



## GIVING THE CUBE A NEW DIMENSION

That most frustrating of puzzles Rubik's Cube is maintaining its popularity with the arrival of two computerised solutions.

A game to help you solve your cube on your screen without any of the thumb twiddling is now available for the Texas Instruments 99/4A computer.

Sticking to the original concept dreamed up by Rubik the game allows the player to simulate every possible rotation in order to solve the Cube. If you find it all too mind-blowing you can always save it on tape and pick up where you left off later after giving your addled brain a rest.

Another feature of the simulation enables the player to spin the cube to see the reverse sides.

But for those of you who can solve the Cube in 30 seconds flat, there's always the Quadcube.

The sinister sounding Quad-

### RUBIK'S CUBE

cube has a four-by-four grid so there are even more combinations to puzzle over.

To cope with the complexity the program uses special commands allowing up to 30 moves to be stored for scrambling or unscrambling whenever the user wishes.

Work Force of Luton take the blame for any extra frustration this might cause you. And if you part with £9 you can take on the Quadcube.

## THE GAMBLERS' GAME ON THE SMALL SCREEN

### BACKGAMMON

The joys and frustrations of Backgammon come to the small screen with this computerised version.

The game, beloved by the gambling fraternity, is well suited to computerisation and makes a capable opponent.

There are six strategies to choose from and the computer soon latches on to your attempts to defeat it.

The makers, Futura Software, claim the game has a fast response time as well as a high standard of play. When you make a move the computer brain automatically checks if it is valid.

If it's an illegal move the computer will tell you so.

A special feature of the game is a tumbling dice effect represented by a graphics demonstration. A full instruction sheet and rules of Backgammon come with the program, which is written for the Nascom and costs £6.95 from Future Software of Chelmsford.

For the uninitiated, Backgammon is a simple race game, with two players trying to be first to move into the home section and off the board. But counters left alone can be returned to the start by an alert opponent.



### CASSETTE TWO

## A BUMPER PACKAGE OF 10

A bumper package of games to jolt your brain into action comes in the shape of this tape for the ZX81.

There are 10 games; Othello, Awari, Laser Bases, Word Mastermind, Rectangles, Crash, Roulette, Pontoon, Penny Shoot and Gun Command.

Each of the games on the tape is explained in the accompanying leaflet plus loading instructions. You'll need a 16K machine to run the games tape which is simply called Cassette Two.

It's the second cartridge in this range produced by Michael Orwin of Willesden, London, and sells for £5. Copies can be obtained from him by mail order.

## MEETING METEORS HEAD-ON

Cosmic Zap is one of the latest in a batch of Sharpsoft games for the Sharp MZ80-K computer.

You are fighting against time — 10 minutes to be precise — and your job is to survive an asteroid storm while destroying aliens at the same time.

Points are scored for each object you destroy and there is a

### COSMIC ZAP

facility for the five top scorers to be put into the memory.

The asteroids can be deceptively menacing. Without warning the aliens you think you are ramming, fly into your flight path and on face transforms into one

of the deadly asteroids.

Another feature of the game is the mother ship, which makes an appearance after 10 minutes of the game. The mother ship could be your saviour because it has a device which your ship can use for docking purposes.

Cosmic Zap is on sale from London based Sharpsoft for £5.85.