 1 - SPEED SKATING**

Controls: Z and X control the competitor's skates. Start off slowly gaining speed as you go, quick movement of the keys will cause him to slip on the ice and lose speed. Your computer pacer is there to help you gain that fastest time of the day.

### **Event 2 - SKI JUMP**

Controls: Z and X. Space Bar = Jump. Pressing Z and X keys quickly will propel your skier down the slope. As he nears the end of the slope, press the Space Bar for a safe successful jump. To score maximum points gauge your take off position carefully. Too early will shorten your jump but too late will spell disaster.

### **Event 3 - SKI SLALOM**

Controls: Z moves Skier left. X moves Skier right. Press Space Bar to start your run, then guide your skier through the gates. A ten second penalty is incurred if you fail to ski between the flags or if one is hit. Hitting a tree will end your run.

### **Event 4 - SKI DOWNHILL**

Controls: Same as Event 3. The downhill course has no gates but watch those trees!

### **Event 5 - CRESTA RUN**

Controls: Space Bar will start your descent down the Cresta Run. As you ride through the corners, your speed will pick up considerably. Z and X (left or right) compensates your body learning, helping to keep your sledge within the ski banking.

Too much correction will slow your speed down while too little correction will allow you to go into a corner too quickly then it's away off into the tree for you!



## **Event 6 - CURLING**

Controls: Z moves player left. X moves player right. Holding down the <RETURN> key will increase the speed of the throw enabling you to position your stone as close as possible to the centre pin. Release the <RETURN> key to throw the stone. Between 1 and 6 points are awarded depending on the position of the Curling Stone, each round is termed an 'End'.

**Instructions' Source** : WINTER OLYMPICS (Tynesoft) Back and Inner Inlay

## **Review (Electron User)**

WINTER OLYMPICS is another of the several-games-in-one variety. Six winter sports are covered and the aim is to beat your best score in a snow-bound hexathlon.

The first event to flash up on the screen is speed skating. In this you take your competitor along a 200 metre course as quickly as possible, while the computer operates a pace-making opponent above you. You move your player by rapidly hammering the Z and X keys, while a clock ticks away at the base of the screen.

The second event is the ski jump which works like the first event in that the faster you hammer the further you jump.

Event three is the ski slalom. You have to guide your skier down a slope, zig-zagging through the gates as quickly as possible.

Then comes downhill skiing. No gates this time, just a full pelt down the slope, trying to avoid the fir trees that are scattered about. This is extremely tough and I still haven't completed the course.

Event five is the bobsled, and the formidable Cresta Run. The course is mapped out on the right of the screen and in a box on the left is your view from the sled. Gravity provides the acceleration here, and the Z and X keys are used as brakes.

Lastly comes the Curling, which is probably the most disappointing event. The aim is to get your four stones as close as possible to the centre pin, while your opponent does the same.

Unfortunately, there is no allowance for colliding. This it is impossible to knock a stone out of your way - you just stop short of it.

Overall this is a nice little package and fun to play. The graphics are quite good, sound is used well and the Electron's clock has never been so useful.

Sound .....	6
Graphics .....	8
Playability .....	7
Value for money .....	7
Overall .....	7

James Bibby, ELECTRON USER 3. 9



# WIZZY'S MANSION

*Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Platform Style  
Author : Bruce Nesbitt  
Standalone Release(s) : 1984: WIZZY'S MANSION, 1984, £7.95  
Compilation Release(s) : 1987: ELECTRON POWER PACK, Audiogenic, £9.95  
: 1990: TRIPLE GAME PACK 1, Summit, £2.99  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown

## Instructions

Wizzy, the incompetent wizard, has a problem - a nasty monster has taken over the room at the top of his mansion. In order to get rid of the monster, Wizzy must cast a spell, but he can't remember the right one. The pages of his book of spells are scattered throughout the different rooms so he must search the rooms picking up all the pages he finds. Unfortunately, his blundering spells have made all sorts of objects come to life and turn nasty! You must guide him through the mansion, picking up the pages and avoiding the nasty objects. Falling too far is also deadly.

You start with 8 lives and get a bonus Wizzy for every ten pages found.

## Game Controls

Z - Left, X - Right, SHIFT - Jump

**Instructions' Source** : POWER PACK (Audiogenic) Inner Inlay

**Review** : No Review Yet



# WOKS

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure Platform Style  
Author :  
Standalone Release(s) : 1986: WOKS, Artic, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128 (After \*CONVERT)  
Supplier : ARTIC COMPUTING LTD, Main Street, Brandesburton, YORKSHIRE  
YO25 8RL. Tel: 01401 43553  
Disc compatibility : CDFS E00, DFS E00

### Instructions

Many years ago the tyrant emperor, Who Dun Pong, decided his subjects were getting too fat. To defeat the flabby uprising he told his guards to go throughout the land and confiscate everyone's WOK and stop people from eating unhealthy, fattening, greasy food.

Emperor Pong hid all the WOKS in the palace strong rooms, and placed members of his elite forces to guard them. You as the people's champion have been chosen to get their WOKS back.

There are nine rooms containing the WOKS, unfortunately some rooms have more guards than others; the first three have only one guard in each, the next three have two in each, the last three rooms have three guards in each. The only advantage you have is that the guards are highly disciplined and never change the route of their patrol. You must learn the routes if you are to have any chance of defeating them.

The WOKS have been evenly distributed about the rooms, eight in each. Once you have collected all the WOKS you then must get the key to open the exit door to the next room.

You have a limited time in each room indicated by the counting down bonus score. If the bonus reaches zero you lose a life. Remember that you only have four lives - you can't afford to waste any.

If by some miracle you manage to clear all nine rooms, you are returned to the first one to begin your quest. Only this time the action of the guards is a lot faster.

### Game Controls

Use the following keys to control the game:

< - Left, > - Right, A - Up, Z - Down, <SHIFT> - Jump  
<COPY>/<DELETE> - Pause/Continue, Q/S - Sound Off/On, <ESCAPE> - Quit Game

**Instructions' Source** : WOKS (Artic) Inner Inlay

**Reviews** : No Review Yet



# WONGO

***Professional, Originally Released On Cassette Only***

Game Type : Arcade; HUNCHBACK Clone  
Authors : R. Brown and Gary Partis  
Standalone Release(s) : 1984: WONGO, Icon, £7.95  
Compilation Release(s) : 1987: ELECTRON POWER PACK, Audiogenic, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron. Plays too fast on BBC machines.  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

*"It's early evening in the mysterious orient. The Great Wall of China is badly in need of repair and, to make matters worse, factions opposing the Emperor have just invented gunpowder and have left bombs at various points along the wall. You are Wongo, the bomb disposal expert, and your job is to travel along the wall by pogo stick, defusing the bombs. But you will be under attack from the opposition who hurl arrows and rocks at you, and also the crumbling wall has numerous holes that you will have to negotiate. And if you don't defuse a bomb within the time limit, it will explode!"*

It's early evening in China. The birds have gone to roost and everyone has gone home - except you! You are Wongo, the bomb disposal expert. It's a busy time for you as factions opposing the Emperor have been planting bombs along that most ancient of monuments - the Great Wall.

It's your job to go and defuse these bombs by travelling along the Great Wall on your official form of transport - a pogo stick! But the Wall is in need of repair, and gaping holes have appeared over the years, some containing deadly creatures. You'll have to get past these to defuse the bombs.

There are twelve bombs to defuse altogether, and if you manage all these you get another twelve that require a higher skill level. Every time you defuse five bombs in succession without losing a life, a 25,000 point bonus is awarded. Plus an extra life is awarded every 20,000 points (but you can have no more than seven lives at any one time). There are three skill levels that can be set during the high score sheet.

## Game Controls

A - Left, S - Right, <RETURN> - Jump  
P/O - Pause/Restart, Y/N - Sound On/Off

**Instructions' Source** : ELECTRON POWER PACK (Audiogenic) Inner Inlay

## Review (Electron User)

If you want a game with superb colour graphics and reasonable sound effects with an almost irritating addictive quality thrown in, then WONGO is the game for you.

Some grovelling nasties have planted bombs along the length of the Great Wall of China and it's up to bouncing little Wongo the Chinaman to defuse them. However, it's not as simple as all that, as poor dutiful Wongo also has to avoid a constant barrage of rocks, arrows and a particularly nasty kind of creature, the jumping gremlin.

Not only does he have to face all this, but the Great Wall itself, being a little older than most of use here (except possibly the editor) is in a sorry state. Parts of it have crumbled away. This leaves a gaping gap which can only be crossed by a



rather bloody-minded flying ferry which simply doesn't want to wait for you. Timing is of the essence.

It's a fast-moving game with three levels of difficulty and a pause facility should you develop finger cramp. The keys are easy to use, the instructions clear and you have the option of having the sound on or off.

If you defuse five bombs without losing a life (you have three) you get a bonus score. There's also an extra life after every 20,000 points. A Hall of Fame is available for good scores.

Keith Young, ELECTRON USER 2.10



# WOODBURY END

***Professional, Originally Released On Cassette Only***

Game Type : Text Adventure With Wire Frame Graphics  
Author :  
Standalone Release(s) : 1985: WOODBURY END, Shards, £8.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SHARDS, 189 Eton Road, Ilford, ESSEX IG1 2UG  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"An illustrated adventure set in a quiet English village. You have 20 days to unravel the sinister secrets of Woodbury End. In real time with interactive characters. 100% machine code."*

It was on a cold winter's night back in the early 50's, when they came. Silently and unnoticed they drifted down through the clouds to shelter in the woods, to the north-east of Woodbury End. All night long they lay in their alien craft, wary of intruders, but certainly not unprepared: they had come this far ... the rest was going to be easy!

In the days that followed, life in the village carried on as normal, unaware of the lurking menace in the woods. people followed their routines: church, school, pub nights, market days, these were the days of excitement for the village folk: the coronation, the new Queen, patriotism was never higher in Woodbury End. In fact, such was the hustle and bustle that the first newcomer, a young man with an easy-going manner arrived almost unnoticed. Such was his friendliness and manner, coupled with the festivities that the normally diffident villagers quickly accepted him into their fold and very soon people looked on him not as a stranger, but as an honest, trusted citizen of Woodbury End.

Things did not go quite so smoothly, at first, for the next stranger, who arrived later that year. This was due to his 'rather alien' appearance, as he was an albino, and was never seen without dark glasses. He also seemed to have an unhealthy attraction for the younger citizens, a weakness which almost resulted in total disaster for the project when, in late January, the Potter boy went missing. He was later found murdered on a rubbish tip north of the town and a lynch mob, fuelled by hatred and xenophobia, marched to the stranger's home. They kicked the door down and, spades, shovels and picks raised, they entered the cottage...to find the albino facing them, a twsited grin on his face and...his glasses in his hand. What happened next was unclear but the outcome of it all was that the murder eventually remained unsolved and was forgotten by most. The albino was never again treated suspiciously but rather with a new respect. Though mainly from a distance.

Over the next few months, more strangers arrived in Woodbury End, the greatest influx for 200 years, yet all, though treated with suspicion at first, were strangely and inevitably accepted into the fold.

Then, for 20 years, things settled down. No more strangers, no unusual activities. Then the fair came to town. Paradisa as it was called, appeared on a hot summer's day in the late 70's, using a small site close to the woods rented from Farmer Wilbert. Nobody really knew why the fair came, or who the organisers were, but it was all free-of-charge and the kids loved it. They came in their droves and adored this new entertainment, particularly the Funhouse, the indoor playground barred to adults...



Soon things started to change in Woodbury End. People became reticent and introspective, a new atmosphere shrouded the village. Villagers started to keep themselves to themselves, troubles were not shared, life long friendships began to crack. But most worrying of all, the children began acting strangely; more withdrawn and introverted. This did not affect all children at once, but slowly and surely this attitude seemed to be spreading through the village. Some children even disappeared...and the strangest thing was that people didn't seem to care. Either that or they were too afraid to speak up. Afraid? Afraid of what?...

You wake up in a darkened room, tied with a rope and your memory a blank.

### Playing The Game

This a real time adventure, the time (days hours) being displayed at the top of the screen. Your score is also shown as a percentage; the aim of the game is to attain a 100% score.

The adventure understands a vocabulary of over 150 words. For simplicity, the common actions can be invoked by single letter inputs. S (Go South), N (Go North), E (Go East), W (Go West), I (Inventory), H (Help), L (Look), F (Fire Weapon), T (Talk), X (Load), Z (Save), Q (Quit). Otherwise, two word inputs are used: i.e. ACTION OBJECT <RETURN>, e.g. TAKE CARD <RETURN>.

For abbreviations, only the first three letters of each word need be used.

### Points To Note

1. As the game is in real time, certain events are planned to happen at certain times. This is particularly true in the case of the 14 characters who appear in the plot.
2. Most objects are illustrated and often give visual clues.
3. The game may be saved at any point and restarted at a later date. When restarting, remember to have the data type containing the previously saved game handy. To save, type 'Z'. To load, type 'X'.

If you complete the adventure, you will be in possession of a sealed confession and you will be given a title. Write to us giving this title and we will send you a copy of the confession which will explain all. You will also be entered in the monthly draw for a free print of the original painting, "WOODBURY END".

**Instructions' Source** : WOODBURY END (Shards) Back and Inner Inlay

**Reviews** : No Review Yet

### Solution (EUG)

Twenty years previously, 'they' came. Aliens. Intermingling with the villagers on some hidden agenda. From then until now, the villagers' children have been disappearing. Terror has stricken the residents of this once idyllic town and you're one of them. Earlier you asked some awkward questions of the wrong people. Now you awake at midnight of day nil of this *real time* adventure, trussed up and at 'their' mercy. So begins a story of heroism and, yes, gun-toting violence in which you will rescue the children and destroy the aliens' secret base!

This adventure is clever and very cryptic. If you've spent any time playing it, you'll note the HELP command gives very strange responses. As these are very much a part of its atmosphere, what these sentences mean will also be explained within the solution. However, always keep an eye on the *time* in the top right hand corner; there is no facility to *wait* in this adventure and, although key events happen at certain times each *day*, try and avoid missing being in the right location at the right time. Otherwise you will find yourself having to wait patiently at the keyboard for long periods. The clock reads dd days hh hours (ddhh).

*Remember* that to LOOK around in this adventure, you simply type L. (LOOK alone is not recognised!) So press L to discover a glass by your side and GET GLASS. Quickly CUT the ROPES, DROP the GLASS and DROP the BLINDFOLD and - hooray! - you're free to



move around! Now look at that clock; if you've been quick it should still be on 0000. The blighters that tied you up meet up in the room south of you at 0001 and you'll be "caught and killed" if you bump into them. If you're there and you hear them coming you can hide behind the curtain (EARLY ONE MORN THE CURTAINS WERE TORN) to escape this end but to cut down how long you need to spend waiting around, you really should complete the above moves before 0001. You can then skip S, S to get through the room to safety.

Now, if you L(ook) around this small room you'll see a mirror. LOOK MIRROR and you will see a raincoat behind you. GET RAINCOAT and LOOK RAINCOAT. If you have an eagle-eye you'll see it's got pockets! EXAMINE these POCKETS and GET the SPECS. Now all the signs around the town will read in English and not look like gobbledegook (BE WISE WITH WISE EYES). Ingenious, eh? DROP the RAINCOAT and rush S, S, E, E, E and N to a disused well. L, but don't hang about, then TURN the HANDLE to pull up a beacon (WELL CAN YOU HANDLE THAT). GET the BEACON.

Run N, E and E into a rather bare shop. BUY a box of MATCHES. Now go W, S, S, S, S and W into the auditorium. If you've been quick enough, it won't be anywhere near 0003 yet. Now, just take your fingers off the keyboard and wait until you hear people approaching. Type in GO SCAFFOLD (TWILIGHT HOURS OR DITTO RUM - Don't ask!) fast and you'll be hidden from the possessed children. Again, wait until the text informs you of "a man's voice" then SWITCH ON BEACON (BRIGHT LIGHT CHILD'S DELIGHT). This will break the hold the aliens have over them.

Now it's time to go investigating. Plod E, N, N, N, N, N, N, N, N, W, W, N from the auditorium to a farm, pressing T to talk to any characters you meet on the way. Talking to each character increases your percentage score, although it's unnecessary to meet most of the people. GET the PRINT on the wall and EXAMINE PRINT. You'll find the numbers 8732 on its rear (PICK A SO REAR GIVE CHEER). DROP the PRINT (Don't forget or you'll be nicked by the old bill!) before going N into a shed. The code is, of course, 8732 and L(ook)ing now will reveal a cube (DIGITAL DOITALL).

GET the CUBE and go S, S, E, E, S, S, S, S, S, S, S and S again to stand beside the closed door to the Mayor's office. Hopefully, it'll be 0007 or thereabouts now. If not, hang around until it is (OFFICE HOURS SUFFICE) then go E. The office will be empty but the Mayor comes in at 8 each day so don't let him catch you or you'll be thrown into jail and will have to trudge back and try again! GET the KEY from his desk and READ the MEMO. What's written certainly makes the Mayor a suspect!

Head W, S and S through the locked door into the records office (OPEN SESAKE). READ the REPORT then go N, N, N, N, N, N, N, N, N and E into the library. GET the BOOK then go back W. Continue N, N, N, E, E, E, E, N, E and you will be in a clearing in the woods. DROP the CUBE here then stroll E, N and N around the woods. READ the ETCHING. Go E, E, S, E and S and L(ook) to see a bat. GET the BAT then head toward the oak tree: N, W, N, W, W, S, S, W, W, S, W, W and W.

The tree is a puzzle in itself and will deny you entry to the fairground unless you run N, E, S, W, N and N around it (CIRCULAR LOGIC RULES). Now go N and EXAMINE the DOOR. Although "only the blind may enter" the sign overhead reads SIMILE backwards. No, you don't have to wear the blindfold or take off your specs again. Rather you must have that bat you found in the forest! "As blind as a bat", see? (PAL IN DROME - NOT QUITE (?)). Go E holding it and, in the next room, DROP BAT; MATCHES; SPECS; KEY and BEACON so you're left with only the BOOK (COLOUR BAR FOR BARS) and go E again into a cell with a beast.

Leave the beast but L(ook) (LEAVE THE BEAST BUT LOOK AT LEAST) and GET the BLOCK. Go W and GET the SPECS; BAT and MATCHES again (the rest of the stuff is useless now) then jog W, S, S, S, E, E, E, E, N and E to the clearing where you left the cube. DROP the BLOCK and they will create a powerful emitter (COMPASS POINTS ZERO - BUT CAN MAKE A DIN).

GET the EMITTOR and now hike all the way back to your house: W, S, W, W, W, W, S, S, S, S, S, S, W, W, W, N, N and N. L(ook) and then SPILL the CAN so petrol runs over the floor. LIGHT the PETROL with the matches and you will be able to go N and E



into a yard (CAN CAN CLEAR THE VIEW). READ the WALL for a clue and GET the PEN. EXAMINE the PEN.

Go W, S, S, S, S, E, E, E and E. It should be nearing the end of day 0 by now and the time should be nearing 0100. If you've been very quick on the keys, you will have to wait around for quite a while! At 0100, the children (who've been following you all this time, apparently) will cheer (THE BELL CAN END THE HELL) and you'll be told to deal with the human-disguised aliens.

This next bit is quite tricky as you need to run from place to place blasting various characters by pressing F. As you will have discovered, characters only appear at certain times and in certain places. A fair bit of rushing around is required (and a fair bit of waiting too) but with a bit of practice, you'll manage it OK. The clues DAILY ROUTINE CAN MAKE LIFE PREDICTABLE, WHO TO BELIEVE - TRUST YOUR MIND NOT YOUR HEART, SUSPICIOUS MINDS - SHORT TEMPER, TRUTH MAY BE FALSE IF HONESTY LIES and MURDER IS SIN - BE CARELESS OR WIN point to the Woodbury Five. Save the game (Key Z) at this point.

Okay then. Go N, N, N, N, N, N, N, E and E. At 0107, Mrs Ackroyd will appear. DON'T talk to her, just blast her - she's one of 'them'. Hit F and <RETURN> to do the business then leg it W, W, S, S, S, S, S, S, S, S, S, S, E into the Mayor's office again. Open F(ire) on him too (at 0108) and then bustle W, N, N, N, E, E and E and blast George Roberts when he shows up in the street at 0109!

With those three down, you can take it a little easier. Go E, E, S, S and W to a cute thatched cottage. READ the PLACARD. Then nurse your suspicions until 0116 when Fred Bates arrives home. With a name like Bates and that sign, what more evidence do you need? F(ire) the emitter at his ass and now sprint E, N, N, W, W, W and S into the police station. At 0117, PC Armstrong will take up his post for the last time. If you're really getting into the adventure by now, you can yell "Always hated the pigs!" as you F(ire) the last bullet home.

All the real time elements have now passed. Go back to the fairground with N, W, W, N, N, N, N, N, N, N, N, N, E, S, W, N, N, N, E and E and L(ook) again in the cell. GET the CONFESSION and READ it (INITIALLY THE BALL IS THE POINT - because you don't get the confession if you don't have the pen). The reading is tricky as the text wants to remind you of a strange ticking sound. You now need to blow up the alien spacecraft. It's in the school (SOUTH FOR THE VESSEL EMBLEM WILL TELL). Run W, W, S, S, S, S, S, S, S, S, S, S, E, E, E, E, E, E, E and N. Finish the job by DROPing the EMITTOR, destroying the aliens, demolishing their craft and rescuing the kids. You are a true 'liberator'; the title SHARDS required for you to enter its original competition. But just what did that confession actually say...?

Solved by (the) Dave in EUG #57



# WOODLAND TERROR

*Professional, Originally Released On Cassette Only*

Game Type : Text Adventure  
Author :  
Standalone Release(s) : 1984: WOODLAND TERROR, MP Software, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MP, 165 Spital Road, Bromborough, MERSEYSIDE  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This is the sequel to FIRIENWOOD, MP's first adventure, which took its name from the forest in which much of the action took place. MP claim that no prior knowledge of FIRIENWOOD is required and since I haven't as yet seen it and I've managed to finish this adventure, I have to agree.

In rescuing the golden bird of paradise in the previous game you inadvertently released an evil genie. Now, a few years later, you set out to kill the genie and restore peace to the land. Hopefully, you'll get it right this time!

You start your quest close to the castle, scene of your previous triumph, and after a couple of TURNS (hint!), you manage to reach the castle and obtain some of the equipment. This includes a password which will see you through to the main part of the adventure.

After a few more moves the PRESSURE begins to tell (yet another hint!), and you find yourself in Firienwood itself.

From this point on the tension mounts and you are presented with numerous puzzles to solve and red herrings to ignore. Also, for any Dungeons and Dragons fans who might be playing, you are frequently given the opportunity to fight goblins and thereby increase your score. Since I managed to complete the adventure without killing a single goblin I can only assume that this option is merely to pad out the adventure a bit.

Perhaps the idea is that having completed the game, you can go through it again to try to achieve a high score. First time I ever heard of an adventure having a top ten!

Anyway, after a lot more red herrings, a trip underground and a visit to the diamond mines, you manage to complete the adventure. At this point I felt it was all a bit of an anti-climax. In retrospect I can say that it is perfectly possible to solve this adventure without even meaning to. Only about 20 per cent of the puzzles and locations have any bearing on what happens.

It's a large program, completely written in machine code, very fast and has an excellent save-game routine. The layout on-screen - using different colours for text, messages and so on - is very impressive.

The thing lacking is a feeling of cohesion between the puzzles and the purpose of the adventure. In view of this I feel that the experienced adventurer would be disappointed if he bought this program. For the novice, however, I think it is ideal. Many of the puzzles that have a direct bearing on the adventure are fairly



easy to solve and there are plenty of locations to explore once the initial problems are overcome.

All in all, a competent piece of programming but for the complete novice only.

Merlin, ELECTRON USER 2. 2



# WORD GAMES WITH THE MR MEN

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Taught By Mr Men Characters  
Author : Roger Hargreaves  
Standalone Release(s) : 1986: WORD GAMES WITH THE MR MEN, Mirrorsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : MIRRORSOFT, Holborn Circus, LONDON EC1P 1DQ  
Disc compatibility : Unknown

## Instructions

Instructions currently unavailable.

## Review (Electron User)

This follows in the same promising steps as the earlier Mr Men programs from Mirrorsoft. Now the number of little characters is reduced to four, but the graphics execution is greatly improved. Mr Noisy's Word Game features Mr Funny and Mr Silly as well as Mr Noisy, and the intention of the series of activities is to practise opposites and comparatives.

Any of the nine activities can be selected from the menu, and these include options in which the child can conjure up on the screen any of the characters in any given dimensions, so a tall Mr Noisy can stand beside a wide Mr Silly.

The young children I tried this with obviously enjoyed these activities, yet a great amount of vocabulary was being used, orally and in reading and typing at the keyboard. There is a screen dump facility included. My favourite program, and that of many of my fellow players, was Read with Mr Bounce. Again there is a menu with just five choices and this time the intention is to encourage practice in reading through the repetition of a number of phrases.

All in all, a fine program with a very real educational purpose, yet an equally high enjoyment factor. I highly recommend it.

Phil Tayler, ELECTRON USER 3. 5



# WORD HUNT

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Authors : Ann and Russel Wills  
Standalone Release(s) : 1984: WORD HUNT, Acornsoft/ESM, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Disc compatibility : CDFS E00, DFS E00

## Instructions

This pack contains four Word Hunt programs on cassette. Select the number of the program you wish to load and press <RETURN>. All instructions are contained in the programs and are shown on the screen.

Each Word Hunt program contains a list of nine words. The object of the exercise is to select one word and then try to create as many smaller words as possible from the selected word. The control over the selection of the word and the amount of time allowed for the exercise is given to the user in the "Teachers' Notes" section. Once these selections have been made the program can be used by up to 20 players and their results stored for later recall.

## About The Authors

Russel Wills began his career in computing in 1965 when he joined IBM as a lecturer. He then worked in Africa for five years as a systems analyst returning to the UK in 1972 to take up his present post as lecturer in computer education in Dundee. Ann Wills is head teacher of a primary school. Russel and Ann Wills share a common interest in the development of software for the microcomputer, and the integration of this material into the school curriculum.

### Inserting New Words Into WORD HUNT

You may wish to add words to the lists of 'allowed' words for any master word. For example, you may wish to allow the word 'la' in the master word 'General'. The procedure for adding to the words already supplied for a particular master word is given below.

1. Select and load the Word Hunt program you wish to change.
2. Press BREAK.
3. Type OLD and press <RETURN>.
4. Hold down CTRL and press N (this turns page mode on for listing, although nothing appears on the screen).
5. Type LIST 5000, and press <RETURN>.

The screen will display a page of word lists called data statements.

6. Find the data statement which contains the list of all words which can be created from the master word in question.

Note that the words are displayed in alphabetical order. Search through the data statement for the position where the new word should be inserted - IT MUST BE PLACED ALPHABETICALLY. (If the required data statement is not on this page, press <SHIFT> to move on to the next page.)



7. Press <ESCAPE> to end the listing of the program.
8. Move the cursor using the arrow keys to the beginning of the appropriate data statement.
9. Press <COPY> to copy the data statement up to the position where the new word is to be inserted. This should include the comma which follows the previous word.
10. Ensure that the <CAPS LK> light is off.
11. Type in your new word, which can be two, three, four or five letters in length, and put a comma after it.
12. Continue to copy up to and including the end of the data statement and then press <RETURN>.  
  
You must stop copying immediately after the ZZZ terminator which marks the end of each data statement.
13. Press <SHIFT> and <CAPS LK> to turn the CAPS LK light on.
14. Type RUN and press <RETURN>. Check that your new word has been entered into the list.
15. When you have verified this, press <BREAK> to leave the program.
16. Type OLD and press <RETURN>.
17. Save this version on to cassette by typing SAVE "filename" and press <RETURN>.

NOTE: We recommend that you can use your own filename so that the original program remains intact. In this case, your new version of the program cannot be loaded via the INDEX, but you should use the CHAIN or LOAD command, for example: CHAIN "filename" <RETURN>

**Instructions' Source** : WORD HUNT (Acornsoft) Back and Inner Inlay

**Reviews** : No Review Yet



# WORD PROCESSOR

*Professional, Originally Released On Cassette Only*

Game Type :  
Author :  
Standalone Release(s) :  
Compilation Release(s) :  
Stated compatibility :  
Actual compatibility :  
Supplier :  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions



# WORD SEQUENCING

*Professional, Originally Released On Cassette Only*

Game Type : Educational  
Authors : Ann and Russel Wills  
Standalone Release(s) : 1984: WORD SEQUENCING, Acornsoft/ESM, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

## Instructions

This pack contains three Word Sequence programs on cassette (PROVERBS, NURSERY RHYMES and SENTENCE SENSE). Loading instructions appear on the inside front cover of this pack. All other instructions are contained in the programs and are shown on the screen.

Each program presents a series of jumbled words which must be arranged to form either a proverb, nursery rhyme title or a sensible sentence. Words to be moved are first located and selected using the cursor right and cursor left keys. The words are then moved using the number 2 and 3 keys.

The "Teachers' Notes" give the user control over the length of time that a child works. Once the time is selected, up to 20 children can use the programs and their results will be stored for later recall.

## About the authors

Russel Wills began his career in computing in 1965 when he joined IBM as a lecturer. He then worked in Africa for five years as a systems analyst returning to the UK in 1972 to take up his present post as lecturer in computer education in Dundee.

Ann Wills is head teacher of a primary school. Russel and Ann Wills share a common interest in the development of software for the microcomputer, and the integration of this material into the school curriculum.

## Inserting New Words Into WORD SEQUENCING

Once your students have become familiar with the phrases supplied on the WORD SEQUENCING program, you may like to replace them with phrases of your own choice. The procedure for replacing existing phrases and then saving the amending program is given below.

1. Select and load the program you wish to change.
2. Press <BREAK>.
3. Type OLD and press <RETURN>.
4. Hold down CTRL and press N (this turns page mode on for listing, although nothing appears on the screen).
5. Type LIST 6000, and press <RETURN>.

The screen will display a page of word lists called data statements. Each data statement has a number at the beginning of it and contains the sentence which will then be jumbled up in the program.



Search for the data statement you wish to replace. If the required data statement is not on this page press SHIFT to move on to the next page.

6. Press ESCAPE to end the listing of the program.
7. Move the cursor using the arrow keys to the beginning of the appropriate data statement.
8. Press COPY to copy the data statement up to the position where the new sentence is to be typed. This should be after the double quote which follows the word DATA.
9. Ensure that the CAPS LK light is off.
10. Type in your new sentence and put a double quote after it.
11. Press <RETURN>.

This procedure can be repeated to replace all of the original sentences.

12. Press <SHIFT> and CAPS LK to turn the CAPS LK light on.
13. Type RUN and press <RETURN>. Check that your new sentence has been entered into the list.
14. When you have verified this, press <BREAK> to leave the program.
15. Type OLD and press <RETURN>.
16. Save this version on to cassette by typing SAVE "filename" and press <RETURN>.

NOTE: We recommend that you can use your own filename so that the original program remains intact. In this case, your new version of the program cannot be loaded via the INDEX, but you should use the CHAIN or LOAD command, for example: CHAIN "filename" <RETURN>

**Instructions' Source** : WORD SEQUENCING (Acornsoft) Back and Inner Inlay

**Reviews** : No Review Yet



# WORDPLAY

## *Professional, Originally Released On Cassette Only*

Game Type : Utility; Introduces Word Processing Skills  
Author : Unknown  
Standalone Release(s) : 1986: WORDPLAY, <unknown>, £6.95  
Compilation Release(s) : None  
Stated compatibility : Unknown  
Actual compatibility : Unknown  
Supplier : Unknown  
Disc compatibility : Unknown

### **Instructions**

Instructions currently unavailable.

### **Review (Electron User)**

WORDPLAY is an original and innovative idea, attempting to introduce the complex ideas of word processing to young children through the use of animated icons.

These animal icons, rejoicing in delightful names like Selina Seagull and Petronius Pelican, show the child in an amusing and educationally valid manner the various options available in a word processing program.

The icons are permanently displayed at the bottom of the screen below the text window which can display at any time nine of the 33 lines of text possible in the file.

However there are a couple of areas where I feel the program is less than user-friendly and where children may be easily confused.

My chief criticism is reserved for the left and right justification, made by Eve the Elephant and Boris Bear.

Boris tidies by pushing the left margin, but only from column two or greater, and leaves a ragged right result. The elephant, however, then right justifies back to the first column by tugging, often leaving very large gaps in the text, large enough for words to be included from the line below.

I am not convinced that children will really appreciate how useful word processing can be from this program, although the excellent booklet will prove an effective tutor.

Sound .....	6
Graphics .....	8
Playability .....	7
Value for money .....	7
Overall .....	7

Phil Tayler, ELECTRON USER 3. 8



# WORDS WORDS WORDS

*Professional, Originally Released On Cassette Only*

Game Type : Educational; Ages 5-12  
Author : Tom Stonier  
Standalone Release(s) : 1984: WORDS WORDS WORDS, Acornsoft/ASK, £9.95  
Compilation Release(s) : 1985: BEST FOUR - LANGUAGE, ASK, £9.95  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : APPLIED SYSTEMS KNOWLEDGE, 68 Upper Richmond Road, LONDON  
SW15. Tel: 01-874 6046  
Disc compatibility : CDFS E00, DFS E00

## Instructions

WORDS WORDS WORDS is a stimulating game to help young children with their reading and spelling. Pictures are shown on the screen and the child has to type in the name of the object shown. If the answer is correct the object takes its place in a scene. Once all the pictures in a scene have been identified correctly then the scene comes to life!

Over 85 words are introduced, children can link the eight scenes together in almost any order they choose, and they can then build up their own action packed stories!

## In all A.S.K. programs

<RETURN> Remember: once you have typed in your response a program will  
< icon > deal with it until you press the <RETURN> key.

<ESCAPE> You can always return to the beginning of a program by pressing  
< icon > the <ESCAPE> key.

<DELETE> You can rub out anything typed in, before the <RETURN> key is  
< icon > pressed, by using the <DELETE> key.

<\_Hand\_> Means : Please press the space bar to carry on with the program  
< icon >

< ? > Means : the program did not expect the response it has just re-  
< face > ceived. Perhaps there was a typing error? In any case, to carry  
on, just press the space bar and try again.

<CTRL> All of our programs incorporate sound. There are various volume  
levels - holding down the <CTRL> key and pressing the <S> will  
<S> change the level - keep pressing the keys until you are happy  
with the volume.

Note: The program will not run on computers that have 0.1 operating systems.

## Introduction

WORDS, WORDS, WORDS is a game for young children who are learning to read. Using the program, a child can build up scenes by accurately spelling the names of objects. Once a scene has been correctly completed, things begin to happen; perhaps smoke comes out of the chimney, or a lorry drives off, or the lion may roar, or...

There is more to Words, Words, Words though than just learning to spell. A new story can be created each time the program is used, since the scenes can be linked together by the child in any order. After the last scene children may enjoy drawing a picture to describe what they think might happen next.



A wordlist of the eighty plus objects presented in the program is given at the end of the "How To Use It" section in this booklet.

A NOTE ABOUT BIG AND SMALL LETTERS. At school, and in most learning to read books, the lower case letters a, b, c...are introduced before the upper case letters A, B, C...etc. Because of this it may be advisable to stick labels with lower case letters on your keyboard. Otherwise young children may be confused by the difference between A and a, B and b and so on.

### **How to use it**

The program itself will remind you what to do at each stage.

When the program has loaded, the screen display will be:

```
Where does your
story begin?
  In the city
        street
        house
        park
        zoo
        orchard
        farm
  or      castle.
My story begins in the ...
```

It is then up to the child to decide which scene to visit. One of the eight choices should be typed in. Don't forget that the <RETURN> key must always be pressed to let the computer know that the child has finished typing the word.

Once work has begun on a particular scene - the street, the city, the farm etc. - the name of each object in that scene has to be inserted in a sentence like

```
I see a ____
```

as it appears. Once the name of the object is spelled correctly, that object then takes its place in the main scene.

If the name of the object is mis-spelled, the ? symbol appears. This means that the computer did not understand. Just press the space bar and try again.

If a word is mis-spelled twice, the correct spelling will be displayed, followed by the hand icon which means: please press the spacebar when you are ready to continue. The next object will then appear. If there is difficulty in recognising a particular object, look it up in the wordlist at the end of this section of the booklet.

If all the names of all the objects in a particular scene are spelt correctly, there is an extra reward: things begin to happen. Watch out for them!

At the end of each scene, except "the castle", the program asks for another scene to be chosen by a question like:

```
Where do you want the bus to go? To the ____
```

Type in the name of the scene you want to go to, and press the <RETURN> key. If you try to go to a scene that the computer doesn't know, then the ? symbol will appear. Press the spacebar, and try again. If the computer still doesn't understand, then you will be taken automatically to another scene.

The castle scene always finishes a session provided all the objects are spelt correctly. Press <ESCAPE> to restart the program.

### **Wordlist**

In the English language there are often several names to describe the same object. For this reason, we have sometimes included in the wordlist several choices of name for an object e.g. pillar box, mail box and post box.



city	CITY	street	STREET
~~~~	~~~~	~~~~~	~~~~~
bank	BANK	bus	BUS
shop	SHOP	(coach)	(COACH)
(toy shop)	(TOY SHOP)	church	CHURCH
bus	BUS	shop	SHOP
(coach)	(COACH)	(toy shop)	(TOY SHOP)
building	BUILDING	house	HOUSE
(block of flats)	(BLOCK OF FLATS)	tree	TREE
crane	CRANE	pillar box	PILLAR BOX
lorry	LORRY	(mail box)	(MAIL BOX)
(truck)	(TRUCK)	(post box)	(POST BOX)
sun	SUN	girl	GIRL
cloud	CLOUD	boy	BOY
rain	RAIN	ball	BALL
		car	CAR
house	HOUSE	park	PARK
~~~~	~~~~	~~~~	~~~~
car	CAR	trees	TREES
house	HOUSE	grass	GRASS
door	DOOR	plant	PLANT
window	WINDOW	flower	FLOWER
roof	ROOF	pond	POND
chimney	CHIMNEY	(lake)	(LAKE)
smoke	SMOKE	duck	DUCK
garage	GARAGE	bush	BUSH
tree	TREE	butterfly	BUTTERFLY
bush	BUSH	boy	BOY
wall	WALL	dog	DOG
gate	GATE	balloon	BALLOON
steps	STEPS		
boy	BOY	orchard	ORCHARD
dog	DOG	~~~~~	~~~~~
zoo	ZOO	apple	APPLE
~~~	~~~	orchard	ORCHARD
boy	BOY	tractor	TRACTOR
dog	DOG	farmer	FARMER
fence	FENCE	(man)	(MAN)
cage	CAGE	hat	HAT
deer	DEER	girl	GIRL
camel	CAMEL	chicken	CHICKEN
lion	LION	(hen)	(HEN)
girl	GIRL	egg	EGG
balloon	BALLOON	tree	TREE
farm	FARM	castle	CASTLE
~~~~	~~~~	~~~~~	~~~~~
tractor	TRACTOR	tower	TOWER
farmer	FARMER	(castle)	(CASTLE)
(man)	(MAN)	window	WINDOW
barn	BARN	wall	WALL
cow	COW	gate	GATE
milk can	MILK CAN	owl	OWL
(churn)	(CHURN)	moon	MOON
(milk churn)	(MILK CHURN)	star	STAR
lorry	LORRY	ghost	GHOST
(truck)	(TRUCK)		
sheep	SHEEP		
(lamb)	(LAMB)		
rabbit	RABBIT		
(hare)	(HARE)		



**Educational notes**

This program is desgined to encourage children to recognise and spell a set of over eighty five words. The words and associated scenes have been specially chosen to complement the sort of pictures which appear in children's first illustrated word books. The computer gives these "picture pages" the added dimensions of physical and visual interaction between the children, keyboard and screen. This kind of interaction is a very powerful aid to memory and the child will soon learn how to use the program and experiment with it to succeed.

The value of the program could be increased by allowing children access to paper, pencils and crayons to copy and label each scene or to make their own labelled pictures afterwards. The program may well stimulate the child to create much richer and more detailed pictures than those possible on this computer. Labelling each object in the child's picture is most important.

**Instructions' Source** : WORDS WORDS WORDS (Acornsoft/ASK) Back and Inner Inlay

**Review** : No Review Yet



# WORKSHOP

*Professional, Originally Released On Cassette Only*

Game Type : Utility; Educational Art Package  
Author : Richard de Grandis-Harrison  
Standalone Release(s) : 1984: WORKSHOP, Acornsoft, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ACORNSOFT, Betjeman House, 104 Hills Road, CAMBRIDGE CB2 1LQ  
Tel: (0223) 316039  
Disc compatibility : CDFS E00, DFS E00

## Instructions

WORKSHOP provides a microworld in which to discover what each of the program's amazing 'machines' can do with simple shapes. Users will set their own aims, developing their plans and experimenting as they explore alternative methods of working. In exploring the functions of these strange machines, creative thinking can be as effective as a logical approach, though users who wish to review their strategies will enjoy the lively replay sequences. In the microworld of Workshop there will always be new shapes and new things to try - and finding out is fun.

The program uses a small number of words and symbols that can easily be found on the computer keyboard. Additionally the function keys have picture-labels and each machine generates its own particular sounds, so Workshop will serve as an amusing and imaginative introduction to the computer for young learners from the age of three upwards.

## Introduction

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The program uses a small number of words and symbols that can be easily found on the computer keyboard. Additionally the function keys have picture-labels and each machine generates its own particular sounds, so Workshop will serve as an amusing and imaginative introduction to the computer for young learners from the age of three upwards.

## Sound

The program begins on the SHELF page with the sound option on. Pressing Q will switch the sound off; S will restore it. Sound may be switched on or off whenever you return to the SHELF page.

## Function Key Card

This is placed at the top of the computer keyboard. If you lose your function key card you can make a new one. Simply ensure that the name and symbol for each machine lines up above the following keys:

1 = DRILL	2 = PAINT	3 = NOT	4 = SCALE	5 = CUT
6 = SQUASH	7 = GLUE	8 = ROTATE	9 = LOOK	0 = SHELF

## In The Workshop

Workshop is designed for experimentation. There is no right or wrong way of working and surprising effects can be achieved. This section gives details of a planned



method of approach that you may wish to follow. Others will prefer the challenge of exploring the workshop on their own.

There are four main 'pages' or operating areas: SHELF, PLAN, MACHINES and LOOK.

### **Shelf Page**

The SHELF is in front of you when you enter the workshop.

You may select a shape (circle, square or triangle) from one of three boxes that contain shapes, by pressing number key 2, 3 or 4. The shape chosen will then be placed in the main box:

DELETE - cancels your choice  
RETURN - confirms your choice

If you confirm your choice, you are given further options before you leave the SHELF page:

Number key 1 moves the chosen shape from the main box into box 1  
Number key 0 empties the main box  
Number key 2, 3 or 4 will now place another shape in the main box

If number key 1 is pressed when both 1 and the main box are full, the shapes will be exchanged

COPY - enables a shape in box 1 to be copied into the main box. This option becomes available immediately after number key 1 has been pressed  
DELETE - allows you to undo the last action  
ESCAPE - takes your chosen shape from the main box to the PLAN page

### **Plan Page**

The chosen shape remains in the main box. Symbols corresponding to those on the function key card surround the area and show the machine options.

At this point it is possible for you to ROTATE the shape in the main box (by pressing the labelled function key) and move it UP, DOWN, LEFT and RIGHT with the arrow keys. The shape can then be taken to a machine by pressing a labelled key.

You can return to the SHELF at any time from the PLAN page or select the LOOK page.

### **Machine Pages**

Each machine page shows the chosen shape in the main box and the machine's symbol in the top-left hand corner. Operating options are shown at the bottom of the screen:

RETURN - sets the machine in motion  
DELETE - undoes the machine's operation  
ESCAPE - transfers the shape (in its current state of working) to the PLAN page where further options may be taken

### **The machines:**

The DRILL bores a hole at the centre of the main box. The positioning of shapes will have taken place on the PLAN page. The size of the drilled hole is increased with each press of the <RETURN> key.

The PAINTING MACHINE paints the entire shapes in one of seven colours: red, green, yellow, blue, purple, light blue and white (R, G, Y, B, P, L and W). A colour change may adjust the colours of other pages too.

The NOT machine acts like a mould which surrounds the chosen shape. The mould will be the new shape.

The UP and DOWN arrow keys are used to enlarge or reduce shapes. There may be some simplification of shapes during this process.



The CUTTING machine positions a blade over the shape and cuts down in a straight line. The blade may be moved to the left and right using the arrow keys. The section to the right of the blade is discarded.

The SQUASH machine can squash or stretch. The DOWN and UP arrow keys are used to show whether the shape is to be squashed or stretched. All parts of the shape are affected.

The GLUE machine is used to glue any shape in box 1 to any shape in the main box. The shape from box 1 will be on the right and the shape from the main box will be on the left. Both shapes are scaled down.

### **Look Page**

A record of the sequences of operations is kept automatically. It may be referred to from the PLAN page whenever required. A series of symbols shows the pages which have been visited so far. The processes which occurred on each page have been stored as a sort of 'program':

RETURN - enables you to run this 'program'  
DELETE - will clear the LOOK page  
ESCAPE - takes you to the PLAN page

You will hear a warning tone if the computer does not have enough memory left to record further processes. A flashing LOOK symbol will also appear on the right-hand side of the screen. The LOOK page may not appear to be full when this warning is given if some of the symbols shown represent more than one process. Normal working conditions can continue when the LOOK page is full but further processes will not be stored until the LOOK page has been cleared with <DELETE>.

Designed by Daniel Chandler with David Butler  
Programmed by Stephen Butler and Bob Di. Giuseppe.

**Instructions' Source** : WORKSHOP (Acornsoft) Back and Inner Inlay

### **Review (Electron User)**

WORKSHOP, from Acornsoft, as you might expect, provides the user with a workshop environment in which to build things. The main fun comes from being able to take objects or shapes such as triangles, squares and circles, then chop bits off them, drill holes and glue them to each other.

Educationally, the idea is that users set their own aims, develop their own plans and experiment as they explore alternative methods of working. Experiments are encouraged as their effects can be immediately reversed by pressing the Delete key thus ensuring no damage is done. There are four main pages or operating areas: Shelf, Plan, Machines and Look.

At the start you are presented with the Shelf page from which you can select an object to work on - either a circle, square or triangle. Once you've made your selection you move on to Plan by pressing <ESCAPE>.

Here your object is shown in a large box in the centre of the screen. Surrounding the box is a set of icons representing the various machines you can use.

You can position your object around inside the box by using the cursor keys and then select a machine from the following:

\*Drill bores a hole at the centre of the main box, the position of the object being drilled having been selected by the cursor keys. The size of the drilled hole increases with each press of <RETURN>.

\*Paint paints your object in any of seven colours.



\*Not acts like a mould which surrounds the chosen shape. The mould then becomes the new shape.

\*Scale allows you to enlarge or reduce your object.

\*Cut has a blade which can be moved left or right. When <RETURN> is pressed the blade cuts down through your object.

\*Squash squashes or stretches your object.

\*Glue will glue your present object to one you have previously made and stored.

\*Rotate turns your object through 90 degrees so that you can work on all sides.

These machines are very versatile and the graphical effects quite clever. One very good feature is the Look option. As you build your object, each key press you make is stored.

On selecting Look every process you have taken your object through is impressively replayed in graphic detail.

This is a very useful feature for the teacher or parent who does not have the time to work through the program with the user but wishes to review the work later.

The environment provided by Acornsoft's WORKSHOP is definitely conducive to logical thinking and closely simulates that of a real workshop.

Robin Nixon, ELECTRON USER 3. 5



# WORLD GEOGRAPHY

## *Professional, Originally Released On Cassette Only*

Game Type : Geography Quiz; Capitals And Populations  
Author : Richard Hanson  
Standalone Release(s) : 1984: WORLD GEOGRAPHY, Superior, £7.95  
1989: PRES GAMES DISC 6, PRES, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner  
Lane, LEEDS 7  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

Instructions currently unavailable.

## Review (Electron User)

Geography - not the most exciting subject, is it? That's what I thought before I began reviewing one of Superior Software's latest releases. You are first presented with an accurate hi-resolution map of the world, filling the top two thirds of the screen. This is followed by the test at the bottom.

You begin by deciding what you want to be tested on - capitals, populations, or both. You then choose one of the eight levels, which, when put together, cover a massive 166 countries. On the hardest level you get asked about small countries such as Djibouti, which I had certainly never heard of.

You will probably have wondered how the test on population works - how accurate answers need to be? Well this program overcomes many problems by saying that any answer within a reasonable percentage is correct. So it will be accurate for many years to come.

While progressing through your test, the country in question is highlighted on the map with a small flashing circle, enabling you to identify its position.

After being pelted with questions on about 20 countries, your ordeal ends and your percentage of correct answers is given. It was here that I unearthed a definite bug in my copy of the program. Once you have been given your results, you are asked: "Do you want to try this again?". If your answer is Yes, the program just ends. This means you have to type RUN to carry on.

But overall, I believe this is a well written program. I found it both interesting and absorbing and think it has potential use in both school and home.

Richard Tacagni, ELECTRON USER 2. 1



# WYCHWOOD

## *Professional, Originally Released On Cassette Only*

Game Type : Text Adventure (Adventure No. 3 In THE LARSOFT COLLECTION)  
Author : Geoff Larsen  
Standalone Release(s) : 1987: WYCHWOOD, Larsoft, £3.95  
Compilation Release(s) : 2002: THE LARSOFT COLLECTION, Larsoft, PD (Disc)  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : LARSOFT, 4 Chantry Road, Clifton, BRISTOL BS8 2QD  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

You have served your six months' sentence for burglary and now you hope to benefit from what you have learned.

Old Jones was a good mate to you. Mind you, Jonesy doesn't realise how much information was given away whilst asleep. Sleep talking is a fairly common occurrence I suppose.

The sly old devil. Pulled off a bank robbery three years ago did old Jonesy. The money was never recovered, of course. Jonesy saw to that. One and a half grand stashed away where nobody would find it. Nobody except you, that is. Poor old Jones was arrested in the village of Lower Ashley SANS LOOT. The robbery had been from one of the banks in Greater Manchester, ten miles south.

Lying between the two, of course, is Wychwood. Good old Jonesy, Wychwood.

From what you have heard while the old codger was giving it zeds the money is stashed away in the vicinity of Wychwood Manor. It could still take some finding of course but you know how old Jonesy thinks, don't you? When you get to Wychwood your instinct should help you. Six months isn't long enough to dull your senses.

This car was easy enough to nick, huh? Don't care much for the colour but that is the least of your concerns.

Can't be much further now. Ah, there's the turning for Wychwood. I'll park the car here. This road is quite off the beaten track and anyway nobody should be snooping around at this time of the morning. Not even seven yet.

Right, here goes...

### To Load Game:

Type \*RUN <RETURN>

### To Redescribe Current Location:

Type L

### Movement:

Movement through the game is usually effected by N, S, E, W, U and D

### Inventory:

An inventory of your current possessions can be found by typing I

### Commands:

Commands are entered in the usual verb-noun or verb format

### To Save Game Position:



Type SAVE. The current state of play can then be resumed by typing LOAD

### Official Hintsheet

- If you are in the dark it may be because you do not yet have the feel for the game.
- The key to Wychwood Manor lies partly in the unlocked cabin and partly underground.
- If you manage to enter the locked cabin you could emerge with credit.
- When you hear a strange noise above you look up.
- You will need to be a bright spark to get past the dog. The water supply to Wychwood Manor has been cut off. Find an alternative source.
- There is a secret room concealed on the ground floor of the manor.
- Listen to the vicar's advice. If the bull does not make your spirits flag you could discover an interesting angle.
- Autumn leaves conceal something useful.
- Do not spend valuable time messing with the supernatural. It is better left alone.

**Instructions' Source** : WYCHWOOD (Larsoft) Inner Inlay

### Review (Electron User) - "Sinister Adventure"

When this adventure landed on my desk for review I was absolutely knocked out by the package's sinister graphics. I carefully read the well-written informative notes and loaded the program with anticipation. After only 20 minutes of exploration and head scratching, I was hooked.

You play the role of an ex-convict who shared a cell with a character called Jonesey. He talked in his sleep and gave you a good idea of where he hid the loot from a bank robbery.

Obviously your task is to recover the swag, stashed away near Wychwood Manor, for yourself. As you leave your car in a quiet country lane which leads east, "the sound of birds fills the crisp air of an early autumn morning". This introductory location gives an indication of the atmospherics of the whole adventure.

You are free to move through the first few locations without encountering any real obstacles, though the pond may at first baffle you.

I was particularly taken by the various doors which require different techniques to open them. I expect you'll open the cabin door easily but the front door is rather more difficult - the trick involves a loose key, a paper clip and a newspaper. Try and work that one out! I'll also leave you to discover the secret passage for yourself.

WYCHWOOD isn't a particularly large adventure, but each location will provide interest and material to solve the various puzzles. Try listening to the sermon in church - the reward is quite earthly.

The adventure is littered with objects which require careful examination, thought and manipulation. For instance, in the cabin I discovered a mannequin and clapperboard which had me foxed for hours.

Larsoft boasts that its games are free of bugs, non-violent, and can be solved by pure logic. If this is an indication of things to come I will have no hesitation in buying all of their future releases.

Presentation .....	8
Atmosphere .....	8
Frustration Factor .....	8
Value for money .....	10
Overall .....	8



**Solution (Acorn Electron Haven)**

From the car go E, E and N. EXAMINE the POND and GET the PIPING you find in it. Go W, W, N, N and W to one of the two cabins that border the manor. OPEN the DOOR of this one and ENTER CABIN. EXAMINE the DRAWER and GET the paper CLIP you find there. Now LEAVE and go E, N and W. PUSH the SLAB to be able to journey underground.

Go D and OPEN the DOOR leading to the tunnel. GO TUNNEL and continue N and D. LIFT the TRAPDOOR, go D and FEEL around in the dark. PULL the CORD to turn the lights on. EXAMINE the BED, EXAMINE the TABLE and then EXAMINE the SHELF. GET NEWSPAPER and GET LIGHTER. Retrace your movements U, U and S. GO DOOR to get back into the tunnel. Now go U, E, N and N back to the front door of the manor.

EXAMINE the KEYHOLE and SLIDE the NEWSPAPER under the door. BEND the paper CLIP and USE the resulting thin WIRE to poke out the key. PULL the NEWSPAPER back. GET the BRASS key to avoid locking yourself out later!

OPEN the DOOR, GO through the DOOR and then CLIMB STAIRS. Go N and into the bathroom. GET the CHAIR in here and go S. LOOK UP and you will see a panel. DROP the CHAIR and STAND on CHAIR. Now OPEN the PANEL. GO PANEL. GET the BUCKET in the attic before going back D and W.

In the west bedroom, EXAMINE BED and GET the CREDITCARD. Return E, D, S, S, S, S and E to the second cabin (which is locked). USE the CREDITCARD to gain access and, once inside, DROP the CREDITCARD to free up space. ENTER the CABIN and, inside, EXAMINE the CRATE to discover a squib. GET the SQUIB and LEAVE.

Go W, S, S, E and E to where the pond's water is deepest. FILL the BUCKET here and return W, W, N, N, N, N, N back to the manor. OPEN the DOOR again, GO DOOR and go E. EXAMINE the CANDELABRUM. It is loose. PULL the CANDELABRUM to reveal a secret opening.

GO into the OPENING and inside, GET the Russian FLAG. Now LEAVE and go W and W. GET the ROD and line and go N and E. OPEN the back DOOR. Outside, you will be faced by a dog. LIGHT the SQUIB and THROW the SQUIB. A spark will ignite the shed so EMPTY the BUCKET of water over the flames quickly! Then GO SHED and find a step-ladder. GET the LADDER and LEAVE.

DROP the LADDER, CLIMB the WALL and JUMP DOWN. The gate in the field is not high so merely CLIMB GATE to get over it. Wander N, E, N, N and N through fields (past a scarecrow). EXAMINE the TRACTOR to find a flask of tea. GET FLASK and go E and S. GO into the CHURCH and LISTEN to the vicar's advice. Take heed!

LEAVE and go W, W and S to the stream south of the bridlepath. GIVE the FLASK to the fisherman and GET the HOOK he offers you in return. TIE the HOOK to the rod and line. Now go N and N to enter the bull's field. WAVE the FLAG, move S and THROW the FLAG. The bull will chase after it.

Return N to the bull's field, CLIMB the TREE, EXAMINE the HOLLOW and USE the ROD, line and hook to fish the metal box out from the hollow tree. The key will fall out - back into the tree. GET the BOX, climb D and CLEAR away the fallen LEAVES from the base. EXAMINE the second HOLLOW. GET the SMALL key inside it. Now you can OPEN the BOX and EXAMINE BOX to find a wad of notes. EXAMINE NOTES to complete the adventure!



# XANAGRAMS

***Professional, Originally Released On Cassette Only***

Game Type : Strategy; Anagrams-type Puzzles  
Author :  
Standalone Release(s) : 1984: XANAGRAMS, Postern, £6.99  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : POSTERN, PO Box 2, Andoversford, Cheltenham, CHELTENHAM  
GL45 5SW  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

## Instructions

*"XANAGRAMS combines the fun of hangman with the mental stimulation of anagrams and crosswords. XANAGRAMS contains over 500 different words, the number of permutations is therefore incalculable!"*

## Playing XANAGRAMS

1. When the words have been loaded, you will be asked which level of play you require. There are 3 levels:-  
  
Level 1 is set for junior school children;  
Level 2 is for the senior school child;  
Level 3 is for adults and brighter children.
2. Select the level of play by pressing 1, 2 or 3.
3. Having chosen the level of play the program will ask you how many words you require (1 to 5). If more than one word is chosen, the words will be linked like a crossword. Obviously the more words you choose, the more challenging the game! Select the number by pressing the relevant key.
4. The XANAGRAMS screen will then be displayed. The words will be laid out as a series of boxes. You have to guess which letter goes in each box. This is done by simply pressing the relevant alphabetic key.
5. On the right of the screen are all the letters that go to make up the words.
6. When a correct letter is chosen it will appear in the appropriate box, disappear from the list on the right and you will score 30 points. If you make an incorrect choice you will lose 5 points and the letter in the table on the right will change from upper case to lower case.
7. You can move the cursor about by using the cursor keys on the right of the keyboard. If you move the cursor before finding the correct letter, the letter table is restored to upper case.
8. If you are stuck then by pressing 'f1' that letter is revealed but you will lose 50 points, or 100 points if it is the first letter of a word.
9. If you are totally defeated and wish to end the game, press 'f3' followed by letter 'Y' and the remaining letters will be displayed.
10. If you wish to avoid disturbing other people then you can turn the sound off by pressing function key 'f5'. The sound can be restored by pressing key 'f5' again.



**Scoring**

700 Stay in after school  
800 Extra homework please  
900 Are you paying attention?  
1000 Not bad  
1100 Improving  
1200 Excellent

Over 1200 You may go to the top of the class and give out the pencils at playtime!

**Instructions' Source** : XANAGRAMS (Postern) Back and Inner Inlay

**Reviews** : No Review Yet



# XOR

## ***Professional, Originally Released On Cassette Only***

Game Type : Strategical Overhead Maze Game; Great Graphics  
Author :  
Standalone Release(s) : 1985: XOR, Logotron, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron only  
Supplier : LOGOTRON, Dales Brewery, Gwydir Street, CAMBRIDGE CB1 2LJ  
Disc compatibility : Unknown

### **Instructions**

*There are no random events in XOR's labyrinthine palace, and there is no premium on hand-eye co-ordination. You have all the time in the world to work out the precise nature of the hazards you encounter. Logical thinking, strategy and tactical problem solving are all part of XOR experience. And XOR is not simply about finding solutions. If you can solve the entire puzzle (15 levels plus an encrypted anagram), you qualify to be a member of the Order of XOR. With a certificate and a badge to prove it.*

"...this is one of the most compulsive, cunning and attractive programs I've seen for some time! ... the game is superb - a very classy original twist on the basic maze theme."

- A & B COMPUTING

### **XOR's Features**

- \* 15 graded mindbending mazes; each maze approximately 16 screens
- \* super smooth high speed scrolling
- \* high resolution quality graphics
- \* high speed or step by step replay feature
- \* intriguing logical problems
- \* interactive dynamic puzzles

### **Game Elements**

Magus, Questor, Forcefield, Fish, Fat dolls, Chicken, Transporter, H'Bomb, V'Bomb, Door, Map, Mask, Switch

### **Playing Instructions**

The introductory screen will load, then press space bar to continue onto the menu screen.

P - Piano (softer) F - Forte (louder)

L - Level (cycles through levels)

The music is optional. You can reduce the volume or turn it off by pressing P, or increase the volume by pressing F. The levels of play run from 0-15 although 11, 13 and 15 are not accessible until you have discovered how to reveal them! Once you have selected a maze, press the SPACE BAR to start to the maze.

### **Become A Member Of The Order Of XOR**

If you solve all fifteen levels you qualify to become a Member of the Order of XOR, with a Certificate and Badge to prove it. We plan further competitions with major prizes for Members of the Order of XOR. A and B Computing will be running a regular XOR Club spot with hints and tips for desperate puzzlers.

### **XOR Maze Generator**

The XOR Maze Generator is a truly professional utility, in fact it's the very generator we used to create the first collection of XOR puzzles found in this package. The package is fully menu driven and simple to use, the user simply places



any of the selection of predefined icons onto the maze screen. Walls can be created simply by selecting the wall icon and driving it around the maze as required. Included in the package is an ICON DESIGNER so that you can change the appearance of the game characters to baffle and delight your friends. All purchasers of the maze generator are invited to submit mazes for inclusion in XOR II.

### **Game Controls**

Z - Left, X - Right, : - Up, / - Down, E - End Game  
Y/N - Action Replay/Restart, P - Stepper (Replay), H - Hold (Replay)

There are two heroes on the screen represented by two shields (MAGUS and QUESTOR). These shields can be moved around the maze, picking up masks - by moving over them - and endeavouring to solve the puzzles with precise combinations of moves, sometimes involving both heroes.

### **The Objective of the Game**

Complete all 15 levels! As you go through the door of each level you will be given a letter, note down the 15 letters. These letters will make up an encrypted clue to XOR's true nature. By the way you cannot pass through the door until you have collected all of the masks at each level.

Note that you cannot enter maze 11, 13 and 15 until you have completed levels 10, 12 and 14 respectively.

In your exploration of the mazes, you will encounter: falling fish, two kinds of forcefield, spring loaded chickens, fizzer bombs and pressure bombs, BMUS (Beam Me Up Scottie), dolls, doors, maps and masks which aren't quite what they seem.

We won't tell you any more - because half the game consists of discovering the properties of these different features. Needless to say, you often need both your shields. The games are graded, and the bottom levels are suicidal!

There are three windows on the right of the game screen.

The top window is the MAP window. In each level you will find four Map Quartiles. As you collect them you will discover the layout of the maze, where the MASKS are laced and the position of the DOOR. However, the map does not show up any obstacles or force fields, so beware!

The middle window is the MOVE and HERO window. There are two heraldic shields, MAGUS and QUESTOR. Each shield is placed in a different part of the maze. To switch from one shield to another, use the <RETURN> key. The shield in use at any one time is denoted by the shield displayed in this window.

The number next to the shield is the number of moves you have made - you have a maximum of 2000 moves on any level.

The bottom window is the MASK window. The figure on the right tells you how many MASKS you have to collect on that particular level, the number on the right tells you how many you have already collected.

**Instructions' Source** : XOR (Logotron) Inner Inlay

### **Review (Electron User) - "A Range With Mysteries"**

XOR is a maze game that is played over fifteen levels with the option of beginning on any - though I suggest you cut your teeth on the first. Each maze has a name which often has a connection with its contents or construction. The aim is to collect all the masks held within the maze. The number of masks varies from maze to maze, but the total present and the total collected are always displayed on the screen.

Also shown is the number of steps you have taken while exploring the maze - you are allowed up to 1,999. This system is used instead of a time limit.



The maze walls are constructed of brick and cannot be walked through, and some of the passageways are filled with two other types of material, known as Dots and Waves. Dots can only be passed through when travelling in the horizontal plane and Waves in the vertical: In this way parts of the maze can be cordoned off until approached from the correct direction.

The maze also contains four special characters - as each of these is found a quarter of the maze map is drawn to the right of the screen. This shows the position of all masks, but not the dots, waves or yourself.

The first maze should pose few problems - the fun really begins on level two. The dots and waves are still there, but they have been joined by fish and chickens. The fish act in a similar way to the boulders in Repton, falling when unsupported. The chickens are a different kettle of fish - they "fall" horizontally from right to left.

A blow on the head from either of these characters is fatal, so a path through a pile of both types must be planned carefully. Maze number four, entitled Explosive Mixture, sees the appearance of bombs and nitro glycerine. The starting point for this level is inside a completely sealed cell - you soon learn that dropping fish or chickens onto bombs causes them to explode, blowing a hole in the nearest wall.

A few words of warning at this point: Don't stand too close to a bomb when detonating it, and always try to clear away any masks that may be near the bomb. You have to collect every mask to proceed to the next maze, which is pretty difficult when you've atomised half of them.

The Dolls House, maze six, introduces the dolls - harmless characters which continue to move in the direction in which you push them.

Unfortunately they don't detonate bombs, but I found them to be most useful when I wanted to manoeuvre a fish directly above a bomb before dropping it. This is done by lining them up to create a makeshift bridge across which the fish is pushed.

Some of the maze's nastier characters are the frowning masks, which render the maze walls invisible when collected, though all other characters are still displayed. The situation remains this way until you collect another frowning mask.

Very soon you begin to think twice about moving any character at all. The game's designers have quite ruthless and some of the most harmless looking moves have dire consequences. There have been dozens of occasions when I have just sat there, staring at the screen, trying to convince myself that there has to be a logical explanation for every puzzle.

Thoughtfully, Logotron has provided an abort key, especially for those occasions when you muck it up. One very clever feature of the game is the Replay mode which comes into operation when you've lost your second - and final - life, and retraces at high speed every move that you made on the current maze. It can be used to determine at which point you made a wrong move.

What at first appeared to be a very ordinary game is an absolute gem. The number and complexity of the puzzles is overwhelming. Every Electron owner who wants more than zap and blast should buy this game.

Sound .....	7
Graphics .....	8
Playability .....	10
Value for money .....	9
Overall .....	9

Anon, ELECTRON USER 4. 8



# YIE AR KUNG FU

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Beat-'Em-Up  
Authors : D. C. Ward & Peter Johnson  
Standalone Release(s) : 1984: YIE AR KUNG FU, Imagine, £9.95  
1989: YIE AR KUNG FU, The Hit Squad, £2.99  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : IMAGINE,  
Disc compatibility : Unknown

## Instructions

YIE AR KUNG FU is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grand-master in the ancient skills in honour of his father, a kung-fu master before him.

Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 14 different moves.

The game takes place in two locations, the first beside a waterfall and the second in front of the Bamboo Pagoda that houses the Martial Arts Academy.

The fun and excitement of Kung Fu is about to begin as you face your foe. Your honourable opponents are...

**BUCHU** - A huge kung-fu fighter who can attack by flying through the air.  
**STAR** - A beautiful girl warrior who is an expert at throwing deadly stars or SHURIKEN.  
**NUNCHA** - Master of the NUNCHAKU - beware his reach.  
**POLE** - Attacks with the ancient rod or BO.  
**FEEDLE** - Throws different objects all of which must be avoided (Lanterns, Woks, Knives, Bricks and Yin/Yang symbols).  
**FAN** - Another female adversary, this time an exponent of the NINJAFAN.  
**SWORD** - Sword-carrying opponent, a firesome and deadly foe.  
**CHAIN** - This fighter is armed with a deadly chain.  
**CLONE** - The Kung Fu master himself, who changes his form to yours to confuse you, and possesses all the skills and moves of Oolong, but faster.  
**FEEDLE (2)** - More objects to catch you off guard. If you can survive this final test, you will truly become a grand-master.

The action continues however as your teachers pit you against odds to prove yourself further!

## Game Controls

### Oolong is controlled as follows:

The diagonal directions are obtained by holding down two of the direction keys simultaneously. The moves, showing their relevant keys, are as follows:

```

* and X  Jump Right      *  Up      * and X  Jump Right
                        \  /|\  /
                          \  |  /
Z  Left <---+--+---> X  Right
                          |
                          \||/
                          ?  Duck

```

RETURN ..... Kick



ESCAPE ..... Return to hi-score table  
DELETE ..... Pause  
SHIFT ..... Punch  
COPY ..... Restart  
While in pause mode, Q and S will turn the sound off and on.

### **Attack Moves**

\* and RETURN ..... High Kick  
Z or X and RETURN ..... Round House Kick  
? and RETURN ..... Ankle Kick  
RETURN whilst in Mid-Jump ..... Flying Kick  
\* and SHIFT ..... Hook Punch  
Z or X and SHIFT ..... Lunge Punch  
? and SHIFT ..... Ankle Punch  
SHIFT whilst in Mid-Jump ..... Flying Punch

Oolong automatically attacks in the direction of his foe, except on the FEEDLE screens when he can face in either direction.

When the KO meter reaches 0 the player is knocked out.

You have three lives to begin your task. Good luck!

### **Status And Scoring**

On-screen scoring indicates your current score, the highest score and the number of lives you have remaining. Bonus lives are awarded at 30,000 points and at every 80,000 thereafter. The score for each successful move is as follows:

Flying Punch .....	600	Lunge Punch .....	400
Flying Kick .....	500	Round House Kick .....	300
Hook Punch .....	500	Ankle Punch .....	300
High Kick .....	400	Ankle Kick .....	200

Points are also awarded for your number of KO hits remaining. If you get a "perfect" score then you are awarded 10,000 times the wave number.

### **Hints & Tips**

- \* Seek and attract each opponent's weak point
- \* Remember Oolong can jump over his foes and put them offguard
- \* Try hit and run tactics and keep your distance from armed opponents

**Instructions' Source** : YIE AR KUNG FU (Imagine) Inner Inlay

**Reviews** : No Review Yet



# YIE AR KUNG FU 2

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Beat-'Em-Up  
Authors : D. C. Ward & Peter Johnson  
Standalone Release(s) : 1984: YIE AR KUNG FU 2, Imagine, £9.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : IMAGINE,  
Disc compatibility : Unknown

## Instructions

It was just twenty years ago that LEE, the Kung Fu master, wiped out the dastardly Chop Suey Gang. But...one member of the gang managed to survive - YEN PEI.

YEN PEI now calls himself the Yie Gah Emperor, and with his seven warlords and their retainers, he has extended his evil influence throughout China. LEE's son, LEE YOUNG, has come forth to meet this evil emperor.

To the deadly killing arts of Kung Fu which he learned from his father, he has added his own special techniques, based on OO-LONG TEA POWER and CHOW MEIN NOODLE POWER!! Help LEE YOUNG to use his Kung Fu against the Yie Gah Emperor!!

## How To Play

You begin the game with three "LEEs". If you score 20,000 points then you get an additional "LEE". After 50,000 points you get one more "LEE".

If one of your techniques connects with your opponent, in addition to you scoring points, his energy level, or Ki, will diminish. When your opponent's Ki is all gone, you have defeated him!

If an opponent's technique is effective on your LEE, LEE loses part of his own energy or Ki.

When one LEE loses all his energy, he is OUT.

The game begins with an attack of a squadron of midget fighters. Try to move to the left of your screen while defeating them. Eight scenes await you, each with its own evil warlord ready to finish LEE off.

## Improve your fighting techniques:

OO-LONG TEA POWER. If you knock out a complete formation of three midget attackers, you get one tea leaf. In you can give tea leaves, this is enough for a cup of Oo-Long tea. Once you have enough, if you press the T key while the game is in progress, you will get a new supply of energy. You can have up to three cups of Oo-Long tea in any one game.

CHOW MEIN NOODLE POWER. Somewhere in the background of each scene is a bowl of Chow Mein which you can get after making an attack. If you can find the Chow Mein noodles, this will make you invincible for a few valuable seconds. After eating the Chow Mein noodles, immunity to attack is indicated by a sound.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Duck  
\* and Z - Diagonal Jump Left, \* and X - Diagonal Jump Right  
RETURN and <direction> - Kick, <SHIFT> - Punch  
S/Q - Sound/Quiet, <COPY>/<DELETE> - Pause/Resume, <ESCAPE> - Quit Game



## Scoring

Effective technique .....	300 points
Fan, poison gas, Boomerang, short sword, hand grenade ...	100 points
Mask .....	1,000 points
Midget attackers .....	100 points
Winning without being injured .....	5,000 points
Energy remaining at end .....	Bonus points

**Instructions' Source** : YIE AR KUNG FU 2 (Imagine) Inner Inlay

**Reviews** : No Review Yet



# ZALAGA

## *Professional, Originally Released On Cassette Only*

Game Type : Arcade Adventure  
Author : Orlando  
Standalone Release(s) : 1985: ZALAGA, Aardvark, £7.95  
1990: ZALAGA, Alternative, £1.99  
Compilation Release(s) : 1989: PRES GAMES DISC 6, PRES, £9.95  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : SUPERIOR/ACORNSOFT, 3 Manor Drive, Scawby, Brigg, NORTH  
LINCOLNSHIRE DN20 9AX  
Disc compatibility : ADFS 1D00, CDFS 1D00, DFS 1D00

### Instructions

Aardvark's Orlando has brought the award winning ZALAGA - made famous on the BBC Micro - over to the Acorn Electron. And it's even faster than ever. Zalaga - a computer game classic which brings home probably the closest feel to true arcade 'shoot 'em up' action devised to this day.

Aardvark Software is dedicated to providing programs of unsurpassed excellence - each a classic of its type. When you feel you have the mastery of Zalaga, 'phone this number to check the best score nationwide: Hornchurch: (04024) 53131. If you can do better, issue your challenge in writing and send it with your name, address, highest score and code to:-

Zalaga Electron Title Challenge, Aardvark Software, 100 Ardleigh Green Road, Hornchurch, Essex RM11 2LG.

**Instructions' Source** : ZALAGA (Aardvark) Back Inlay

### Review (Electron User)

My first reaction to this excellent game was "I'm not sure what's happening but it's fast". And that's my considered opinion as well. The reason I'm not sure what's happening is that neither the cassette insert nor the program instructions give you any idea of the scenario.

Having said that, it doesn't take a lot of K to realise that the amazingly animated, ferociously fast objects swirling and swooping down from the top of the screen are nasties. And any arcade novice should be able to realise that the laser base at the bottom of the screen can be moved from side to side, avoiding bombs and replying in kind with lasers.

No, there's no problem with the game itself, a really fast example of ultimate Electron arcade action. It's just that the instructions are a bit of a puzzle.

You can have the sound on or off, decide whether you want the one or two player game, keyboard or joystick. You can pick the start screen, whether you want automatic fire or not or even set the reload speed. But you have to discover for yourself what such things as automatic fire and the reload speed actually mean.

Not that you have much time to spend trying to find out, the game is too good for that.

It's entrancing. The graphics are superb, fast and effective. The control keys are easy to use and (remarkably) well explained and the game concept simple but appealing. The idea of aliens dropping from the sky may be old fashioned but in ZALAGA it reaches the state of the art.



It's a superb action game, flawed only by the lack of explanation. Even so, it's thoroughly recommended.

Keith Young, ELECTRON USER 2. 7



# ZANY KONG JUNIOR

*Professional, Originally Released On Cassette Only*

Game Type : Arcade; Platform Style  
Author : Christopher Hyde  
Standalone Release(s) : 1984: ZANY KONG JUNIOR, Superior, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron  
Supplier : SUPERIOR, Department C, Ground Floor, Regent House, Skinner Lane, LEEDS 7  
Disc compatibility : Incompatible. Writes to locations &400-&C00.

## Instructions

The evil Morris has kidnapped Zany Kong. Your objective is to collect the keys to release him from the steel cage in which Morris has him imprisoned. You must collect the keys before your bonus reaches zero. Avoid the Snappers, the Aardvark Birds and the electric spikes, or try and squash them by dislodging the apples and pineapples.

## Game Controls

Z - Left, X - Right, \* - Up, ? - Down, <SPACE> - Jump  
S/Q - Sound On/Off, <SHIFT>/<COPY> - Pause On/Off

Joysticks may also be used. FIRE uses joystick control.  
<SPACE> starts with introduction.

**Instructions' Source** : ZANY KONG JUNIOR (Superior) Inner Inlay



# ZENON

## *Professional, Originally Released On Cassette Only*

Game Type : Sideways Scrolling Shoot-'Em-Up With Large Sprites  
Author : Ian Collinson  
Standalone Release(s) : 1989: ZENON, Impact, £4.95  
Compilation Release(s) : None  
Stated compatibility : Electron/BBC Dual Version  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : IMPACT, Neepsend House, 1 Percy Street, Sheffield, S3 8AU.  
Tel: 0742 769950  
Disc compatibility : CDFS E00, DFS E00

### Instructions

Imagine a land so dangerous that only the most heroic of space explorers would dare to tread. A land filled with more evil foes than can possibly be overcome.

Imagine Zenon...

Zenon is total arcade action for one or two players. Playing alone is fantastic. Playing simultaneously with a friend is unbelievable.

Beaming down to the surface of Zenon from your intergalactic cruiser immediately puts you in the action amongst a host of deadly androids, meteorites, fireballs, missiles and other unforeseen perils. Set against a background of scrolling stars, you must run for your life or boost into the air using your automatically-powered jetpack.

Initially you are armed with only a simple Repeat Laser which you will quickly find inadequate to deal with the sheer volume of enemies. Watch out for the opportunity to grab more powerful weaponry including the Twin-Shot Laser, Atomic Blaster and not forgetting the ultimate weapon - the lethal Machine Laser.

No space explorer has yet reached the heart of Zenon. There are 250 levels to be completed and new inconceivable monstrous androids will try to thwart you as you advance.

No one knows all of the aliens that await you, but many will undoubtedly require several hits to destroy them. Documented proof exists of only a few: the massive Terrapedes (snake-like androids), Orbitoids (giant steel eyes), Roamodrons (walking machines) and various types of Shapeoids; plus Rods, Zebbadoids, Packoids, Duckadrons and Rambodroids.

Don't go alone...

### Objective Of The Game

Your task is to penetrate the 250 levels of Zenon, a feat which has never been achieved before. You have 4 lives to complete each of the levels which are approximately 10 times the length of the screen. Each one gets progressively more difficult and menacing new aliens will periodically be encountered.

To complete a level, you must generally keep moving to the right whilst avoiding and shooting such aliens, fireballs and meteorites.

The game can be played by one player or two players together.

### Getting Started



At the start of each level, you will be beamed down to the surface of Zenon. If two players are selected then both players will be beamed down together. You cannot harm another player by shooting at him.

For a short period after beaming down you will be immune to hostile attacks. This is signified by the energy indicator flashing on and off on your status panel.

You can run along the surface or fly using your everlasting atomic jetpack. Various "nasties" will attack you and you must either shoot or avoid them. Contact with "nasties" or their laser shots will reduce your energy and when you lose all energy you will lose one of your 4 lives. (Note - after losing a life you will once again be immune to hostile attacks for a short period).

### Energy Cells

If you can avoid hits by nasties for a while your energy will gradually increase. However, it is also possible to obtain extra energy by collecting energy cells that appear from time to time. These are flashing diamonds with a letter 'E' inside them.

### Weaponry

Your current weapon is shown on your status panel but you can select different types by collecting the weapon canisters as they pass. The canister displays a symbol for the type of weapon it contains. The following range can be obtained:

- |                 |   |  |
|-----------------|---|--|
| Repeat Laser    | - | This is the weapon you start each level with. It fires repeated single laser fire shots.   |
| Twin-Shot Laser | - | This fires two shots at the same time although the rate of fire is less than the Repeat Laser.                                     |
| Atomic Blaster  | - | Fires super atomic blasts which kill almost anything. Unfortunately, the rate of fire is quite poor.                               |
| Machine Laser   | - | This literally spits out laser shots at a tremendous rate. If two players both have these weapons then amazing damage can be done. |

If you lose a life, you restart the game with a Repeat Laser.

### Game Controls

Controls are selected on the Options Screen. You can go to the Options Screen before starting a game or at the end of a game.

The following options can then be selected:

MAIN CONTROLS	LEFT	RIGHT	FIRE	THRUST
1 PLAYER MODE	Z	X	RETURN	SHIFT
2 PLAYER MODE				
Player 1	Z	X	W	S
Player 2	<	>	*	/

JOYSTICKS - these can be selected for one or two players by pressing C.

SOUND - Toggled ON/OFF by pressing S.

### Other Controls

During the game, the following options are available:

P - Pause Game, O - Restart Game, <ESCAPE> - Abort mission

**Instructions' Source** : ZENON (Impact) Back And Inner Inlay

**Review (Electron User) - "Zap 'Em!"**



During the next few months, Impact is planning to release a number of top quality games at reduced prices, though not quite budget level. The first is ZENON, a one or two player arcade style action game with 250 levels.

Reading the packaging sleeve I soon discovered the game has no real plot. All you are told is that you have to penetrate all 250 levels of the game, a feat I am sure will require an extraordinary amount of stamina and concentration. Little wonder that the company has claimed it has yet to be achieved.

You are beamed down to the surface of the planet Zenon armed with a laser pistol and jetpack and the screen begins scrolling from right to left bringing a steady stream of alien creatures, missiles and other objects directly toward you.

You must either destroy them with your laser or avoid them by flying over and ducking under. Contact with any alien drains your energy. Fortunately, for the first few seconds after arriving on the surface you are immune to the hostilities' damaging effects. This gives you time to make yourself comfortable and find the keys you need to play the game.

The two player option allows you and a friend to battle against the creatures simultaneously. Luckily, your weapons don't harm each other, and I found that you tend to stay alive a lot longer with a friend to back you up.

As always, the activity around the keyboard during a two player game can be quite frenetic, but, being a veteran at playing DUNJUNZ with four players hitting keys at the same time, playing with one other player is a piece of cake.

You lose a life once your energy is depleted and losing four lives signals the end of the game. You will occasionally encounter a weapon canister which, if it touches you, exchanges your current weapon with one contained in it. This can sometimes increase your damage-causing capability, but it can work the other way too.

It is possible to restore lost energy by either avoiding damage - thus allowing your spacesuit to recharge slowly - or by collecting energy cells which occasionally float by. To complete a level you must negotiate a distance of about ten screen widths. This allows you to progress to the next, which is slightly more difficult and contains new creatures to zap.

ZENON has all the usual sounds associated with this type of game, but if you like a bit of peace and quiet you can turn them off. There is a high score table and a pause facility - nice to see them in such a reasonably priced piece of software.

Verdict? I found the game a bit too repetitive after a while. It failed to hold my attention for very long and I soon began to lose interest in running - or flying along - zapping the steady stream of creatures barring my path to the next level.

The designers must have spent a great deal of time on the sprites for the many different levels. There are aliens, androids, fireballs and missiles, but I'll probably never play this long enough to meet half of them.

If Impact can produce more games at the same price with the same excellent quality graphics as ZENON, but with more to them than just zapping aliens, the result might be nice little earners.

Desmond

### \*\*\* Second Opinion \*\*\* (Electron User)

I quite enjoyed this mindless zap'em arcade game. Don your spacesuit, pick up your trusty laser and go for a scroll on the moon blasting all and sundry to kingdom come. The only bad points are that it does become a bit repetitive, and it's very similar to RAMPAGE. There are a number of differences, but basically the idea is the same. Definitely worth a look.

Janice Murray

Sound .....	7
Graphics .....	9
Playability .....	6



Value for money ..... 8  
Overall ..... 8

ELECTRON USER 6. 6



# ZIGGY

***Professional, Originally Released On Cassette Only***

Game Type : Arcade  
Author : Dean Lester  
Standalone Release(s) : 1988: ZIGGY, Audiogenic, £4.95  
Compilation Release(s) : None  
Stated compatibility : Electron Side A/BBC Side B  
Actual compatibility : As stated  
Supplier : AUDIOGENIC, Winchester House, Canning Road, HARROW HA3 7SJ  
Disc compatibility : Unknown.

## Instructions

Ziggy was a normal happy young boy - until the day he strayed too close to an experimental matter transporter. Suddenly he became half boy, half spring - like a human pogo stick - and found himself trapped in a multi-dimensional board game played on platforms that float in space and time.

To survive he must collect all the pyramids that he can find, avoiding the deadly Sliding Cubes, Bouncing Balls, Poison Squares and Glue Puddles. Can you help ZIGGY reach th final platform, where the girl of his dreams awaits?

## Game Objects

Pyramids - collect them, each and every one  
Sliding Cubes - very deadly  
Bouncing Balls - extremely deadly

## Special Squares

Skull & Crossbones - hideously deadly  
Glue Puddles - sap Ziggy's energy. Get off quick!  
Crossed Wands - give temporary immunity  
Light Bulbs - replenish energy  
Arrows - push Ziggy in that direction. Used to move from one platform to another  
Up - allows Ziggy to go up to the next level, provided he has collected *all* the pyramids on the current level  
Down - takes Ziggy down to the level below

## Meters And Counters

Bounce Meter - displays which length bounce you are using. Bigger bounces use more energy  
Energy Meter - how much energy Ziggy has left; you lose a life when it runs out  
Level Counter - tells which level you are on  
Completed Counter - shows the percentage of the game completed  
Lives Counter - how many lives are left. You start with six, and get an extra life for every 10% of the game completed - you'll need them!

The game has fifty levels, containing 200 platforms. Complete all fifty levels and Ziggy can get together with the girl of his dreams on the final platform. It's springtime!

## Game Controls

Define your own control keys. The following keys are also used:  
RETURN - increase bounce                      SPACE - decrease bounce  
COPY - pause game                              DELETE - restart paused game  
ESCAPE - abort game

On the title screen only, you can press Q to turn the music off, S to turn it on.



### **Loading**

During the loading sequence you have the opportunity to choose the main directional control keys. When the game has loaded the title screen will be displayed; press 1 at this stage to play ZIGGY using the built-in screens, or 2 to load a set of screens you have designed yourself.

### **The Screen Designer**

To load the screen designer type CHAIN"SCDES" and press <RETURN>. (If you have tape you will find the designer immediately after the main program). Make sure you have a blank tape or formatted disk available to store your customised screens.

### **Cursor Movement Keys**

Use Z and X to move left or right, \* or ? to go up or down.

### **Command Keys**

Press N when you want to go to another level. Enter the level number, from 0 to n+1 when n is the highest numbered level designed so far. When you are ready to save your custom screens, press S (Keep a note of the filename you choose). Press L to load screens you have previously saved.

### **How To Design Your Own Screens**

Each level consists of four screens, and you can have up to fifty levels. Use the movement keys to get around, placing the special types of square in position by pressing the keys shown in the menu on the right side of the screen.

Each screen must have one and only one pyramid. It must also be accessible - use the arrow squares. You can have up to four Cubes and Balls per screen, in any combination. Finally, each level must be accessible - use the up and down squares.

**Instructions' Source** : ZIGGY (Audiogenic) Back And Inner Inlay

### **Review (Electron User) - "Spritely Character"**

ZIGGY is the unlikely new star from Audiogenic, being a rather strange thing on a spring bouncing its way round the screen. The game is, I suspect, the first in a run of 3D arcade adventures, which up until now have never been seen on the Electron.

The screen display is laid out in a style known as oblique projection where horizontal lines are rotated 45 degrees to the horizontal. You can see a flat board with squares marked out and your viewpoint is from above and slightly behind, looking down at an angle.

Once you've got used to the unusual perspective you can start to guide Ziggy round the board. It all starts off in fine style, with the thing on a spring bouncing merrily around level zero collecting assorted crystals left lying around, one in each of the four rooms. At this early stage it takes little thought to collect all four jewels.

Now you bounce on to a special square which takes you up to the next level. Complete this and move to the next. Up to level four the game is straightforward enough, but after that things start to get hectic.

Patches of sticky glue and deadly skulls start to get in the way of the little guy and he has to increase his bounce speed and distance to leap over them.

All of this excess effort drains his life force at an alarming rate and if he keeps it up for too long, it's curtains.

ZIGGY is not very spectacular graphically. Although the characters are nice and chunky, the playing area is in two colour Mode 4, and even though these vary from level to level, the effect is rather drab.



The animation is a bit jerky at times and the key response can be sluggish. This is a pity, because it detracts from what essentially is a very enjoyable game - and original too.

One feature I was pleased to see was a screen designer, so even if you can't complete the 200 rooms supplied you can at least define your own. And just for a change, there's a natty little tune that won't drive the bend because you can turn it off.

ZIGGY is the type of game that you'll either love or hate and has got to qualify as one of the trickiest yet. So I strongly recommend that you try it before you buy it.

Sound .....	7
Graphics .....	5
Playability .....	7
Value for money .....	6
Overall .....	6

Julia Forester, ELECTRON USER 5. 1



# ZORAKK THE CONQUEROR

*Professional, Originally Released On Cassette Only*

Game Alias : BOZO THE BRAVE  
Game Type : Arcade; Graphical Strategy Game  
Authors : D. Crofts and I. Elliott  
Standalone Release(s) : 1985: ZORAKK THE CONQUEROR, Icon, £7.95  
Compilation Release(s) : None  
Stated compatibility : Electron  
Actual compatibility : Electron, BBC B, B+ and Master 128  
Supplier : ICON, 65 High Street, Gosforth, TYNE & WEAR  
Disc compatibility : CDFS E00, DFS E00

## Instructions

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

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

Your quest is to obtain the three parts to the crown of Ultimate Darkness. Each part of the crown is located in each of the three lands of Ramagold; Lannia - a greenland, Durnin - a desertland and Zarthynia - an iceland. In each land are four buildings; a Bazaar, a Sanctuary, a Tomb and a Ruin.

BAZAAR: This is where you can use any gold you have to purchase more warriors or more food. A number between 4 and 6 will be displayed under the Warrior heading. This number corresponds to the number of bags of gold which is being asked for each warrior. You can accept this by replying "Y" to the "OK?" prompt or you can haggle by pressing the "H" key. This will re-assess the amount of gold being asked (either up or down). This can only be used once. Repeat entering "Y" for each Warrior you wish to purchase. You will notice your gold decreasing each time you do this. When you have enough, reply "N" to the "OK?" prompt. This will then repeat the procedure for the purchase of food.

SANCTUARY: If during the course of a game, your Warrior, Gold or Food levels fall below an acceptable level, you may enter the sanctuary.

TOMB and RUIN: (Warning: Do not enter either of these unless you consider you have sufficient warriors to do battle). These two locations will be described together as their role in the adventure is the same except only one contains the part of the crown. When entering either the Tomb or the Ruin, you may hear the bottle horn. If this happens, the Gold and Food headings will be replaced with the heading "BRIG". The number underneath this will indicate how many Brigands you will have to fight during the battle. The battle will start automatically. Each clash will be followed by updated Warrior and Brigand values. If you seem to be losing the battle, you can retreat by hitting any key. The battle will then end. If however, you continue to fight and the number of Warriors falls to zero, you will have lost not only the battle but also the game. If however, the number of Brigands falls to zero, the battle has been won and you will be rewarded.

REWARDS : Rewards are only obtained after defeating a number of Brigands in a battle. Any one of the following can be given as a reward:



- |                  |                       |
|------------------|-----------------------|
| 1. More Warriors | 5. A Dragon Sword     |
| 2. More Gold     | 6. Magic Potion       |
| 3. More Food     | 7. Piece of the Crown |
| 4. A Map         |                       |

Each move you make during a game is controlled by the N, S, E and W keys corresponding to the points on a compass; "N" for up, "W" for left, etc. Each move you make will use up one unit of food. If your food level has reached zero, one of your Warriors will die for each move. During the course of a game, certain things can happen to help or hinder your progress. You could get lost, in which case you will still use up food (or a Warrior) but not actually get anywhere. You may be hit by the plague; this will immediately infect a quarter of your Warriors or the Dragon may strike and steal a quarter of your gold. However you can protect yourself from these mishaps by obtaining rewards 4 to 6 above. The Map once obtained will be kept throughout the game and insure you won't get lost. The potion will cure the symptoms of the plague and initiate the recovery of one quarter of your Warriors each time the plague strikes. Again, this will be kept throughout the game.

The Dragon Sword will not only protect you from the dragon but will reinstate you with any gold previously stolen by the dragon when he strikes. Unfortunately the sword can only be used once and has to be regained in battle after it has been used.

THE CROWN: Once you have won a part of the crown you may leave the land you are in and enter the next land on your journey. You do this by travelling West until you reach the edge of the current land. The screen will then begin to change colour and the new land entered. You will not be able to leave a land until you have obtained the part of the crown. Once in the new land each building will be assigned a new role for example what was a tomb in the first land may now be a sanctuary.

**Instructions' Source** : ZORAKK THE CONQUEROR (Icon) Back And Inner Inlay

**Review** : No Review Yet