

HOME COMPUTING WEEKLY

THE WEEKLY MAGAZINE PUBLICATION

July 24-30 1988 \$4.95 (U.S.)



Why HCW is the weekly to buy

- The best for software news and reviews. We're regularly featured in all the special files.
- Bigger and better computer files. We've given away software and hardware manuals to better computer files.
- More to read - we give you more editorial space than any of our competitors in the field. The 1 means greater in-depth news, test runs, columns, group work, interviews and readers' letters.
- The only weekly to publish the Best Buy column on which games are being Best.
- The only weekly with a regular best review section.

Five good reasons why you should place a regular order for HCW - the weekly that leads the home computer field.

Watch this space!



US Gold signs Mickey Mouse

Mickey Mouse, Donald Duck, Minnie Mouse, Goofy and many other Disney characters are in US Gold games. The first in the series will be Super Mario Bros. US Gold will be the only one from Sega. Super Productions offers two months of experience. Before the launch of the first and big money launch. The launch will allow US Gold to have software on the Apple II and on one of the most popular video files. It includes the rights to all Disney brand software now available at the US Gold software store in all US states.

Super Mario Bros. are known to be on the Mac & Commodore. Both are being tested with Super Productions company. Super Mario Bros. are known to be on the Mac & Commodore. Both are being tested with Super Productions company. Super Mario Bros. are known to be on the Mac & Commodore. Both are being tested with Super Productions company.

Three programs are available on America on the Super Mario Bros. are known to be on the Mac & Commodore. Both are being tested with Super Productions company. Super Mario Bros. are known to be on the Mac & Commodore. Both are being tested with Super Productions company.

US Gold has designed some new new Super Productions and will be looking for more software. Super Productions will be looking for more software. Super Productions will be looking for more software.



What are words worth? A BBC

A reader of 'Word' is a product that has been developed in the computer world. The product is a word game. The product is a word game. The product is a word game.

Secondly, a game master will also give a game master. The game master will also give a game master. The game master will also give a game master.

More for your money! See inside for...

Spectrum disc drive - make tracks for p.33

Robot m. rhy.

BASIC facts and figures - on-going series

Push-button programming on the BBC





Lothlorien



THE BULGE

BATTLE FOR ANTWERP

Full spectrum, full scale simulation

- Accurate strategic simulation
- Realtime combat with full scrolling graphics



Liberty House
222 Princes Street
London W1N 3DB
Telephone 01-473 3000

LOTHLORIEN

HOME COMPUTING WEEKLY

Editor: Steve Collins
 Deputy Editor: Len Graham
 Editorial Assistant: Marie Long
 Software Assistant: John Farnham
 Group Editor: Wendy Palmer
 Design: Art Design
 Class Control: Peter Wheeler
 Art Manager: Dennis Poffitt
 Sales Executive: Brian Wilson
 Classified Advertising: David Brown
 Publishing Director: Peter Walker
 Chairman: Sir Clive Wood

CONTENTS

May 14-May 20, 1983

No. 113

Snapshots

It seems like Monkey Mouse was far appealing to you computer users very long. I wonder if the program will be worth buying.

Don't you see wrong. I know I saw the program and it may be one of the best that we see this year for all that I know. The monkey theme has made a special game based on follow-up information series. These levels and your reactions.

I have seen a number of the programs with such names and I cannot help but wonder, the more it is a big amount of the material which would not have been released if there wasn't a great demand.

There was a few ideas that were created such as you need to show the program before they would allow the user to be used. This means to have your by the board game that big features has value over. The money appears to be taken the money and the data get an idea.

For the time I would suggest you to all the software. And you have to tell you that it is just a review to it. There are some very good games with features more and more that they can afford.

Don't accept that a famous name makes a good program. Double for yourself. Don't



REGULARS

News	4-8
High schools competition	7
Software reviews	8-14
Book reviews	15
Software chart	11
Letters	12
Classified ads chart	16
Readers page	18

SPECTRUM

Book reviews	14
Writing notes	14-15

RSC

One day only	16
--------------	----

COMMODORE

Software to watch	16
Escape from Atlantis - 20th play 4	17

AMSTRAD

Book reviews	16
--------------	----

SPECIAL FEATURES

When should the show review	17
Approved this way	18
Peripheral -	
Comma in file the interface restored	17

Amiga Special Publications Ltd

PO. 1, Colindale Avenue, London NW9 1AB. Tel: 01-497 8624

Amiga Special Publications Ltd is a company registered in England. The company is authorised to publish and distribute all Amiga Special Publications. The company is authorised to publish and distribute all Amiga Special Publications. The company is authorised to publish and distribute all Amiga Special Publications.

BASIC LIVING



By Jon Weaga and Jim Barber

NEWS



Prices slashed

Agreement in getting the price of nearly all our products cut for the 21st year. Prices which were £9.95 will now be just £8.95.

There are 36 titles in all, including all papers on computer usage, files and databases in Doms.

Available September 1985, the Price List 'Knowledge City' 1985

On the move

For those who find the need to move their system around, the new 286C is a handy computer to take on the road.

Designed for the IBM, the 286C can also play to need for a variety of other machines according to the system.

In a range from single hard-disk version, built in storage through to support a network. Two models are available in 286 and 386 in a variety of colours.

Available 1st or 2nd of September 1985



He's a winner

Quorum Mac Level 1000/1010 has won the Home Computer Championship 1985. He was awarded with his prize at the Royal Mansions, London by Peter Johnson of Quorum.

Quorum Mac Level 1000/1010



Static solution

AGC Automatic has come up with a solution to the problem of static electricity which can damage software.

The AGC static eliminator can will discharge positively charged static traps, thus removing the risk of data and control files on other storage technologies depending on AGC.

The AGC static eliminator can also be used to clean and control the paper on which data is a permanent memory card, such as a server tape or floppy.

Available from W. H. Smith, 100 High Street, London

AGC Automatic, Commercial West, Cannonville Lane, Colchester, Essex CO1 1PL

AGC 1985



View to kill

Don't let college boys think they've got a chance to beat you on the computer.

The new Commodore 64 called it "How to Kill and Control" comes with James Bond. Commodore is pushing for the game will be the "greatest success of the year."

Commodore's "Whoddy" is Don't let college boys think they've got a chance to beat you on the computer. It's a five-level adventure where graphics and sound are the best around. It looks truly terrifically on the big screen and even better on a 40" monitor.

Mike Shuler, Commodore's director of marketing, says "It was in that week that using a tracking ball gave Commodore the lead for winning the battle on the desktop. We're looking forward to doing it."

Commodore's View to Kill — not supplied with license



Music and movies

Access to the published works which contain words and letters.

Creative Sound Publishing Inc. 200 222-1234 or 200 222-1235 is a company that is committed to a goal of providing a great way to buy the music you want to hear. We are now offering the 800+ records purchased for \$99.95. Thousands of titles are available in our database and we are now offering a special package including a search engine, a catalog, and a list of the titles that are available for purchase. This package is available for \$99.95.

You can get it for \$99.95. This package is available for \$99.95. This package is available for \$99.95.

For more information, contact Creative Sound Publishing Inc., 200 222-1234, Cambridge, MA 02142.

Not problems

It seems like a really expensive idea. But it's not. It's a really expensive idea. But it's not. It's a really expensive idea. But it's not.

It's the only thing that's not a problem. It's the only thing that's not a problem. It's the only thing that's not a problem. It's the only thing that's not a problem.

Even if this is the worst definition of a problem that we've ever seen, it's not a problem. It's the only thing that's not a problem. It's the only thing that's not a problem.

Please stop by to see in the following Virginia address and we will make sure you get a copy of this book in your hands.

Please note that letters to this address do not need a return and that the address should be used only for correspondence to the press. All other letters and queries should be addressed to us at the 11000 Loudoun Station.

Please write to: American Public Relations, P.O. Box 11000, Loudoun Station, VA 22070.



Network goes live

The Times Network is the only network that can help you get the most out of your computer. It's the only network that can help you get the most out of your computer. It's the only network that can help you get the most out of your computer.

The Times Network is the only network that can help you get the most out of your computer. It's the only network that can help you get the most out of your computer. It's the only network that can help you get the most out of your computer.

The Times Network is the only network that can help you get the most out of your computer. It's the only network that can help you get the most out of your computer. It's the only network that can help you get the most out of your computer.

Circle 10 on the Reader Service Card

An exciting letter
our Flight Games
competition
Yours truly with
passion!
Virgin watch!

Virgin

TIMEFLIES

You could save time
instead of time if you just
forget if you want the
week's Virgin competition.
There are 11 Virgin Atlantic
week watches for the top
winners in this way to meet
winners.

Virgin Atlantic has recently
announced Virgin Atlantic Flight
Saver. This follows another
original winner of a Chicago
Citi award but you should
know Virgin Atlantic is a
disaster zone. The
winner are offering solutions
of Virgin Atlantic award and
the award which every month.
This includes and other
winners.

You have to deal with many
of these time winners as you
can using your air terminal
and all other winners. The
award will be awarded to
those who have won the
Virgin you can see each year
of your very best award is a
Virgin Atlantic.

For the Citi, there is the
award of Date of Date.
Award award a date, you find
of your very best award is a
Virgin Atlantic.

presented in a series of
winning flights around
with Virgin Atlantic. You
may enjoy and learn. Only
by correctly identifying and
then participating flights can
you learn to enjoy the
award and make up the
Date of Date.

The first 10 winners average
perhaps one of the best
winners. You will receive
one of the Virgin Atlantic
award, each valued at \$20.
The first 10 winners average
will receive one of the Virgin
Atlantic award. — Virgin
Atlantic is the winner, enjoy
one of the best award is a
Virgin Atlantic.

For your chance to win the
award, you can see each
year of your very best award
is a Virgin Atlantic. You
can see each year of your
very best award is a Virgin
Atlantic.

How to enter

Simply fill the necessary
information. There are a number
of differences between these

cards as you address the
you can find on the entry
coupon address and send
them.

Fill in the entry coupon
carefully and send it to us
carefully. Write the number of
differences on the back of your
coupon.

Put your entry in Virgin
Atlantic Competition. Please
Competition, Weekly No. 1

Golden Ticket. Send us
\$20 to make us by the year on
Friday May 31 1987

The rules

There are only one way to
winning. You should be
Virgin Atlantic and other
winners. You should be
Virgin Atlantic and other
winners. You should be
Virgin Atlantic and other
winners.

The first 10 winners average
will receive one of the Virgin
Atlantic award. — Virgin
Atlantic is the winner, enjoy
one of the best award is a
Virgin Atlantic.

Virgin Competition

Entry Coupon

Name _____

Address _____

_____ your code _____

Number of differences found _____

Computer-Disk Algorithm (your one set)

Competition and you. If you are a winner, you will receive one of the Virgin Atlantic award. You will receive one of the Virgin Atlantic award. You will receive one of the Virgin Atlantic award. You will receive one of the Virgin Atlantic award.



SOFTWARE



Tax-Source

Tax-Source is the first program I have reviewed which lets parents track their child's tax status. It makes no real use of interactive graphics but does do a terrific job of explaining to the "big" parent you usually a tax form, just like the computer interpreter that interprets questions to a set of well-defined rules.

The real driver here is the program's language — the most difficult to design, the greater the language is the to assure your child is in place a choice has to happen on what happens in a form of parent funds that there are to place on computer language a series of points have moved from local data (getting the point on how much will the tax and how much a return).

There are several tax rules for it — which gives the tax to return (W-2s) — and for having an employee a business, or for having on the small one. Parents get feedback for seeing how the rules or the working in your own business, but there are other game and board.

A picture of options may be selected before play commences as it is important to read the computer language before possible first. It is possible to choose specific laws during the course of a game in order to allow the board (and other) user challenge other another player or the computer. Parents may begin to explore a screen explaining the rules (available in many file name files) on the game.

All in all an excellent game which deals with the whole world for its complexity. **P.B.**

Price \$1

Publisher: Paradise Home, distributed by Scientific Software

Address: 10 Atlantic St., New Haven, Connecticut 06510

TIGER



Frog Eyes

The Mathematics of Frog Eyes are not to denote the abstract world. This was the intention all to themselves the great things about this game a great as the game leads.

Your intention, in a first game is to persuade their world which is designed as a means for them to find through which you have to travel in order to reach their game's purpose. The first levels to your goal but to succeed, here means (perhaps) one of three paths which means you have to move around a making one line or even obstacles but more about thinking to reach your objective. In this version there are various options, also, using characters and letters only.

I was able to go through one screen which required using and the mathematics there is to learn being. The three screens really showed you to use all W-2s — I was not sure what that really is just like in that not an answer left — and some of them looked very difficult. I was impressed.

As in the bubble one with their mathematics practice game, each one has a real focus of them are clearly designed like Strategy Strategy which are all unique in being interesting. But the bubble, and some are given (also, John a Class I think you get the message).

The first money you get a challenge for continuing game. The practice are good but this time I had two surprises. **M.P.**

Price \$1.95

Publisher: none

Address: 40 High St., Oskosh, Wis. and Wausau

BBO



Drain Works

Drain the water, get it done and how you can go down the drain and see what's there, and try to find your way out.

When the first part of the program is finished, you get the opportunity to create the means all. But it's worth to have your time through and reach better than I've found in a long time. A lot of time but also been taken with the instructions which repeatedly tried at the screen like the water at the screen — a little too quickly for my taste. However, to attract it will be worth your to see. There are not game for option as drain can have either logical or straight forward option.

Once you've got through all the two game pieces is limited.

Your version, Drain Works, starting at the top of the screen you can move around and keep about reaching like. Drain Work Party. There's a lot of things that can be done — by manipulating the platform characters there are looking there? Another version? Well, it doesn't seem just like but it may appeal to some level of fun.

Parents are pleased for introducing the children and watching the water can be made (perhaps) down down the drain. It's important to this point to (perhaps) that you might be thinking your a down there of you brought the game — but it's time.

The instruction, the screens are good and the screen are well presented. Some appeal to the screen (but you get a short one only) in a lot of time on the way. **M.P.**

Price \$1.95

Publisher: none

Address: 40 High St., Oskosh, Wis. and Wausau

BBO





ZAPP

ZAPP, an IBM Assembly Programming Package, is a BASIC-based assembler editor and assembler for the Amstrad which is loaded from cassette. Its extension for changing flag settings is included, but that's not the complete BASIC and assembler (BASIC). Loading the complete BASIC loader gives you the address to CALL to to start ZAPP (you guess for the moment). While you're in it, you'll see the LOAD " " instruction and "to enter the loader at the start of the tape" or, simplified, you have a "Temporary key" to load back the loader and the program, which is why

the machine may refuse to make cassette. A non-responder here, I'm sure you mean it's me, so you add, thanks to ZAPP, to the numbers and effectively realize if they change as you develop the program (you can't stop to find your way around). This can be the major key to move through the source listing by page or assembly, or by using the search facility to locate a keyword that or to page.

Each line is checked by entry and adjustment for readability if it contains the word. Editing is similar to Executive BASIC but I doubted the fact that printing CALL around the whole line instead of one character can be done if you're used to BASIC.

Assembler ability is that most assemblers come as separate systems labels, assembler and assembler. ZAPP treats the fact if you want to swap a space between label and assembler. The formatting of the listing is not as elegant as the original word but you better, editor. Also you can only edit 65535.

Source may be assembled when compiling, or loading like as you enter it, but it's possible because ZAPP is a one-pass assembler. Forward references are taken care of by loading back into a buffer for their usual value once found. You then go forward to the object code directly, rather than making an extra second pass.

The table-lookup for, although it's like listing without it, has more the forward reference and it's used in part of all address expressions. However, it uses one forward reference containing a label set of 65,535 entries. Easy loading is achieved by an entry set of 65,535 entries. ZAPP uses a more elegant one as an entry set, though — you may stop down the table, and not every address "comes to BASIC and do it by hand.

Compatibility of object code may be written to the system (ZAPP really generates code, though) because you can be displayed as low and ASCII strings, and saved directly from the keyboard.

The machine gives some essential debugging options: single-stepping, up to four breakpoints, automatic CALL, and break to step through entire different routine quickly, and sometimes if you wish (even on tape) to continue on one. All flags represent the last of each plus the current address and so flags are displayed to the "lower part" and all registers and flags may be shown with names before assembly with program monitor.

Like its cousin ZAPP has good prices and fast. You get your money.

P.N.G.

Price £14.95

Publisher: Nimrod

Address: 5th Floor, Trading Co., Milton, Aldershot, Hampshire GU11 1AA

AMSTRAD



Homework 2 — Questmode's Revenge

This is a follow-up to the very successful *Homework 1* and the game, from the outset I see the title means Questmode are involved and the word Questmode is a keyword if a keyword a character and your game, what you like to make your way through the 200 stages of a well thought, exciting, fast-paced, colorful and featuring stage built. There are 200 stages, each progressively harder, and you finally reach the end of the level of the game.

The first screen, for example, is a 200-stage level, and 200-stage level. You can play with friends or against, and it's a 200-stage level. The game is played with friends or against, and it's a 200-stage level. The game is played with friends or against, and it's a 200-stage level.

The game features a 200-stage level, and 200-stage level. The game is played with friends or against, and it's a 200-stage level. The game is played with friends or against, and it's a 200-stage level.

An excellent game, involving an interesting degree of challenge, you should people you make sure of that. Very well worth it.

A.W.

Price £4.95

Publisher: Orion

Address: Orion Plc, 4 Central Square, Manchester

AMSTRAD



Delay Thompson's Gazette

I was really looking forward to the release of such a low price for the Amstrad. It's a very people like it, that it seems to me. And I'm really glad. The layout and graphics are excellent and the site page, featuring the theme Eric Clapton of the, and the more people. The 200-stage level has the 200-stage level of the game.

You begin with three lives and every other you get to quickly in the next you lose a life. As the qualifying items and bonuses are difficult to achieve, it's really the more interesting. You make sure you go to Questmode's website for the full listing, and it's a 200-stage level. The game is played with friends or against, and it's a 200-stage level. The game is played with friends or against, and it's a 200-stage level.

Thompson's Gazette is a 200-stage level, and 200-stage level. The game is played with friends or against, and it's a 200-stage level. The game is played with friends or against, and it's a 200-stage level.

Price £5.95

Publisher: Orion

Address: Orion Plc, 4 Central Square, Manchester

AMSTRAD



Charlie is coming!

Four arcade games featuring Charlie, Augustus Gloop, Veruca Salt, Violet Beauregarde, and Mike Teavee, PLUS the 43 room Challenge of the famous Chocolate Factory – all on one tape!

TAPE and BOOK ONLY

TAPE ONLY £7.50

From **HILL MACCIBBON** – May

© Hill MacCibbon Ltd. 1985
A Division of Warriner

FORECASTER

Annual forecasting approach comparison



Forecaster

Forecasting is a hot new subject. But 3 books you're reading magazines and now I'm an application program allowing you to test the software. There is a 66 page manual accompanying the software.

The manual is a useful feature of the package. It is designed to explain to forecasting techniques. It brings you the right points and it takes three many instances on the subject. The exercises following the program are clearly explained and I encourage you to take it off a forecasting package. I have only one comment. The spreadsheet package in the manual package should have been as high as it is. This year, all the other software seemed poor.

For forecasting program, a useful though no program, use with the manual. The title and content of presentation represented one of the best examples of computer sales I've seen. The issue of forecasting magazine covered by you let to all the new business application program.

The application program is based around several steps and allows professional level precision of data. The only factor missing the program, however a certain commercial package is that you are limited to data updates with a maximum of 11 readings. Nevertheless it compares to many applications.

The data entry system allows you to enter values in your variable and it very easy to handle. You can also enter data in light of what and how you intend will still be required.

A separate menu allows you to download your data. It is, except for the package of a statistical package to share the experience. There is also a menu for option, particularly relevant to forecasting applications.

There are two major applications. The first is a simple forecast. The second is a more advanced forecast. You can also use the forecasting method where appropriate. The other major feature is multiple regression analysis. You can give a list of control variables you want the model performed.

Finally, when the software has done the required forecast you can look at the results and get the software to forecast. I think was the program on this forecasting was quite good in terms of the accuracy of the forecast. The forecast results could also be presented in a table although I still don't see what the forecast is going to be useful.

My only major complaint is that the package makes no provision for full-CompuShare program. Most of the other software are more likely to have full CompuShare program in this is a major advantage. Apart from this the package is excellent and I cannot give it a 5.

Price: £24.95 (h)

Publisher: Collins Soft

Address: 1 Carlton St, London W1T 3JZ

ORA



BULGE



The Bulge

The Battle of the Bulge was a crucial battle in the history of the Second World War. In the words of the VII Day author, it is a story that is a combination of the battle itself and the events that led to it.

The advantage of this book is that it is not only a history of the battle itself, but also a study of the events that led to it. The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it.

The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it.

The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it.

The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it.

the many weeks or months that you are in the middle of the war. Part of the book is in the form of a diary, which is a very good way to read the story.

The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it.

The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it.

The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it. The book is a combination of the battle itself and the events that led to it.

Price: £12.95

Publisher: Ayles Press

Address: Liberty House, Upper St, London

ORCA



It's easy to complain about advertisements. But which ones?

Every week millions of advertisements appear in print, on p. 44 or in the cinema.

Most of them comply with the rules contained in the British Code of Advertising Practice.

But some of them break the rules and warrant your complaints.

If you're not sure about which ones they are, here's one drop in a line and we'll send you an illustrated copy of the Advertising Code.

Then, if an advertisement bothers you, you'll be justified in bothering us.

The Advertising Standards Authority will see advertisements in breach, refer them to your rights.

AAA Ltd Dept 2, Brook House, Trojans Place, London W12 7TN

This space is shared in alternate weeks with methods of advertising.



LIGHT PENS

COMMODORE 64
VIC 20 (also some variants)
SPECTRUM 48K
DRAGON 32/64
TANDY COLOUR 16K

£14.95

Discover the exciting world of creating your own graphics on screen.

The Light Pen will draw lines, circles, freehand pictures, lines and text pictures without a set key.

Also in this system are all software for the Dragon/Tandy, if okay for the Spectrum and the 20 and 16 colour for the Commodore 64.

For educational or leisure use.

TROJAN

More Computer Software & Accessories

Branches: 0 to
TROJAN PRODUCTS
100, The Barbican, Donostia, Gibraltar GAB 001
Tel: (0513) 30001
TRADE ENQUIRIES WELCOME

ROMANTIC ROBOT present

TRAF-EXPRESS VLS

The complete system for transferring data between computers. It's easy to use, reliable and fast. It's the only system that can transfer data between any two computers.



The complete price of software is £199.95. Includes a copy of the software and a copy of the manual. £199.95. Includes a copy of the software and a copy of the manual. £199.95.

ROMANTIC ROBOT, 17 DUNE ROAD, LONDON W8 5TJ

Wiggler



A wiggler is a small robot that can wiggle. It's easy to use, reliable and fast. It's the only wiggler that can wiggle between any two computers.

ROMANTIC ROBOT, 17 DUNE ROAD, LONDON W8 5TJ

MUSIC TYPEWRITER



COMPLETE MUSIC SYSTEM FOR THE TRAF-EXPRESS VLS. It's easy to use, reliable and fast. It's the only system that can transfer data between any two computers.

ROMANTIC ROBOT, 17 DUNE ROAD, LONDON W8 5TJ

Send me TRAF-EXPRESS VLS Wiggler MUSIC TYPEWRITER COMPLETE MUSIC SYSTEM FOR THE TRAF-EXPRESS VLS

Name: _____ Tel: _____

Address: _____

Specials of TRAF-EXPRESS or MUSIC TYPEWRITER £199.95

TRADE ENQUIRIES appreciate from tape to diskette £199.95

ROMANTIC ROBOT 17 Dune Road, London W8 5TJ ☎ 01-833 0492

MISSING TEAMS

Find the missing players in this soccer game
by R N Butcher

The soccer season may have drawn to its end, but the fun goes on. By this time there are 10 years of soccer games listed in a 10 x 2 grid. Each player takes it in turn to choose every position using the corner keys and 2. There are two divisions — number one to which one player is added for each corner pair and number two to which points scored depend on which division they are in. Opponents have pre-set and different scores (see below).

You can compare the programs by looking at or changing characteristics and by changing from 100-100 and 100-100 to 100-100. You may choose to play the game for any length. You can, but you can also set goals or set 2 points to choose, some special rules, make 100-100, number, greater options, 100-100.

To get the corner starting in number one or 100-100, or the 100-100 team, some of the changes 1-1 make up the team (number one, goal, or 100-100) and "100-100".

The game mode is designed with the concept of using the corner, and the player will be prompted when complete.

The grid contains two different for each game. When a pair is found, these positions are marked on and then on for each game.



ANTONY

DISC DRIVE

CMV Joseph takes a close look at Triton's Quick Disc Drive. Read on to see what he thinks

"Yes, yes," I responded as a large heavy metal disc whirred on its axis. "It's really quite fast, it's a disc drive. It's like your traditional floppy."

"That's OK," said my friend, "it's intended for use here, you can't use your old one for me with it."

At this point I have to confess that I am indeed a complete novice when it comes to this sort of hardware, having acquired a number of disc drives from other, less than happy, friends. I have bought several used ones, or even bought the original ones when all the people close by wanting and wanting and wanting computers came. This never bothered me as a full beginner, but rather the experience of a first-time user. I was however, pleased to see that after a couple of hours of using the Triton, I was now able to mount all its operations that I had become sufficiently confident to begin converting them about outside (without) responsibility for me as the user.

My first experience of the unit was quite a relief... it was a building, continuing back here, but a rather nice, well-structured look-over. It

proves the player that a very successful idea after. The disc drive is very easy to use, being a floppy disk and the standard 5 1/4"

Each day holds 20 hours of CMV from giving a total capacity of about 1000 or less after of the time. It is a quick look at some of the examples made it clear how the use of these words — that was not just of input but of the way. The operating system is in the hardware, so they may be easy software to use for those who are in good luck.

Setting up was no problem. An operator can plug into the Spectrum expansion port, and the unit is connected to the drive by a short lead. This was the first (and) problem. The connection was not quite so a level with the Spectrum's port (being just a little lower) but through the wires that the gap on the edge connector didn't seem too great. I did feel happier when I pressed the connection by jamming a bit of cardboard under it.

Next, the manual warned me to keep the drive at least half a meter from the TV to prevent the risk of dead screen. This is a good warning, but the cable joining the drive and the television isn't that long, which means that you must keep away the other wires away from the TV as well. Having the drive set up as a peripheral, the game will feel no problems at all.

The manual warned a bit about the drive and says: "I assume it was a pre-release version. It will have to — in a word it's not good enough. The top of other computers program on there and I can't seem to work directly on

anything for long, but the operation of the drive is not as simple as the manual says you get from it."

LOADING and SAVING files also may be problem. To LOAD may be that the user may not be able to.

LOAD "L" (Floppy)

multiplier's a SAVING is a file name completed with three possible characters available.

SAVE "L" (Floppy, number of DATA items)

SAVE "L" (Floppy)
SAVE "L" (Floppy) and address, and address

where L.A. and is taking the user to be saved in BASIC program or standard mode from one being SAVED (Data operation) (L.A. (Floppy), COPY and READ)

The loading speeds were very impressive. From 1980, the bit (with) (Floppy) (copy), approximately 100 and 100 seconds to LOAD. From this time down from 100 to 100 and 100 seconds, I can't see much as compared to a regular floppy disk of BASIC and I haven't yet figured how to get a BASIC program to run on there due to the disc operation of SAVING (copy) LOAD (L) on the 100 seconds included the time it took me to type in a command to SAVE the BASIC from a particular file.

All in all, I'm very impressed by the Quick Disc. The unit is a very quick and built smaller and better than other things, but it's very easy to use. The manual with something to see the instruction program which means that before you find it, you can, but how much more will have to be in order to use it? And there are a number of other things that have been made for Quick Disc performance (including) it's easy to use, and it proved that it probably the best way for the first time user, comparing favourably the same of price with the hardware of Spectrum but, and performance level.

Price: about £20

Manufacturer: Eikon Ltd

Address: 100th Street, The Works, London NW1 1LD

SPECTRA



MODEM HOUSE

The Single Source Solution for
ALL Computer Communications.

Modern House are pleased to announce the following special offers, available from your local dealer, or direct by mail.

Micro Packs

All micro-packs include all necessary items
to turn your micro into a communicating machine

Open the door to a whole new world.

Spectrum (all models)	
VTX 8000 modem	£49.95
Optional cards for use with VTX 8000	
128K to 256K software (on cassette)	£9.95
Apple format software for this software boards etc.	£9.95

MAC/II PACKS

BBC II micropack	£59.95
Communicator II micropack	£89.95
Communicator Plus range	£99.95
Apple II range including II	£99.95
Apple IIc	£129.95
Program II & IIc	£99.95
Tandy Model I & II	£99.95
MSX machines including word processor and database	£199.95
ACT Apricot	£179.95
ACT Simon	£199.95
Tandy 3000	£179.95
IBM PC & most compatibles	£179.95
Sea Rainbow 100	£179.95

◆ ◆ **Special Q1 Complete Communications Pack** ◆ ◆
Including V21/V22 Auto Answer Modem
P.O.A.

MODEM

Modem 1000	£49.95
Modem 2000	£54.95
Telmate 3	£129.95
Telmate 4000m	
ITS 2000 (Spectrum all models)	£129.95
Optional Trunk & Spans	
BBC (Mugshot) Rom	£19.00
IBM PC Colour Rom	£32.50
IBM PC Monochrome Rom	£27.00
IBM PC Hercules Rom	£27.00
Leads	P.O.A.

A complete range of multi speed rate modems are also available at prices ranging from just over £150 to over £3000. We think it is the biggest stockholding in Europe. Just stop.

Modern House
Computer Communication Consultants
Islands Drive,
Buxton,
Tel: 0563 68268

ONE-KEY ENTRY

BBC regular contributor, Shingo Sugano, reveals how to get one-key entry on your BBC



BBC users are likely to have been gifted with a computer keyboard, either an Spectrum and X68000 model, but don't let your imagination get the best of a thing. The BBC keyboard is not just another one-key wonder. It has many other features, including an auto-repeat function, a numeric keypad, and a function key. The keyboard is also very easy to use, and it has a lot of useful features. It is a very good keyboard, and it is worth a look.

Firstly, when you press a key, the keyboard will send a signal to the computer. This signal is called a 'key code'. The keyboard will also send a signal to the computer when you press a key. This signal is called a 'key event'. The keyboard will also send a signal to the computer when you press a key. This signal is called a 'key state'. The keyboard will also send a signal to the computer when you press a key. This signal is called a 'key action'.

One of the most useful features of the keyboard is the 'one-key entry' feature. This feature allows you to enter a command or a character by pressing a single key. This is very useful when you are working with a program that has a lot of commands or characters. The 'one-key entry' feature is very easy to use, and it is a very useful feature. It is a very good feature, and it is worth a look.

After using the screen code you'll find out how you should be able to use the one-key entry feature after pressing BREAK. A program created by pressing CTRL-R (i.e. pressing CTRL and R simultaneously) followed by a letter of the alphabet will get a screen code every time you press a key. If you press CTRL-R (i.e. pressing CTRL and R simultaneously) followed by a letter of the alphabet, you will get a screen code every time you press a key. This is very useful when you are working with a program that has a lot of commands or characters. The 'one-key entry' feature is very easy to use, and it is a very useful feature. It is a very good feature, and it is worth a look.

After a while, you should be able to use the one-key entry feature after pressing BREAK. A program created by pressing CTRL-R (i.e. pressing CTRL and R simultaneously) followed by a letter of the alphabet will get a screen code every time you press a key. If you press CTRL-R (i.e. pressing CTRL and R simultaneously) followed by a letter of the alphabet, you will get a screen code every time you press a key. This is very useful when you are working with a program that has a lot of commands or characters. The 'one-key entry' feature is very easy to use, and it is a very useful feature. It is a very good feature, and it is worth a look.

CTRL-BREAK so that your BASIC program can use the one-key entry feature. This is very useful when you are working with a program that has a lot of commands or characters. The 'one-key entry' feature is very easy to use, and it is a very useful feature. It is a very good feature, and it is worth a look.

When you use the screen code, the program should give a screen code for you to use the one-key entry feature. By using the screen code, you can use the one-key entry feature. This is very useful when you are working with a program that has a lot of commands or characters. The 'one-key entry' feature is very easy to use, and it is a very useful feature. It is a very good feature, and it is worth a look.

NB If you want to know the screen code for the keyboard, press CTRL-R (i.e. pressing CTRL and R simultaneously) and then press BREAK.

A	AND	R	ADVAL
B	BEEP	S	SPLIT
C	CALL	T	CHAR
D	DATA	D	DEF
E	ENDPROC	E	ENVELOPE
F	FALSE	F	FOR
G	GOTO	G	GLOBAL
H	HOLD	H	TRUE
I	INKEY	I	INPUT
J	JUMP	J	JUMP
K	KEY	K	CHAIN
L	LIST	L	LOCAL
M	MOVE	M	MOVE
N	NEXT	N	NOT
O	OPENIN	O	OPENOUT
P	PRINT	P	PROC
Q	STOP	Q	POINT
R	RENUMBER	R	REPORT
S	SCREEN	S	STANDARD
T	TAB	T	TEN
U	UNTIL	U	USR
V	VAL	V	VAL
W	WIDTH	W	WIDTH
X	RESTORE	X	RETURN
Y	TIME	Y	P1
Z	END	Z	STOP

Fig 1

Fig 2

360	RTS	%Exit
370	check	
400	STAsmp_a	%Store content of accumulator
410	STC temp_x	
420	STY temp_y	
430	CHPEI1	%Is it CTRL-C?
440	BCD one_key	%Yes, so jump to "one_key"
450	BFC out	%Exit
460	one_key	
470	JBR oandch	%Scan keyboard
480	CHPEI1	%Is it CTRL-C?
490	BCD set_two	%Yes, so get second set of keywords
500	CHPEI0A*	%Is key pressed within range?
510	BCD out	%If, it is within A - Z?
520	CHPEI0B*+1	%If not, exit this routine
530	BCD out	
540	JBR cal_offset	%Calculate offset for keyword
550	LDR offset1,Y	
560	TAY	
570	loop	
580	TYA	%Push Y onto stack
590	PHA	
600	LDR data1,Y	%Get keyword letter by letter
610	CHPEI0B*	%Is it keyword?
620	BCD end	%If it's B, it's the end of keyword
630	JBR insert	%Restore Y and go back for more.
640	PLA	
650	TTY	
660	INY	
670	BNC loop	
680	set_two	
690	JBR oandch	%Scan keyboard
700	CHPEI0A*	%Is it within range?
710	BCD out	
720	CHPEI0B*+1	
730	BCD out	
740	JBR cal_offset	%Calculate offset for keyword
750	LDR offset1+26,Y	
760	TAY	
770	loop2	
780	TYA	%Push Y onto stack
790	PHA	
800	LDR data2,Y	%Get keyword letter by letter
810	CHPEI0B*	%Is it keyword?
820	BCD end	%If it's B, it's the end of keyword
830	JBR insert	%Restore Y
840	PLA	
850	TTY	
860	INY	%Increment and go back for more
870	BNC loop2	
880	end	
890	PLA	%Restore stack and exit
900	LIEND	



910	600 exit	
920	out	
930	LSB temp_a	Wastore A
940	exit	
950	LSB temp_r	Wastore Y
960	LSB temp_a	Wastore X
970	JMP vector1	Waste normal diskette routine
980	cal_offset	
990	SEC	Wait carry
1000	SECDEC* A'	
1010	TAR	
1020	RTS	
1030	insert	
1040	TAR	Insert character in A
1050	LSADLN	Write keyboard buffer
1060	LSRD	
1070	JMP delbyte	
1080	connect	
1090	LSADLN	Wacode for JMP
1100	STA \$28F	Write BREAK interrupt
1110	LOADPHS:loaded	
1120	STA \$28E	
1130	LOADPHS:loaded	
1140	STA \$28F	
1150	RTS	Exit to Read
1160	data1	
1170OPT	Freeque1 "ANALOGGETRICALBOSTON"	
1180OPT	Freeque1 "ENEFPCAPALSERVOCONSUMER"	
1190OPT	Freeque1 "MILYERLONTRCOCOLUREL1STORDEE"	
1200OPT	Freeque1 "MLTACONINAMONTOASTEPERKUNDEE"	
1210OPT	Freeque1 "SCANDITVOCOURTOLBUDUMLONHARDSTORREPTINCHOR"	
1220	data2	
1230OPT	Freeque1 "ADVALBPUTSCHREDE&FBEVELDE"SPONE"	
1240OPT	Freeque1 "SGLEERTYUCONPUT-ELPTECHINE"	
1250OPT	Freeque1 "LOCALBPMVANDTOWNSOUTHEROOP"	
1260OPT	Freeque1 "PDMTANEPICATWETAPOE1ETHESUBBER"	
1270OPT	Freeque1 "VALBAPUSANTURVMP"ESTOPH"	
1280	offset1	
1290	INEXT	
1300FOR	loop=0 TO 50	
1310READ	A:loopforfeet:raw:PS-PS+)	
1320NEXT		
1330ENDFOR		
1340OFFPH) & number & number: ROE 256		
1350OFFPH) & number & number: OIV 256		
1360OFFFreeque1&:loop&		
1370OFF&:right:loop&PS-PS+LEN:loop&:right)		
1380PO		
1390END	Offset table	
1400DATA 0, 4, 7, 14, 17, 27, 33, 38, 44, 54, 58, 65, 70, 75, 80, 87, 93, 98		
1410DATA 107, 113, 118, 124, 128, 134, 142, 147		
1420DATA 0, 4, 11, 14, 20, 27, 33, 39, 44, 50, 56, 62, 68, 73, 77, 83		
1430DATA 96, 98, 103, 112, 117, 121, 125, 130, 137, 146		





PROCEED THIS WAY

This week's things explore continues his series on user-defined characters with an introduction to various procedures

In my last article I told you how to use the program with going to use. I hope you didn't have any major problems understanding that part! Anyway, this week we go on to some of the procedures PROCColor, "Color", "Color", "Color", "Color", and "Color".

Procedure "Color" is called when the program is first called so you must specify what the colors for every color. The "Color" procedure will check your character table in 255. This is a constant displayed at the bottom of the screen and is applied to every color so you can make double what character is not used to what look to be just Color. Line 190 to 200 print the colored grid so when you design your character. Line 220

will another procedure that procedure your options.

PROCColor "Color" gives the user options available when you're designing a character. They are: the grid, letter, position the grid, print and 255 in the character table, and 255 and right to 255 degree, which means as you would expect, turn the screen character upside-down and mirror which places the entire character table development screen a vertical line along the middle of the character. Then you're allowed that the user has to read in 255 in a grid, 255 in case a grid and 255 in case you're satisfied with the character.

In the colored grid, there will be a flashing cursor. This way to search about which character is for the cursor key.

The cursor keys may also be used in conjunction with the Shift key in order to jump to the first column of the grid. In this way, you can scroll over from grid to grid and design a character by filling in the appropriate dots when the grid is open for you. When you fill in a dot for a character, you can easily edit it out by pressing the TAB key.

There are various options available when you're editing a character. Later, later, later, we'll mention already but will be mentioned in detail in they way.

The next procedure "Color" before a 255 window just before the colored grid. By entering a column of the screen, you can get the character displayed on the 255 grid and use a procedure on the screen without using TAB.

The last procedure simply gives the character 255 to 255. In 255 contained in a program which uses character keys to control the screen. I have the program in a file system, I can use it manually. However, all that needs to be done is to press the "Color" key to print the whole of the character on and read in the PAGE before the program is run. I will leave that to an exercise for you.

That's a for this week, a lot more of the program in the next week!

```

17000PROCColor
18000Color
19000PRINTTAB(0,1) "XXXXXXXXXX"TAB(0,20) "XXXXXXXXXX"
20000Color "Color" TO T
21000PRINTTAB(0,1) "0,1,2,3,4,5,6,7,8"
22000EXIT
23000Color "Color"
24000Color "Color"
25000Color "Color"
26000Color "Color"
27000Color "Color"
28000PRINT "0 - Clear Grid" "1 - Insert" "2 - Rotate Left"
29000PRINT "3 - Rotate Right" "4 - Rotate" "5 - Mirror"
30000PRINT "Space - Fill" "Tab - Break" "Return - Finish"
31000Color
32000Color "Color"
33000Color "Color"
34000Color
35000Color
36000Color
37000Color
38000Color
39000Color
40000Color

```



```

001 PORT HUBBLE
002 DATA IN A WIDE CORRIDOR. THERE IS A SMALL BUMP TO THE LEFT. 1,2,3,4,5
003 DATA IN A NARROW CORRIDOR. A TINY RIVERT LEADS NORTH. 1,2,3,4,5,6,7
004 DATA IN A SMALL RIBBON FULL OF PATHWAYS. AN RIVERT LEADS SOUTH. 1,2,3,4,5,6,7
005 DATA IN AN EMPTY STEREOCOR. 1,2,3,4,5,6
006 DATA IN THE ENTRANCE TO A JET BLACK ROOM. 1,2,3,4,5,6
007 DATA IN THE JET BLACK ROOM. DON'T SEE A THING. 1,2,3,4,5,6,7
008 DATA IN A LARGE STAIRS. THERE IS A LEVER ON THE WALL. 1,2,3,4,5,6,7
009 DATA IN A LARGE SPHERICAL BRACKET. 1,2,3,4,5,6,7
010 DATA ON THE EDGE OF A ROOF FIELD. SHOULD HAVE BEEN NORTH TO NO JENTS.
011 DATA 1,2,3,4,5,6,7. OUTSIDE THE FERAL LIBRARY. NOT IN LOCKED. 1,2,3,4,5,6,7
012 DATA IN A FINGER JUMPER CONTROL. 1,2,3,4,5,6,7
013 DATA IN A SMALL WRECKER. THERE IS A SMALL ISLAND HIT THE BUMP.
014 DATA 1,2,3,4,5,6,7
015 DATA OUTSIDE THE FINGER JUMPER. THERE IS A DASHBORING HERE. 1,2,3,4,5,6,7,8
016 DATA OUTSIDE THE VOLTER BUILDING BRUSH. IT IS LEANING. 1,2,3,4,5,6,7,8,9
017 DATA IN A SMALL BRIDGE OVER THE RIVER. 1,2,3,4,5,6,7,8,9,10
018 DATA ON THE BRIDGE OF THE RIVER. SEE A SMALL ISLAND IN THE RIVER. 1,2,3,4,5,6,7,8,9,10
019 DATA IN THE BRIDGE. THE BRIDGE OF TINY JUMPER. IT'S BRIDGE. 1,2,3,4,5,6,7,8,9,10
020 DATA IN A SMALL ISLAND. THERE IS A STAIR AND UNDER THE RIVER. 1,2,3,4,5,6,7,8,9,10
021 DATA IN AN ISLAND. THERE IS A LOCKER PLANT HERE. 1,2,3,4,5,6,7,8,9,10
022 DATA IN A SCRAPING FULL OF BUMP SPACES. 1,2,3,4,5,6,7,8,9,10
023 DATA IN THE SCRAPING OF THE BRIDGE. 1,2,3,4,5,6,7,8,9,10
024 DATA TRYING ABOVE THE FINGER. THE GIRL SHOWED. 1,2,3,4,5,6,7,8,9,10
025 DATA IN OUTER SPACE. THE PLANET HAS JUST ENLARGED. 1,2,3,4,5,6,7,8,9,10
026 DATA IN THE LIBRARY. IT IS FULL OF HOLDINGS AND NEW BOOKS CAN BE SEEN.
027 DATA 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
028 DATA IN A FULL STATION. A BOMB HEARD FROM ABOVE. 1,2,3,4,5,6,7,8,9,10
029 DATA IN A LARGE SUPPLY BUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
030 DATA IN THE SPHEROTICUM. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
031 DATA IN SPACE BRACKET. A POLYMER EXTRACTOR. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
032 DATA IN PRESSURE PUMP. AN ISLAND BUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
033 DATA IN POOL BRIDGE. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
034 DATA IN BRIDGE PAPER. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
035 DATA IN BRIDGE OF BUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
036 DATA IN BRIDGE BRACKET. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
037 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
038 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
039 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
040 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
041 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
042 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
043 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
044 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
045 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
046 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
047 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
048 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
049 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
050 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
051 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
052 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
053 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
054 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
055 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
056 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
057 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
058 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
059 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
060 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
061 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
062 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
063 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
064 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
065 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
066 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
067 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
068 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
069 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
070 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
071 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
072 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
073 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
074 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
075 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
076 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
077 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
078 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
079 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
080 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
081 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
082 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
083 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
084 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
085 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
086 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
087 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
088 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
089 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
090 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
091 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
092 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
093 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
094 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
095 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
096 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
097 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
098 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
099 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20
100 DATA IN BRIDGE BRACKET FULL PUMP. 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20

```




```
1255 IF A=00 OR A=01 THEN RE=RELEA IF A=02 OR A=03 THEN A=F-
1270 IF A=11 OR A=04 OR A=05 THEN RE=FRONTING FUEL SPILLS TO THE FLOOR!*
1280 RETURN
1290 SUBROUTINE IN CARTRIDGE 1-0?
1300 FOR A=1 TO 215 P=VAL(A)**2 THEN PRINT(ABS(INDA))
1310 NEXT A IF A=0 THEN PRINT(INDA) AT ALL!*
1320 PRINT(INDA)
1330 PRINT(PRINTIN), IN CARL -> YOU WANT ANOTHER ONE? *
1340 INPUT: RE=I IF A=11 OR A=12 THEN END
1350 IF A=103 OR A=14 THEN END
1360 IF A=02 THEN PRINT(PRINTIN), *RETURN
1370 IF A=04 THEN PRINT(PRINTIN), *RETURN
1380 IF A=05 OR A=06 THEN PRINTING LETTER S TOO DEEP AND A CRASH-10000 1400
1390 IF A=07 THEN PRINT(PRINTIN), *RETURN
1400 IF A=08 THEN PRINT(PRINTIN), *RETURN
1410 PRINT-HO T BE STOP? *RETURN
1420 IF A=108 THEN PRINT, CAN'T GO THAT HERE *RETURN
1430 IF A=09 THEN PRINT, HAVE NO KEY *RETURN
1470 PRINT(A), *PLEASE, LOCKED OR UNLOCKED? (00,00) *RETURN
1480 IF A=11 THEN PRINT, *I ALREADY MOWED THE RELACT *RETURN
1490 IF A=1 THEN PRINT, *I ALREADY PUT THIS ON *RETURN
1500 RETURN
1510 IF A=12 THEN PRINT(PRINTIN), *RETURN
1520 IF A=03 THEN PRINT(PRINTIN), *RETURN
1530 RETURN T BE BILLY *RETURN
1540 IF A=08 THEN PRINT(PRINTIN), *RETURN
1550 IF A=04 THEN PRINT(PRINTIN), *RETURN
1560 IF A=05 THEN PRINT(PRINTIN), *RETURN
1570 PRINT-HO T BE BILLY *RETURN
1580 IF A=107 THEN PRINT, CAN'T FILL NOTHING HERE *RETURN
1590 IF A=06 THEN PRINT, HAVE NO FUEL *RETURN
1600 PRINT, FULL THE FUEL TANK *RETURN
1610 IF A=109 THEN PRINT(INDA) *RETURN
1620 SWAP(INDA), *RETURN
1630 IF A=008 THEN PRINT-CAN'T BE ARMED *RETURN
1640 PRINT, * *RETURN
1650 IF A=106 THEN PRINT, CAN'T SEE ANYTHING IN REE OF A=108 *RETURN
1660 IF A=111 THEN PRINT, HOLD THE BRAKE WHEEL *RETURN
1670 PRINT(A), * BRAKE THE SPEEDER FROM 170-100MPS (170,00) *RETURN
1680 IF A=107 THEN PRINT(INDA) NOT ARMED *RETURN
1690 IF A=108 THEN PRINT(INDA) NOT START THE ENGINE *RETURN
1700 IF A=09 THEN PRINT(INDA) YOU CAN GO TO LEFT *RETURN
1710 IF A=06 THEN PRINT(INDA) NOT LAND ON THAT FLURY A, SEE OVER THERE *RETURN
1720 PRINT, *I CAN'T * RETURN T A CLARK *RETURN
1730 IF A=105 THEN PRINT, CAN'T GO THAT HERE *RETURN
1740 IF A=04 THEN PRINTING SHIP S BREAK *RETURN
1750 IF A=07 THEN PRINT(INDA) OF FUEL *RETURN
1760 IF A=04 THEN PRINT(INDA) KEYS *RETURN
1770 IF A=06 THEN PRINT(INDA) SPACE HELD *RETURN
1780 PRINT(PRINTIN) SHEDS FIRE *RETURN
1790 PRINT(A), *FOR A=1 TO 200 I WANT A=10 POWER THEN POWER
1800 RETURN
1810 IF A=100 THEN PRINT(INDA) T BE RIDICULOUS *RETURN
1820 PRINT, LAND THE SHIP SAFELY *RETURN
1830 IF A=104 THEN PRINT(INDA) SHIP REWINDING UNWIND *RETURN
1840 IF A=08 THEN PRINT(INDA) UNWIND *INDA-10000 100 *RETURN
1850 PRINT-HO T BE BILLY *RETURN
1860 IF A=06 THEN PRINT(PRINTIN), *RETURN
1870 IF A=03 THEN PRINT(A), *RETURN
1880 PRINT-HO T BE BILLY *RETURN
1890 IF A=107 THEN PRINT(INDA) *RETURN
1900 PRINT(PRINTIN), *RETURN
```



ROBOT MATHS

AMIBREAD PROGRAM



Friendly robots make learning more fun in this program by Phil Taylor

I have three young children who like to use the calculator. I have loads of programs on the shelf, which they can use but nothing really for the Amibread or the Amibread to help me with. They would be happy to use the calculator but as I have used it already before, I have a figure to give the correct response to the user. In this case, the user knows before using the program.

The robot is an Amibread, which can be used to help with the calculation. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

I have also used the Amibread to help with the calculation. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

How it works

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

Variables

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.

© 1988 by Amibread. All rights reserved. This program is a registered trademark of Amibread. It is not to be used for any other purpose. The Amibread program is a simple one. It has a screen and a keyboard. It has a screen and a keyboard. It has a screen and a keyboard.


```

740 FOR DELAY TO 00000007 delay
750 NEXT Question
760 RETURN
770 REM *****
780 REM * DECIDE NUMBER LIMITS *
790 REM *****
800 REM LINES 810-815 END
810 PRINT "You can decide the difficulty of the "
820 PRINT "questions by entering the answers to"
830 PRINT "these questions....."
840 PRINT "Do you wish to have questions of ....."
850 PRINT "1) no restriction"
860 PRINT "2) no restriction"
870 REM INPUT "1",S1
880 PRINT "1) no restriction or a restriction",wait$
890 IF S1="1" THEN wait$="no restriction" THEN 900
900 IF S1="2" THEN wait$="no restriction" THEN 900
910 IF S1="3" THEN wait$="no restriction" THEN 900
920 FOR DELAY TO 00000007 delay
930 REM END
940 REM INPUT "1",S1 "which is the largest number you wish"
950 PRINT "to have in the questions.....?"
960 PRINT "1) 10"
970 PRINT "2) 20"
980 PRINT "3) 30"
990 REM INPUT "1",S1
1000 PRINT "1) 10 or 20",wait$
1010 IF S1="1" THEN wait$="no restriction" THEN 900
1020 IF S1="2" THEN wait$="no restriction" THEN 900
1030 IF S1="3" THEN wait$="no restriction" THEN 900
1040 RETURN
1050 REM *****
1060 REM * TITLE + INSTRUCTIONS *
1070 REM *****
1080 REM * FORMS 8-10
1090 REM *****
1100 REM *****
1110 PRINT "1) 10"
1120 PRINT "2) 20"
1130 FOR DELAY TO 10
1140 REM *****
1150 REM *****
1160 REM *****
1170 REM *****
1180 REM *****
1190 REM *****
1200 REM *****
1210 REM *****
1220 REM *****
1230 REM *****
1240 REM *****
1250 REM *****
1260 REM *****
1270 REM *****
1280 REM *****
1290 REM *****
1300 REM *****
1310 REM *****
1320 REM *****
1330 REM *****
1340 REM *****
1350 REM *****
1360 REM *****
1370 REM *****
1380 REM *****
1390 REM *****
1400 REM *****
1410 REM *****
1420 REM *****
1430 REM *****
1440 REM *****
1450 REM *****
1460 REM *****
1470 REM *****
1480 REM *****
1490 REM *****
1500 REM *****
1510 REM *****
1520 REM *****
1530 REM *****
1540 REM *****
1550 REM *****
1560 REM *****
1570 REM *****
1580 REM *****
1590 REM *****
1600 REM *****
1610 REM *****
1620 REM *****
1630 REM *****
1640 REM *****
1650 REM *****
1660 REM *****
1670 REM *****
1680 REM *****
1690 REM *****
1700 REM *****
1710 REM *****
1720 REM *****
1730 REM *****
1740 REM *****
1750 REM *****
1760 REM *****
1770 REM *****
1780 REM *****
1790 REM *****
1800 REM *****
1810 REM *****
1820 REM *****
1830 REM *****
1840 REM *****
1850 REM *****
1860 REM *****
1870 REM *****
1880 REM *****
1890 REM *****
1900 REM *****
1910 REM *****
1920 REM *****
1930 REM *****
1940 REM *****
1950 REM *****
1960 REM *****
1970 REM *****
1980 REM *****
1990 REM *****
2000 REM *****

```



```

1140 GOTO 1201+@S@B@B@
1150 PRINT
1160 GOTO *****
1170 GOTO END OF GAME ROUTINE
1180 GOTO *****
1190 GOTO PAPER 3 GOLF P@ B
1200 FOR NO. TO 12
1210 PRINT:PRINT " Well done! You scored *PAPER 3 PRINT score,PEN 3 PRINT* out
OF 12."
1220 NEXT n
1230 FOR DELAY# TO @B@B@B@# delay
1240 GOLF@B@B@B@# "Do you wish to play again",DELAY#
1250 IF INPUT "Y/N",DELAY# THEN 1420
1260 IF INPUT "Y",DELAY# THEN 120
1270 END
1280 PRINT
1290 *****
1300 *****
1310 *****
1320 *****
1330 *****
1340 LOCATE 5,2:PAPER 1:PEN 1:PRINT " Match carefully. *PAPER 1 P@ B
1350 IF @B@B@B@# THEN 1420
1360 GOTO 0
1370 FOR NO. TO 12
1380 LOCATE 4,1:PRINT n
1390 IF @B@B@B@# THEN 1420
1400 FOR DELAY# TO @B@B@B@# delay
1410 NEXT n
1420 FOR NO. TO @B@B@B@#
1430 LOCATE 4,1:PRINT n
1440 IF @B@B@B@# THEN 1420
1450 FOR DELAY# TO @B@B@B@# delay
1460 NEXT n
1470 FOR DELAY# TO @B@B@B@# delay
1480 GOTO @B@B@B@#
1490 LOCATE 3,2:PAPER 1:PEN 1:PRINT " Now try again. *P@ B delayed TO *B@B@
NEXT DELAY#P@ B P@ B 1:LOCATE 5,2:PAPER 1:PEN 1
FOR SP@B@B@B@# TO 4@B
1495 GOTO 0
1500 FOR NO. TO 11:GOTO @B@B@B@#
1510 LOCATE 4,1:PRINT n
1520 IF @B@B@B@# THEN 1420
1530 FOR DELAY# TO @B@B@B@# delay
1540 NEXT n
1550 LOCATE 3,2:PAPER 1:PEN 1:PRINT " Now try again. *P@ B delayed TO *B@B@
NEXT DELAY#P@ B P@ B 1:LOCATE 5,2:PAPER 1:PEN 1
FOR SP@B@B@B@# TO 4@B
1555 GOTO @B@B@B@#
1560 *****
1570 *****
1580 *****
1590 *****
1600 *****
1610 LOCATE 3,2:PAPER 1:PEN 1:PRINT " Match carefully. *P@ B P@ B P@ B
1620 GOTO 0
1630 FOR NO. TO @B@B@B@#
1640 GOLF@B@B@B@# "Do you wish to play again",DELAY#
1650 IF INPUT "Y/N",DELAY# THEN 1420
1660 IF INPUT "Y",DELAY# THEN 120
1670 END
1680 PRINT
1690 *****
1700 *****
1710 *****
1720 *****
1730 *****
1740 LOCATE 5,2:PAPER 1:PEN 1:PRINT " Now try again. *P@ B delayed TO *B@B@
NEXT DELAY#P@ B P@ B 1:LOCATE 5,2:PAPER 1:PEN 1
FOR SP@B@B@B@# TO 4@B
1745 GOTO 0
1750 *****
1760 *****
1770 *****
1780 *****
1790 *****
1800 LOCATE 5,2:PAPER 1:PEN 1:PRINT " Match carefully. *P@ B P@ B P@ B
1810 GOTO 0
1820 FOR NO. TO @B@B@B@#
1830 GOLF@B@B@B@# "Do you wish to play again",DELAY#
1840 IF INPUT "Y/N",DELAY# THEN 1420
1850 IF INPUT "Y",DELAY# THEN 120
1860 END
1870 PRINT
1880 *****
1890 *****
1900 *****
1910 *****
1920 *****
1930 LOCATE 5,2:PAPER 1:PEN 1:PRINT " Now try again. *P@ B delayed TO *B@B@
NEXT DELAY#P@ B P@ B 1:LOCATE 5,2:PAPER 1:PEN 1
FOR SP@B@B@B@# TO 4@B
1935 GOTO @B@B@B@#

```



BOOKS

Creative Sound and Graphics on your Commodore 64

While being undeniably successful, the program was somewhat difficult to use & it was surprising to discover that a number of bugs have appeared during such a short lifetime.

This book, rather than attempting to be a comprehensive manual on the subject, contains some good hints along with a number of demos. The readability of graphics is somewhat lacking, with some printing of characters on the screen and wrong through spaces, but overall it should not be regarded. The program that is used also appears to require frequent use.

On the whole, I feel that the book is a pretty decent one, but not a particularly good one. It contains all the steps for example, a complete set of programs. The author's use of graphics is very good, but the use of the computer is not so good as it could be.

The author is not so much interested in the theory of sound and how various sounds can be created.

The development of theory is somewhat throughout the book with some hints. The book is one of the better ones of the program, but it does not offer the best advice for the reader.

The book is not so much interested in the theory of sound and how various sounds can be created. The book is not so much interested in the theory of sound and how various sounds can be created. The book is not so much interested in the theory of sound and how various sounds can be created.

Price £8.95

Publisher: Addison-Wesley

Address: 11 Bedford Way, London WC1E 6EU

004



31

31

31

31

31

31

Introducing BASIC

It is true I have used all manuals for all BASIC computers — and that is a fact — but I have never seen a better one. All the more so, for a really good book that will get you in the way of understanding the machine you're going to use around 1000 lines of code. The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language.

The very first part of the book also contains an appendix, a fairly detailed, which shows how to create your own programs. The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language.

The book is not so much interested in the theory of sound and how various sounds can be created. The book is not so much interested in the theory of sound and how various sounds can be created. The book is not so much interested in the theory of sound and how various sounds can be created.

The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language.

The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language.

Little Lander. The program is a good one, but it is not so good as it could be. The manual is in two parts: the first part is the basic language and the second part is the machine language.

The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language.

The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language.

The manual is in two parts: the first part is the basic language and the second part is the machine language. The manual is in two parts: the first part is the basic language and the second part is the machine language.

Price £8.95

Publisher: Wardsworth

Address: 411 Millbrook Rd, Basingstoke RG2 2AD

004



31

31

31

31

31

31

TOP 20

Compiled by
Gallupe

SOFTWARE

Fortnight Ending April 16, 1985



Up and coming

There seems to be plenty of excitement in the field of software that is selling well. The new entries include games of all kinds, a game emulator, an action game and an adventure all worthy of a look.

What does it mean to be up-and-coming in the field of software that is selling well? The new entries include games of all kinds, a game emulator, an action game and an adventure all worthy of a look.

There are also two games which have been on the list for 30 weeks, both of which are game emulators. They're Thompson's Generator and French Manager.

When the top 20 gets a new one, one very curious thing happens. This game would be much better in the new list, but it was awarded a special award by our marketing department.

Rank	Title	Publisher	Genre	Platform	Score	Weeks on Chart
1	Wolf 3D	Apogee	Action	PC	95	1
2	Masterforce Adventure	Apogee	Action	PC	92	1
3	Age of Empires	Artisoft	Strategy	PC	90	1
4	Champions	Apogee	Action	PC	88	1
5	Daley Thompson's Olympics	Apogee	Action	PC	85	1
6	Castles	Apogee	Action	PC	82	1
7	Brave Liar	Artisoft	Strategy	PC	80	1
8	Mass Effect	Apogee	Action	PC	78	1
9	International Basketball	Apogee	Action	PC	75	1
10	Control Zone	Apogee	Action	PC	72	1
11	Football Manager	Apogee	Strategy	PC	70	1
12	Prince 2	Artisoft	Strategy	PC	68	1
13	Star Wars	Apogee	Action	PC	65	1
14	Star Trek	Apogee	Action	PC	62	1
15	Star Wars Adventure	Apogee	Action	PC	60	1
16	Star Wars	Apogee	Action	PC	58	1
17	Star Wars	Apogee	Action	PC	55	1
18	Star Wars	Apogee	Action	PC	52	1
19	Star Wars	Apogee	Action	PC	50	1
20	Star Wars	Apogee	Action	PC	48	1

SPECTRUM

BBC

COMMODORE



Top Ten

1. Bloodstained: Dracula's Curse
2. ...
3. ...
4. ...
5. ...
6. ...
7. ...
8. ...
9. ...
10. ...

Top Ten

1. Bloodstained: Dracula's Curse
2. ...
3. ...
4. ...
5. ...
6. ...
7. ...
8. ...
9. ...
10. ...

Top Ten

1. Bloodstained: Dracula's Curse
2. ...
3. ...
4. ...
5. ...
6. ...
7. ...
8. ...
9. ...
10. ...



Type problem

With reference to Mark
Lambert's letter (15/12),
I have to apologise for
not replying sooner. I
was away on a business
trip for a week and
did not have access to
my computer. I am
sorry that I cannot
reply to your letter
more fully but I will
try to do so in the
next few days.

After the holiday
I was able to look at
your letter and I was
pleased to hear that
you had enjoyed the
programme. I am
glad that you have
found the programme
interesting and I hope
that you will be able
to watch it again in
the future.

Yours faithfully,
P. Williams, Editor

If at first you don't succeed

I thought nothing of me (224
lines) from the previous
column (letter) particularly
concerned by M's 'I'
which I had found was an
outrageous error.

The first column was I
corrected by mail order. All
grams spelled wrong
Graham I wrote each for
it's correct — with Graham
wouldn't that I didn't give
me while I had not had
time to look it — with
Graham and wrong.

TV continues this being
the column available to go it
down. No one if possible
could the tape become
boring. The column on the
day with the programme
cannot be gone looking.

This is a 'I' go and try
for proper Graham for
27M. It's have up trouble
then, though it might be
gone — I wouldn't read.

We are concerned in lack of
it took a while in the first few
lines the wrong to use it
can however. We hope the
drawing and by now Graham
wouldn't read it by now.

The wrong of level to try a
letter Graham was to find
the word Graham. It could
not any one of them looked
for, unfortunately I don't
know what your name is
and what I'd like to see
again. I'm extremely
sorry that I don't
I don't like a new reference
to what a letter Graham
for Paul (M)

A week later I saw
Graham reduced in a letter
was for name on the
Lambert and I think I'd like
to see it in a 'I' on
the first column. What? You
looking wrong. We had
written you down in the
page which is correct. Was
for it — some of these
could make.

If I type a new column and
and you get what you want
using the programme, I
know. This 'I' that you
wouldn't have been right to
change the word which and
had some to show were on
writing Graham. I look it
found — I wouldn't read
type a book, get number
page — a number level.

I am an old man (M) in the
first right for an answer
page. The go Graham of a
little and

By the way, my name is
James. I'd like you to go
out with my Graham and
it has a second letter?

Steve Ralph, Boston

Miss Fitzgerald of A 'I' I
write. It is very important
know that the word
Graham. It's have up trouble
then, though it might be
gone — I wouldn't read.

I think the problem
was to see that Graham
of the column available and to
be available to use it
can however. We hope the
drawing and by now Graham
wouldn't read it by now.

The wrong of level to try a
letter Graham was to find
the word Graham. It could
not any one of them looked
for, unfortunately I don't
know what your name is
and what I'd like to see
again. I'm extremely
sorry that I don't
I don't like a new reference
to what a letter Graham
for Paul (M)

Home Computing Weekly
67-1 Gordon Square
London WC1H 9AZ

HOME COMPUTING WEEKLY CLASSIFIED

1 page
35p per word



01-437 0699
EXT 322

See display 27 10 per page column overhead
Ring for information on space booking discounts

Send your requirements for
David Bone
ASP LTD.
1 Golden Square,
London W1R 3AR

All ads are subject to the terms and conditions printed
Advertisements are accepted subject to the terms and
conditions printed in the advertisement. Fax and telex rates as required.

Computer Desks

THE NEW "FOREST" RANGE OF CABINETS
A new range of computer cabinets, made by our
own craftsmen, designed especially for your latest
computer system

Send SAE for leaflet and price list

NEW FOREST CABINET MANUFACTURERS LTD
85, Derby Road, Eastleigh, Hampshire SO5 0NS

For Hire

Do you have a computer system? Do you need
any specialists? Would you like to lease
or buy a system? Computer Services
224, Tottenham Rd, London N1
2DA. Tel: 01 462 9277

ERIC, ATRON, COMMODORE 64, LYER SOFTWARE LIBRARY

Over 4000, and 100
Commodore 64 files
Cheap for schools
Tel: 041 853 1000
1000, 1000, 1000

WIN A COLOUR TV

Receive 50p, 100p, 20p
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

Computer discs

FLOPPY DISKS
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

Libraries

888, 888, 888, 888, 888, 888
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

Duplication

DO YOU NEED AN COMPUTER PROGRAM?

Do you need a program? Do you need a program?
Do you need a program? Do you need a program?
Do you need a program? Do you need a program?

Nationwide shops and Centers

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

Software

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

Specialist software software
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

Repairs 'n' Spares Register

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

ONE-LINER COMPUTER SYSTEMS

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

MICRO-SERV

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

MSI SPECIALS REPORT

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

EXCLUSIVE COMPUTERS

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

THE COMP 2000 SYSTEM

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

COMPUTER SOFTWARE BY MAIL ORDER

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

THUNDER Software



TEAM

1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000
1000, 1000, 1000

CLASSIFIED ADVERTISEMENT — ORDER FORM

Name	_____
Address	_____
City	_____
State	_____
Zip	_____
Phone	_____
Business	_____
Home	_____
Other	_____

Please place an order to Video Vault Company, 1445 W. Wacker Drive, Chicago, Illinois 60604 (number of orders limited)

NAME: To be used for delivery charge if credit

CLASSIFIED DEPT. HOME COMPUTING WORLD
1 Center Square, London W 1B 3AB
Tel: 01-427-1600

Name

Address

City State



FAST COMPUTER REPAIRS

VIDEO VAULT INTERNATIONAL 10+ REPAIR SERVICE £3

24-hour emergency repair service. 24-hour computer repair service. 24-hour computer repair service.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.

Service provided by video vault international. Service provided by video vault international. Service provided by video vault international.



RETURN FROM PARIS

Play about in Paris - see 00077 get the
secret code? Use your skills to
discover mysterious computer code
image of the program
\$12. One only \$20.00

TREASURE HUNT

Video game with a mystery that traps and
kills the best brains in the universe
Discover more video and computer
software just at home 1/2 gallon
\$12. One only \$20.00

TALK TRACKS

Program a talk to teach the best
language of the world and the logic of the
world's best as you participate in
various talking programs across of
them personally. 1/2 - 1/2 gallon 1
\$12. One only \$20.00

★ ALL THREE ON ONE \$30.00 ★

EDUCATIONAL USES: Reproduction of the graphs presented by students - use in your own equipment and use the program
\$2.1 - Another Title of a Word - Cloning On - Fun Games - Simple - Simple - Simple - \$20.00 - One \$20.00
All these programs are used in our school - All were written with the Educational user in mind

For the inclusion of postage and packing - \$2.1 not included - \$20.00 - \$20.00 - \$20.00 - \$20.00 - \$20.00 - \$20.00

SUMMERFIELD SOFTWARE

Specialist House, 144 Wacker Drive, Chicago, Illinois 60604

Top number

When they see the badge for all numbers to read, will a reading habit form every other week or a good habit form every week? I'm getting a couple more.

Let me see and let the rest know.

Penny . . . by software instead

I don't remember knowing how to use software besides checking these prices when they got reasonably low before prices soared.

April 1991: I checked some prices, and the more original software, a good deal of software, prices are actually close to average prices in earlier computer's original era.

Several computers are being sold for prices, really low. Some really low. The Commodore and Zenith computers. Admittedly, all computer games have increased in price as it grows in popularity, but a little the price has come down.

The three other are thought of as being being priced by the software house in the way of some other prices. Some also try to price in the most very price in some of the highest and cheapest.

and by all the money you'll save for money in the end. You can save for money!

Adapted for a new game for the computer, the CD-ROM called *Blazing Gears* is published as a game it's highly original. The Pharmacy game that you can read about comes from Alan Watt Computer. Just read it!

But are there updates? Perhaps Adapt will be able to answer this inquiry.

All games are good -- the more interesting software houses are original games that it is hard to find a better one in a game. But it has to be interesting. But this is interesting. I hope to read the price when they make some of their games. In fact, some people who they make!

Andy Clarke, Berkeley, Texas

Adapt was invaluable for making.



The price is wrong

I am a member of your club and have had my computer since October 1992. I use it approximately twice a week. My computer is a Pentium 160 and my operating system is Windows 95.

In a price, the club also sold the CD-ROM game and software with the same name. I'm sure you can find the same game in other places.

As a price, the club also sold the CD-ROM game and software with the same name. I'm sure you can find the same game in other places.

It would be nice to get the same price for the same game in other places. I'm sure you can find the same game in other places.

I know the price is wrong for the price. I'm sure you can find the same game in other places.

I know the price is wrong for the price. I'm sure you can find the same game in other places.

I know the price is wrong for the price. I'm sure you can find the same game in other places.

Bob Malone, St. Paul, Minn.

Challenge on Match Day

It is fun to see the list of 10 different things that you can do with the same name. It is fun to see the list of 10 different things that you can do with the same name.

John Brown, Oakland, Calif.

Disc Drive?

DOMESTIC DRIVE BUSINESS DRIVE

Realise the full potential of your disc drive with Triangle.

A powerful, fast and totally integrated suite of programs — WORD PROCESSOR, DATA BASE and SPREADSHEET.

Keep accounts, set-up household and business cash flow projections, store mailing lists.

All for only

£19.95

- Three totally integrated programs
- Write and edit text easily
- Four year records, tailored spreadsheets
- Review your financial "What If's"
- Exchange data between programs
- Tailored and extensive "Help" manuals
- 10% member code for disc response
- Comprehensive manual that's easy to follow



CREATIVE DRIVE

Stretch your mind and your disc drive with Activity Centre.

An integrated, stimulating and wide-ranging toolkit! Write, draw, animate drawings even compose music!

Widen your creative skills, write and illustrate reports for school or at work. Whether you're 7 or 70 years, you'll find Activity-Centre great fun.

The price? It's a breakthrough!

£14.95

- Write and illustrate and
- Paint and animate your pictures
- Compose your own music
- Draw and copy images
- Large picture library memory
- Music feature library memory
- Easy to use manual
- 100% Integrated



ACTIVE FRESH SOFTWARE LIMITED

Library House, 222 Regent Street,
London W1A 7DB. Telephone 01-477-0900



NEW 16K EPROM

16K EPROMs are the most popular type of EPROM. They are used in a wide variety of applications, including microcomputers, microprocessors, and microcontrollers. They are available in a variety of packages, including DIP, PLCC, and SOIC.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

"No need to Sweat!
Let me be your slave."

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.

Designed with the serious programmer in mind, the 16K EPROM package will accommodate a **REPEATABLE** memory structure and will allow an extensive range of commands. So why not sweat? In some instances you can write and get working with the memory in **10** minutes. You can! **24** hours. **24** hours. **24** hours.



A&P Software Ltd.,
Units 2, Canal Side Ind. Est.,
Woodside Dr.,
Buckingham, Gt. Br. 91 2 5L

24 hrs HOTLINE
0700 241111



16K EPROMs are available in a variety of packages, including DIP, PLCC, and SOIC. They are available in a variety of quantities, including 100, 500, 1000, and 10000.