

G·A·M·E·S N·E·W·S



STAY SHARP WITH LOTS OF ANTS . . .

ANT HILL

A selection of new games are about to go on sale for the game starved MZ80K and A.

Some of the highlights from the range are Ant Hill which challenges you to get into the centre of a screen to secure a prize. No easy task this as the ants and the snakes are out to stop you.

The range also includes a first for the Sharp machine in the shape of Soccer. There are no less than fifty programs on offer from Solo Software for the MZ80A and K all at around £10.

THE FINAL NAIL IN THE ALIEN

KNOCKER BLOCKER

Knocker Blocker challenges you to run around the screen dodging the alien monsters and bashing nails into the screen.

When all the nails have been hammered on one screen you move on to the next. There are

no less than eighty screens — so it will challenge even the most talented games player to get through all this lot.

Knocker Blocker is the latest game from C Tech Software of Cheshire.

The game runs on the Spectrum in 16 or 48k and is available now at £5.50.

Also new from C Tech is a scramble type game called Rocket Raiders. Also at £5.50 for the Spectrum.

ADVENTURE WITH THE JONES BOY

CURSED MINE

Raider of the Cursed Mine is a graphic adventure based on Stephen Spielberg's blockbuster movie Raiders of the Lost Ark.

If you have always fancied yourself as Indiana Jones, the swashbuckling survivor of run-ins with snakes, tarantula spiders and evil swordsmen, then plug in your Spectrum and let the fun commence.

Raider is the work of new software house Arcade Software

Ltd. Also new from Arcade is a two game cassette featuring a race chase game called Grid Run and computer pontoon. Both cassettes cost £5.50 each.

NAPOLEON GOES SOLO IN FRANCE

PARIS

Not tonight Josephine — I'm reliving the Russian attack on Paris of 1814!

Yes folks, this is your chance to swig some five star brandy



and play Napoleon for an evening as you out smart the combined armies of Russia, Prussia and Austria in one of the gener-

al's finest ever manoeuvres.

But be careful you don't meet your own personal Waterloo!

The game is called Paris in Danger and recreates the famous battle of 1814.

You can play Napoleon, or the commander of the Russian forces, or even play both roles to recreate as accurately as possible the actual campaign.

The game is played on a scrolling map of France and the surrounding countries. You move your forces around Europe in a bid to save the French capital city from invasion.

But don't forget to take your winter woolies with you — it gets a bit chilly out on the Russian front.

Paris in Danger will be available in August on the Vic-20, Commodore 64, Atari 400 and 800 and the Apple II.

The game is available from Avalon Hill of London though prices have not yet been confirmed.

Also new from Avalon this month are two other computerised war games.

T.A.C. — Tactical Armour Command is a World War II simulation with the player in control of an armoured division and Parthian Kings, a feudal civil war strategy challenge with kingdoms and crowns at the prize!




```

10 REM ** ASSAULT **
20 REM * COPYRIGHT *
21 REM * D.BIRD *
22 REM * M.D.MICKLEBURGH *
30 REM
40 CLR:POKE10167,1:REM [REMOVES PEEK PROTECT TO ALLOW PEEK(17828)]
89 REM ** INSTRUCTIONS **
90 ND=1
100 PRINT" DO YOU WANT INSTRUCTIONS ?"
110 GETXY$:IFXY$="Y"THEN130
120 IFXY$="N"THEN190
125 GOTO110
130 PRINT"
140 PRINT"
150 PRINT"YOU ARE HOLDING SIEGE ON A CASTLE AND"
160 PRINT"HAVE TO GET INSIDE."
170 PRINT"USE THE KEYS AROUND THE LETTER 'S' TO"
180 PRINT"MOVE YOUR 'SIGHT' AND 'S' TO FIRE YOUR WEAPON."
190 PRINT" YOU HAVE 30 SECONDS. * * *"
200 PRINT" SELECT YOUR RATING (1-9)"
210 GETQ$:IFQ$=""THEN210
220 ND=VAL(Q$):IFND=0THEN210
889 REM ** VARIABLES **
890 DIMM(21),FM(3)
900 FORL=0TO20
910 READM(L)
920 NEXT
1000 DIM FM(3)
1010 FM(0)=202:FM(1)=204:FM(2)=205:FM(3)=203
1020 FR=74
1030 B=0:TT=0:TEMPO 7
1040 M$=" MAN":TI$="000000"
1050 PRINT"
1060 GOSUB1710
1070 GOSUB1320
1080 D=53744:X=PEEK(D)
1090 POKED,FR
1099 REM ** THE MAIN LOOP **
1100 GETA$:A$=CHR$(PEEK(17828))
1105 IFA$="Z"THENB=39
1110 IFA$="D"THENB=1
1115 IFA$="Q"THENB=-41
1120 IFA$="X"THENB=40
1125 IFA$="E"THENB=-39
1130 IFA$="A"THENB=-1
1135 IFA$="C"THENB=41
1140 IFA$="W"THENB=-40
1145 IFA$=""THENB=0
1160 IFA$="S"THENGOSUB1250
1170 IF(A$="S")*(X=202)THENGOSUB1440
1180 POKED,X
1190 D=D+B:IF(D<53248)+(D>54247)THEND=D-B
1195 X=PEEK(D)
1200 IFX=0THENFR=71
1210 IFX<>0THENFR=74
1220 POKED,FR:IFVAL(TI$)>100THENGOTO2090

```

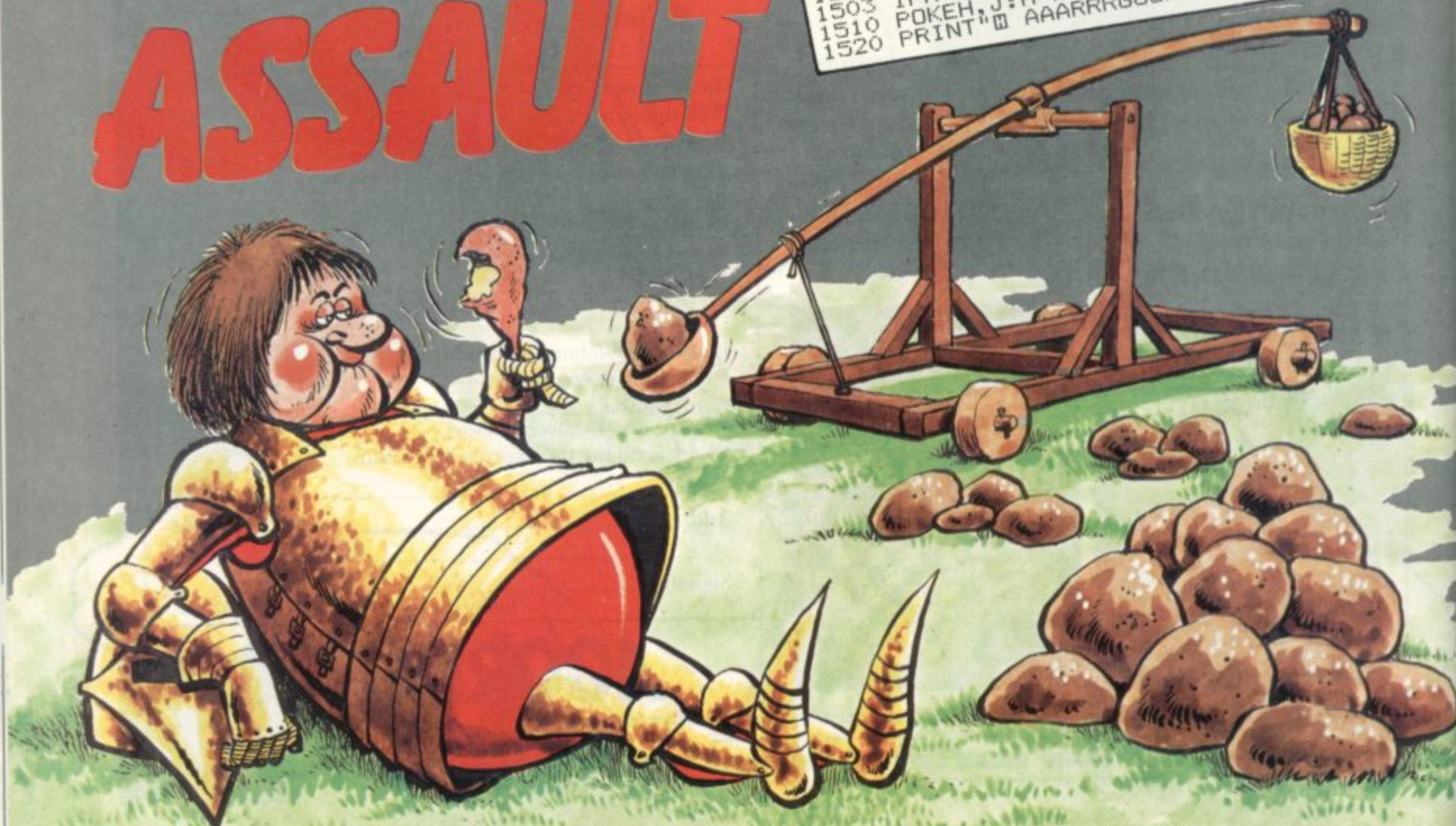
BY
MATTHEW
MICKLEBURGH
RUNS ON
A SHARP
MZ80K IN 4K

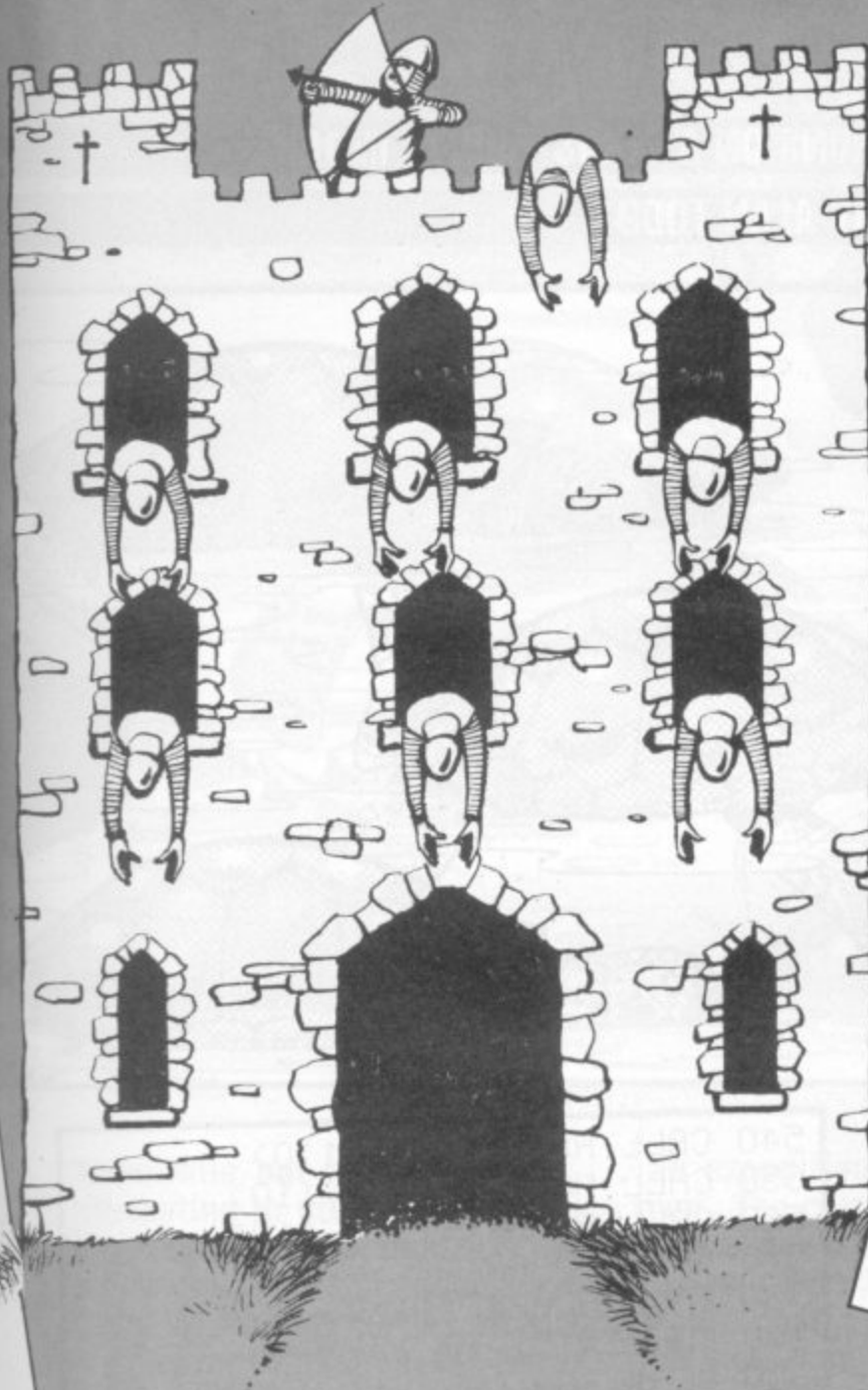
```

1230 GOSUB1300
1240 GOTO1100
1249 REM ** THE EXPLOSION **
1250 FORTV=1TO10
1260 POKED,166:POKED,X
1270 MUSIC"A0BOCO"
1280 NEXTTV
1290 RETURN
1299 REM ** FIND A NEW PLACE FOR THE MAN **
1300 K=K+1:IFK<PTHENRETURN
1310 POKET,F
1320 K=0:P=INT(RND(1)*20)+20
1330 R=INT(RND(1)*22)
1340 T=M(R)
1380 IFT=DTHEN1330
1385 IF(X=202)*(D<>T)THENX=F
1390 F=PEEK(T)
1400 IFF=202THENPOKET,F:GOTO1330
1410 POKET,202:USR(62)
1430 RETURN
1439 REM ** FALLING MAN **
1440 X=F:POKED,X
1440 H=D+40:G=0
1450 FORL=1TO20
1460 J=PEEK(H)
1470 G=G+1:IFG=4THENG=0
1480 POKED,FM(G):USR(62)
1490 IFH>54045THEN1540
1500 IFH=53701THENPOKED,67:GOTO1540
1502 IFH=53758THENPOKED,215:GOTO1540
1503 POKED,J:H=H+40
1510 PRINT" AAARRRRGGGHH....."
1520

```

ASSAULT





In days of old when knights were bold they just loved to have a battle. And when a fire-breathing Dragon wasn't available the next best thing was to go and lay siege to your next-door neighbours' castle for a few weeks.

Taking along your loyal retainers and trusty rock-catapult you'd trudge off and pitch camp outside the castle and wait for the poor chap inside to give-up or start eating rats. You don't have to sit around for months, braving all the elements. Your siege will last just 30 seconds! And if you fail to win the castle within that time it's back to Dragon hunting. You'll see a castle with defenders appearing on the battlements and at windows. You are armed with your trusty catapult and have to fire at the defenders in a bid to wipe them all out. If you manage to knock out all the defenders within the 30 second time limit then the castle is conquered. You have to be quick on the draw as the defenders move about rapidly. The number of defenders is governed by the difficulty level you chose at the start of each game.

You aim the catapult by moving the sight with keys Q, W, E, A, D, Z, X and C. The weapon is fired using the S key.

```

1530 NEXTL
1540 PRINT
1550 FORAS=1TO10:MUSIC"CO":NEXTAS
1570 S=S+1:IFS>ND-1THEN1610
1580 PRINT"YOU'VE MEN"
1590 GOTO1310
1600 Z=54021
1610 FORT=1TO4
1620 POKEZ+YT,0
1630 MUSIC"BOCOBOCO"
1640 NEXTYT
1650 Z=Z-40:FORD=1TO400:NEXTO
1660 IFZ>53901THEN1620
1670 GOTO2030

```

```

1709 REM * * THE CASTLE * *
1710 PRINT
1720 PRINT
1730 PRINT
1740 PRINT
1750 PRINT
1760 PRINT
1770 PRINT
1780 PRINT
1790 PRINT
1800 PRINT
1810 PRINT
1820 PRINT
1830 PRINT
1840 PRINT
1850 PRINT
1860 PRINT
1870 PRINT
1880 PRINT
1890 PRINT
1900 PRINT
1910 PRINT
1920 RETURN
1925 REM DATA FOR MAN'S POSITION
1930 DATA53333,53335,53337,53350
1940 DATA53352,53354,53518,53554
1950 DATA53550,53501,53533,53621
1960 DATA53701,53699,53703,53705
1970 DATA53707,53814,53818,53829
1980 DATA53833
2030 PRINT" YOU MANAGED TO KILL";S;M$;" WITHIN 30 SECONDS"
2035 TEMPO3:FORD=1TO2
2040 MUSIC"CODOEFOGOAOBODOEFOGOA0B0"
2050 NEXTO
2060 PRINT" * DO YOU WANT TO PLAY AGAIN * "
2070 GETVU$:IFVU$=""THEN2070
2080 IFVU$="N"THENEND
2085 RUN
2090 PRINT" I'M SORRY ,BUT YOU RAN OUT OF TIME "
2100 FORD=1TO2000:NEXTOL
2110 GOTO2035

```

Illustration: Terry Rogers