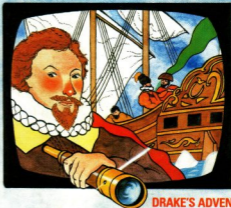


# COMMODORE User

DRACULA'S NIGHTMARE



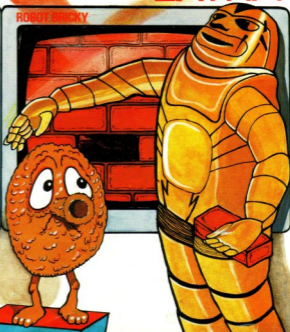
DRAKE'S ADVENTURE

GAMES  
EXTRA



BANK RAID

ROBOT BICKY



Sir Francis Drake Adventure is described as the most complex program published in Phoenix's Brainteasers for the Commodore 64. An authentic historical adventure game based on Francis Drake's circumnavigation of the world, from 1577 to 1580. Deal with all the hazards of the seas ..... Page 3

Stuntman is about as looney a computer game as you are likely to find. What a way to earn a living - jumping out of an aeroplane onto a trampoline several hundred feet below. What do you mean we can't be serious? We are and you have just three Stuntmen to attempt this jump. From Games Book II by Melbourne House ..... Page 12

Bank Raid pits you against a nasty gang of villains. The crooks have been caught red-handed in a bid to relieve the safe of its contents. As their masked faces appear at the window you must get them in your sights and fire. Shoot them before they shoot you ..... Page 19

Boing, boing, boing Qbert's back in action. The objective of this game is to hop into the cubes on the pyramid and change their colours. But watch out for the snake and the bouncing ball who are determined to halt your artistic journey ..... Page 22

Destroyer is an all action battle at sea. The enemy subs are closing in for the kill. What will you do? Use your depth charges or make a run for it? The decision is yours and the lives of your crew depend on you making the right choice. A game that teaches some useful routines for use in your own programs ..... Page 24

Everest is the nearest you are ever going to get to climbing the world's tallest mountain - so make the most of it. All sorts of obstacles conspire to stop your reaching the summit. Avalanches, rockfalls, and pesky birds are all out to stop you ..... Page 27



If you think bricklayers just sit around all day eating Pot Noodle then you are mistaken. They are an industrious breed, especially the brickies on this Vic 20 site. They need to be as two looney robots are on the loose demolishing the walls. Better immobilise them with a few swiftly flung bricks before they destroy the mornings hard work ..... Page 3



Hoppa is the best Frogga you can ever hope to get for nothing for your Vic. This is an extremely pretty piece of programming. Object of this popular computer game is to hop your frog to the safety of the river bank. Cross a busy road and a fast-flowing river ..... Page 10

Beeglebug is a colourful maze game set deep in the jungle. Manoeuvre your little man around the maze collecting the blue blobs. But watch out for the poisonous mushrooms and electric fences. It takes a lot of skill with the joystick of keyboard to find your way out of this maze ..... Page 16



Dracula's Nightmare. Its not easy being a vampire in the twentieth century. I mean you try to be modern about things, keep a few cups of blood in the refrigerator and what happens - some ghoul hides the red stuff all round the house. Help Drac find his favourite tippie, drink a few cups, and get back to sleep in his coffin ..... Page 31

Just because this game is called Sucker doesn't mean any sucker can play it. You will need considerable skill and thought to get the six balls from the top of the screen to the bottom in the correct sequence. Vic owners can puzzle away into the New Year with this one ..... Page 33

## VIC 20

### People

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# ROBOT BRICKY

By Hodge Smith

VIC  
20

The brickies are busy trying to earn a Christmas bonus to buy presents for their families.

The walls are going up even quicker than they usually do and even the miserable foreman has a smile on his face because everyone on the building site is working so quickly.

Productivity is very high until two crazy robots appear on the scene and start demolishing the walls. No self-respecting Bricky is going to stand by and

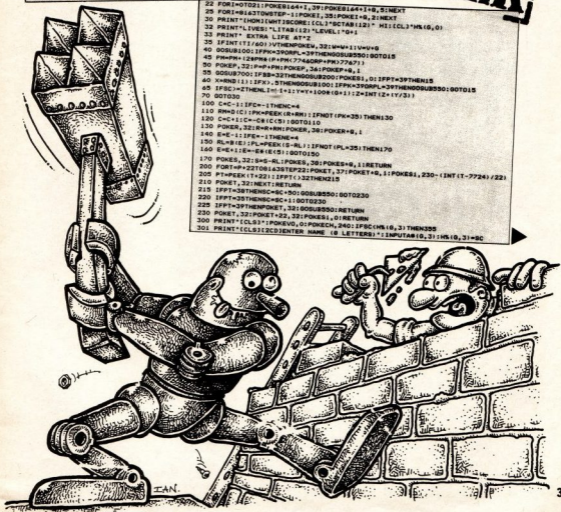
watch his Xmas bonus disappear into thin air. And neither do the Brickies in this game — but instead, set to bombing the rampaging droids from the top of the scaffolding.

Robot Bricky has been listed using our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.

**EASY  
ENTER**

```
2 POKES2,281:POKE$4,281:CLR1$1=348761:CH$1=71:CO$1=31:VO$1=21:PM1$=307201:P=7744
3 D1$=A(4,3),H$(4,3),D(4),B(4):POKECO,61:POKEVO,15:PRINT*CL$1*(N13)PLEASE WAIT...
4 FORA=0TO4:K=X+900:FORB=0TO31:A(4,B1)=VIC-20:H$(A,B1)=K1:K=X-501:NEXTB,A
5 FORI=71487076791:POKEI,PEEK11+256001:NEXTI
10 FORI=0TO39:READA:POKE7448+I,A1:NEXTI:LI=4
12 D(01)=1:D(1)=22:D(2)=22:D(3)=1:D(4)=22
13 B(01)=1:B(1)=22:B(2)=22:B(3)=1:B(4)=22:GOSUB600
14 GOSUB630:Y=900:Z=Y+POKECH,295
15 PRINT*CL$1*(I=90321$H+211:MH9054)VH(01):TI$="000000":LI=LI-1:IFLI=0THEN300
```

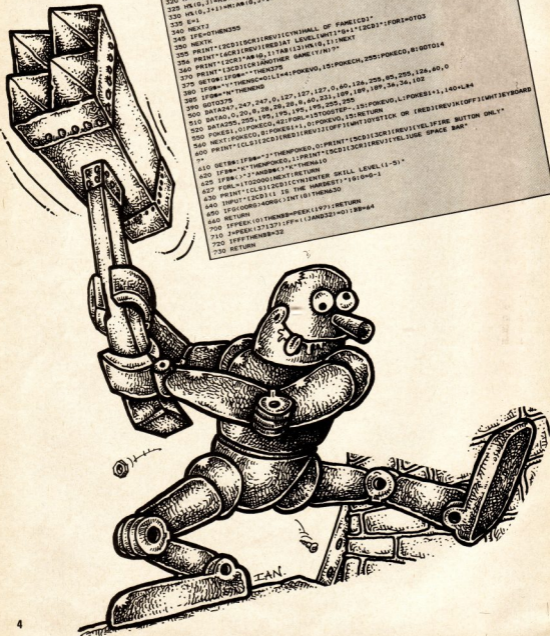
```
22 FORI=0TO21:POKEB14+I,39:POKEB14+I+8,5:NEXT
25 FORI=814370NSTEP-1:POKEI,35:POKEI+8,2:NEXT
30 PRINT*(H01)(M13)TOSCORE:CL$1=0TAB(12)*HI:CL$1*H$(0,0)
32 PRINT*LIVES:"LITAB(12)*LEVEL1+0+1
35 PRINT* EXTRA LIFE AT+2
39 IFINT(1/601)VTHENPOKEV,32:WH=11:VH=V+8
40 GOSUB1001:IFPK=39ORPL=39THENGOSUB550:GOTO15
45 PM=PM+1:Z4PM+(P+PK*74480P+PM*77671)
50 POKEP,32:P=PM+PM:POKEP,36:POKEP=8,1
55 GOSUB700:IFB=32THENGOSUB200:POKEB,0:IFPT=39THEN15
60 X=HND(11):IFX>5THENGOSUB1001:IFPK=39ORPL=39THENGOSUB550:GOTO15
65 IFB<=2THENLI=LI+1:Y=Y+100R(0+1):Z=INT(Z*(Y/3))
70 GOTO30
100 C=C-1:IFC=-1THENC=4
110 RH=0:IC1:PK=PEEK(R+RH):IFNOT(PK=35)THEN130
120 C=C+1:IC=C+0:IC$1:ISOTO110
130 POKER,32:R=R+RH:POKER,36:POKER=8,1
140 E=E-1:IFE=-1THENE=4
150 RL=0:IC1:PL=PEEK(S+RL):IFNOT(PL=35)THEN170
160 E=E+1:IE=E+0:IC$1:ISOTO150
170 POKES,32:S=S+RL:POKES,36:POKES=8,1:RETURN
200 FORT=22TO814370NSTEP22:POKET,37:POKET+8,1:POKE$1,230:(INT(1-7724)/22)
205 PT=PEEK(17+21):IFPT<32THEN215
210 POKET,32:NEXT:RETURN
215 IFPT=38THENC=8:50:GOSUB550:GOTO230
220 IFPT=35THENC=8:51:GOTO230
225 IFPT=39THENPOKET,32:GOSUB900:RETURN
230 POKET,32:POKET=22,32:POKE$1,0:RETURN
300 PRINT*CL$1*(I=90321$H+211:MH9054)VH(01):TI$="000000":LI=LI-1:IFLI=0THEN300
301 PRINT*CL$1*(2CD)ENTER NAME (8 LETTERS)*:INPUTA(0,3):H$(0,3)=BC
```



```

302 IF LEN(A$(G,3)) THEN 301
303 PRINT "CL3":FOR K=0 TO 3
304 K=0
305 FOR J=0 TO 2
310 IF H$(G,3) > H$(G,2) THEN 340
315 IF H$(G,3) < B$(A$(G,2))
320 M=H$(G,3):B$=A$(G,2)
325 H$(G,3)=H$(G,2+1):A$(G,3)=A$(G,2+1)
330 H$(G,2+1)=M:A$(G,2+1)=B$
335 E=1
340 NEXT J
345 IF E=0 THEN 355
350 NEXT K
355 PRINT "2CD3:3CR3:REV3:CYN3:HALL OF FAME:CD3"
356 PRINT "3CR3:REV3:RED3:AT LEVEL:WHT3:G+1:3CD3":FOR I=0 TO 3
360 PRINT "3CD3:CR3:ANOTHER GAME(Y/N)?"
370 GET W:IF W$="Y" THEN 375
375 GET W:IF W$="N" THEN 385
380 IF W$="Y" THEN W$="0:1:4:POKEVO,15:POKECH,255:POKECO,8:GOTO 14
385 IF W$="N" THEN 390
390 GOTO 375
500 DATA 247,247,247,0,127,127,127,0,60,126,255,85,255,126,60,0
510 DATA 0,0,20,8,28,28,28,8,60,231,189,189,36,102
520 DATA 255,255,195,195,195,195,255,255
550 POKE 1,0:POKECO,42:FOR L=1 TO 60 STEP -.15:POKEVO,L:POKE 1+1,140+L*4
560 NEXT L:POKECO,8:POKE 1+1,0:POKEVO,15:RETURN
600 PRINT "CL3:2CD3:RED3:REV3:OFF:WHT3:YSTICK OR (RED):REV3:K:OFF:WHT3:Y:BOARD"
"
610 GET B$:IF B$="3" THEN 600,0:PRINT "3CD3:3CR3:REV3:VEL:3:USE SPACE BAR"
620 IF B$="K" THEN 600,1:PRINT "3CD3:3CR3:REV3:VEL:3:USE SPACE BAR"
625 IF B$="X" THEN 600,2:PRINT "3CD3:3CR3:REV3:VEL:3:USE SPACE BAR"
625 IF B$="X" THEN 600,3:PRINT "3CD3:3CR3:REV3:VEL:3:USE SPACE BAR"
627 FOR L=1 TO 2000:NEXT L:RETURN
627 PRINT "CL3:2CD3:CYN3:ENTER SKILL LEVEL(1-5)"
630 INPUT "3CD3:1 IS THE HARDEST":B$
640 IF B$ < 0 OR B$ > 5 THEN 630
650 IF B$ < 0 OR B$ > 5 THEN 630
660 RETURN
700 IF PEEK(0) THEN B$=PEEK(197):RETURN
710 J=PEEK(17137):FF=((1 AND 32)=0):B$=64
720 IF FF THEN B$=32
730 RETURN

```



# SIR FRANCIS DRAKE

CBM  
64

This is an authentic historical adventure game based on Francis Drake's circumnavigation of the world, from 1577 to 1580. As you travel in the footsteps of the greatest of Elizabeth the First's free-booting adventurers, you will encounter the same problems and challenges as Drake.

Drake sailed in search of the elusive North West Passage that would allow him access to the Pacific, and the galleons of the Spanish Empire. As history books will already have told you, he did not find the object of his quest, but he did find much more, and so will you as you sail into the Francis Adventure Game.

## How to play

When the program has been loaded and RUN, you will hear the gentle lapping of waves against the shore.

On the map you will see your position marked by a black sailing ship, docked near the port of Lima. After the map has been displayed, there is a short period before the "week, cargo" titles appear. When these titles appear the game starts.

Everytime you use this game, the dangers and treasures will be located in different parts of the ocean, so do not think that you can predict your moves too easily. We didn't feel it was fair, however, to move the rocks, reefs and Spanish galleons during the game, so try and remember their locations. It will help you considerably.

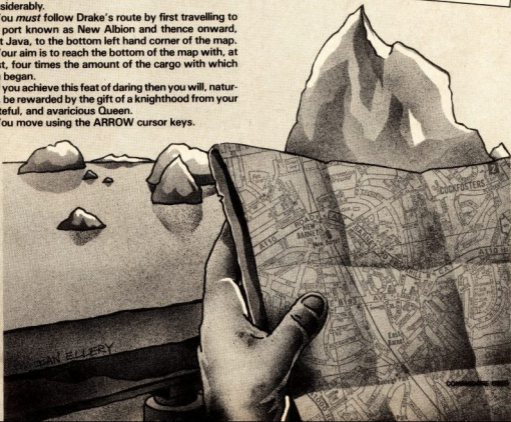
You must follow Drake's route by first travelling to the port known as New Albion and thence onward, past Java, to the bottom left hand corner of the map.

Your aim is to reach the bottom of the map with, at least, four times the amount of the cargo with which you began.

If you achieve this feat of daring then you will, naturally, be rewarded by the gift of a knighthood from your grateful, and avaricious Queen.

You move using the ARROW cursor keys.

```
50 S$=""
60 AL=0
70 L$=CHR$(5):CL$=CHR$(147):HO$=CHR$(19)
80 CU$=CHR$(145):BL$=CHR$(144)
90 LB$=CHR$(154):CD$=CHR$(17):R1$=CHR$(1)
100 R0$=CHR$(146):YE$=CHR$(158)
110 BU$=CHR$(31):GR$=CHR$(30)
120 XP=792:YP=781:XY=65520
130 S1=54273:S2=54272:VL=54296:WV=54276:
AD=54277:SR=54278:REM SOUND VARIABLES
140 SH$=""
150 LA$=CHR$(157):RA$=CHR$(29):DA$=CHR$(17):
UA$=CHR$(145)
160 M$(1)=" 9999993045000000799999999999
00 "
170 M$(2)=" 999999300000000000799999999999
00 "
180 M$(3)=" 9999993000000000009999517300
00 "
190 M$(4)=" 9999950000000000007799000300
00 "
200 M$(5)=" 7995000000000000000099000000
00 "
210 M$(6)=" 0990003000000000000079290000
00 "
220 M$(7)=" 047900000000000000001192000
00 "
230 M$(8)=" 04000002000000000000007022
00 "
```







```

640 IFCR>0THENGOTO600
650 GOSUB1100:PRINT"YOUR CREW HAVE ALL B
EEN KILLED IN BATTLEOR *J
660 PRINT"HAVE DIED OF SCURVY,TYPHUS OR
DYSENTERY.YOU ARE STRANDED"
670 PRINT" WITHOUTTHEM,"ICR=0:EN=1
680 IFDA>10THENGOSUB1100:PRINT"YOUR SHIP
HAS FILLED WITH WATER AND SUNK":EN=1
690 IFBA<0THENBA=0
700 IFCA<0THENC=0
710 IFEN=1THENGOTO2240
720 POKEXP,36:POKEYP,1:SYSKY:PRINTRIGHT$
(" "+STR$(WK),4)
730 POKEYP,4:SYSKY:PRINTRIGHT$(" "+STR
$(CA),4)
740 POKEXP,36:POKEYP,7:SYSKY:PRINTRIGHT$
(" "+STR$(SU),4)
750 POKEYP,10:SYSKY:PRINTRIGHT$(" "+ST
R$(CR),4)
760 POKEXP,36:POKEYP,13:SYSKY:PRINTRIGHT
$(" "+STR$(BA),4)
770 POKEXP,36:POKEYP,16:SYSKY:PRINTRIGHT
$(" "+STR$(DA),4)
780 GETI$:IFI$="*THENGOTO700
790 IF(X=1ANDI$=LA$)OR(X=30ANDI$=RA$)OR(
Y=1ANDI$=UA$)OR(Y=16ANDI$=DA$)THENGOTO70
0
900 GOSUB1100
910 XM$=MID$(M$(Y),X-1,1):X0$=MID$(M$(Y)
,X,1):XP$=MID$(M$(Y),X+1,1)
920 YM$=MID$(M$(Y-1),X,1):YP$=MID$(M$(Y+
1),X,1)
930 IFI$=LA$ANDXM$<)*0*ANDXM$<)*9*ANDX0$
<)*2*THENK=X-1
940 IFI$=RA$AND(XP$<)*2*ANDXP$<)*9*ANDX0
$<)*0*)THENK=X+1
950 IFI$=DA$AND(YP$<)*3*ANDYP$<)*9*ANDX0
$<)*1*)THENY=Y+1
960 IFI$=UA$AND(YM$<)*1*ANDYM$<)*9*ANDX0
$<)*3*)THENY=Y-1
970 WK=WK+1
980 IFDA<0THEND=DA+1
990 SU=SU-1
990 POKEXP,X1+4:POKEYP,Y1:SYSKY:PRINT">

```

```

910 POKEXP,X+4:POKEYP,Y:SYSKY:PRINTBL$:#S
H$;WH$;
920 IFX0$<)*A*ORDA=0THENGOTO950
930 DA=0:GOSUB1100:PRINT"YOU HAVE "
940 PRINT"ARRIVED AT A PORT SO YOU CAN
NOW GET YOUR SHIP REPAIRED":GOTO1010
950 IFX=X1ANDY=Y1ANDWK<)*1THENGOSUB2010:G
OSUB1030:GOTO1010
960 IFX0$="4"THENGOSUB1100:GOTO1010
970 IFX0$="5"THENGOSUB1220
980 IFX0$="6"THENGOSUB1430
990 IFX0$="7"THENGOSUB1060
1000 IFX0$="8"THENGOSUB1910
1010 X1=X1:Y1=Y
1020 GOTO520
1030 REM REEF SUBROUTINE
1040 W=INT(2*RN(1))
1050 RR$="ROCK":IFX<15THENRR$="REEF"
1060 IFW=0THENGOSUB1100:PRINT"THERE IS A
"JRR$:" AHEAD.TURN AROUND":GOTO1170
1070 GOSUB1100:PRINT"YOU HAVE RUN AROUND
D ON A "JRR$:".ARE YOU GOING TO THROW"
1080 PRINT"CARGO AND GUNS OVERBOARD,OR P
UT OUT AN ANCHOR TO WINDOWARD"
1090 INPUTR$:SG$="OVERBOARD":GOSUB2060:IF
FFO=1THENR$="OVERBOARD":GOTO1120
1100 SG$="ANCHOR":GOSUB2060:IFFO=1THENR$
="ANCHOR":GOTO1120
1110 PRINTCU$:GOSUB2130:GOTO1090
1120 IFR$="OVERBOARD"THENC=CA-FNRN(20):
GOTO1170
1130 W2=INT(2*RN(1)):GOSUB1100
1140 IFW2=0THENPRINT"YOU HAVE BROKEN FRE
E WITHOUT ANY SIGNIFICANT DAMAGE"
1150 IF W2<0THENPRINT"YOUR SHIP,THE GOL
DEN HIND,IS HOLED. "
1160 IFW2<0THENPRINT"RETURN TO DRY LAND
AT ONCE OR IT WILL SINK":DA=DA+1
1170 RETURN
1180 REM BLANK LINES
1190 POKEXP,0:POKEYP,19:SYSKY:PRINTS$:#S
:S$:#S:LEFT$(S$,39);
1200 POKEXP,0:POKEYP,19:SYSKY
1210 RETURN
1220 REM NAMED SHIP SUBROUTINE
1230 GOSUB2100:GOSUB1100
1240 M1$="YOU SEE A SPANISH GALLEON,THE
CACAFUEGO.ARE YOU GOING TO ATTACK IT OR"
1250 M1$=M1$+" IGNORE IT"
1260 M2$="YOU SEE A SPANISH GALLEON,THE
ESPRITO SANTO.ARE YOU GOING TO ATTACK"
1270 M2$=M2$+" IT OR IGNORE IT"
1280 IFRN(2)=1THENPRINTM1$:GOTO1300
1290 PRINTM2$
1300 INPUTR$:SG$="ATTACK":GOSUB2060:IFFO
=1THENR$="ATTACK":GOTO1330
1310 SG$="IGNORE":GOSUB2060:IFFO=1THENR$
="IGNORE":PRINTCU$:GOTO1330
1320 PRINTCU$:GOSUB2130:GOTO1300
1330 IFR$<)*ATTACK"THENGOTO1420
1340 GOSUB1100
1350 IFCA<0THENGOTO1390
1360 PRINT"YOU DRAW ALONGSIDE THE GALLED
N THEN FIND YOU HAVE NO"

```

1370 PRINT "CANNON BALLS LEFT SO THE SPANISH WIN THE BATTLE AND LEAVE YOU TO DIE"

1380 EN=1:GOTO1420

1390 PRINT "YOU FIGHT A FIERCE BATTLE AND FINALLY TAKE COMMAND OF THE GALLEON";  
1400 PRINT "AND TRANSFER ITS CARGO TO THE HOLD OF THE GOLDEN HIND"

1410 CA=CA+FNRN(20):BA=BA-FNRN(20):FORD=170100:NEXTD

1420 RETURN

1430 REM SHIP SUBROUTINE

1440 GOSUB2190:GOSUB1180

1450 PRINT "YOU SEE A SPANISH GALLEON, ARE YOU GOING TO ATTACK IT OR IGNORE IT?"

1460 INPUT S:SG="ATTACK":GOTO1490  
1470 SG="IGNORE":GOSUB2060:IFFO=1 THEN R="ATTACK":GOTO1490  
1480 SG="IGNORE":GOSUB2060:IFFO=1 THEN R="IGNORE":GOTO1490

1490 IFR=<>:GOSUB2130:GOTO1460  
1500 GOSUB1180

1510 PRINT "ARE YOU GOING TO FIRE YOUR CANNONS AT THE GALLEON, OR SET FIRE TO THEM?"

1520 PRINT "SOME OLD SHIPS AND LET THEM DRIFT TOWARDS IT, OR SNEAK UP?"

1530 PRINT "ALONGSIDE IT AND BOARD IT?"

1540 INPUT S:SG="CANNON":GOSUB2060:IFFO=1 THEN R="CANNONS":GOTO1580  
1550 SG="SET FIRE":GOSUB2060:IFFO=1 THEN R="SET FIRE":GOTO1580  
1560 SG="SNEAK":GOSUB2060:IFFO=1 THEN R="SNEAK":GOTO1580

1570 PRINT CUS:GOSUB2130:GOTO1540  
1580 GOSUB1180

1590 IFR=<>:GOSUB2130:GOTO1540  
1600 IFFNRN(2)=1 THEN GOTO1660

1610 PRINT "YOUR SHIP GETS HOLED AND SOME OF YOUR CREW ARE SHOT. RETURN TO ";

1620 PRINT "DRY LAND AT ONCE":DA=DA+1:BA=BA-FNRN(20):CR=CR-FNRN(10):GOTO1660

1630 PRINT "AS YOUR SHIP IS SMALLER AND LOWER THAN THE GALLEON, YOU MANAGE TO ";

1640 PRINT "PUT IT OUT OF ACTION AND BOARD IT, WITHOUT INCURRING ANY DAMAGE TO YOURS";

1650 PRINT "SHIP.":CA=CA+FNRN(20):SU=SUFNRN(20):BA=BA-FNRN(20)

1660 IFR=<>:SET FIRE THEN GOTO1760  
1670 GOSUB1180

1680 IFFNRN(2) THEN GOTO1730

1690 PRINT "THE WIND CHANGES DIRECTION AND DROPS THE BURNING SHIPS DRIFT TOWARDS";

1700 PRINT "THE GOLDEN HIND SETTING THE MIZZEN MAST ALIGHT. RETURN TO DRY ";

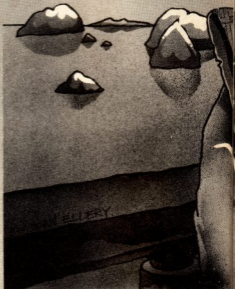
1710 PRINT "LAND AT ONCE"

1720 DA=DA+1:GOTO1760

1730 PRINT "THE BURNING SHIPS DRIFT TOWARDS THE GALLEON SETTING IT ALIGHT. ";

1740 PRINT "THE CAPTAIN SURRENDERS AND YOU TRANSFER HIS CARGO TO YOUR HOLD"

1750 CA=CA+FNRN(20):SU=SUFNRN(20):BA=BA-FNRN(20):GOTO1760



1760 IFR=<>:SNEAK THEN GOTO1850

1770 GOSUB1180

1780 IFFNRN(2)=1 THEN GOTO1820

1790 PRINT "THEY SEE YOU APPROACHING AND REALISING THAT YOU ARE ENGLISH THEY ";

1800 PRINT "OPEN FIRE, SHOOTING SOME OF YOUR CREW AND DAMAGING YOUR BOAT. RETURN ";

1810 PRINT "TO PORT AT ONCE":BA=BA-FNRN(20):DA=DA+1:CR=CR-FNRN(10):GOTO1850

1820 PRINT "THEY ASSUME YOU ARE SPANISH AS ENGLISH SHIPS HAVE NEVER BEEN THIS ";

1830 PRINT "FAR BEFORE, SO YOU MANAGE TO BOARD THE GALLEON AND CAPTURE IT AND ITS ";

1840 PRINT "RICH CARGO":CA=CA+FNRN(20):SU=SUFNRN(20):BA=BA-FNRN(20)

1850 RETURN

1860 REM TRADE SUBROUTINE

1870 GOSUB2190

1880 GOSUB1180:PRINT "YOU BUY CLOVES CHEAPLY FROM THE ISLANDERS"

1890 CA=CA+FNRN(20):SU=SUFNRN(20)

1900 RETURN

1910 REM HOSTILE SUBROUTINE

1920 GOSUB2190

1930 GOSUB1180:PRINT "HOSTILE ISLANDERS PLEDGED YOU WITH STONES":CR=CR-FNRN(20)

1940 RETURN

1950 REM INSERT SUBROUTINE

1960 IL=RIGHT\$(STR\$(IS),LEN(STR\$(IS))-1)

1970 IF IS<>10 THEN M(Y)=LEFT\$(M(Y),X-1)+IL+RIGHT\$(M(Y),31-X):GOTO1990  
1980 M(Y)=LEFT\$(M(Y),X-1)+"A"+RIGHT\$(M(Y),31-X)



```

1990 RETURN
2000 POKES2,48:POKE56,48:CLR
2010 REM REEF COLLISION NOISE SUBROUTINE
2020 POKEW,129:POKEVL,15:POKEAD,15:POKE
SR,248
2030 POKES1,68:POKE52,149:FORT=1T0200:NE
XTT
2040 POKEW,8:POKEVL,8:POKEAD,8
2050 RETURN
2060 REM STRING IN STRING SUBROUTINE
2070 IFLEN(R*)(LEN(SG*))THENF0=0:GOTO2120
2080 FORL=1TOLEN(R*)-LEN(SG*):+1
2090 IFSG*=MID$(R*,L,LEN(SG*))THENF0=1:G
OTO2120
2100 NEXT
2110 F0=0
2120 RETURN
2130 REM WRONG SOUND SUBROUTINE
2140 POKEW,33:POKEVL,15:PL:LEAD,198
2150 POKES1,45:POKE52,198:FORT=1T0300:NE
XTT
2160 POKES1,43:POKE52,52:FORT=1T0300:NEX
TT
2170 POKEW,8:POKEVL,8:POKEAD,8
2180 RETURN
2190 REM WARNING SOUND SUBROUTINE
2200 POKEW,33:POKEVL,15:POKEAD,198
2210 POKES1,68:POKE52,149:FORT=1T0200:NE
XTT
2220 POKEW,8:POKEVL,8:POKEAD,8
2230 RETURN
2240 END
2250 REM DRAW MAP SUBROUTINE
2260 POKES3280,6:POKE53281,6:POKE53272,2
2270 REM BORDER,BACKGROUND AND UPPER CASE
2270 PRINTCL$:GR$)

```

```

2280 TP$="":BT$="":FORI=1T038:TP$=TP$+CH
R$(163):BT$=BT$+CHR$(164):NEXT
2290 TP$=LEFT$(TP$,8)
2300 PRINT " ";BT$:FORJ=1T016:PRINT "
";CHR$(64+J):" ";CHR$(167):FORI=2T031
2310 P=VAL(MID$(M$(J,1,1)):IF=0THENPRI
NT " ":GOTO2410
2320 IFP=1THENPRINTR1$:CHR$(162):R0$:GO
TO2410
2330 IFP=2THENPRINTCHR$(162):R0$:GO2410
2340 IFP=3THENPRINTCHR$(161):R0$:GO2410
2350 IFP=4THENPRINTR1$:CHR$(161):R0$:GO
TO2410
2360 IFP=5THENPRINTCHR$(169):R0$:GO2410
2370 IFP=6THENPRINTR1$:CHR$(169):R0$:GO
TO2410
2380 IFP=7THENPRINTCHR$(127):R0$:GO2410
2390 IFP=8THENPRINTR1$:CHR$(127):R0$:GO
TO2410
2400 IFP=9THENPRINTR1$: " ";R0$:
2410 NEXT
2420 PRINTCHR$(165)
2430 NEXT
2440 POKEXP,12:POKEYP,1:SYSKY:PRINTBL$:"
NEW ALBION":GR$:R1$:".":BL$
2450 POKEXP,28:POKEYP,15:SYSKY:PRINT"LIM
A":GR$:R1$:".":
2460 POKEXP,5:POKEYP,13:SYSKY:PRINTBL$:"
JAVA"
2470 PRINTWH$)
2480 POKEXP,5:POKEYP,17:SYSKY
2490 PRINTRGR$:CHR$(163):TP$:"1":TP$:"2":
TP$
2500 POKEXP,5:POKEYP,18:SYSKY:PRINT"0123
45678901234567890123456789"
2510 RETURN
2520 REM TITLE SUBROUTINE
2530 POKES3280,2:POKE53281,2:POKE53272,2
2540 REM BORDER,BACKGROUND AND UPPER CASE
2540 PRINTCL$:YE$)
2550 FORI=1T014:PRINTCD$):NEXTI
2560 PRINTSPC(13):"FRANCIS DRAKE":PRINT:
PRINTSPC(13):"ADVENTURE GAME"
2570 FORI=1T012:PRINTCD$):NEXTI
2580 PRINTBL$)
2590 PRINT " COPYRIGHT (C) G.LUDINSKI
1983"
2600 POKEW,129:POKEAD,255:POKE5R,255
2610 FORI=1T03
2620 POKEVL,15:POKE51,45:POKE52,198:FORT
=1T0100:NEXTT
2630 POKES1,68:POKE52,149:FORT=1T0300:NE
XTT
2640 POKES1,45:POKE52,198:FORT=1T0300:NE
XTT
2650 POKES1,32:POKE52,94:FORT=1T0300:NEX
TT
2660 POKEVL,2:POKE51,28:POKE52,214:FORT=
1T0300:NEXTT
2670 NEXT
2680 RETURN

```

**EASY  
ENTER**

Hoppa is one of those games that will make you feel a little jumpy.

In fact, jumping is what this game is all about. You are a hard-pressed little frog who is trapped beside a busy road.

The object of the game is to hop our little hero to the safety of his natural habitat — a river bank just beyond the road.

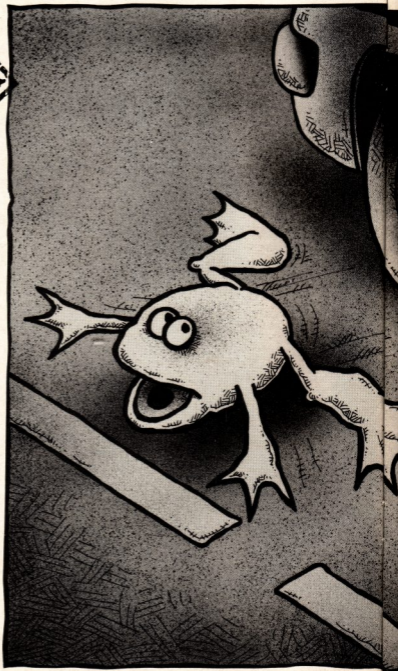
Trucks and cars are thundering down the road and will squash froggy if he should jump at the wrong moment.

If you succeed in hopping the frog to the far side of the road you will meet a river.

Using the logs that are floating down the river as stepping stones you must hop to the safety of the bank at the far side.

Use key "j" to go up, "space" for down, "i" for left, and "k" for right.

Hoppa has been listed with our unique Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.



11

# STUNTMAN

Send the stuntman from the plane, and attempt to land him on red square on trampoline. Look out for the picket fence and the telephone poles! Three misses puts a stuntman out of action but you get three men. Use space bar to kick man out of plane.

## Variables

NM	= No men
SC,R	= Score, round
WS	= Wind speed
T	= Time parameter for projection equations
F	= Flying flag
NW	= No. of wounds
VL,W,A,H,L	= Sound
M\$	= Message
X,YI	= X,Y initial values
X,Y	= Man's X,Y co-ordinates
M	= Mass of man
XV	= Initial X velocity

Define stunt man, plane and variables, push sound into memory.

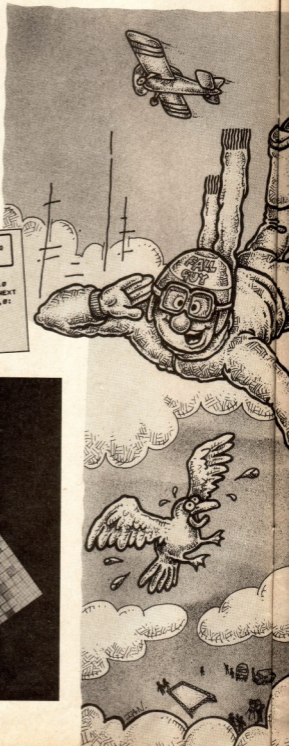
```

1 REM STUNT MAN
2 V=53248:POKE2848,192:POKE2841,193:POKEV+39,7:POKEV+48,18
3 POKEV+16,8:POKEV+21,8:FORI=12288TO12358:READB:POKEI,8:NEXT
4 FORI=12352TO12373STEP3:READB:POKEI,8:POKEI+1,8:POKEI+2,8:
5 NEXT
6 FORI=12376TO12414:POKEI,8:NEXT
7 POKEV+2,185:POKEV+3,178
8 FORI=49152TO49238:READB:POKEI,8:NEXT
9 NM=3:SC=188

```



Stuntman is one of the excellent programs in Games Back II, from Melbourne House at £5.95.





Draw trampoline, fence, hills and swamp, set screen colours.

```

100 PRINT " ";POKE$3201,11:POKE$3200,11
102 IFNM=0THENAB00
105 PRINT " "
107 PRINT$PC(22): " "
110 PRINT " "
112 PRINT " "
114 PRINT " "
116 PRINT " "
117 PRINT " "
118 PRINT " "
120 PRINT " "
122 PRINT " "
123 PRINT " "
124 PRINT " "
126 PRINT " "
128 PRINT " "
130 PRINT " "
132 PRINT " "
134 PRINT " "
136 PRINT:PRINT " "
140 POKEV+16,1:POKEV,00:POKEV+1,00:POKEV+21,1:WS=5:GOSUB1000:F
  =0:T=0:NM=0
150 VL=54276:W=54277:H=54273:L=54272

```

Launch and fly the plane, drop the man.

```

200 SYS(49152):SYS(49152):SYS(49152)
202 IF(PEEK(V+16)AND1)<>1ORPEEK(V)<09THEN204
203 POKEV+1,INT(IRD(1)*75+50):SC=SC-10:GOSUB1000
204 IFP=1THEN230
205 K=PEEK(197):IFK<>0THEN220
210 POKEV+2,PEEK(V):POKEV+3,PEEK(V+1):P=1:T=0:M=0:GERON100000
  !!! :GOSUB1300
212 IF(PEEK(V+16)AND1)=0THENPOKEV+16,0:GOTO217
213 POKEV+16,PEEK(V+16)OR2
217 POKEV+21,PEEK(V+21)OR2:YI=PEEK(V+1)+0:XI=PEEK(V)+256+(PEEK
  (V+16)AND1)

```





By Michael Mok

Beeglebug is a maze game with a difference. This is not your average geometric maze full of dots.

You are the Beeglebug, a mysterious jungle-dwelling creature. The object of the game is to collect all the blue blobs that are dotted at random around the screen.

Other jungle inhabitants are the beautiful but deadly giant mushrooms. Also watch out for the sides of the maze; these can strike down a Beeglebug in its prime.

Beeglebug can move very swiftly through the maze in pursuit of blue blobs. Sometimes too swiftly for its

own good - crashing into the killer sides of the maze. The secret is to line up the Beeglebug in a direction that you know is safe before setting off after a blob.

To move Beeglebug up press "J", down "space", left "N" and right "M".

Beeglebug has been listed using our Easy-Enter technique. Instructions on how this works can be found on page 3 of this supplement.

```

10 FORI=7168T07319:READA:POKEI,A:NEXT
20 FORZ=256T0263:POKE7168+Z,0:NEXT
30 POKE36879,8:PRINT"[CLS]"
32 DATA60,126,255,255,255,255,255,255,255,
   255,255,255,255,126,60
34 DATA63,127,255,255,255,255,127,63,252,254,
   255,255,255,255,254,252
40 DATA255,255,255,255,255,255,255,255,255
45 DATA24,60,60,126,126,255,255,255
50 DATA24,12,6,6,6,12,12,24,24,24,48,48,48,
   24,24,24
55 DATA24,24,12,12,60,248,192,0,24,24,24,48,
   56,31,7,0
60 DATA146,138,132,69,73,42,170,100,72,138,68,
   52,8,200,37,30,132,66,74,132,88,33,34,220
65 DATA24,126,255,255,24,12,6,6,50,123,120,54,
   111,255,246,96
70 DATA129,90,60,153,255,60,219,129,129,219,60,255,
   153,60,90,129
75 DATA155,74,44,126,126,44,74,155,217,82,52,126,126,
   52,82,217
90 PRINT"[WHT][2SPC]BEEGLEBUG [CYN]BY M.MOK"
100 PRINT"[2CD][YEL]PROCEED TO LOAD PART 2[GRN]"

```

**EASY  
ENTER**

## PART TWO

```

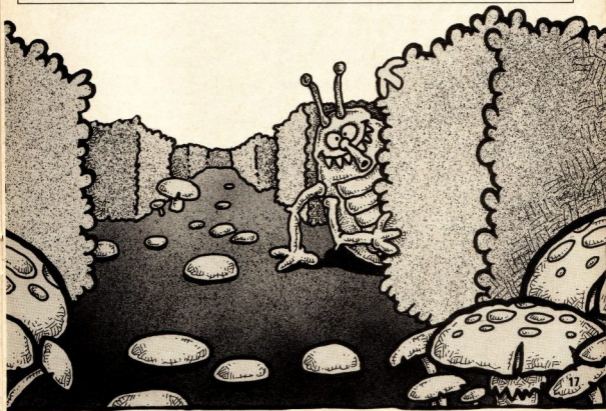
0 PRINT"[CLS]";POKE36879,8:POKE36869,255
2 PRINT"[4CD][REV][WHT] BEEGLEBUG [GRN]- BY M.MOK"
3 PRINT"[4CD][REV] [YEL]S [CYN]UP[2SPC][YEL]X [CYN]DOWN[2SPC][YEL]X [CYN]LEFT[2SPC][CD][6SPC][YEL]> [CYN]RIGHT"
4 GOTO602
5 SC=0:L=3:Q=3:NU=10:Q=2:RO=1:BL=20000
6 CF=INT(RND(1)*3)+4:IFCF=5THEN6
10 B=7910:C=0:G=15
20 POKE36878,15:SO=36875
60 PRINT"[RED]BBBBBBBBBBBBBBBBBBBBDDDC";
62 PRINT"@ A[5SPC]D D[8SPC]D @";
64 PRINT"D[3SPC][GRN]J K[YEL]L[RED]A D[GRN]J [RED]BDDC [PUR]E[RED]D D";
66 PRINT"D [CYN]E [WHT]G [RED]BDC B[CL]A@[4SPC]@ [YEL]G[RED]D D";
68 PRINT"D [YEL]I[RED]B[6SPC]A @[BLU]E [RED]D [YEL]F[RED]A D";
70 PRINT"D[3SPC]@[GRN]E [RED]BDC[3SPC]A[WHT]G [RED]D BC D";
72 PRINT"D [YEL]J [RED]D[WHT]G [RED]@ @[CYN]E [RED]BDC A[4SPC]D";
74 PRINT"D [WHT]F [RED]A[WHT]H [RED]A D[WHT]F [RED]@[5SPC][GRN]K [BLU]E[RED]D";
76 PRINT"D [WHT]G [RED]BC[3SPC]D[WHT]H [RED]D[PUR]E [RED]BDDC [YEL]F[RED]D";
78 PRINT"@ @[4SPC][GRN]L [RED]D[2SPC]A[WHT]G[3SPC][RED]@[2SPC][YEL]G[RED]D";

```

```

80 PRINT"D D [GRN]J [RED]BC A BC[WHT]H [GRN]K [RED]D [GRN]J[YEL]I[RED]D";
82 PRINT"D DDC [BLU]E[RED]I@[3SPC]@[3SPC]I[YEL]F [RED]A BDD";
84 PRINT"D D[3SPC]I[WHT]I[RED]A [GRN]K [RED]A [YEL]J[RED]I@[YEL]H[5SPC]I[RED]D";
86 PRINT"DCD [GRN]L[4SPC]I[RED]I@[3SPC]I[WHT]I[RED]I[2SPC]I[GRN]J [YEL]K [RED]D";
88 PRINT"D A BC [YEL]K [RED]D[GRN]K [RED]BCD [PUR]E[RED]I@BC D";
90 PRINT"D[3SPC]I@[2SPC]@ D[WHT]H[3SPC]I[RED]D [YEL]I[RED]A @ D";
92 PRINT"D [GRN]E [RED]D [CYN]E[RED]D A[2SPC]I[YEL]K [RED]A BC D D";
94 PRINT"D [WHT]F [RED]A [YEL]G[RED]DBC BC[6SPC]A D";
96 PRINT"D [WHT]I[RED]BC [YEL]I[RED]A[4SPC]BC BDC[3SPC]D";
98 PRINT"D[6SPC]BC [PUR]E[2SPC]I[RED]I@[3SPC]BC[GRN]E [RED]D";
100 PRINT"D[YEL]L [RED]BDC[4SPC]I[WHT]F[BLU]E [RED]ABC[2SPC]@[WHT]F [RED]D";
102 PRINT"A[WHT]H[5SPC]I[GRN]K[YEL]J[GRN]L[YEL]G[WHT]G[5SPC]I[YEL]K[RED]D[WHT]H [R
ED]A";
104 PRINT"BBBBBBBBBBBBBBBBDDDDDC[CL]I[DEF]D";
108 FOR=1 TO 10
110 U=INT(RND(1)*483)+7701:IFPEEK(U)<>320RU=7910THEN110
112 POKEU,14:POKEU+30720,CF
115 NEXT
120 V=PEEK(197)
122 D=0
123 IFSC=BL THEN BL=BL+20000:L=L+1:GOTO700
125 IFV=41 THEN C=1:G=15
130 IFV=26 THEN C=2:G=16

```



```
135 IFV=29THENC=3:G=17
140 IFV=37THENC=4:G=18
145 IFC=0THEN210
150 IFC=1ANDPEEK(B-22)>4THENB=B-22:POKEB+22,32:D=220
155 IFC=2ANDPEEK(B+22)>4THENB=B+22:POKEB-22,32:D=205
160 IFC=3ANDPEEK(B-1)>4THENB=B-1:POKEB+1,32:D=215
165 IFC=4ANDPEEK(B+1)>4THENB=B+1:POKEB-1,32:D=210
200 IFPEEK(B)=14THEN250
205 IFPEEK(B)>4ANDPEEK(B)<15THEN300
208 POKESO,D
210 POKEB+30720,1:POKEB,G
212 POKESO,0
220 GOTO120
250 POKEB,G:POKEB+30720,1
255 FORT=150T0255STEP3:POKESO+1,T:POKESO+1,0:NEXT
260 SC=SC+INT(RND(1)*500)+500
270 NU=NU-1:IFNU=0THEN500
280 GOTO120
300 L=L-1
```

```
301 PRINT"[CLS][REV][GRN][5SPC][4CD]SCORE:[WHT]"SC
302 PRINT"[3CD][REV][CYN][2SPC]BEEGLEBUGS LEFT:[WHT]"L
305 FORT=1T0110:POKESO+1,240-T:POKESO+1,0:NEXT
310 IFL=0THEN600
315 FORT=1T01000:NEXT
320 GOTO10
500 NU=10:Q=Q+3
505 PRINT"[CLS][4CD][CYN][REV][6SPC]WELL DONE!"
510 PRINT"[5CD][REV][PUR][3SPC]ROUND[WHT]"RO"[WHT][RED]COMPLETE"
511 BO=2000*(INT(RND(1)*4)+1)
512 PRINT"[4CD][REV][GRN][6SPC]BONUS[YEL]"BO
514 SC=SC+BO
516 CF=INT(RND(1)*3)+4:IFCF=5THEN516
520 FORT=1T030
525 FORT=160T0240STEP8:POKESO,1:POKESO,0:NEXT:NEXT:RO=RO+1
540 GOTO301
600 PRINT"[4CD][YEL][REV][6SPC]GAME[2SPC]OVER"
602 PRINT"[4CD][REV][PUR][6SPC]F1 - [RED]START"
608 FORT=15T04STEP-.6
609 POKESO+3,T
610 FORA=230T0180STEP-7:POKESO,A:POKESO,0:NEXT:NEXT
620 GETA$:IFA$=""THEN620
630 IFA$="[F1]"THEN5
640 GOTO620
700 FORT=1T010:FORS=240T0250STEP.7:POKESO,S:POKESO,0:NEXT:NEXT
710 GOTO120
```



# BANK RAID

CBM  
64

**EASY  
ENTER**

Scar Face and Fingers thought it would be an easy job. What could go wrong? Nice isolated branch of City Bank, safes stuffed with cash and jewels, fast get-away van — like stealing candy from kids.

Like all heists that supposedly can't go wrong, this one goes wrong. Scar Face and Fingers had over-looked one thing. The Commodore Commandos were in town. Yep — that's you.

As the villains appear at the windows of the bank you must get them in your telescopic sights and pick them off — one by one. The talking is over — it's you against the bad guys.

If you don't shoot quickly enough the get-away van pulls up beside the bank and some of the cash is spirited away.

The game has several difficulty levels — that effect the number of villains holed up in the bank.

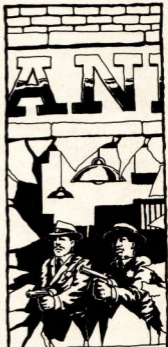
The game requires a joystick and full instructions are given at the beginning of the game.

The Bankersville Raid has been listed with our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.

```

5 POKE#50,128
10 REM **SPRITES**
20 V=53248
40 PORS2042,13:POKE2043,14
50 FOR#OT062:READ#POKE832+0,G:NEXT
60 FOR#OT062:READ#POKE832+0,G:NEXT
69 REM**READ IN DATA FOR ROBBERS POSITIONS**
70 DIM#(20,X120)
80 PORS17016
90 READ#(G,X1G)
100 NEXTG
110 CHN=40:HNH=30:BN=1
120 BR=0:NN=0
130 SB=13#100:D=120
135 SGBU7000
140 PRINT"CL3"
150 PRINT"HNH:BLUJ11CD316CR3THIEVES TO CATCH=":CHN
160 FOR#OT01000:NEXT
170 SGBU2000
180 PRINT"HNH:BLUJ121CD312CR3HIGH REWARD=":HNH
185 PRINT"HNH:BLUJ121CD3BANK=":BN
190 W=INT(RND(1)*120)+1
199 REM **MAIN ROUTINE**
200 POKEV=30,G:POKEV+4,F(W):POKEV+7,X(W)
210 POKEV+4,A:POKEV+5,D
220 J=PEEK(156321)
230 IFJ=247 THENA=+55
240 IFJ=251 THENA=+55
250 IFJ=254 THENB=+55
260 IFJ=253 THENB=+55
270 IFJ=239THEN500
280 IFTEB=ASTHEN#OT04000
290 GOSUB1000
300 GOT0300
500 GOSUB9000
530 P=PEEK(V+30):IFP<>12THEN290
560 N=HNH+1:PRINT"HNH:BLUJ19CD3125CR3CROOKS HIT=":N
570 IFN=+HNHTHENA=+500001:POKEV+42,Z:SB=18
580 TIB="000000"
590 GOT0190
1000 REM **CHECK UP**
1010 IFA=20THENA=20
1020 IFA=220THENA=230
1030 IFB=200THENB=200
1040 IFD=40THENB=40
1050 IFN=CHNTHENPOKEV+21,G:GOTO5000
1060 RETURN
2000 PRINT"CL3":PRINT"BLUJ(G)N1(25G(Y)G)N1"
2010 PRINT"BLUJ(G)H1(75PC1CTV BANK(75PC1G)N1"
2020 PRINT"BLUJ(G)H1 (G)G1(G(Y)G)P1 (G)G1(G(Y)G)P1(25PC1G)G1(G(Y)G)P1(25PC1
(G)G1(G(Y)G)P1 (G)G1(G(Y)G)P1 (G)N1"
2030 PRINT"BLUJ(G)H1 (G)N1 (G)N1 (G)N1(25PC1G)H1 (G)N1(25PC1G)H1 (G)N1
(G)N1 (G)N1 (G)N1"
2040 PRINT"BLUJ(G)H1 (G)L1(G(P)G)H1 (G)L1(G(P)G)H1(25PC1G)L1(G(P)G)H1(25PC1
(G)L1(G(P)G)H1 (G)L1(G(P)G)H1 (G)N1"
2050 PRINT"BLUJ(G)H1(25PC1G)N1"
2060 PRINT"BLUJ(G)H1 (G)G1(G(Y)G)P1 (G)G1(G(Y)G)P1(25PC1G)G1(G(Y)G)P1(25PC1
(G)G1(G(Y)G)P1 (G)G1(G(Y)G)P1 (G)N1"
2070 PRINT"BLUJ(G)H1 (G)H1 (G)N1 (G)N1(25PC1G)H1 (G)N1(25PC1G)H1 (G)N1
(G)N1 (G)N1 (G)N1"
2080 PRINT"BLUJ(G)H1 (G)L1(G(P)G)H1 (G)L1(G(P)G)H1(25PC1G)L1(G(P)G)H1(25PC1
(G)L1(G(P)G)H1 (G)L1(G(P)G)H1 (G)N1"
2090 PRINT"BLUJ(G)H1(25PC1G)N1"

```

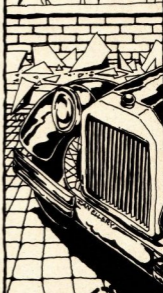
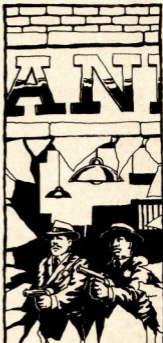




```

7360 PRINT:RED:ICB:ICR:PRESS 'F1' TO BEGIN GAME...GOOD LUCK!BOSUB7500
7370 RETURN
7490 END
7500 GETB$:IFB$="(F1)"THENRETURN
7510 GOTO7500
7900 END
9000 REM**NEW BANK**
9010 SS=13:MN=0:BR=0
9020 HRN:HRN=51:CMN+CMN+2:SK=SK+1:HRN+PRN+RW:PRN+HRN
9030 IF HRN<0THENHRN=0
9040 PRINT"(CLS)"
9050 GOTO140
9999 REM **SOUNDS**
9000 VL=54296:NA=54276:AT=54277:M=54272:L=54273
9010 FORQ=1570105:EP=1:POKEVL,0:POKEWA,33:POKEAT,0:POKEH,1:POKEK,18:NEXT
9050 POKEWA,0:POKEAT,0:POKEK,0
9080 RETURN
10000 REM **DATA FOR CROSS**
10030 DATA 24,0,0,60,0,0,126,0,0,126,0,0,126,0,0,126,0,255,255,255
10040 DATA 255,255,255,255,255,255,255,255,255,255
10045 DATA 255,255,255,0,126,0,0,126,0,0,126,0
10050 DATA 126,0,0,126,0,0,60,0,0,24,0
10060 DATA 0,0,0,0,0
10065 REM**ROBBER DATA**
10070 DATA 126,0,0,255,0,0,0,0,31,255,240,0,255,120,0,255,192,1,255,192
10080 DATA 3,255,192,3,255,192,1,255,120,0,127,120,0,127,0,1,255,0
10090 DATA 1,255,0,1,255,0,0,31,0,0,15,0,0,0,0,0,0,0,0,0,0
10099 REM **DATA FOR ROBBERS POSITIONS**
10100 DATA 37,193,101,193
10110 DATA 40,143,72,143,152,143,104,143
10120 DATA 40,111,72,111,112,111,152,111,152,111,104,111
10130 DATA 40,79,72,79,112,79,152,79,184,79

```



# EAST ENTER

[illegible]

Boin, boing, boing - I'm back! If you thought Commodore Users were going to slip through a Games Extra without me dropping into the action then you'd better forget it.

I'm Q-bert – and my game involves hopping from square to square on a pyramid to change the colours – as if you didn't know. There are a couple of pesky nuisances who attempt to stop me going about my business – namely a rattle snake and a bouncing ball. When these two are after you the only way to escape is to hop on to the spinning disks that flank the pyramid.

The game requires a joystick and includes full instructions. Boin, boing, boing – hop to it!

Q-bert has been listed with our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.



## EASY ENTER



```

1144 IF I1=254AND$U=0THEN27
1147 POKES0=7,56:POKES0=8,27:FOR2=1TO30:NEXT:POKES0=7,0:POKES0=8,0
1170 POKESC=1,13:POKESC=13:POKESC=1,13:TC=TC+1:SC=SC+100:GOSUB1085
1180 IF TC=21 THEN TC=0:83=0:81=0:LV=LV+1:GOTO21
1190 IF$U=1THEN25
1191 IF$U=0THEN27
1200 80=84272:POKES0=5,96:POKES0=4,65:POKES0=12,255:POKES0=13,96:POKES0=19,255:P
OKES0=20,96
1210 POKES0=4,33:POKES0=11,129:POKES0=18,17:POKES0=24,15
1230 V=53248:POKEV=21,255:POKEV=28,255
1240 POKES0=240,200:POKES0=2041,202:POKES0=2042,203:POKES0=2043,204:POKES0=2044,204
1241 POKES0=2045,201:POKES0=2046,200:POKES0=2047,200
1245 POKEV=16,192:POKEV=23,1:POKEV=29,1:POKEV=37,1:POKEV=38,0:POKEV=44,4
1250 POKEV=39,10:POKEV=41,9:POKEV=42,7:POKEV=43,7:POKEV=45,10:POKEV=46,10
1260 DIM$P(15):FORZ=0TO15:READA$P(Z):A=INEXT
1265 DIM$D(15):FORZ=0TO15:READA$D(Z):A=INEXT
1270 RETURN
1300 FF=0:FORZ=1TO20:FF=PEEK(V+30):IF FF=9THEN1400
1305 IF FF=17 THEN 1400
1306 NEXT
1310 XB=PEEK(V)-20:YB=PEEK(V+1)-20:POKEV=2,XB:POKEV=3,YB:FORZ=1TO100
1320 POKES0=148:POKES0=1,72:NEXT:POKES0=0:POKES0=1,0
1330 POKEV=2,0:POKEV=3,150
1340 FORZ=PEEK(V+1)TO254:POKES0=14,Z:POKES0=15,255-Z:POKEV=1,Z:NEXT
1345 POKES0=14,0:POKEV=15,0:VR=PEEK(V+30)
1350 IF PEEK(V+21)=128THENPOKEV=21,PEEK(V+21)AND(255-128):81=0:GOTO22
1360 IF PEEK(V+21)=144THENPOKEV=21,PEEK(V+21)AND(255-144):81=0:GOTO22
1370 IF SC=128THEN$S=SC
1380 81=0:82=0:LV=1:TC=0:FORZ=1TO1000:NEXT:GOTO20
1400 IF FF=9THENPOKEV=21,PEEK(V+21)AND(255-8)
1405 IF FF=17THENPOKEV=21,PEEK(V+21)AND(255-16)
1410 POKEV=136:POKEV=1,107
1415 FORZ=1TO20:POKEV=21,PEEK(V+21)-1:FORZ=1TO5:NEXT:POKEV=21,PEEK(V+21)+1:NEXT
1420 VR=PEEK(V+30):FF=0:GOTO25
2000 IFLV=2THEN RETURN
2001 IF$C=7THEN RETURN
2005 IF$D=7THENPOKEV=4,136:POKEV=5,107:FORZ=1TO3:POKEV=21,PEEK(V+21)AND(255-4)
2010 IF$D=7THENFORZ=1TO10:NEXT:POKEV=21,PEEK(V+21)OR4:NEXT:RETURN
2015 80=8ND(1):IF$D=5THENPOKEV=4,PEEK(V+4)+16:POKEV=5,PEEK(V+5)+16:GOTO2025
2020 POKEV=4,PEEK(V+4)-16:POKEV=5,PEEK(V+5)-16
2025 IF PEEK(V+5)=190THEN$J=0:FORZ=1TO5:POKEV=5,Z:NEXT
2030 RETURN
2050 FORZ=1TO3:FF=PEEK(V+30):IF FF=5THEN1310
2060 NEXT:GOTO1150
2100 IFLV=1THENRETURN
2110 IF$C=10THENRETURN
2120 IF$C=10THEN:POKEV=10,136:POKEV=11,107
2130 IF$C=10THEN:FORZ=1TO10:POKEV=21,PEEK(V+21)AND223:FORZ=1TO5:NEXT
2140 IF$C=10THEN:POKEV=21,PEEK(V+21)OR32:NEXT
2150 $M(0)=PEEK(V):$M(1)=PEEK(V+1):$M(2)=PEEK(V+10):$M(3)=PEEK(V+11)
2160 IF$M(1)<$M(3) THENPOKEV=11,PEEK(V+11)-16
2170 IF$M(1)>$M(3) THENPOKEV=11,PEEK(V+11)+16
2180 IF$M(0)<$M(2) THENPOKEV=10,PEEK(V+10)-16
2190 IF$M(0)>$M(2) THENPOKEV=10,PEEK(V+10)+16
2195 RETURN
2250 FORZ=1TO3:FF=PEEK(V+30):IF FF=33THEN1310
2260 NEXT:GOTO1150

```

### DATA

```

10000 REM##G#BERT##
10001 DATA0,42,0,0,170,128,0
10002 DATA153,128,0,167,128,0,170
10003 DATA128,0,234,128,0,171,128
10004 DATA2,174,128,3,186,128,2
10005 DATA24,128,0,170,128,0,42
10006 DATA0,34,0,0,34,0
10007 DATA34,0,0,0,0,0,0
10008 DATA138,0,0,0,0,0,0
10009 DATA0,0,0,0,0,0,0
10010 REM##$NAKE $CDLY##
10011 DATA17,0,0,51,0,0
10012 DATA170,128,0,170,128,0,138
10013 DATA0,2,128,0,10,0,0,2
10014 DATA10,0,0,10,0,0,0
10015 DATA168,0,0,10,0,0,0
10016 DATA0,0,10,0,0,0,0
10017 DATA140,0,10,2,0,0,10
10018 DATA0,0,10,32,0,0,168,0
10019 DATA2,10,0,0,168,0
10020 REM##$PEECH $BURL##
10021 DATA21,85,84,85,85,85,117
10022 DATA85,85,85,117,85,117,87
10023 DATA85,215,117,85,223,117,87
10024 DATA93,117,87,93,117,87,93
10025 DATA221,117,87,93,117,87,93
10026 DATA117,85,125,85,87,119,117

```

```

10027 DATA87,119,117,85,85,85,85
10028 DATA85,85,21,85,84,0,3
10029 DATA0,0,1,0,0,0,64
10030 REM##$BALL##
10031 DATA0,0,0,0,0,0,0
10032 DATA0,0,0,0,0,0,0
10033 DATA0,0,0,0,0,0,0
10034 DATA0,145,128,2,169,140,2
10035 DATA169,96,2,170,96,10,170
10036 DATA104,10,170,104,10,170,104
10037 DATA170,168,10,170,168,2
10038 DATA170,168,10,170,168,2
10039 DATA160,0,170,128,0,42,0
10040 REM##$DISC##
10041 DATA0,0,0,0,0,0,0
10042 DATA0,0,0,0,0,0,0
10043 DATA0,0,0,0,0,0,0
10044 DATA0,0,0,0,0,0,0
10045 DATA0,0,0,0,0,0,0
10046 DATA0,3,170,192,15,234,240
10047 DATA3,251,252,63,239,232,31
10048 DATA17,244,23,234,212,5,83
10049 DATA0,1,85,64,0,0,0,0
10050 DATA0,80,0,0,0,0,0,0,0,0
255,255,255,255
10051 DATA36,30,0,0,0,100,72,139,200,
139,0,150,150,160,10,170

```

# DESTROYER

This is a fairly straightforward game, although we rather like the graphics. It illustrates some important techniques such as how to control motion with either keyboard or joystick, how to make moving objects reverse direction and how to use the sprite collision register to indicate a hit.

The submarines are at random depths. There is also a random element in their movement, so that hitting them is not as easy as it looks. The destroyers move faster

than the submarines, so that if you miss one you can catch it provided it is not too deep. If you give chase, however, there is a danger that you will be left on the wrong side of the screen as a submarine escapes.

You could extend this program by having more than one submarine on the screen, by allowing more than one depth charge at a time to be fired and by devising some means for the submarines to shoot back.

## COMMANDS

Key in the program and RUN.

If you are using a joystick ensure it is connected to PORT 1.

Instructions for using the keyboard are included in the code.

```
10 REM DESTROYER
20 REM *****
30 REM
100 POKE 52,48:POKE 56,48:CLR:
    REM RESERVE MEMORY FOR SPRITES
110 CLS=CHRS(147):REM TO CLEAR SCREEN
120 POKE 53280,6:REM BLUE BORDER
130 POKE 53281,14:REM LIGHT BLUE SCREEN
140 V=53248:REM START OF VIDEO CHIP
150 PRINT CHR$(144):REM BLACK INK
160 PRINT CLS:PRINT:PRINT
170 PRINT TAB(18)"WAIT"
180 REM*****
190 REM SPRITE COLORS
200 POKE V+39,11:POKE V+40,0:
    POKE V+41,2
210 REM*****
220 POKE V+29,3:REM TWO SPRITES
    EXPANDED IN X DIRECTION
230 POKE V+23,0:REM NO SPRITES
    EXPANDED IN Y DIRECTION
240 REM*****
250 REM SET SPRITE POINTER
260 POKE 2042,196
270 REM*****
280 REM GENERATE SPRITE SHAPES
290 FOR N=0 TO 383
300 READ K:POKE 12288+N,K
310 NEXT
320 REM*****
330 REM SET UP SOUNDS
340 S=54272:REM START OF SID CHIP
350 POKE S,255
360 POKE S+1,10
370 POKE S+5,72:POKE S+6,0
380 POKE S+7,25
390 POKE S+8,30
400 POKE S+12,12:POKE S+13,0
410 POKE S+24,15
420 REM*****
430 REM KEYBOARD OR JOYSTICK
440 PRINT CLS:PRINT:PRINT:PRINT
450 PRINT TAB(14)CHR$(18)"*****"
460 PRINT TAB(14)CHR$(18)" DESTROYER "
470 PRINT TAB(14)CHR$(18)"*****"
480 PRINT:PRINT:PRINT:PRINT
490 PRINT TAB(7)
    "SELECT CONTROL BY PRESSING:"
500 PRINT
510 PRINT TAB(10)CHR$(18)
    " KEY F1 "CHR$(146)" - KEYBOARD"
520 PRINT
530 PRINT TAB(10)CHR$(18)
    " KEY F3 "CHR$(146)" - JOYSTICK"
```

```
540 GET AS:IF AS="" THEN 540:REM
    NO SPACE BETWEEN INVERTED COMMAS
550 SL=ASC(AS)-132:IF SL<1 OR SL>2
    THEN 540
560 IF SL=1 THEN GOSUB 8000
570 REM*****
580 REM SKY
590 PRINT CHR$(5)CL$
600 SS=CHR$(32)
610 FOR N=0 TO 4:SS=SS+SS+SS:NEXT
620 SS=MID$(SS,4)
    REM SS CONTAINS 240 SPACES
630 PRINT CHR$(18)CHR$(145)SS
640 REM*****
650 REM INITIAL CONDITIONS
660 POKE V+1,78
670 XD=150:POKE V,XD
680 POKE V+16,0:REM X MSB REGISTER
690 SB=20:HT=0:FR=0:DD=-1
700 POKE 2040,192
```

**FIRE ONE...  
FIRE TWO...  
FIRE THREE**



## 100 PROGRAMS FOR THE COMMODORE 64

JOHN GORDON and IAN MCLAN



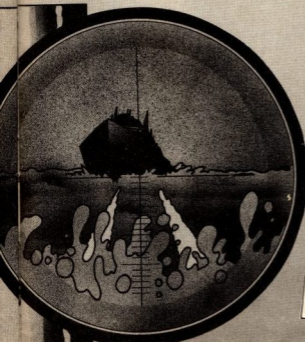
Destroyer is published by permission of Precision Mail. From 100 Programs for the Commodore 64 by John Gordon and Ian McLan. £7.95.

```

710 POKE V+21,1:REM ENABLE SPRITE 1
720 REM*****
730 REM NEXT SUBMARINE
740 IF SB=0 THEN 950 REM FINISH
750 POKE V+3,100+100*RND(1)
760 T=RND(1):IF T<.5 THEN POKE 2041,194:
    DS=-1:XS=300
770 IF T>=.5 THEN POKE 2041,195:DS=1:
    XS=5
780 GOSUB 6000:REM MOVE SUBMARINE
790 REM*****
800 REM PLAY
810 ON SL GOSUB 3000,4000
820 IF FB=0 AND FR=0 THEN GOSUB 9000:
    REM FIRE DEPTH CHARGE
830 IF FR=1 THEN YC=YC+10:POKE V+5,YC:
    REM DEPTH CHARGE FALLS
840 IF DX<0 THEN GOSUB 5000:
    REM MOVE DESTROYER
850 IF FR=1 AND YC>235 THEN FR=0:
    POKE V+21,PEEK(V+21)-4:REM MISS
860 IF FR=1 AND PEEK(V+30) AND 2=2
    THEN GOSUB 7000:GOTO 730:REM HIT
870 IF T1<40 THEN 800
880 REM*****
890 REM SUBMARINE CONTROL
900 GOSUB 6000:REM MOVE SUBMARINE
910 IF FR=1 AND PEEK(V+30) AND 8=8
    THEN GOSUB 7000:GOTO 730:REM HIT
920 IF XS=0 OR XS=320 THEN POKE V+21,
    PEEK(V+21)-2:SB=SB-1:GOTO 730
930 GOTO 800
940 REM*****
950 REM FINISH
960 POKE V+21,0:POKE S+4,0:POKE S+11,0
970 PRINT CHR$(144)
980 PRINT CLS:PRINT
990 PRINT TAB(15)"GAME OVER"
    
```

```

1000 PRINT:PRINT
1010 PRINT TAB(16)"KILLS";HT
1020 IF HT>15 THEN PRINT:PRINT:PRINT
    TAB(13)CHR$(18)" PRETTY GOOD "
1030 PRINT:PRINT
1040 GET AS:IF AS<" " THEN 1040:REM
    NO SPACE BETWEEN INVERTED COMMAS
1050 REM FLUSH KEYBOARD BUFFER
1060 PRINT TAB(10):INPUT
    "ANOTHER GAME (Y/N)";YS
1070 IF ASC(YS)=89 THEN 580
1080 POKE S+24,0
1090 END
1100 REM*****
1110 REM*****
1900 REM
1910 REM *****
1920 REM *
1930 REM *
1940 REM * SPRITE
1950 REM * DATA
1960 REM *
1970 REM *****
1980 REM*****
1990 REM*****
2000 REM DESTROYER 1
2010 DATA 0,0,0,0,0,0,0,0,0
2020 DATA 0,0,0,0,0,0,0,128,0
2030 DATA 0,128,0,0,128,0,0,128,0
2040 DATA 1,160,128,1,160,128,1,160,128
2050 DATA 1,160,128,19,241,128,19,241,
    128
2060 DATA 255,249,152,255,249,152,127,
    255,255
2070 DATA 127,255,255,63,255,254,63,255,
    254,0
2080 REM*****
2090 REM*****
2100 REM DESTROYER 2
2110 DATA 0,0,0,0,0,0,0,0,0
2120 DATA 0,0,0,0,0,0,0,1,0
2130 DATA 0,1,0,0,1,0,0,1,0
2140 DATA 1,5,128,1,5,128,1,5,128
2150 DATA 1,5,128,1,143,200,1,143,200
2160 DATA 25,159,255,25,159,255,255,255,
    254
2170 DATA 255,255,254,127,255,252,127,
    255,252,0
2180 REM*****
2190 REM*****
2200 REM SUBMARINE 1
2210 DATA 0,0,0,0,0,0,0,0,0
2220 DATA 0,0,0,0,0,0,0,64,0
2230 DATA 0,64,0,0,64,0,0,64,0
2240 DATA 0,112,0,0,112,0,0,112,0
2250 DATA 0,112,0,3,255,0,3,255,0
2260 DATA 127,255,247,127,255,247,255,
    255,255
2270 DATA 255,255,255,127,255,247,127,
    255,247,0
2280 REM*****
2290 REM*****
2300 REM SUBMARINE 2
2310 DATA 0,0,0,0,0,0,0,0,0
2320 DATA 0,0,0,0,0,0,0,2,0
    
```



```

2330 DATA 0,2,0,0,2,0,0,2,0
2340 DATA 0,14,0,0,14,0,0,14,0
2350 DATA 0,14,0,0,255,192,0,255,192
2360 DATA 239,255,254,239,255,254,255,
      255,255
2370 DATA 255,255,255,239,255,254,239,
      255,254,0
2380 REM*****
2390 REM*****
2400 REM DEPTH CHARGE
2410 DATA 0,0,0,0,0,0,0,0,0,0
2420 DATA 0,0,0,0,0,0,0,0,0,0
2430 DATA 0,0,0,0,0,0,0,0,0,0
2440 DATA 0,0,0,0,0,0,0,0,0,0
2450 DATA 0,0,0,0,0,0,0,0,0,0
2460 DATA 0,126,0,0,126,0,0,255,0
2470 DATA 0,255,0,0,126,0,0,126,0,0
2480 REM*****
2490 REM*****
2500 REM EXPLOSION
2510 DATA 240,56,8,240,60,24,48,62,120
2520 DATA 0,120,51,18,120,49,146,0
2530 DATA 1,216,192,1,249,131,31,255,7
2540 DATA 15,254,7,7,255,227,97,255,128
2550 DATA 97,191,0,103,63,131,6,89,131
2560 DATA 0,88,192,0,152,96,94,152,33
2570 DATA 194,17,147,224,17,131,224,0,0,
      0
2580 REM*****
2590 REM*****
2900 REM
2910 REM *****
2920 REM *
2930 REM * SUBROUTINES
2940 REM *
2950 REM *****
2960 REM
2970 REM*****
2980 REM*****
3000 REM KEYBOARD
3010 DX=0:FB=1
3020 T=PEEK(197)
3030 IF T=23 THEN DX=16
3040 IF T=12 THEN DX=-16
3050 IF T=3 THEN FB=0
3060 RETURN
3070 REM*****
3080 REM*****
4000 REM JOYSTICK
4010 DX=0:DY=0
4020 T=PEEK(56321)
4030 JS=15-(T AND 15)
4040 IF JS>7 THEN DX=16
4050 IF JS<7 AND JS>3 THEN DX=-16
4060 REM FIRE BUTTON
4070 FB=T AND 16:REM FIRE BUTTON
4080 RETURN
4090 REM*****
4100 REM*****
5000 REM MOVE DESTROYER
5010 IF SGN(DX)<>SGN(DY) THEN DY=-DY:
      DX=0
5020 IF DY=-1 THEN POKE 2040,192
5030 IF DY=1 THEN POKE 2040,193
5040 DX=DX+DX
5050 IF DX<40 THEN DX=40
5060 IF DX>280 THEN DX=280
5070 K=DX

```

```

5080 IF K<256 THEN
      POKE V+16,PEEK(V+16) AND 254
5090 IF K>255 THEN K=K-255:
      POKE V+16,PEEK(V+16) OR 1
5100 POKE V,K
5110 RETURN
5120 REM*****
5130 REM*****
6000 REM MOVE SUBMARINE
6010 XS=XS+DS*(10+RND(1)+6)
6020 IF XS<0 THEN XS=0
6030 IF XS>320 THEN XS=320
6040 K=XS
6050 IF K<256 THEN
      POKE V+16,PEEK(V+16) AND 253
6060 IF K>255 THEN K=K-255:
      POKE V+16,PEEK(V+16) OR 2
6070 POKE V+2,K
6080 POKE V+21,PEEK(V+21) OR 2
6090 RETURN
6100 REM*****
6110 REM*****
7000 REM HIT
7010 HT=HT+1:SB=SB-1:FR=0
7020 POKE S+11,0:POKE S+11,129
7030 POKE 2041,197:POKE V+40,2
7040 POKE V+21,PEEK(V+21)-4
7050 FOR DE=0 TO 300:NEXT
7060 POKE V+21,1:POKE V+40,0
7070 RETURN
7080 REM*****
7090 REM*****
8000 REM KEY INSTRUCTIONS
8010 PRINT CLS:PRINT:PRINT:PRINT
8020 PRINT TAB(5)CHRS(18) " KEY Z "
      CHRS(146) " - MOVES DESTROYER LEFT "
8030 PRINT
8040 PRINT TAB(5)CHRS(18) " KEY X "
      CHRS(146) " - MOVES DESTROYER RIGHT
8050 PRINT
8060 PRINT TAB(5)CHRS(18) " KEY F "
      CHRS(146) " - FIRES DEPTH CHARGE "
8070 PRINT:PRINT:PRINT:PRINT
8080 PRINT TAB(6)CHRS(18)
      " PRESS ANY KEY TO CONTINUE "
8090 GET AS:IF AS="" THEN 8090:REM
      NO SPACE BETWEEN INVERTED COMMAS
8100 RETURN
8110 REM*****
8120 REM*****
9000 REM FIRE DEPTH CHARGE
9010 DC=-DD:FR=1
9020 T=XD-10:IF DC=1 THEN T=T+40
9030 POKE S+4,0:POKE S+4,129
9040 FOR N=0 TO 16 STEP 2
9050 XC=T+DC*N
9060 YC=70-10*SIN(N* /16)
9070 POKE V+5,YC
9080 K=XC
9090 IF K<256 THEN
      POKE V+16,PEEK(V+16) AND 251
9100 IF K>255 THEN K=K-255:
      POKE V+16,PEEK(V+16) OR 4
9110 POKE V+4,K
9120 POKE V+21,PEEK(V+21) OR 4
9130 NEXT
9140 RETURN
9150 REM*****
9160 REM*****

```

# EVEREST

By Brian Sawyer

CBM  
64

The object of EVEREST is to climb to the top of Mt. Everest before Mother Nature kills you. As you start the climb, you'll see a white and grey mountain. The rocks (shown as darker patches) are easier to climb and should be followed as much as possible. You climb by using the joystick to make your way up the face of the peak. Now and then an avalanche will come roaring down the mountain, or a fierce snowstorm will threaten your climb. Both storms and avalanches will knock you down the mountain a little, but avalanches tend to knock the snow away and leave more rocks exposed. Snowstorms, however, just add to your

problems by dropping more snow in your path.

Since you are a wealthy mountain climber, you can have extra food airlifted to you as many as three times during your climb. To call in a plane, press the joystick button. An airplane will fly across the top of the screen and drop supplies, your energy level is increased, and you can resume your climb. Remember, though, that it will take some energy to climb over to the food.

The games ends when you reach the top or when you finally succumb to exhaustion while clinging to those windswept rocks. Have fun.



```

0 PG$="E.V.E.R.E.S.T." :AU$="BY BRIAN SAWYER":JP=1
1 REM EVEREST --- BY BRIAN SAWYER
2 :
5 REM COPYRIGHT (C) 1983 THE CODE WORKS
6 REM BOX 6905, SANTA BARBARA, CA 93160
7 :
10 REM AS OF 8/11/83 GP
90 GOTO 62000
100 CL=55296:V=53248:DIM JD(15):FOR I=0 TO 15:READ JD(I):NEXT
105 DATA 0,0,0,0,0,3,9,6,0,1,7,4,0,2,8,5
110 DEF FNJ(X)=JD(PEEK(JS+X) AND 15):DEF FNB(X)=(PEEK(JS+X) AND
161)=0
115 DIM V(10):FOR N=0 TO 9 STEP 2:V(N)=204:V(N+1)=205:NEXT:
P(0)=200:P(1)=203
120 POKE 53280,3:POKE 53281,0:POKE V+40,7:FOR N=1 TO 6:READ A(N):
NEXT
130 DATA 0,11,12,15,1,1
131 FOR BS=200*64 TO 208*64 STEP 64
132 FOR N=0 TO 62:POKE BS+N,0:NEXT
133 READ A:FOR N=0 TO A-1:READ B:POKE N+BS,B:NEXT:NEXT
135 DIM C(15):C(0)=1:C(1)=2:C(12)=3:C(15)=4:C(1)=5
136 DIM K(5):K(1)=K(2)=1:K(3)=1:K(4)=1:K(5)=1
140 POKE 2042,205:POKE 2040,201:POKE 2041,200:POKE 2043,207:
POKE 53277,5
150 SR=100:POKE 2044,208:GOSUB 1000:GOSUB 2238
165 X=113:Y=238:DR=3:POKE V+21,31:GOSUB 2239
167 VL=54296:NO=54272:WV=54276:DE=54277:POKE VL,15:SU=54278:
POKE DE+7,129
168 POKE NO+7,0:POKE NO+8,0:POKE SU+7,255:POKE WV,129:POKE WV+7,129
170 GOSUB 2400:GOSUB 2000:IF SR>0 AND Y>73 THEN 170
175 IF Y<74 THEN 4000
180 GOTO 4100
1000 REM DRAW MTN
1010 PRINT "(CL)":GOSUB 1300:GOSUB 1600:XN=1:P1=28-4*WD
1020 FOR Y=1 TO 21:FOR X=1 TO XN:P=Y*WD+X-P1:N=INT(RND(1)*5)+1
1025 IF RND(1)>.7 THEN N=5-INT(Y-1)/4)
1030 POKE P+CRT,160:POKE P+CL,A(N):NEXT X
1035 XN=XN+2:P1=P1+1:IF Y>13 THEN P1=P1-1:XN=XN-1
1040 NEXT Y:POKE CL+13+4*WD,1
1050 PRINT "(home 22°down 31°right)":
1060 PRINT "(down left)...(down 2°left)...(home)"
1090 RETURN
1095 POKE P,4:IF NOT FNB(0) THEN 4230
1300 PRINT "(grn 5°down 36°space NM)"
1305 PRINT "(31°space NM)...(N)...(M)"
1310 PRINT "(28°space NM)...(NMNMNM)"
1315 PRINT "(27°space N)...(M)...(N 4°space M)"
1320 PRINT "(26°space N 4°space NM)"
1325 PRINT "(25°space NMNMNMNM)"
1330 PRINT "(24°space N 8°space M)"
1340 PRINT "(34°space M)"
1345 PRINT "(35°space M)"
1350 PRINT "(36°space M)"
1355 PRINT "(37°space M)"
1360 PRINT "(38°space M)"
1370 RETURN
1400 REM
1405 PRINT "(grn 31°space NM)"
1410 PRINT "(30°space N)...(M)"
1415 PRINT "(29°space NMNMNM)...(NM)"
1425 PRINT "(28°space N 6°space N)"

```



```

2707 GOSUB 2239; PEEK(53278):RETURN
2708 IF TW=130:T1 THEN RETURN
2710 IF Y<210 THEN FOR Y=Y TO Y+12:POKE NO+8,255-Y:POKE V+2,X:
      POKE V+1,Y:NEXT
2711 POKE NO+8,0:TW=TI:RETURN
2800 FOR Z=Y TO 255:POKE V+3,Z:IF PEEK(53279) AND 2 THEN Y=Z:RETURN
2810 NEXT:RETURN
3200 REM DELAY
3205 STOP:FOR H=1 TO 40:NEXT:RETURN
4000 REM TOP OF MOUNTAIN
4005 FOR N=1 TO 1000:NEXT
4100 GOSUB 4300:PRINT "(\clr 2^down 6^space)
      YOU.CONQUERED.MT..EVEREST!":WN=WN+1
4020 GOTO 4200
4100 REM YOU LOSE
4110 GOSUB 4300:PRINT "(\clr 2^down 11^space)OUT_OF_ENERGY!"
4120 PRINT "(down)..YOU.FAILED_TO_CONQUER.MT..EVEREST!"
4200 PRINT "(*down)":IF AS THEN PRINT "YOU'VE.SUCCEEDED.IN" WN
      "OUT_OF" AS "CLIMBS"
4205 GOSUB 9100:IF YN THEN 140
4210 POKE VIC+2,0:PRINT "(\clr)":END
4300 REM TURN EVERYTHING OFF
4310 POKE V+9,0:POKE VL,0:POKE V+1,0:POKE V+3,0:POKE V+5,0:RETURN
9100 NO=0:PRINT "(\wht 3^down)..PLAY.AGAIN?.(cyn)YES.NO(up)"
9110 TM=0:SW=1
9115 PRINT "(\whti..PLAY.AGAIN?.(cyn)YES.NO(up)"
9120 IF TI<TM THEN 9150
9130 PRINT TAB(14+(NO*4)):MID$(("wht cyn")*,SW,1);
      MID$("YESNO(shift-space)",3*(NO+1,3));"(up)"
9140 SW=3-SW:TM=TI+15
9150 JD=PEEK(JS) AND 31:JB=(JD-16):JD=JD AND 15
9160 IF JB AND JD=15 THEN YN=(NO=0):RETURN
9170 IF (JD AND 8)=0 AND NO=0 THEN NO=1:GOTO 9110
9180 IF (JD AND 4)=0 AND NO=1 THEN NO=0:GOTO 9110
9190 GOTO 9120
9195 DATA 91,0,0,57,0,0,59,0,0,51,0,3,255,0,3,127,0,3,120,0,3,120,0,
      2,124,0,0
50001 DATA 110,0,0,102,0,0,102,0,0,102,0,0,96
50002 DATA 27,1,8,128,4,65,16,34,148,164,136,68,82,74,41,73,146,68,
      160,4,146
50003 DATA 138,81,41,80,1,16,128
50004 DATA 30,0,198,64,25,49,140,162,16,214,154,99,144,9,210,99,196,
      89,156,10
50005 DATA 162,36,177,3,103,50,201,12,0,204,192
50006 DATA 36,0,0,60,0,3,60,0,1,152,0,1,254,0,0,255,0,0,123,0,0,251,
      0,1,249,0,1
50007 DATA 152,0,3,152,0,0,24,0,0,24
50008 DATA 50,37,155,0,109,155,0,109,155,0,109,155,0,108,155,0,104,
      59,0,64,0,2
50009 DATA 13,162,0,19,88,0,219,210,0,134,205,0,221,168,128,215,189,
      0,46,212
50010 DATA 128,118,141,0,52,165,0,19,64,53
50011 DATA 108,155,0,109,155,0,109,155,0,109,155,0,109,155,0,109,155,
      0,105,27,0
50012 DATA 96,19,0,77,99,0,26,246,0,43,220,0,95,106,0,126,245,128,59,
      239,0,110
50013 DATA 183,0,127,190,0,58,245,0,22,180
50014 DATA 61,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
      0,0,0,0,0,0,0
50015 DATA 0,0,0,254,0,0,254,0,0,254,0,0,254,0,0,12,0,0,12,0,0,12,0,
      0,12,0,0,12,0
50016 DATA 57,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
      0,0,0,0,0,6
50017 DATA 0,0,14,0,0,30,31,255,254,79,255,252,255,255,253,127,127,
      142,0,63,192
50018 DATA 0,15,240
50019 DATA 28,30,0,0,127,0,0,255,128,0,255,128,0,201,128,0,73,0,0,42,
      0,0,28,0,0
50020 DATA 20,0,0,28
50021 DATA 7,248,0,0,216,0,0,248
50022 DATA 0

```

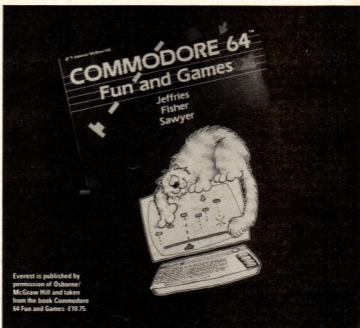




```

60000 IN$=" ":IT=TI:ZC=2:ZD$=CHR$(20)
60010 GET Z$:IF Z$<>"* THEN 60070
60020 IF ZT<=TI THEN PRINT MID$(IN$,1,ZC-1);ZC=ZC+1:ZD$=CHR$(ZC)
60030 GOTO 60010
60070 Z=ASC(Z$):ZL=LEN(IN$):IF (Z AND 127)<32 THEN PRINT " (left)";:
GOTO 60010
60090 IF ZL>Q1 THEN 60010
60100 IN$=IN$+Z$:PRINT Z$:ZD$=Z$:
60110 IF Z=13 THEN IN$=MID$(IN$,2):PRINT CR$:RETURN
60120 IF Z=20 AND ZL>1 THEN IN$=LEFT$(IN$,ZL-1):PRINT " (left)";:
GOTO 60010
60130 IF Z=141 THEN Z$=CHR$(-20*(ZL>1)):FOR Z=2 TO ZL:PRINT Z$:NEXT
GOTO 60000
60140 GOTO 60010
61000 CRT=1024:VIC=53248:WD=40:CR$=CHR$(13):SID=54272:JS=56320:
CN=55296

```



```

61010 QL=214:Q1=254:RETURN
62000 GOSUB 61000:POKE VIC+32,0:POKE VIC+33,0:LN=LEN(PG$):
TB=(40-LN)/2
62010 PRINT " (clr 4*down yel rvs-on)" TAB(TB)LEFT$(" (21*space)",LN)
62020 PRINT " (rvs-on)" TAB(TB)PG$:PRINT " (rvs-on)"
TAB(TB)LEFT$(" (21*space)",LN)
62030 PRINT " (2*down)" TAB((40-LEN(AU$))/2)AU$
62040 MS$="HIT_RETURN_TO_BEGIN":IF JF THEN
MS$="HIT_JOYSTICK_BUTTON_TO_BEGIN"
62050 TB=((40-LEN(MS$))/2)
62060 PRINT " (4*down cyn)" TAB(TB)MS$:PRINT " (7*down cyn 9*space)"
(C)_1983,THE_CODE_WORKS"
62070 GET IN$:IF IN$<>"* THEN 62120
62080 IF (PEEK(JS) AND 16)=0 THEN 62120
62090 PRINT " (home 14*down)" TAB(TB)LEFT$(" (pur cyn)",K+1)LEFT$(MS$,
Q)
62100 Q=Q+1:IF Q>LEN(MS$) THEN Q=0:K=K-1
62110 GOTO 62070
62120 CLR:PRINT " (clr wht)":GOSUB 61000:GOTO 100

```



# DRACULA

By Alistair Cook

VIC  
20

Count Dracula is having an off day. He fancies a few pints of blood but just can't bring himself to go out and sink his fangs into any of the local virgins.

Anyway, why should he bother, when he only recently bought several gallons from a crooked hospital porter. Yes folks, the drinks at home boom is catching on with vampires as well as with everybody else.

The cups of blood are dotted at random around the screen. You must get Dracula around the screen to collecting the cups of blood as you go.

When you have collected the required number of cups our ghouliah hero can retire to his coffin-bed.

Determined to stop Dracula guzzling the blood are several stakes which crop up all over the screen. If you should touch one of these stakes then it's curtains for the Count.

To move Dracula up press key "W", down "X", left "A", and right "D". Dracula will continue to move in the direction of the key just pressed until another key is pressed, or key "S" will make him stand still.

Dracula's Nightmare has been listed with our Easy-Enter technique. Instructions on how this works can be found on page 3.

## TYPING INSTRUCTIONS

1/ Type in and SAVE part one at the start of a blank cassette. Do not RUN, and do not rewind the tape.

2/ Type in and SAVE part two on the same tape and side, immediately after part one.

3/ Rewind the tape and LOAD and run the first part in the normal way, part two will LOAD and RUN automatically.

4/ Because of the way part two loads, disc users will have to change line 62 to 62 LOAD "DRAC2", 8 (assuming you saved part two as "DRAC2"), and delete lines 64 and 66.

```
2 PRINTCHR(10):POKE3679,8
4 PRINT"CLSG(YEL)ICD)ICR)IO(A)100)3ICG(3):FORI=1TO19:PRINT"CR)IO(3)1(180)8PC)
IO(3):NEXT
6 PRINT"CR)IO(2)1(180)3ICG(3)"
8 PRINT"CHMI(3CD)1GRN)1BCR)190)1ICD)1OCL)IO(3)+1(RED)DRACULA1GRN)IO(3)1ICD)1OCL)
190)+1"
10 PRINT"CHMI(11CD)16CR)1GRN)190)+1ICD)1OCL)IO(3)+1(RED)DRACULA1GRN)IO(3)1ICD)1OCL)
190)+1"
12 PRINT"CHMI(1CVN)115CD)15CR)PRESS ANY KEY12CD)1LOCL)TO LOAD"
13 PRINT"CHMI(19CD)12CR)1YEL)DRACULAS NIGHTMARE"
14 A=1:AA="CHMI(1OCD)12CR)1WHT)":AA="125PC"
16 AA=AA+"YOU TAKE THE PLACE OF THE COUNT AND YOU ARE ABOUT TO GO TO BED"
18 AA=AA+"WHEN YOU FANCY SOME NICE CUPS OF BLOOD, YOU GO"
20 AA=AA+"TO THE KITCHEN AND FIND STRANGE THINGS GOING ON."
22 AA=AA+"GET 15 CUPS BEFORE YOU CAN GO TO BED. AVOID THE STAKES."
24 PRINTAA:INDB1AA,A,10:FORI=0TO150:NEXT
26 GETZ:IFZ=0:GOTO40
28 A=A+1:IFA=240:THENA=1:GOTO24
30 GOTO24
40 PRINT"CLSG(YEL)ICD)ICR)IO(A)100)3ICG(3):FORI=1TO19:PRINT"CR)IO(3)1(180)8PC)
IO(3):NEXT
42 PRINT"CR)IO(2)1(180)3ICG(3)"
44 Z="CHMI(1GRN)13CD)13CR)KEYS:-1:GOSUB100:Z="CHMI(16CD)11CR)1WHT)IO:GOSUB100
46 Z="CHMI(18CD)19CR)1WHT)A 5 D:GOSUB100
48 Z="CHMI(1OCD)11CR)1WHT)X:GOSUB100
50 Z="CHMI(1YEL)113CD)13CR)W-UP(5CR)X-DOWN:GOSUB100
51 Z="CHMI(115CD)13CR)A-LEFT13CR)B-RIGHT:GOSUB100
52 Z="CHMI(117CD)1BCR)15-HOLD:GOSUB100
54 POKE3679,0:POKE3676,0:FORI=1TO5000:NEXT
60 PRINT"CLSG(BLK)1"
62 POKE31,76:POKE32,111:POKE633,13
64 POKE634,82:POKE35,65:POKE636,78
66 POKE637,13:POKE198,7:NEW
100 FORP=1TOEN(24):POKE3676,ASC(INDB1Z,F,1)+90:FORG=0TO1:POKE3676,083
102 PRINTLEFT"CHMI(12CD)1,083+2)1LEFT"Z,F)
104 NEXTG:FIRETURN
6 POKE689,255
1 C=0:INDB1VON=36879152=36875153=36874154=36873:CO=30720:SC=0:HJ=0:POKE36879,8
2 PRINTCHR(10):INPUT"CLSG(YEL)ICD)1REV)NUMBER OF MEN(1-5)1X12FX(10RX)5THENG
3 M=X:PRINT"CLSG)"
4 PRINT"CHMI(1REV)1WHT)SCORE1SC):PRINT"CHMI(YEL)1REV)19CR)CUPS1C):PRINT"CHMI(
REV)117CR)MEN"1M
```





COMMODORE USER

```

6 FORA=7702T0723:POKEA+CO,6:POKEA,0:POKEA+CD+462,6:POKEA+462,0:NEXT
8 FORA=7771T07786:POKEA+CO,6:POKEA,0:POKEA+CD+330,6:POKEA+330,0:NEXT
10 FORA=7840T07849:POKEA+CO,6:POKEA,0:POKEA+CD+198,6:POKEA+198,0:NEXT
12 FORA=7724T081425TEP22:POKEA+CO,6:POKEA,0:POKEA+CD+21,6:POKEA+21,0:NEXT
14 FORA=7731T08075TEP22:POKEA+CO,6:POKEA,0:POKEA+CD+18,6:POKEA+18,0:NEXT
16 FORA=7842T080165TEP2 2:POKEA+CO,6:POKEA,0:POKEA+CD+9,6:POKEA+9,0:NEXT
18 FORA=7774T07775:POKEA,32:NEXT
20 FORA=9112T08113:POKEA,32:NEXT
22 FORA=7994T080165TEP22:POKEA,32:NEXT
24 FORA=7871T07835TEP22:POKEA,32:NEXT
40 J=7703:INT (RND(1)*459)+1
42 IFPEEK(3)=0THEN40
44 IFPEEK(3)=1THEN40
46 IFPEEK(3)=2THEN40
48 IFPEEK(3)=3THEN40
50 POKE3+CO,1:POKE3,1
62 I=7703:INT (RND(1)*459)+1
64 IFPEEK(3)=0THEN62
66 IFPEEK(3)=1THEN62
68 IFPEEK(3)=2THEN62
70 IFPEEK(3)=3THEN62
72 POKEI+CO,5:POKEI,3
99 A=7932
100 POKEA+CO,7:POKEA,2:GETA$
102 IFAB="1"THENB=1
104 IFAB="X"THENB=2
106 IFAB="A"THENB=3
108 IFAB="D"THENB=4
110 IFAB="I"THENB=5
111 IFAB="J"THENCLR:FORI=1T03000:NEXT:RUN
112 IFB=1THENA=A-22:POKEA-22,32
114 IFB=2THENA=A+22:POKEA-22,32
116 IFB=3THENA=A-1:POKEA-1,32
118 IFB=4THENA=A+1:POKEA-1,32
119 IFB=5THENA=A
120 IFPEEK(A)=0ANDB=1THENA=A+22:B=2:GOSUB150
122 IFPEEK(A)=0ANDB=2THENA=A-22:B=1:GOSUB150
124 IFPEEK(A)=0ANDB=3THENA=A+1:B=4:GOSUB150
126 IFPEEK(A)=0ANDB=4THENA=A-1:B=3:GOSUB150
128 IFPEEK(A)=1THENGOTO170
130 IFPEEK(A)=3THENGOTO160
140 GOTO100
150 POKEVO,0:POKE$3,220:FORI=1T040:NEXT:POKE$3,0:POKEVO,0:RETURN
160 POKEVO,15:FORW=1T02005TEP-1:POKE$3,1:NEXT:POKEVO,0:POKE$3,0
162 M=M+1:PRINT (H$M)(W$T)(REV)(I$CR)MEN(I$M)
164 IFM=0THEN200
166 GOTO62
170 SC=SC+5:C=C+1:PRINT (H$M)(REV)(I$EL)(9CR)CUP$ (C):PRINT (H$M)(REV)SCORE (I$C)
172 POKEVO,15:FORW=1T02055TEP-1:POKE$2,1:NEXT:POKEVO,0:POKE$2,0:POKE3,32
174 IFC=1THEN260
176 GOTO40
200 POKEA+CO,1:POKEA,4
202 POKE$4,220:FORI=1T005TEP-.01:POKEVO,1:NEXT:POKEVO,0:POKE$4,0
204 POKE$6$A$9,255:PRINT (C$3)(I$CD)(I$CRN)(REV)(I$G) (I$G)(I$CR)(I$G) (I$G)(I$CR)(I$2$PC)
(C$)(I$CR)(I$2$PC)(I$G)(I$CR) (CR) *
206 PRINT (I$ED)(REV) (I$CR) (CR) (CR) (CR) (CR) (CR) (CR) (CR) *
208 PRINT (I$YNI)(G$)(REV) (G$)(I$CR) (CR) (I$2$PC)(I$OFF)(G$)(I$CR)(REV)(I$2$PC)(I$OFF)
(I$G)(I$CR)(REV)(I$3$PC) *
210 PRINT (I$UP)(I$2$PC)(REV) (CR) (CR) (CR) (I$G)(I$G)(REV)(I$G)(I$CR) (I$OFF)(G$)(I$RE)
(I$G)(I$CR) **
212 PRINT (I$RNI)(G$)(REV) (I$OFF)(G$)(I$CR)(I$G)(I$REV) (I$OFF)(G$)(I$CR)(REV) (CR) (CR)
(CR) (I$CR) (CR) (I$CD)(I$OFF)(I$ED)(G$) *
214 PRINT (I$EL)(I$CD)(I$CR)YOU ARE DEAD(I$CD)(I$CL)(I$UR)(I$20Y)"
216 IFC=1ORC=1THENPRINT (I$YNI)(I$CD)(I$CR)YOU GOT "1C" CUPS"
216 IFC=1THENPRINT (I$CD)(I$CR)YOU GOT ONE CUP"
217 PRINT (I$CD)(I$EL)(I$CR)PRESS SPACE BAR"
219 IFC=1THENHI=SC
220 GETA$ (I$A$) * THEN220
221 POKE$6$A$9,255:PRINT (C$3)(REV)(I$CD)(CR)(W$T)HI-SCORE "I$H
223 POKEVO,15:FORW=1T020:REAB:REAB:POKE$2,A:POKE$2,A
224 FORI=0T03:NEXT:POKE$3,0:POKE$2,0:NEXTV
226 DATA197,400,197,200,212,800
228 DATA197,400,212,200,221,800
230 DATA197,400,212,200,221,600
232 DATA197,400,212,200,221,600
234 DATA212,400,221,200,226,700
236 DATA212,400,212,600,197,800
238 DATA197,700,197,200,212,800
240 PRINT (H$M)(I$CD)(I$CR)(REV)(I$G)(I$G)(I$G)(I$CD)(I$CL)(I$G)(I$G)(I$G)(I$P)(I$CD)(I$CL)(I$
30T)"
241 FORI=7900T07910:POKEI+CO,7:POKEI,4:POKEI-1,32:FORA=1T0100:NEXTA:NEXTI:POKE79
10,4
242 FORI=1T05000:NEXT:PRINT (C$3)(REV)(I$CD)(CR)ANOTHER GO (I$YNI)"
244 GETZ$ (I$Z$) * THEN244
246 IFZ$="V"THENCLR:RUN
248 POKE$6$79,27:PRINT (C$3)(I$LU)" :POKE$6$69,240:END
250 END
260 PRINT (C$3)(REV)(I$CD)(I$YNI)(I$CR)WELL (I$EL) (I$YNI)DONE"
262 PRINT (I$RNI)(REV)(I$CD)(I$CR)NOW GO (I$EL) (I$RNI)TO BED"
264 PRINT (I$OFF)(I$YNI)(I$CD)(I$CR)FBIH"
266 FORA=7400T07485TEP22:POKEA+CO,7:POKEA,5:POKEA-22,32:FORI=1T0150:NEXT:NEKA
268 PRINT (I$CU)(I$CR)33K"
270 GOTO242

```

# SUCKER

By John Murray

# VIC 20

**Sucker is a completely original game for your 64. The object of the game is to get six white balls to the bottom of the screen and align them in their correct position.**

**You are a hollow white object. Pick up the balls by sucking them up and place them in position by spitting them out.**

The puzzle must be solved in 200 seconds or you lose the game. If you succeed in aligning the balls within the time limit you earn a bonus of fifty points.

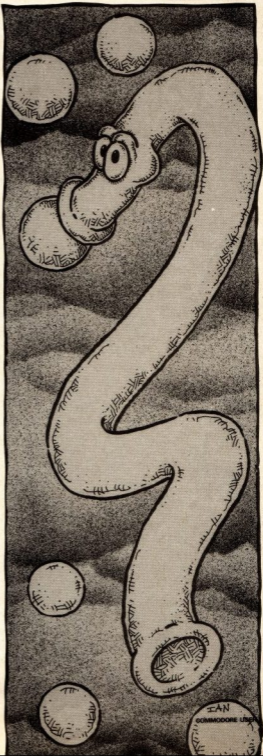
Whilst you are moving the balls several nasties will try to land on it – should they succeed then the ball will disappear and you have to start over.

**Sucker has a High Score table.**

To move up press key "F5", down "F7", left "Z", and right "X".

Sucker has been listed using our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.

**EASY  
ENTER**

[illegible]



## HOW TO USE EASY ENTER

### How we reproduce listings

**How we reproduce listings**

We have two methods of presenting listings. When we can, we run them through a covertor program that replaces the hieroglyphic control codes with more meaningful symbols.

When you see . . . It means . . .		And you . . .	(RED)	change to red	press the RED key (CTRL and 3)
(CU)	cursor up	press the 'cursor up' key (shifted)	(CYN)	change to cyan	press the CYN key (CTRL and 4)
(CD)	cursor down	press the 'cursor down' key	(PUR)	change to purple	press the PUR key (CTRL and 5)
(CL)	cursor left	press the 'cursor left' key (shifted)	(GRN)	change to green	press the GRN key (CTRL and 6)
(HOM)	cursor to the top lefthand corner	press the HOME key	(BLU)	change to blue	press the BLU key (CTRL and 7)
(CLS)	clear	press the CLR key (shifted)	(YEL)	change to yellow	press the YEL key (CTRL and 8)
(DEF)	insert	press the INSert key (shifted)	(REV)	reverse on	press the RVS ON key (CTRL and 9)
(BLK)	change to black	press the BLK key (CTRL and 1)	(OFF)	reverse off	press the RVS OFF key (CTRL and 0)
(WHT)	change to white	press the WHT key (CTRL and 2)	(SPC)	space	press the space bar; repeat the specified number of times

These listings we generally run out on a letter-quality printer, though, and conventional graphics can't be handled on a daisywheel. So some listings are done on a Commodore printer, in which case you may see the standard control codes.

REVERSED HEART  
REVERSED S  
REVERSED UNDERSCORE  
REVERSED SHIFTED  
REVERSED D  
REVERSED UPWARD LEFT

**CLEAR**

...  
...  
...

[illegible]

When you see any of the codes prefixed by a number, you must press the appropriate key the same number of times.  
*for example:*

(3SPC)  
means – press the  
spacebar three  
times  
or  
(5CD)  
means – press  
'cursor down' key  
five times

(G<key) press specified key together with CBM key  
(G>key) press specified key together with CBM key

# EASY ENTER

# 'PSST!'

## ...ELLO JON GOTTA NEW COMPUTA'

Most new computer owners are very quickly distressed to learn that the buying headaches don't end when you get your new machine out of the box. The new worry is software. Whatever it is you are interested in - whether it be games or business - there is a bewildering choice of products in each category. The Complete Commodore Software Guide is now here to help. Published FREE with next month's Commodore User this invaluable software Guide is not to be missed. Over a thousand products are listed with comment, recommendations, best prices, availability and our at-a-glance symbol references.

We have brought together an impressive team of experts to write the Software Guide. Josephine Adams, Editor of Educational Computing, provides the home education software reviews, Karl Dallas on Business software, John Ransley on adventure games, Laurie Sampson on arcade games, and Seamus St John of Computer and Video Games and the Daily Mirror on simulations. Its one bumper Software Guide, its absolutely free when you buy our excellent February edition and its on sale at your newsagents on February 1st.

**COMMODORE**  
*User*

