

NEW PRODUCTS NEW PRODUCTS NEW PRODUCT

GAMES NEWS

SPLICE THE MAINBRACE, LANDLUBBERS

SAILING

If you're keen on simulations but think flying is for the birds a Dublin software company suggests you try your hand at sailing.

With Sailing Simulator you are in charge of a 50 foot sailing yacht with a screen split into two halves. The top half devoted to an instrument display and the bottom half showing a map.

The display gives the level of heel of the boat, or whether you are likely to ship water. There is a profile of the ship showing the amount of sail, a control for the anchor, a picture of the boat from above which shows where the wind is coming from and a compass heading.

Your five controls feature port and starboard, increasing and reducing sail and finally the anchor. While a text display gives the weather forecast.

Your job is to navigate into three imaginary ports which vary in difficulty. When approaching land the map changes to show the coastal charts and you must take care not to run aground. The weather is also a product of the programmer's imagination but mainly moderate — although you may find yourself up against a hurricane or a high swell.

The game runs on a 48K Spectrum and costs about £5 from Soft Options of Castle Nock, Co. Dublin.

DON'T DRINK AND JUMP THE ROAD!

DARE-DEVIL

Sharp MZ-80K owners are in for a bumper choice of games from a new range just on sale.

Dare-Devil is based on the popular arcade game Frogger — though instead of getting a frog safely to the spawning grounds you are charged with the far more important task of getting the dare-devils across the road



to the pub. Could be thirsty work! Encounter challenges you to stop a Martian spaceship landing on planet earth.

The third original game on Games Pack Four is Railroad where you control several trains on a network railway. Switch the points quickly to stop them crashing. Pontoon and Pinball are also included.

Three simulations are the main attractions on Games Pack Five which enable you to drive a car, fly a plane, and command a fleet in the mid-Atlantic sea battles of World War Two. Noughts and Crosses and a maze chase game are also featured.

Games Pack Six offers a 23K adventure called Lost in the Jungle which challenges you to find your way back to civilisation and overcome attacks from wild beasts you will encounter on your way. This is a part text and part graphics adventure.

If you fancy becoming a Wizard and attempting to cast a spell on an unruly dragon then Games Pack Seven may be more your cup of tea. This cassette also features Air Attack — an air sea battle in which you command a warship, Take Away which is a version of Solitaire, and two original games called Plonker and Trap.

The Games Pack range are all available from Remus Software of Manchester, at £6 each.

WHO WANTS TO BE A MILLIONAIRE?

MONOPOLE

Monopoly — that famous Waddingtons board game has been converted for play on your home computer.

This should enable you to avoid having to use a thimble or twenty pence piece when your favourite boot or top hat has been lost and the 500 pound notes and title deeds to Mayfair and Park Lane have been chewed up by the cat.

No harm can come to the pieces in computer Monopoly as everything you need to play is safely stored away on cassette.

Monopole — with an 'e' not a 'y' presumably to avoid copyright problems — runs on the Commodore 64 and costs £9.99 from Rabbit Software of Harrow.

Commodore 64 owners can also look forward to a range of adventure games to play.

The first three games on Adventure Pack 1 are Moonbase Alpha, Big Bad Wolf, and Computer Adventure. Adventure Pack 2 will follow shortly with a graphic Adventure called Grave Robbers.

These will also be available at £9.99.

THIS GREAT LITTLE MOVER!

PHANTOM CHESS

The Phantom Computer Chess machine is a great little mover. Not only does it play to a good standard but it needs no manual help in advancing pawns, leaping knights are castling. It's all done by magnets.

It will quite happily play itself while you watch from a distance. And then set out the pieces again for another game.

It has 12 game levels and comes with a booklet showing the rudiments of chess for a complete beginner. It further helps beginners by analysing their next move for them.

The game is marketed by Milton Bradley and sells for around £300. It is set in a large black square of moulded plastic.

The knight is moved by clearing a path past the intervening pawns and taken pieces are moved off-board onto two strips with the appropriate symbols.

If a human player hopes to take on the machine it responds as a sensory board and also plays a good range of openings.

BLAST THOSE TOUGH LITTLE INVADERS

SCRAMBLE

Two new shoot 'em up games are on offer from Mikro-Gen.

Scramble is a version of the now famous scrolling arcade game where you have to fly over an uneven landscape, bombing fuel dumps and shooting down aliens, whilst dodging fireballs and ground to air missiles.

Cosmic Raiders is a version of Defender, the toughest of all arcade games. You fly a ship over a planet's uneven terrain, protecting humanoids from the Landers and the Grabbers.

Scramble and Cosmic Raiders run on the Spectrum in 16 or 48K and are available from the Bracknell firm at £5.50 plus 40p postage and packing.

RUNS ON A SHARP MZ-80K IN 4K

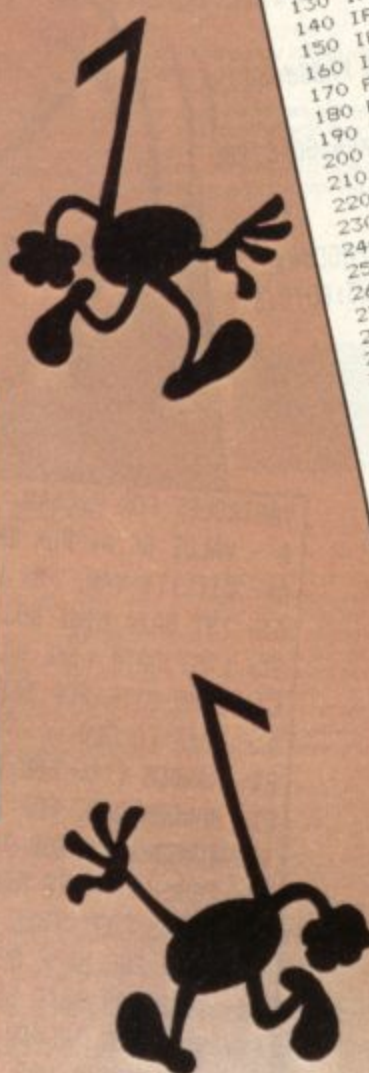
SIMMON

Illustration: Terry Rogers

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10 DIM A(20), Z$(20), X$(20), U$(20), U1$(20)
20 J=0:K=0:L=0:AA$="***":BB$="***":CC$="***"
30 U$="#####"
40 I$="#####"
50 O$="#####"
60 P$="#####"
70 GOSUB 680
80 GOSUB 830
90 B=0:N=0:M=0
100 B=B+1
110 X=INT(RND(1)*4)+1
120 A(B)=X
130 IF A(B)=1 THEN Z$(B)="A":X$(B)=U$
140 IF A(B)=2 THEN Z$(B)="_A":X$(B)=I$
150 IF A(B)=3 THEN Z$(B)="B":X$(B)=O$
160 IF A(B)=4 THEN Z$(B)="_B":X$(B)=P$
170 FOR I=1TOB
180 PRINT" ";X$(I);"#####"
190 MUSIC Z$(I)
200 PRINT" ";X$(I);"    "
210 NEXTI
220 IF A$="Z" THEN 450
230 FOR I=1TOB
240 M=0
250 GET V$:M=M+1:IF M=100 THEN 330
260 IF V$=" " THEN 250
270 IF (V$="I")*(Z$(I)="_A") THEN 550
280 IF (V$="P")*(Z$(I)="_B") THEN 550
290 IF (V$=" ")*(Z$(I)="A") THEN 550
300 IF (V$=" ")*(Z$(I)="B") THEN 550
310 IF (V$="I")+ (V$="P")+ (V$=" ") + (V$=" ") THEN 330
320 GOTO 250
330 MUSIC "_E"
340 PRINT"INCORRECT"
350 IF B>J THEN L=K:K=B-1:CC$=BB$:BB$=AA$:AA$=PP$:GOSUB 560:GOTO 380
360 IF B>K THEN L=B-1:CC$=PP$
370 IF B>L THEN L=B-1:CC$=PP$
380 PRINT"###";TAB(20);"Top three scores:"
390 PRINT"###";TAB(30);"1";J;TAB(35);AA$
400 PRINT TAB(30);"2";K;TAB(35);BB$
410 PRINT TAB(30);"3";L;TAB(35);CC$
420 PRINT"#####Do you want a replay of last run?
(PRESS Z)"
430 PRINT"Do you want a replay of longest run?
(PRESS X)"
440 PRINT"#####ANOTHER GAME?#####"
450 GET A$:IF A$=" " THEN 450
460 IF A$="Z" THEN 170
470 IF A$="X" THEN 610
480 IF A$="N" THEN 670
490 IF A$="Y" THEN 80
500 GOTO 450

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Meet our not so simple Simon. He'll challenge you to crack his mind boggling code which consists of a series of musical notes and lights. All you have to do is keep up with him!

This game is based on the electronic toy of the same name. The aim is to repeat a sequence of randomly produced notes and lights correctly. Each time you complete a round the computer adds an extra note/light to the



```

510 NEXT I
520 N=N+1
530 FOR I=1 TO 50:PRINT "CORRECT
NEXT I:PRINT "
540 GOTO 100
550 PRINT "X#(I);X#(I);"X#(I);X#(I);"
560 U=B
570 FOR I=1 TO U
580 U#(I)=X#(I):U1#(I)=Z#(I)
590 NEXT I
600 RETURN
610 FOR I=1 TO U
620 PRINT "U#(I);U#(I);"U#(I);U#(I);"
630 MUSIC U1#(I)
640 PRINT "U#(I);"U#(I);"
650 NEXT I
660 GOTO 450
670 PRINT "END
680 PRINT "TAB(30);"SIMON"
    
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690 PRINT "#####
700 PRINT "randomly produced notes and lights correctly."
710 PRINT "Each time you complete a round, the computer will put one more";
720 PRINT "note onto the sequence, until it is impossible to beat."
730 PRINT "##### Use the four blue keys marked: "
740 PRINT "##### (t, -, ., ~); As shown: - . . t . .
750 PRINT TAB(30); "
760 PRINT TAB(30); "
770 PRINT TAB(30); "
780 PRINT TAB(30); "
790 PRINT "##### PRESS ANY KEY#####
800 GET A#:IF A#="" THEN 800
810 USR(62)
820 RETURN
830 INPUT "Please can I have your initials? ";PP$:USR(62)
840 PRINT "##### PRESS ANY KEY TO START#####
850 GET A#:IF A#="" THEN 850
860 PRINT "##### "
870 PRINT "##### "
880 PRINT "##### "
890 PRINT "##### "
900 PRINT "##### | "
910 PRINT "##### | "
920 PRINT "##### | "
930 PRINT "##### | "
940 PRINT "##### | "
950 PRINT "##### | "
960 PRINT "##### | "
970 PRINT "##### | "
980 FOR I=1 TO 1000:NEXT I
990 RETURN
1000 REM "SIMON" PRODUCED BY J.D.WILLEY NORWICH 1982;FOR THE MZ-80K.
    
```

sequence — until it is impossible to beat!
 The four lights are controlled by four of the Sharp's blue graphics keys. You cannot afford to think about your move for too long as there is a time limit.

At the end of the game the top three highest scores are given, complete with the players' initials, and you are given the option of a replay of the last run, a replay of the longest run, or another game.

