

# TV GAMER

The players guide to games on screen.

85p

JUNE 1984

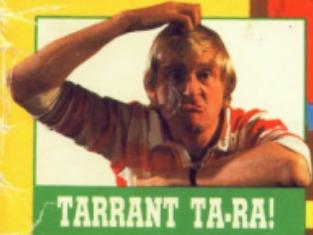
## STEVE KITCHEN ON SHUTTLE

TVG'S REVIEWER PANEL:

## 43 REVIEWS

IN DEPTH:

## 4 BIG REVIEWS



TARRANT TA-R-A!

WIN  
AN ORIC  
**ATMOS**  
SEE PAGE 26

SPECIAL **ADVENTURE GAMES** FEATURE



**EXCLUSIVE****Steve Kitchen: Games Designer**

Read Darrin Williamson's revealing account of one of America's most famous programmers and his two year design marathon on Activision's Space Shuttle

**THE ARCADE SCENE****Dragon's Lair**

How to get a kiss from a maiden who looks and sounds like Marilyn Monroe for only 20p. Andy Harris guides you through the country's most popular disc game

**IN DEPTH****Star Raiders**

Try Atari's HCS version of this fine space cockpit game with David Harvey.

**Atic Atac**

Dave Bishop reveals the elaborate details of the haunted house with 151 (or more?) rooms.

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# The very best in arcade action-



is brought to you by Tansoft – the specialists of the Oric-1 and Atmos Computers.

The games that people are fighting for are:-

#### Defence Force:

Pilot your space-craft through alien territory and fight off the enemy approaching from both sides. 48K. £7.95.



#### Ultima Zone:

Shoot the Walkons, avoid the bouncing Brunes and battle your way through the satellite zone. 48K. £8.50.

#### Rat Splat:

A revolting game.

Splat the rats in the sewer before they consume the cheese, and destroy the monsters before they consume you! 48K. £7.95.



# or let's get down to business!

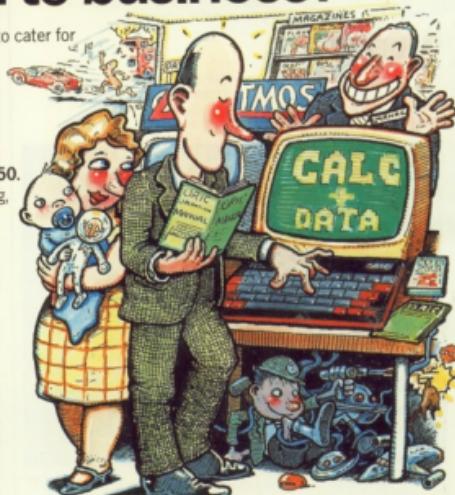
Tansoft produce a wealth of business and utility software to cater for every interest. The 'not so' games-minded people may be coming to grips with:-

**Author:** A powerful word-processor program which includes word-wrap and word-count. Ideal for letters and reports. 48K. £14.50.

**Oric Calc:** A full spread-sheet program allows you to sum columns or rows and apply complex formulae. 48K. £14.50.

**Oric Cad:** A computer aided design program for displaying, rotating, enlarging and shading objects on the screen. 48K. £9.99.

For the full range of Tansoft software – which currently numbers over 20 titles – pick up a catalogue in your local Computer Store or contact Tansoft at Unit 1, The Techno Park, 645 Newmarket Road, Cambridge. Tel. Tewsham (02205) 2261.



**TANSOFT**

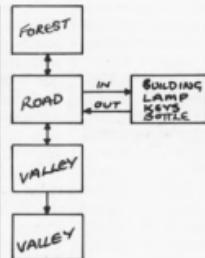
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## ADVENTURE TIPS

The most important thing to do when playing an adventure game is to draw a map of the locations as you pass through them. Without a map, you will invariably get lost and spend a lot of time going over the same areas again and again.

The best way of drawing a map is to draw a box for each location. Then list the objects that initially start there at the beginning of the game. The possible directions you can move in can then be drawn as arrows linking this location with others.

The most difficult area



to map for a novice player is that of a maze. This is a series of locations each with an identical description and a complex series of connections. Whichever direction you move in, you appear to return to the same location.

The best way to map a maze is to mark the locations with objects which will stay there permanently. This means that you should gather as many objects as you can find before entering the first location of the maze.

To give an example, take a look at the table which illustrates a typical maze.

	N	S	W	E	U	D
A	A	B	C	D	X	X
B	X	A	D	X	A	B
C	B	X	A	X	D	C
D	X	X	X	X	C	X

Moving from A to the North leaves you in location A; moving from

location C to the West takes you to location A too; you can't go North from location B, and so on. The first step is to drop an object at your current location, a coin, say. This done, note down the object, and then attempt to move North. In our example, this will take us to location A again. Thus we will find the coin and then make an entry in the table to this effect. Now, we move to the South, which takes us to location B. There is no object here, so it must be a new location. This means we drop another object - say a rock. The moving process is now repeated, and we try to move North. There is no way to the North, so we put a cross

## THE HOBBIT

MELBOURNE HOUSE £14.95  
SPECTRUM, BBC B,  
COMMODORE 64, ORIC-1  
1 single game  
**GRAPHIC ADVENTURE**  
(except for BBC B version  
which has no graphics)

If you like adventure games, the one you must play is *The Hobbit* by Melbourne House. The game is based on the book *The Hobbit* by J.R.R. Tolkien, and you play the role of Bilbo Baggins the fearless hobbit of Bag End. There are many characters in this adventure but the only one you really need is good old Thorin the dwarf. Although he can be very distracting at times (because he urges you to hurry up, sings about gold most of the time, and says "no" at the slightest provocation), if you stick with him he will help you out of most situations.

Most of the characters you meet will be your enemies like the hideous Troll, nasty Goblin, or even the vicious Warg which runs around you and howls. When you come

very near to the end of the adventure you will need to ask Bard to lead you to the dragon Smaug, the Bard remains silent and does nothing. Furthermore, when you approach the dragon and try to take the treasure when he's not looking, you end up being burnt to a crisp. There must be another way to the treasure and this is for you to find out! *James Harrison Value 4, Graphics 3 (not BBC B) Gameplay 4*.

## JET SET WILLY

SOFTWARE PROJECTS £5.95  
48K SPECTRUM  
1 single game  
**ARCADE ADVENTURE**

I had my suspicions as to the nature of this program when, on perusing the front cover, I was confronted by a man wearing National Coal Board boots with his head down a toilet! However, upon playing the game, I concluded that this game is entirely suitable for anyone who enjoys sleepless

nights and men in white coats. The storyline is as follows: Miner Willy (the hero of the game *Manic Miner*) has made a fortune from his escapades in the mines in deepest Surbiton, and has bought himself a mansion house from the proceeds. He then invites all his new friends up to his house for a party (and a wild one at that). Everyone gets completely smashed and leaves all manner of glasses and bottles lying around the huge 64-room house. All Willy wants to do is to collapse on his 4-poster and sleep it off, but on reaching the master bedroom he is confronted by Maria, his new housekeeper. She won't let him go to bed unless he picks up all the glasses and bottles. And so your task begins ...

If you have played *Manic Miner* then you will know about the great sound effects, well, *Jet Set* plays *If I Were A Rich Man* in the same style, and I went around for days humming it!

The game is extremely complex, with 64 different rooms. Unlike *Manic Miner*,



in the table to indicate this. Moving to the South takes us to the coin. Having updated the table, we now try the other directions in turn, until the table is complete. Here is the start of a table of the maze.

	N	S	W	E	U	D
COIN	COIN	ROCK				
ROCK	X	COIN				

Having mapped the maze completely, you will be able to use the table to move quickly through the maze without getting sidetracked! Don't forget to pick up all the objects!

It is always very important to consider all the objects that you find

in an adventure game and to think about them carefully, as they may not be what they seem at first. Thus, a needle could be anything from a watch hand to a record player stylus! Don't make presumptions that the objects will be used for their everyday purpose either - most adventure designers have very deviant minds!

When you are stuck in an adventure and have reached a point at which there seems to be no way forward, don't panic! Take a step back from the game and consider the situation logically. Very often, divorcing yourself from the atmosphere that has built up around the game while playing it

can help you find a new slant on a situation and thus a way out of your predicament. Think back over the locations you've passed through. Perhaps there is a cupboard somewhere which you've neglected to open, and which contains the key to the locked door blocking your way, or perhaps something is hidden in the robot after all? Check every possibility.

Some locations have levers to be pulled or buttons to be pushed which appear to have no effect at all. This is because they affect locations further on in the game and not your present situation. For example, that stopcock in the kitchen which seemed to

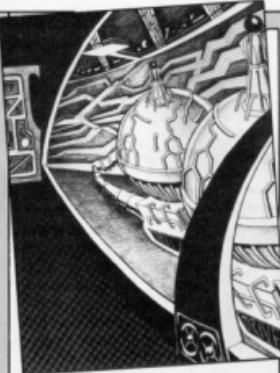
do nothing when you turned it might have turned off the fountain you passed in the garden earlier.

The other thing to remember is what you are carrying or not carrying. The presence of objects can often affect your ability to move in certain directions or to reach other objects. Try dropping various objects and using different combinations.

Good adventures are logical and have several red herrings and false trails, apart from the real solution, to complete them. To solve an adventure, you need some thought, dedication and the ability to reason things out. It isn't that difficult to complete them - honest!

you don't need to collect all the items in one room before you move on to the next, and most rooms have more than one different exit, so you can go a different route each time. After playing this game for ages, I worked out that I had only seen about 40! Each room is extremely well-designed, and if MM made you laugh, you will die when you see this! The obstacles include saws coming up through the floor, silicon chips, razor blades, penknives, your housekeeper (in the nightmare room and the master bedroom), Hunchback-style guards, pac-men and ... well, the list is endless. All are superbly animated and the graphics are the best I've seen on any computer. I cannot recommend this game highly enough. BUY IT!

*Richard Henderson  
Value 4½, Graphics 4, Sound 4,  
Gameplay 4½.*



This is the second of a trilogy of adventures which feature Dan Diamond, a private detective, and his attempts to solve a particularly mysterious case. The previous adventure is *Franklin's Tomb* and the sequel is *Fishy Business*.

The game takes a long time to load, partly due to the fact that it is written in basic, but also due to all the data being stored on tape and being read in after the program has been loaded. The screen display is

split into three areas, with an area listing the objects you are carrying; a description of your current location, and a command input area. The adventure continues from *Franklin's Tomb*, where you apparently walked into a matter transmitter, and this has delivered you onto the spaceship you started the game on. The ship appears empty apart from security robots.

The descriptions are pitifully short, often reduced to the level of "You are in a corridor, exits N, S, E and W". There is a book of illustrations, which comes with the game, and contains some excellent airbrushed art. The pictures apparently contain some clues, and they show some 20 of the locations present in the game. Personally, I would rather have descriptions of each location in the game than glossy pictures of just a few.

The central character of, Dan Diamond, makes the games interesting, but I feel that they are let down by the short descriptions and resulting lack of atmosphere.

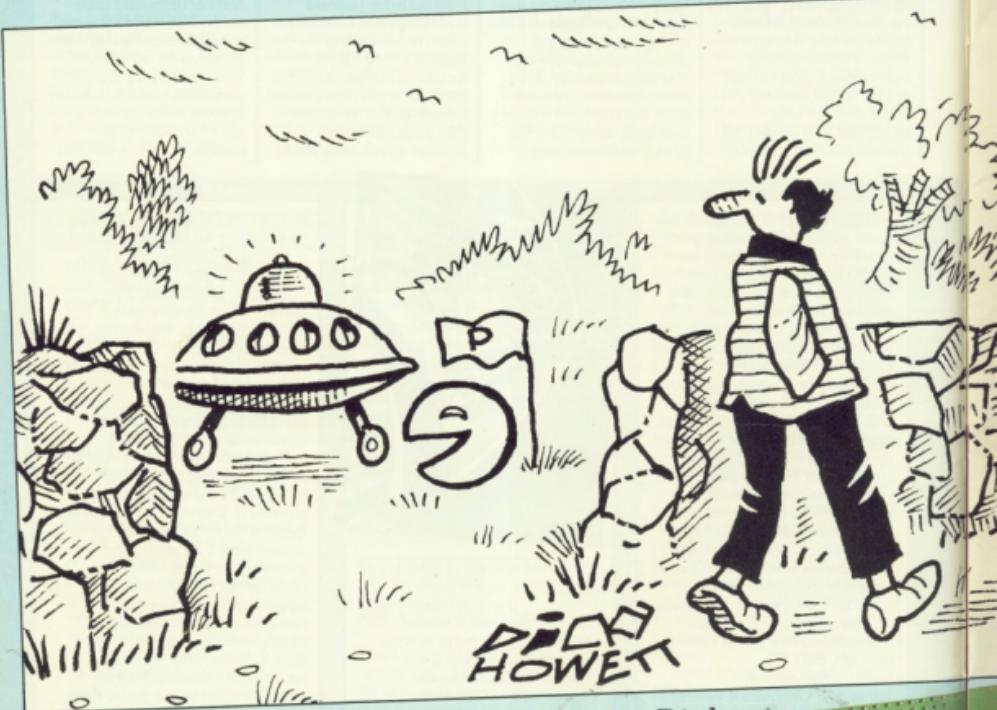
*Mike Lewis*

## LOST IN SPACE

SALAMANDER SOFTWARE  
£9.95  
BBC MODEL B DRAGON 32,  
ORIC-1  
TEXT ADVENTURE



# CARTOON CAPTION



Can you think up the funniest caption to Dicky Howett's cartoon on this page? The best entry (in 25 words or less) will win an Oric ATMOS computer plus joysticks and printer and a choice of ten Oric games from Transoft!



# ION COMPETITION

## CARTOON CAPTION COMPETITION ENTRY FORM

My caption for Dicky Howett's cartoon is:

---

---

---

Name .....

Address .....

---

---

---

To June Competition, TV GAMER, 187 Oxford Street, London W1R 1AJ

### COMPETITION RULES

1. All entries received by the closing date, 29th June 1984, will be examined and will be judged by the editor.
2. The Competition winner will be advised by post and details will be published in a forthcoming issue of TV GAMER.
3. All entries must be made on forms cut from TV GAMER, and photocopies will not be acceptable.
4. The prize is to UK standards and servicing cannot be guaranteed overseas.
5. The prize will be awarded to the contestant whose answer is, in the opinion of the Editor or his appointed panel, the most apt and amusing.
6. The editor's decision is final.





# ORIC 1 AND ATMOS



<b>ORIC-1</b>	
<b>GAME INPUT</b>	
KEYBOARD	Click sensitive, 56 keys
CASSETTE	Yes, any standard recorder
CARTRODGES	No.
DISCS	Yes, Official Oric 3"
Drives	
TELESOFTWARE	COMPATABLE No.
<b>TECHNICAL INFO</b>	
MEMORY	48K RAM, 16K ROM
CPU	6502A Microprocessor
GRAPHICS	Maximum resolution 240 x 200, Maximum text display, 40 characters x 28 lines
SOUND	3 Channels, 8 Octaves, INPUT/OUTPUT TV/Monitor, tape, printer, expansion interface

The manufacturers of the successful Oric home computer are introducing a son-of-Oric version, the ATMOS. Here, we assess both machines for their games-playing powers.

<b>ATMOS</b>	
<b>GAME INPUT</b>	
KEYBOARD	Full Stroke, 57 keys
CASSETTE	Yes any standard recorder
CARTRODGES	No.
DISCS	Yes, Official Oric 3"
Drives	
TELESOFTWARE	COMPATABLE No.
<b>TECHNICAL INFO</b>	
MEMORY	48K RAM 16K ROM
CPU	6502A Microprocessor
GRAPHICS	Maximum resolution 240 x 200, Maximum text display 40 x 28, 8 Colours
SOUND	3 Channels, 8 Octaves
INPUT/OUTPUT	TV/Monitor, tape, printer, expansion interface

**T**he Oric-1 is no newcomer to the games scene. In fact, it's just about to be phased out in favour of the brand new machine, the Oric ATMOS which sports a flash new keyboard and an improved operating system, all for the same price. Sounds great? Well, that's what we thought too. However, there is a catch concerning software, more on that later...

Firstly, let's look at the hardware on both the Oric and the ATMOS. Both systems are very similar in appearance - being both the same size and shape. They also have the same inputs at the back, comprising sockets for tape, TV monitor, Centronics printer and expansion modules such as disc drives and pen plotters. We have found that most mono tape decks work well, although the 5 pin DIN to 7 pin DIN lead that comes with the console isn't quite as reliable as a 7 pin DIN to 3 separate leads. The more obvious hardware differences are colour (the ATMOS is finished in a more stylish black and red whereas the Oric-1 is sort of off-white), and of course a full-stroke ATMOS keyboard which has a more professional feel about it.

All other differences are internal and involve the operating system, which the manufacturer claims has been greatly improved. (That should please the programmers among our readers.) For the rest of us, though, this has proved a disadvantage since it means that much of the software that has been written for the Oric-1 does not work with the new improved ATMOS.

*TV Gamer* went through its file of Oric games and tested them all on the new ATMOS to see what the problem was. The problem really lies in machine code games rather than purely BASIC games. Most machine code games won't load right from the start, some will appear to load but will give an error message right at the end of the load. A few will give an error message but upon typing "RUN" (return) will work without problems.

So what are the advantages of the new operating system? Well, it uses up less memory than the previous one for things like graphics

and sound, so theoretically games can be a little more complex than before. One thing they didn't improve was the sound volume, which is still far too loud for comfort (especially if you're trying to test it in a quiet office as I was). Why couldn't they have included a little screw adjustment as they do with picture? Fortunately, many of the pieces of the games software have volume programs built-in (such as Durell Software), and some have a "no-sound" option (a little drastic but still useful).

### THE GAMES

The vast majority of Oric and ATMOS games are very similar to the Spectrum titles. In fact, most games written for the Oric have Spectrum versions. Unlike the Spectrum, though, the larger games manufacturers such as Atari and Parker have not announced any plans to provide for this system so there are not many official coin-op translations. However, most of the games we've seen are pretty good graphics-and-sound wise. The graphics are about par with the Spectrum and the sound is superior (or at least louder), so you're no worse off buying an Oric than you are buying a Spectrum. What's more you'll be better off thanks to a reasonable keyboard (even the Oric-1's keyboard is better than the Spectrum's).

### CONCLUSIONS

So you've decided that an Oric is best for you but you're not sure which to choose. Well for starters I'd go for the 48K model whatever you do, as most (if not all) of the games require the full 48K. The Oric-1 is a tried-and-trusted micro that has stood the test of time. It has quite a nice selection of software available, but software houses are unlikely to do much for the Oric-1 in the future. The ATMOS on the other hand is rather limited in the amount of software it has, but we are told that in future games will be of higher calibre (although we have yet to see proof of this). So all in all it would seem that the ATMOS is the machine to go for.

## ORIC-1/ATMOS Games Available

This is a list of the games available for the Oric-1 and ATMOS. Games are listed by Manufacturer in the following order:

TITLE	Arcadia	Ciro Soft	Ringo (SK)
TYPE OF GAME	Invaders* (SK)	Night Rider	£6.50
A Adventure	Mushroom Mania* (SK)	Parachutist/Fruit	Vanquisher (SK) £6.50
AG Fully Graphic	Pasta Blasta* (SK)	Hangman/Match	Express Software £5.95
Adventure	Argus Press	Cluster Controller	Breakout £5.95
AT Mainly Text Adventure	Software	Computasolve Ltd	Bandit £5.95
C Combat	Stockmarket (SK)	Miner	Brad Rescues the Professor £5.95
CL Climbing	The Valley (AG)	Durell Software	I.J.K. Software £5.95
D Driving	White Barrows (A)	Chicken! (SK)	Candyfloss/
M Maze	Artic Computing	Galaxy-50 (SF)	- Hangman (SK) £7.50
SF Sci Fi	Asteroids (SK)	Harrier Attack* (C)	Fantasy Quest (A) £6.50
SIM Simulation	Byte Land	Jungle Trouble (SK)	Frigate Commander (C) £6.50
SK Skill	Bar Blaster	Scuba Dive* (AG)	Ghost Bobbler (SK) £7.50
SP Sport	Route Rider	Dream Software	Green Cross Toad (SK) £7.50
PRICE (Recommended or usual retail price)	Cable Software	Block Buster*	Invaders (SF) £7.50
* = Not compatible with Oric ATMOS	Tevrog's Kingdom/Quest for Power (A)	Elephant Software	Probe 3 (SP) £7.50
	C.C.S. Ltd	Jerico 2 (AT)	Reverse (SK) £6.50
	Airliner (SIM)	Paragam (SK)	Xenon-1 (SF) £8.50
	Dallas (A)		Zorgon's Revenge (SF) £8.50
			3D Maze/Breakout (M) £7.50

Ringos (SK)	£6.50
Vanquisher (SK)	£6.50
Express Software	
Breakout	£5.95
Bandit	£5.95
Brad Rescues the Professor	£5.95
I.J.K. Software	
Candyfloss/	
- Hangman (SK)	£7.50
Fantasy Quest (A)	£6.50
Frigate Commander (C)	£6.50
Ghost Bobbler (SK)	£7.50
Green Cross Toad (SK)	£7.50
Invaders (SF)	£7.50
Probe 3 (SP)	£7.50
Reverse (SK)	£6.50
Xenon-1 (SF)	£8.50
Zorgon's Revenge (SF)	£8.50
3D Maze/Breakout (M)	£7.50

**FROGGE**  
48K ORIC

**ARCADE ACTION**  
**JOGGER**

FOR  
ORIC 48K

SEVERN SOFTWARE



# ORIC 1 AND ATMOS

continued from page 38

Mikro-Gen	Salamander	Tansoft
Mines of Saturn/ Return to Earth (SF)	Fishy Business (A)	Chess (SK)
£5.95	£9.95	'9.99
Franklin's Tomb (A)	£9.95	Defence Force* (SF)
Nectarine	Games Compendium (SK)	'7.95
£7.95	Lost in Space (A)	'14.95
Delta 4	Oric Trek (SF)	House of Death (A)
Ocean Software	£9.95	'9.99
Hunchback*	Sector 7	Mowatik Puzzle (SK)
Island of Death*	Gamespack	'6.90
Mr Hunchy (SK)	Starship*	Oric Munch (M)
£6.90	Severn Software	Rat-Splat (SK)
Mr Wappy* (SK)	Dinky Kong (CL)	'7.95
£6.90	Encounter* (A)	Super-Advanced
Road Frog (SK)	£6.95	Breakout (SK)
Oric Software	Grail (AG)	'4.50
Cube Crazy (SK)	£6.95	Ultima Zone (SF)
Space-Maze (SF)	£7.95	'8.50
Peaksoft	Ghostman (M)	Zodiac (SK)
Champions (SF)	Jogger (SK)	Tomorrow's World
£6.95	Lone Raider (SF)	Cube Crazy (SK)
Moria (AG)	£6.95	'6.95
Quack a Jack (M)	£7.50	Death House (A)
PSS	Softtek	Masterminder (SK)
Centipede (SK)	£6.95	'5.95
Elektro Stomp (SF)	International	Killer Caverns (SF)
Hopper (SK)	Acheron's Rage (SF)	The paranoid
Invaders (SK)	£6.95	fantasy (C)
Light Cycle (SF)	Dracula's Revenge (SF)	Wintersoft
M.A.R.C. (SF)	£6.95	Operation Gremlin (SK)
The Ultra (SF)	Galaxians (SF)	'6.95
£6.95	Ice Giant (SF)	The Ring of
Romik Software	Super Meteors (SF)	Darkness (A)
Loch Ness Monster (SK)	Taskset	'9.95
£6.99	Dig Dog (SK)	£6.90

**GHOSTMAN**  
ORIC 1 & ATMOS - 32K MICROS

**ARCADE MUSHROOM MANIA**  
16K/48K ORIC-1

**Starfighter**  
DURELL SOFTWARE

**DURELL SOFTWARE**  
Starfighter  
arcade machine game

SEVERN SOFTWARE

for the  
16K/48K ORIC-1

40

TV GAMER JUNE '84

# Three c amne



A rubbish bin for your old  
has been.



Yet more money for  
the new Oric Atmos 48K.

■ Believe it or not, computers often suffer from amnesia.

99% start off with large enough memories, but operating functions like text, colour, sound and more particularly high resolution graphics, take large bytes out of them. Leaving very little "useable" memory for programming and games.

Not so the new Oric Atmos 48K.

This is the one home computer that takes these normal working functions in its stride.

Unlike other home computers it uses the highly sophisticated serial attribute handling method used by Viewdata and Teletext,

in which the attributes are stored on the screen alongside the data, instead of taking up space in the memory.

Thus the Oric Atmos never offers less than a healthy 37K of useable memory - even when the new colour printer and disc drive unit are attached. (Technical buffs see details overleaf).

So it rivals the performance of the supposedly larger, more expensive Commodore 64K, which unfortunately loses 26K of its "elephantine" memory in high resolution graphics.

It beats its immediate competitors like the Sinclair Spectrum, Dragon 32K, Vic 20 and Atari 600.

# cures for mesia.



money for yet more  
bolt ons.



The new Oric Atmos 48K.

It beats the Lynx 48K, which costs over a third more, yet loses 34K.

It even beats the Acorn Electron and the BBC Micro which costs more than twice as much, yet loses 23K in high resolution graphics.

And while this may surprise you, it's totally in keeping with a company recognised in the computer industry for performance and innovation.

Like its predecessor, the Oric-1, the Oric Atmos has the powerful loudspeaker and amplifier unit that prompted "Which

Micro" (November issue) to comment... "Its sound facilities have more in common with those of the £400 Beeb, than the rather pathetic beep of the Spectrum. At full volume it can compete with most arcade games..."

Yet the Oric Atmos 48K costs a mere £170, including all the leads and adaptors you need to get it going.

So if you're buying a computer, remember our name. We could save you a fortune on bolt-ons... or wastepaper bins.

The new Oric Atmos 48K. **ORIC**

# Now we've whetted your appetite, here's something to get your teeth into.

## Printer Technical Specifications

Printer/ Plotting system	Ball Point Pen, 4 colour
Plotting speed: (horizontal)	52 mm/sec (2.05ips)
(vertical)	73 mm/sec (3.08ips)
Printer Speed	12 characters per second
Resolution	0.2 mm/step (0.00787 inch)
Effective plotting range	96 mm (3.804 inch) x axis, divided into 480 steps. (No limit in y direction)
Characters per line	80 or 40 text mode (determined by software in graphics mode)
Characters per line	INT (480/n+1)* for 0 = n = 15
Accuracy (repetition) (movement) (distance)	0.2 mm max 0.3 mm max 0.5% max (x - axis) 1% (y - axis)
Pen life	250 metres (825 feet)
Parallel interface	8-bit parallel Uses STROBE and ACKNOWLEDGE
Temperature range storage	18.3 to 35°C (65 to 96°F) -40 to 71°C (-40 to 160°F)
Humidity range	10% to 80% relative non- condensing
Power supply	Switching power supply input 100-120 VAC 200-240 VAC
Dimensions	10 1/4" wide 6 1/8" deep 2 1/2" high

## Atmos Technical Specifications

CPU	6502 A
Memory	Choice of 16K or 48K RAM
Memory (48K Model)	Minimum 48K RAM, max 64: 16K ROM external control signals allow use of full 64K RAM or maybe used externally to increase ROM/RAM
Language	Extended Microsoft basic
Keyboard	Typewriter style and pitch .57 keys, standard computer layout, additional cursor control keys, autorepeat facility, tactile and acoustic feedback
Display	Output for B&W or colour TV, RGB output for colour monitor. 40 line x 28 rows
Text format	Similar to Teletext format, standard ASCII double height, flashing, 80 user definable characters
Character set	240 x 200, 8 colours
Graphics	Points, lines, circles
Graphic Facilities	
Sound	Internal loudspeaker and amplifier, 3-Channel sound synthesiser envelope control, amplitude control 8 octaves, noise channel
Storage	Most cassette recorders via DIN socket 300 or 2400 BAUD. Disc Drive.
Interface	Centronics, expansion port, Hi-Fi, RGB Monitor, UHF-TV, cassette recorder
Other	Warm reset to regain control without clearing program or data

## Micro Disc Technical Specifications

Formatted Capacity	160K bytes per side (double density as standard)
No. of Tracks	40 (80 available as option at a future date)
No. of Sectors	16
Bytes per Sector	256
Transfer Rate	250K Bits/Sec
	Supports up to 599 files per side, four drives single or double sided, 40 or 80 track. User definable configuration allows mixing of drive types including 5 1/4" [five and a quarter inch] Extensive wild card facilities Copy allows merging of basic and machine code files
Utilities	The Utilities are as follows:
1. Backup	Copy a whole disc
2. Copy	Copy a file to another
3. Del	Delete a file allowing wildcards
4. Dir	Display directory listing
5. Drv	Set the default drive number
6. Format	Format and initialise a disc
7. Load	Load a file (code, data or basic)
8. Protect	Change protect status of file
9. Recall	Recall a basic array from a file
10. Ren	Rename a file
11. Save	Save a file (code, data or basic)
12. Store	Store a basic array as a data file
13. Sys	Change system configuration

Prices and data correct at time of going to press.  
Specifications on the above models may change without notice.

Available at Allders, Currys, Dixons, Greens, Harrods, Laskys, Rumbelows, Spectrum and Zappo Computer Centres.



## SPACE ADVENTURE

VIRGIN GAMES £7.95  
BBC MODEL B  
ARCADE ADVENTURE

This is an adventure aboard a spaceship overrun with robots. You control a spaceman, whose job it is to collect four crystals which are scattered throughout the three levels of the ship.

To get the crystals, you must find the keys to the rooms they are in, and robots are guarding these. When you enter a room you may be faced with one or two robots. These must be destroyed before you can leave the room. Scattered throughout the ship are powerpacks, which are vital as they power your laser, blaster and powerpack.

The game is interesting to play, but lacks the addictive excitement of other robot shoot-ups, such as *Robotron*. There are too few opponents and the action is far too slow. The crystal collecting livenes up the game slightly, but the game isn't really worth its £8 price tag.  
*Mike Lewis*

## SPACE ISLAND

TERMINAL SOFTWARE £6.95  
48K Spectrum  
GRAPHIC ADVENTURE

The flashy packaging on this game offers "Slick machine code display, real time action keep you on your toes ... a world of action and intrigue inside your computer ..." The scenario is that there is a dangerous time distortion around the planet Zyro. Your spaceship is parked above a group of volcanic islands and you control an android who is on the ground.

Despite the claims on the packaging that the game and the display is slick machine-code, I have my doubts as the main part of the program, at least, is written in basic. The display is a picture of a group of islands which are covered with little black dots



representing areas of interest. You control a small cross which represents your android which you can move with the cursor keys. The idea is to move the cross so that it intersects a black dot, and then a text message appears on the screen describing what you have found there. This isn't particularly easy as the cross moves continuously, and your android drowns if he falls in the sea. When the location has been revealed, you can press space to reveal the vocabulary of actions open to you. This is very limited, and consists of one key - G for Get, D for Drop, etc.

The game quickly grows monotonous, and has none of the atmosphere or plot of a text adventure, nor any of the graphics of an arcade adventure. There are plenty of much better programs available for the Spectrum.  
*Mike Lewis*

## ZODIAC

TANSOFT £9.90  
ORIC 48K  
TEXT ADVENTURE

This was the first adventure available for the Oric, and sold very well because of the vast lack of halfway-decent software around then. Compared with adventures now available on the Oric,

such as *The Hobbit*, *Zodiac* shows its age and poor quality.

The game is written purely in BASIC which results in a slow response and a reduced number of locations. The object of the adventure is to collect various items associated with the Zodiac, while exploring a house. The game is interesting, but has short descriptions and a fairly limited vocabulary. Good use is made of sound though (rare in most adventures) with the Archer's theme coming from a radio at one point.

The game is fairly simple to solve, so I wouldn't suggest it if you're an experienced adventurer. However, it might be worth buying if you are a beginner, even if £10 is a lot for a BASIC adventure. *Mike Lewis*

## ZORGON CASTLE

I.J.K. £8.50  
ORIC-1, 48K  
ARCADE ADVENTURE

This is probably the best game around for the ORIC and is in the class of *Manic Miner*.

Your task is to complete four missions and the rescue the princess Roz, who is held in the Zorgon Castle. In three of the missions, you control an animated figure which can run and jump. The fourth mission, however is a *Scramble* type game and is simple compared with the other three.

In each mission you have to find a magic stone; if you complete all the missions you are able to enter the Zorgon Castle.

Now you are confronted with another screen. In this you again control the animated figure. You have to run along the screen to pull a rope, which fires a cannon towards the Zorgon King. When crossing the screen you have to jump over insects which fire stings at you; but when the bridge collapses, the king falls to his death. *Stuart Croft*  
*Value 4, Graphics 4, Sound 2, Gameplay 4.*

