INSTRUMENTS

Artificial Horizon – This instrument, in the centre of the panel, shows the roll angle and pitch angle of your aircraft, and is particularly useful during aerobatic manoeuvres or air-to-air combat when you will frequently lose your view of the horizon. The small aircraft symbol rotates to show your roll angle relative to the ground, and the roll angle, Left or Right, is shown underneath. A roll angle over 90 degrees equates to inverted flight. The pitch angle is shown on a "moving tape" with blue to indicate nose-up (skywards) and yellow to indicate nose-down, towards the ground. 90 degrees equates to a vertical climb or dive.

Speed – To the left of the artificial horizon is your speed, in knots.

Altitude – Aircraft height, in feet.

Vertical Speed Indicator, VSI – This gives your rate of climb or descent in feet per second. When your aircraft is gaining height the arrow will point upwards, and when you are losing height the arrow will point downwards. Your rate of descent on the approach should be approximately 20 ft per sec.

Flaps – Flaps may be set at any angle from zero to Full. The stall speed varies from 130 kts at zero flaps, to 120 kts at full flaps.

Thrust – The engine thrust indicator is a bar scale running along the bottom of the instrument panel. The green region represents 0% to 100% engine thrust, and the red region indicates reheat. Reheat gives a considerable boost to your thrust at the expense of heavy fuel consumption.

Radar and Compass – This is the instrument on the far left of the panel. The readout above the aircraft symbol is your compass heading. At the bottom of the instrument is shown the bearing and range of the beacon on which you are currently logged. As you select the Next Beacon by pressing N, the beacon identifier will change and new range and bearing information will be displayed. The flashing cross shows the bearing of the beacon relative to your own aircraft. To fly to the beacon, bank your aircraft until your heading matches the beacon bearing. You should now see the flashing cross at the nose of the aircraft symbol on the radar.

Combat Mode – Switch to Combat Mode using key C. This swtiches on your sights, activates the guns, and locks your radar and flight computer onto the enemy. Combat mode is shown on your radar by the lightning symbol. The range and bearing is now that of the enemy, and his bearing is shown as the flashing cross. Select the Flight Computer to find his altitude.

ILS /Flight Computer – To the right of your altitude and VSI is a dual-purpose instrument used for landing guidance and air-to- air combat. Switch between the two modes by pressing Symbol Shift ("symbol change").

(a) Instrument Landing System – This mode gives the pilot direction guidance when approaching a runway and may be demonstrated by selecting the "landing practice" option. By keeping the flashing square in the centre of the instrument, you will be flying on the correct glideslope to the runway at the correct rate of descent (3 degrees) for a good landing. As the flashing square drifts from the centre of the instrument, turn towards it and you will return to the correct approach. For example, if the square drifts left and up, bank your aircraft to the left and pull back on the joystick (or key 6) and the flashing square will slowly return to the centre.

(b) Flight Computer – Select the Flight Computer by pressing Symbol Shift. This displays your precise ground position, in units of feet, North, South, East or West of any runway with a beacon within a radius of 6 miles. The distances are relative to the beacon currently indicated on your radar. However, if the runway has been destroyed or it is out of range, the computer will be inactive, shown by black and yellow stripes.

The Flight Computer will also display the altitude of enemy aircraft when the radar is in combat mode. During a dogfight, try and keep your altitude roughly equal to that of the enemy, pointed to by the arrow on the flight computer.

Fuel This is a simple fuel gauge showing the amount of fuel left.

Undercarriage The indicator for the undercarriage is below the fuel gauge.

3 reds and an UP arrow = undercarriage UP
3 greens and a DOWN arrow = undercarriage DOWN

MAP – Switch between the map and normal visual display using key M. Your instruments are displayed at all times enabling safe flight to continue.

SUMMARY OF CONTROLS

5 – Joystick LEFT
6 – Joystick BACK
7 – Joystick FORWARD
8 – Joystick RIGHT
Caps Shift – RUDDER LEFT
Z – RUDDER RIGHT
Q – Increase THRUST
A – Decrease THRUST
W – Flaps UP
S – Flaps DOWN
U – Undercarriage UP and DOWN
B – Brakes ON
N – Next Beacon
M – Map
Symbol Shift – ILS /Flight Computer
O – GUNS (active only in Combat mode)
H – Hold
J – Release
XVYI – To return to menu

PILOT'S NOTES

Take-off speed: zero flaps – 140 kts, full flaps – 130 kts
Stall speed: zero flaps – 130 kts, full flaps – 120 kts
Flaps: Vmax full flap – 352 kts Vmax any flap 472 kts
Undercarriage: Vmax = 300 kts
Vmax on ground 250 kts
Performance: Vmax = 802 kts, at sea level, full reheat
Vmax = 1439 kts at 60,000 ft., level flight
Ceiling: approx 65,000 ft.
Approach:

Thrust	Flaps	U/C	Pitch	VSI	Speed, kts
74%	Full	Down	+3	↓9	125
62%	Zero	Down	+6	↓12	135

Technical Data – McDonnell Douglas F15 Eagle

Role: Air superiority fighter
Performance: Max. speed 800 kts at sea level. (Mach 1.2)
1440 kts at 60,000 ft (Mach 2.54)
Landing speed: 130 kts
Take off run: 900 ft., 8 secs with reheat
Ceiling: 65,000 ft
Initial climb rate greater than 50,000 ft/min.
Engines: 2 Pratt & Whitney F100-PW-100 turbofans
Each giving 17600 lbf thrust, dry
25000 lbf thrust, reheat
Dimensions: Wing span: 42 ft. 9 in.
Length: 63 ft. 9 in.
Wing area: 608 sq. ft.
Weight: Intercept mode, full internal fuel: 41,500 lbf

All of the above information is approximate and widely published. Although considerable effort has been given to achieving a realistic simulation, approximations have been made due to the limitations of the Spectrum and certain technical data not being available to the public.

For details of other DI games send an S.A.E. To DIGITAL INTEGRATION, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey, GU15 3AJ.

Il programma che state per caricare e' il tool usato da noi di run per la creazione di tutte quelle eccezionali schermate che avete visto nel numero tre ed in questo numero quattro.

Si tratta di un programma veramente eccezionale in grado di rendere un gioco da ragazzi la realizzazione di una schermata di notevole complessita'.

Questa sua potenza e' pero' a scapito della sua facilita' d'uso, nelle prossime pagine troverete infatti un lungo elenco di comandi e sara' meglio per voi trascriverli o fare una copia su stampante.

Tanto per darvi un'idea, vi diciamo che potrete fare schermate intere o anche solo programmare degli User Defined Graphics , per non parlare poi della funzione M...

Iniziamo con i concetti fondamentali di funzionamento: lo schermo utilizzabile e' di 255 x 192 pixels, quindi sono incluse le due righe inferiori.

Solitamente nelle ultime due righe sono visualizzati i dati relativi alla posizione del cursore ed al suo stato. In queste due righe e' anche specificato se si sta lavorando con i pixels o con gli attributi.

Sempre in queste due righe trovate anche un quadrato normalmente tutto blu, questo vi indica in quale area dello schermo state lavorando, vedremo piu' avanti come.

Al caricamento (due blocchi) il programma esordisce con un menu'dedicato alla gestione dei dati su cassetta, procacciatevi un bello screen e date 'c'.

Premendo un tasto vedrete il vostro schermo e le famose ultime due righe. Per spostare il cursore usate questi tasti:

```
Q   W   E
 \  |  /
A-      -D
 /  |  \
Z   X   C
```

Provate a familiarizzare con i comandi del cursore, spostandovi nelle otto direzioni. Se volete vedere meglio quello che state facendo provate a premere M e N osservando anche il quadratino nelle due righe in basso.

A questo punto divertitevi ad ingrandire fino a quattro volte un particolare dello

Con il modo pixel avete quatro possibilita' di funzionamento:

SPACE = NULLO

ENTER = SET

O = RESET

I = OVER 1

Per non fare danni vi consigliamo di premere subito 'space' evitando di rovinare il disegno. Per lasciare traccia premete ENTER, per cancellare premete O e per invertire usate I.

Se gia' qui vi sentite persi sappiate che il peggio deve ancora arrivare con gli attributi e le funzioni di controllo !

Prima di passare agli attributi provate a premere G per attivare la griglia di riferimento: vedrete una squadrettatura fatta con bright 1 e 0 .

La funzione e' on/off e quando e' attiva non potete attivare la funzione 'attributi', in questo caso infatti vedete solo i pixel e non i colori.

Tracciate sullo schermo qualche grafico e dopo essere tornati in modo nullo premete M, passerete in modo attributi con un quadratone che lampeggia.

I tasti per lo spostamento sono gli stessi mentre potete essere o in nullo o in set;definite ink e paper premendo i numeri non shiftati per ink e shiftati per paper. Shift V e B per flash e bright.

Ricordate che come per i pixel il punto in cui si trova il cursore non viene modificato a meno che non premiate S.

Ricordate anche sempre le funzioni M ed N per ingrandire e tornare a tutta l'immagine,utilissime per fare i lavori di fino.

Dopo aver fatto il primo approccio con le funzioni fin'ora illustrate,provate ora a premere Shift L ed otterrete il disegno allo specchio.

Premendo un'altra volta Shift L tornerete alla condizione iniziale. Con Shift K invece andate in Scroll nelle otto direzioni, per i pixel o per gli attributi a seconda del modo; Space per tornare al modo Nullo.

Siamo cosi' arrivati alla funzione Fill, ottenuta con Shift F : portate il cursore nell'area da riempire, controllate che sia effettivamente chiusa e premete Shift F. Se il fill deborda premete subito un tasto e tutto torna come prima.

Passiamo ora alle funzioni relative al testo: potete stampare del testo premendo Shift T: apparira' un cursore a forma di freccia. Potete cambiare la direzione di stampa andando in Extended mode (Caps+Symbol) e premendo una delle quattro frecce del cursore.

Per spostare il cursore usate Shift e le solite frecce. Per uscire dal modo testo date delicatamente Break. Per usare gli U D G premete Shift Graphics e viceversa per tornare in testo.

Concludiamo con la funzione Shift U per definire i caratteri programmabili:spostate il cursore sul carattere che volete memorizzare, premete U e date il carattere nel quale volete sia memorizzato l' U D G, premete Enter ed il gioco e' fatto.

Per tornare al menu' di gestione cassette date delicatamente Break e salvate la vostra opera.Ricordatevi poi di specificare nei vostri programmi 'Screen$' dato che il disegno e' allocato dalla locazione 32768 in poi !

Ah, dimenticavamo, per accedere alle due linee inferiori dello schermo premi Shift 9, le due linee informative si spostano in alto e viceversa.

Drawmaster

- FINESTRA -

W = Definisce una finestra
S B = Borda la finestra
C F = colora la finestra
S F = da alla finestra il colore della carta
S = Chiede conferma per immagazz. ~~registrare~~ la finestra in Ram
S 6 = Move (ridefinisce la finestra)
R = Restore (richiama la finestra immagazzinata in Ram)
C X = Clear (Cancella la finestra)
C W = Remind (ricorda dove è la finestra)

- Draw -

1-8 = Pixel (1 pixel alla volta)
C 1-8 = Hop 8 (8 pixel alla volta) si usa nel Trans
A = Arco → x in radianti
C = Cerchio - raggio
J = Join → x (Traccia una retta tra il cursore e x)
L = Join → Pi x (disegna una linea fino ad un bordo)
F = Fill Ink (colora l'interno)
X = Set x (Crea il bordo)

- Miscellaneous -

M = Enter Testo
S M = Inverse character
S W = Rescale/Copy object (Cambia la scala - copia su ogni parte dello schermo - le dimensioni x e y sono indipendentemente incrementabili)
H = Hop every n n pixel (disegna una linea punteggiata)
Z = Toggle cursor speed (da premere una sola volta cambia la velocità del cursore)
S X = Swap cursor with x
Space = Freeze cursor (congela il cursore)
S S = Save Program (Serve a fare copie del Programma)

- Shift -

S = Symbol Shift
C = Caps Shift

- Screen -

S K = Save (Per bloccarlo Enter)
S J = Load (Per bloccarlo space - Enter)
U = show ink (Cambia l'inchiostro in nero e la carta in bianco)

- Cursore -

1 2 3 4 5 6 7 8
↖ ↙ ↘ ↗ ← ↓ ↑ →

Pen

D = Draw
E = Erase
O = Over
T = Trans

- Attributi -

P = Paper 0-9
I = Ink 0-9
B = Bright 0/1/8
V = Flash 0/1/8

THE TURK

A CHESS PROGRAM FOR THE 48K ZX SPECTRUM/TS2000

And say besides that in Aleppo once
Where a malignant and a turbaned Turk
Beat a Venetian and traduced the stage

Othello — W. Shakespeare

INTRODUCTION

The original Turk was an eighteenth century automaton, a life-size mechanical figure resplendent in Turkish costume and seated behind a wooden cabinet on which a chess board and pieces were placed. Built in 1769 for the amusement of the Vienna Imperial Court by an engineering genius, Wolfgang von Kempelen, the machine played chess with all-comers; moving the pieces with its left hand whilst the doors of the cabinet would be opened to reveal the workings of numerous wheels and cogs.

The moves it made were, no doubt, the product of a human player but the fascination lay in trying to guess where the human was hidden, how he followed the game, how he made the automaton move the pieces and how, given these handicaps, the player still managed to win most of his games. Perhaps a small boy was concealed within the body of the figure and was signalled moves by a real chess master amongst the audience. Or perhaps . . . but no matter — however it was done it was a wonderful trick.

You now hold in front of you the twentieth century equivalent of that Turk — a chess playing computer. No trickery is involved — just the amazing power of machine code and Sinclair hardware.

The Turk challenges you to a game of chess!
Do you dare to play the Turk?

LOADING INSTRUCTIONS

Insert cassette into Player, type LOAD " " ENTER . The program will take approximately 5½ minutes to load, respond to the prompt "are you using a colour or black and white television?" and the MENU will be displayed as below:***

— THE TURK: MENU —

Select one of the following:—

1. New game
2. Continue old game
3. Blitz chess
4. Demo:— the Turk plays itself
5. Input sequence of moves
6. Replay moves in the game
7. Edit board or setup new position
8. List moves to screen
9. List moves to printer
10. Line print the board
11. Save moves to tape
12. Save board to tape
13. Load moves from tape
14. Load board from tape

Keying in the number of your choice followed by ENTER selects the MENU option. The DELETE function will operate in case you change your mind.

****NOTE:* In addition to our CHESS—THE TURK program we have included a routine that shows off to advantage the versatility of the ZX Spectrum. This demonstration program follows after The Turk on both sides of the cassette; to see for yourself type LOAD " " ENTER . We hope you enjoy it.

OPTION 1 — NEW GAME

Respond to the prompt and select a game level followed by ENTER . Level 1 is the easiest and level 6 is the hardest (and the slowest).

Approximate response times are:

Level 1	a few seconds
2	10 seconds
3	90 seconds
4	10 minutes
5	60 minutes
6	6 hours

BLACK OR WHITE

The Turk will ask you to choose a colour, respond (upper or lower case will do) and the game begins. The board will be laid out as normal and if the user has chosen white the Turk asks for a move.

HOW TO MOVE

Moves are entered using standard algebraic notation, a move being specified by two pairs of co-ordinates. Thus if white wishes to move his King's Pawn two squares forward he simply types:

e2e4 or E2E4 followed by ENTER
(the Turk recognises both)

If the move is legal the piece will flash and move across the board. Illegal moves are signalled and the Turk will ask for another move to be entered.

THE TURK REPLIES

The Turk will now compute its responding move. The move being considered is displayed just below the two clocks. The level of play is displayed above the clocks.

The game progresses with the user and the Turk moving alternately. If any move attacks the opponent's King the word CHECK appears on the screen.

HELP: Typing "HELP" causes a move to be suggested. If the user decides to make the suggested move he presses ENTER, if not he can remove it using DELETE .

BACK: Typing "BACK" causes the board to return to the state it was one move ago. This enables the user to easily correct moves made by mistake.

QUIT: Typing "QUIT" returns the user to the MENU.

The game continues until one side is mated or both Kings are stalemated. The losing King is toppled onto its side and the Turk returns to the MENU.

CASTLING, "EN PASSANT" and PROMOTION

CASTLING: This is accomplished by moving the King — the Rook will move automatically. A player may castle at any time provided that normal conditions are met i.e.

1. The King and the Rook have not been moved.
2. There are no men between King and Rook.
and 3. The King is not in check, will not pass through check nor will end up in check.

"EN PASSANT": "En passant" captures are made according to the rules of chess, to re-cap for the less experienced these are as follows:

1. The move can only take place after the initial two-square move of a Pawn.
2. The move can only be made by an opposing Pawn that could legally have captured its adversary if it had moved one square.
3. The right to take "en passant" must be exercised at once or the privilege is lost.

PROMOTION: When a Pawn reaches the eighth rank the Turk asks what Piece it is to be promoted to — namely Knight, Bishop, Rook or Queen.

F4/29

OPTION 2 — CONTINUE OLD GAME

Similar to Option 1 except that the pieces are not set up in their starting squares. This option is used in conjunction with options 5, 6 and 7.

OPTION 3 — BLITZ CHESS

In this mode both clocks count down from a starting time of 5 minutes. Whoever runs our of time first loses the game, so the player must mate or be mated before this happens. The Turk is rather good at this particular game!

OPTION 4 — DEMONSTRATION MODE

Here the Turk actually plays itself. Holding down any key returns the program to the MENU.

OPTION 5 — INPUT SEQUENCE OF MOVES

In this mode the Turk asks for both black and white's moves. Here two people could play each other at chess, the Turk simply displaying the board, keeping the times and recording the game.

OPTION 6 — REPLAY

In this mode the Turk replays the moves stored in its memory. Holding down the 'S' key freezes replay, while pressing the 'F' key speeds it up, any other key causes a return to MENU.

OPTION 7 — BOARD EDITOR

Fully prompted, this mode allows the user to set up the board as he wants it, either starting with a full army and amending their numbers and positions or locating the pieces on a clear board.

Ideal for tackling newspaper chess problems or replaying past games of the masters.

OPTION 8 — LIST MOVES TO SCREEN

The Turk lists all the moves in the game using standard chess notation, i.e.

X	indicates a capture
0 - 0	indicates castling on the King's side
0 - 0 - 0	indicates castling on the Queen's side
ep	indicates an "en passant" capture
=Q	indicates promotion to Queen

OPTION 9 — LIST MOVES TO PRINTER

The Turk lists all moves to the printer (if fitted), using standard chess notation as in option 8 above.

OPTION 10 — LINE PRINT THE BOARD

This mode prints out the actual chess board showing the positions of the various pieces as well as the co-ordinates.

OPTION 11 — SAVE MOVES TO TAPE

All the moves in the game are saved onto cassette.

OPTION 12 — SAVE BOARD TO TAPE

The current board position is saved onto cassette. This is useful for users who have had to suspend a game and wish to continue it.

OPTION 13 — LOAD MOVES FROM TAPE

This complements option 11 and loads the saved moves into the computer. This enables the Turk to perform options 6, 8 and 9 for the loaded game moves i.e. replay and list moves to the screen or printer.

Old games can be continued via option 2 (continue old game) after option 6 (replay) has been completed.

OPTION 14 — LOAD BOARD FROM TAPE

This complements option 12 by re-loading board positions from tape back into the computer making it the current board position for option 2.

The last 4 options are used if one wishes to make a permanent record of an interesting game or to store "half-finished" games for completion at a later date.

F4-29

HOW TO?

CHANGE SIDES DURING A GAME

Type "QUIT", return to MENU, select option 2 then choose the opposite colour.

REMOVE THE TURK'S QUEEN (shame on you!)

Type "QUIT", return to MENU, select option 7 and prompt 3 (Previous Position), move cursor to the offending Queen's square and press "C" followed by ENTER , respond to prompts and return to your game via option 2.

GO BACK TO SOME POINT IN THE GAME

Type "QUIT", return to the MENU and select option 6. Hold down any key at the point you wish to start playing from, select option 2.
NOTE: to go back one move only type "BACK".

CHANGE LEVEL DURING PLAY

Type "QUIT", return to MENU and restart the game via option 2 at the new level.

If you manage to break out of the program then type GOTO MENU, this will get you started again.

Well that's it — all you need to know. May I wish you many pleasant and challenging hours playing chess with the Turk.

Whilst we try very hard to provide a totally bug-free program it is always conceivable that there is one bug that we have missed. Users who feel that they have identified such a bug or who would like to find out more about our expanding range of super-friendly programs please contact us at the address below.

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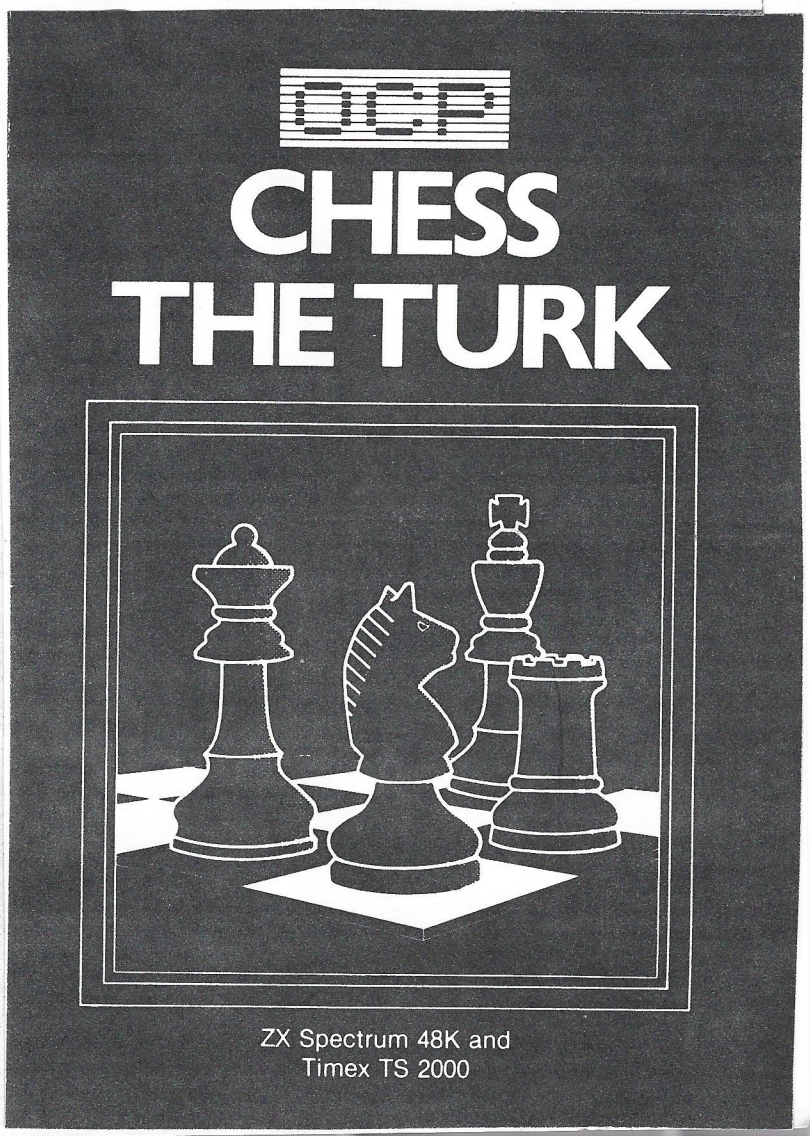
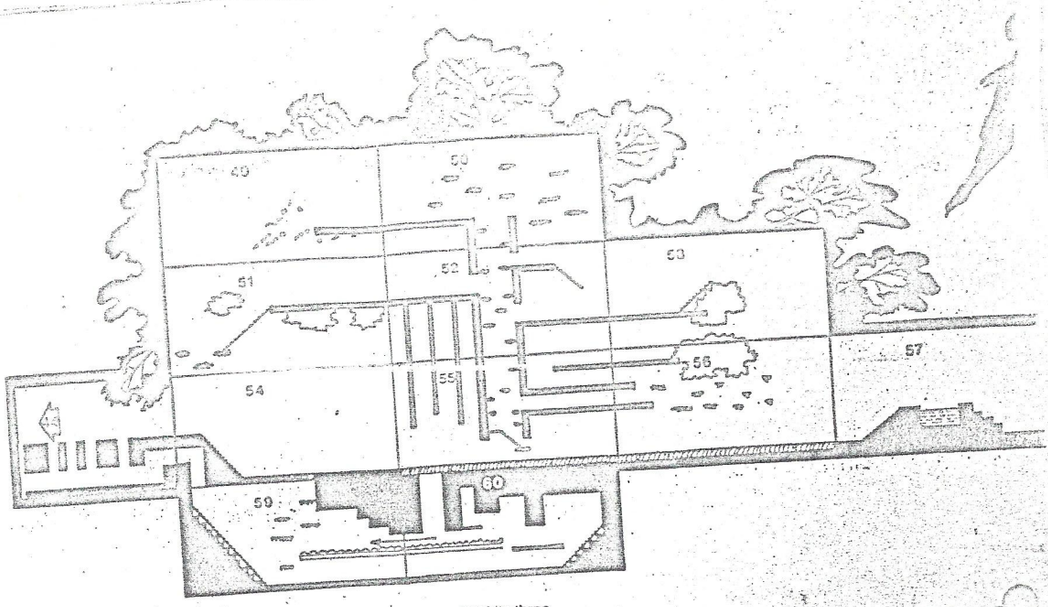
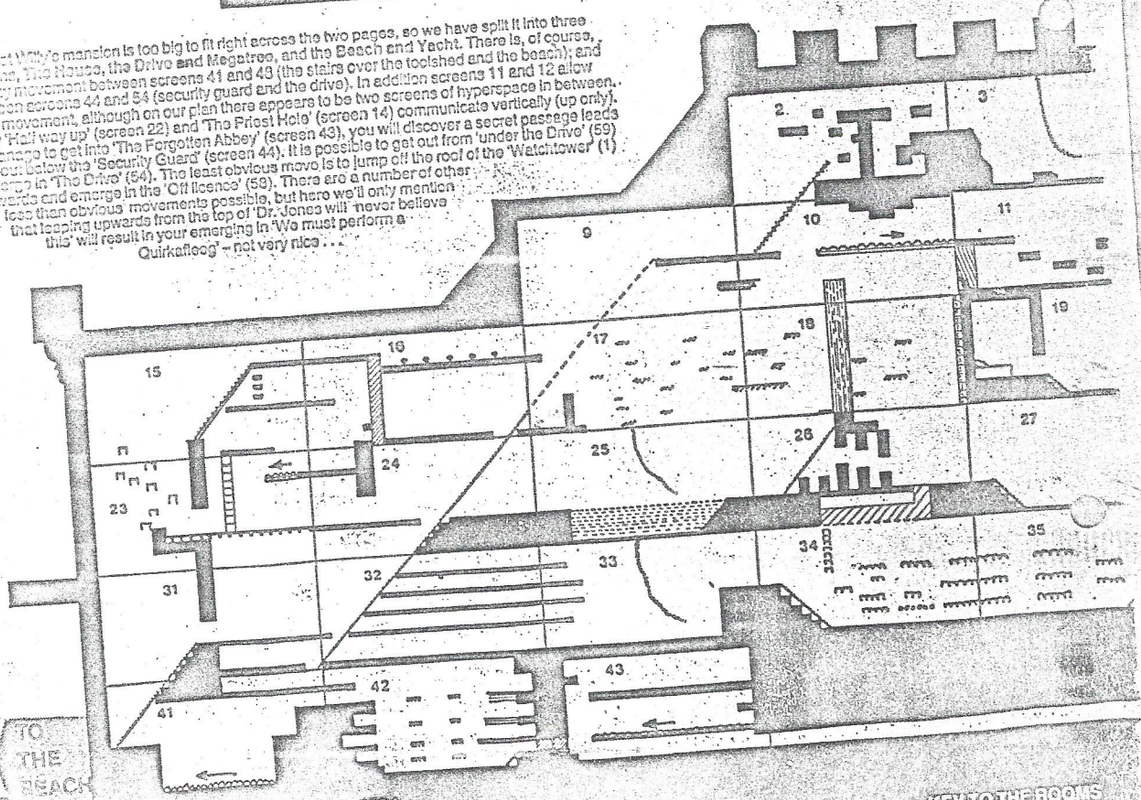
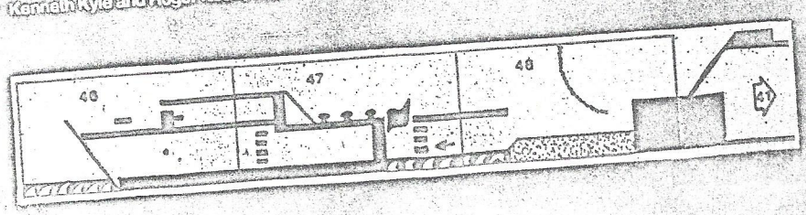




Jet Set Willy's mansion is too big to fit right across the two pages, so we have split it into three sections. The House, the Drive and Megatree, and the Beach and Yacht. There is, of course, two-way movement between screens 41 and 48 (the stairs over the toolshed and the beach); and between screens 44 and 54 (security guard and the drive). In addition screens 11 and 12 allow two-way movement, although on our plan there appears to be two screens of hyperspace in between. Similarly 'Half way up' (screen 22) and 'The Priest Hole' (screen 43), you will discover a secret passage leads directly out below the 'Security Guard' (screen 44). It is possible to get out from 'under the Drive' (59) if you manage to get into 'The Forgotten Abbey' (screen 43), you will discover a secret passage leads upwards and emerge in the 'Off licence' (59). There are a number of other less than obvious movements possible, but here we'll only mention that leaping upwards from the top of 'Dr. Jones will never believe this' will result in your emerging in 'We must perform a Quirkafleeg' – not very nice . . .





© Kenneth Kyle and Roger Keen, 1984

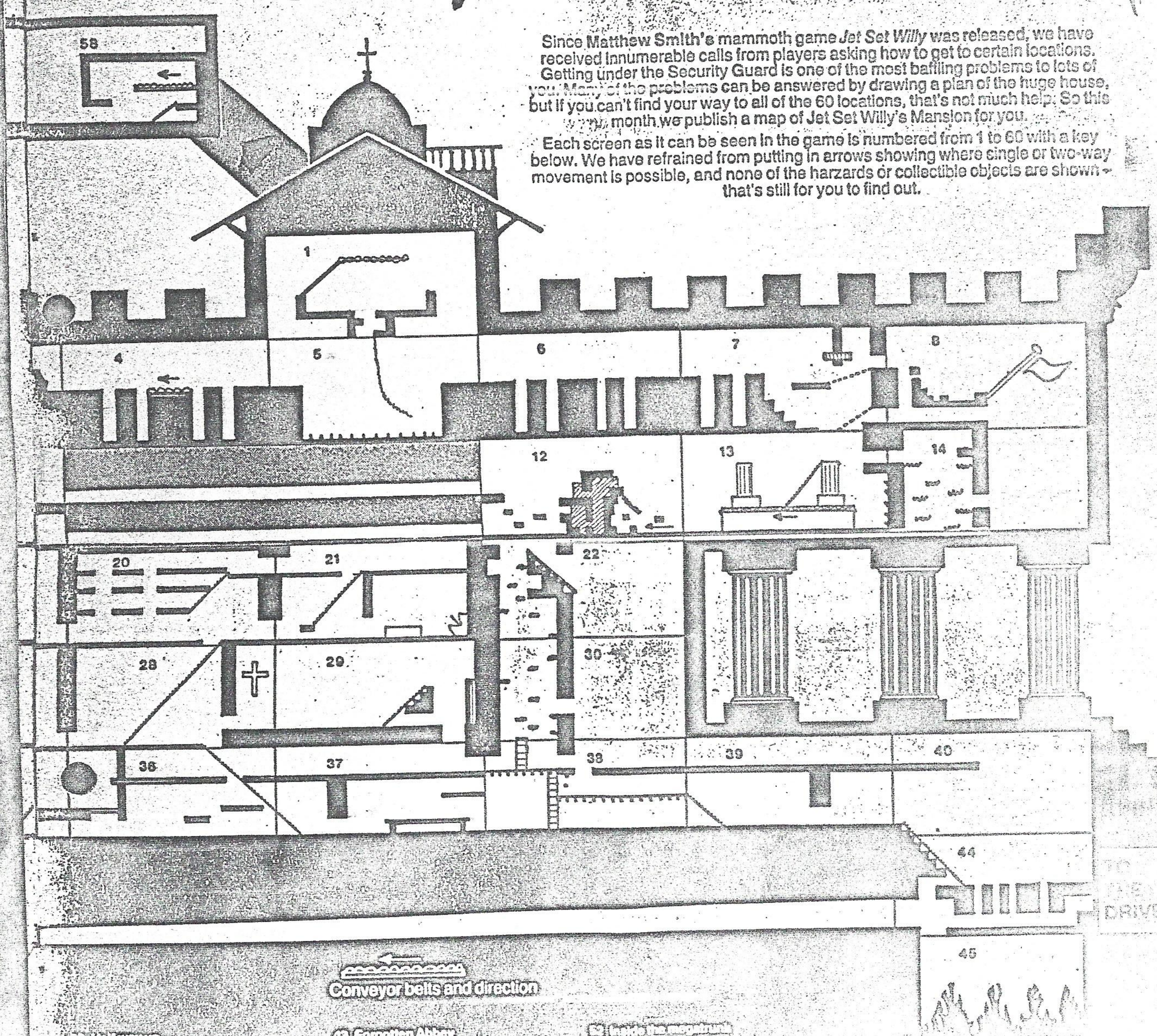
KEY TO THE ROOMS

1 Watchtower
2 Nomen Luni
3 On the roof
4 Up on the battlements
5 We must perform a Quirkafleeg
6 Treasure Chamber
7 Access Shaft
8 On top of the House
9 Green Valley Road
10 Under the roof
11 The Attic
12 Dr. Jones will never believe this
13 Emidisc Recording Studios
14 Priest Hole
15 Above the West Bedroom
16 West Wing Roof
17 Orangery
18 A bit of roof
19 Bedroom
20 Top landing
21 Bathroom

Jet Set Willy's Mansion

Since Matthew Smith's mammoth game *Jet Set Willy* was released, we have received innumerable calls from players asking how to get to certain locations. Getting under the Security Guard is one of the most baffling problems to lots of you. Many of the problems can be answered by drawing a plan of the huge house, but if you can't find your way to all of the 60 locations, that's not much help. So this month we publish a map of Jet Set Willy's Mansion for you.

Each screen as it can be seen in the game is numbered from 1 to 60 with a key below. We have refrained from putting in arrows showing where single or two-way movement is possible, and none of the harzards or collectible objects are shown – that's still for you to find out.



Conveyor belts and direction

22 Half way up
23 West Bedroom
24 West Wing
25 Swimming pool
26 Banyan Tree
27 Nightmare room
28 First landing
29 The Chapel
30 East Wall base
31 Back door
32 Back stairway
33 Cold store
34 West of kitchen
35 Kitchen
36 To the Kitchen/Main stairway
37 Ballrom West
38 Ballroom East
39 The Hall
40 Front Door
41 Tool Shed
42 Wine Cellar

43 Forgotten Abbey
44 Security Guard
45 Entrance to Hades
46 Bow
47 Yacht
48 The Beach
49 Out on a limb
50 Treetop
51 A branch over the Drive

52 Inside the megatrunk
53 Cuckoo's Nest
54 The Drive
55 At the foot of the Megatree
56 Under the Megatree
57 The Bridge
58 Off licence
59 Under the Drive
60 Tree root

The plan and the concept for it owes a lot to the research of CRASH reader Kenneth Kyle of Retford, Nottinghamshire, who sent in a marvellous drawing which we checked out and used heavily for our own artwork. Also thanks to Timothy Wildmore of Brotton, Saltburn, Cleveland, who was the first person to write in with an infinite lives POKE without which we would have had to spend a lot more time on the planning! We're not publishing the details of that yet – you'll have to wait (those of you that haven't already worked it out).

jet set willy's mansion

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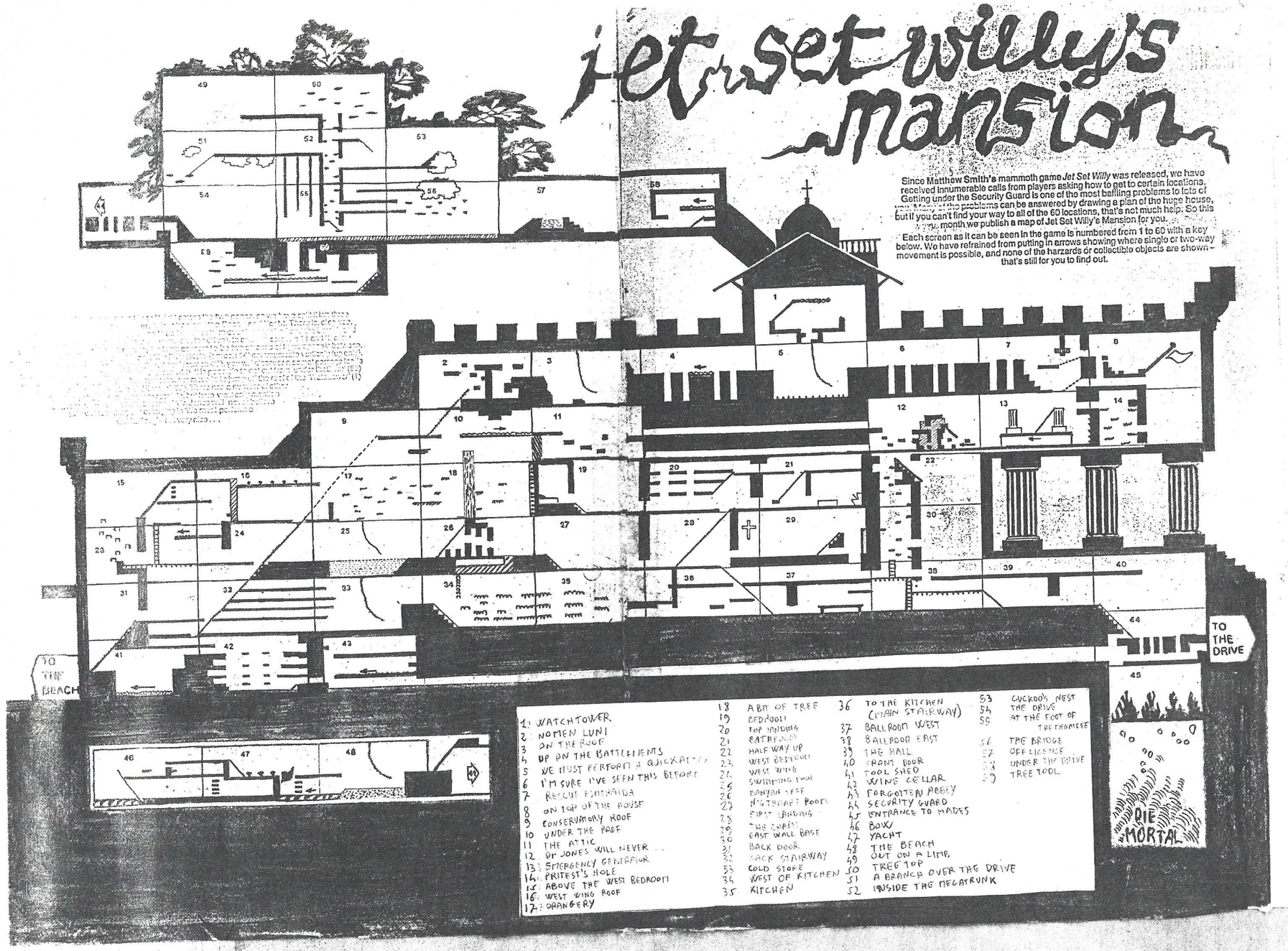

1. WATCHTOWER
2. NOMEN LUNI
3. ON THE ROOF
4. UP ON THE BATTLEMENTS
5. WE MUST PERFORM A QUICKASTEP
6. I'M SURE I'VE SEEN THIS BEFORE
7. RESCUE ESMERALDA
8. ON TOP OF THE HOUSE
9. CONSERVATORY ROOF
10. UNDER THE ROOF
11. THE ATTIC
12. DR JONES WILL NEVER ...
13. EMERGENCY GENERATOR
14. PRITEST'S HOLE
15. ABOVE THE WEST BEDROOM
16. WEST WING ROOF
17. ORANGERY
18. A BIT OF TREE
19. BEDROOM
20. TOP LANDING
21. BATHROOM
22. HALF WAY UP
23. WEST BEDROOM
24. WEST WING
25. SWIMMING POOL
26. BANYAN TREE
27. NINETEEN ROOM
28. FIRST LANDING
29. THE CHAPEL
30. EAST WALL BASE
31. BACK DOOR
32. BACK STAIRWAY
33. COLD STORE
34. WEST OF KITCHEN
35. KITCHEN
36. TO THE KITCHEN (MAIN STAIRWAY)
37. BALLROOM WEST
38. BALLROOM EAST
39. THE HALL
40. FRONT DOOR
41. TOOL SHED
42. WINE CELLAR
43. FORGOTTEN ABBEY
44. SECURITY GUARD
45. ENTRANCE TO HADES
46. BOW
47. YACHT
48. THE BEACH
49. OUT ON A LIMB
50. TREE TOP
51. A BRANCH OVER THE DRIVE
52. INSIDE THE MEGATRUNK
53. CUCKOO'S NEST
54. THE DRIVE
55. AT THE FOOT OF THE MEGATREE
56. THE BRIDGE
57. OFF LICENCE
58. UNDER THE DRIVE
59. TREE TOP

	0	1	2	3	4	5	6	7	8	9
A	BMMV	BMVB	VMRB	RRMB	RBVR	MMRB	MRRB	MBRB	VRBB	MMBB
B	RBVB	VBMM	MRVV	VRMR	RMMB	RVMR	MBRB	RBVB	RVBM	RMVR
C	BBVV	VRVM	VRMR	RVMB	MBRB	MRMR	BVMV	VRMM	MVRB	RVBB
D	RVMV	MVRR	VMMR	BMRB	BMMB	VMRB	MVVM	MRVV	RVRR	BRVR
E	VBVM	BMVV	VMVR	VVMM	MBVB	MVVR	MBVM	RBRB	VRRB	VBBV
F	RMRR	RRBV	RBRV	MVMR	MBMM	RRVR	RRVB	BRMM	RRRM	VRBM
G	BMBV	RBMM	RMRM	VVBV	BRMB	MBVR	RRRR	MRVM	RRMR	MBVR
H	VRRB	MVBV	RBBV	RRVR	BBVR	MRMR	MRMV	RVBB	VBMM	RVRM
I	RMBV	RRMM	BMVM	RBBM	RMVR	RMRB	MBRR	BBBM	MVBM	BVVM
J	BMRV	BMVR	BBRB	RMBM	BRRB	MBBR	RMBB	BVVB	RMRM	MVRB
K	BBMB	MRMM	VMVM	RMBV	RRRV	MBMM	RBRR	RRBM	VRBR	MBVR
L	BVRV	BRMV	RRMR	RMRB	RVBM	BMMB	MMBV	VRBV	MVVM	VRRR
M	VBVB	MMRR	BRVM	RMRR	BMBR	BBMR	RMBV	MMMB	BRMM	MVRR
N	BMRR	RBRV	RVBR	RMRM	RVBR	MBBB	MMBV	MMVR	MRMV	MBRM
O	BBBR	BMVB	BRVR	MVVM	MBBR	RVMR	RRVM	RVBB	VBMM	MBMM
P	BMBB	VMVM	RRVR	VMMB	BRRV	RVBV	MVMV	VBVR	RMMV	RVBV
Q	BBBM	RVVB	BRVM	MBBM	BBVV	RMMM	RMRV	VBBB	BRMB	VRBB
R	RRBR	RBBR	RVRR	BBMR	BMBV	RBBB	MMRR	RVBB	MVVM	MVRM

	0	1	2	3	4	5	6	7	8	9
A	1334	1341	4321	2231	2142	3321	3221	3121	4211	3311
B	2141	4133	3244	4232	2331	2432	3121	2141	2413	2342
C	1144	4243	4232	2431	3121	3232	1434	4233	3421	2411
D	2434	3422	4332	1321	1331	4321	3443	3244	2422	1242
E	4143	1344	4342	4433	3141	3442	3143	2121	4221	4114
F	2322	2214	2124	3432	3133	2242	2241	1233	2223	4213
G	1314	2133	2323	4414	1231	3142	2222	3243	2232	3142
H	4221	3414	2114	2242	1142	3232	3234	2411	4133	2423
I	2314	2233	1343	2113	2342	2321	3122	1113	3413	1443
J	1324	1342	1121	2313	1221	3112	2311	1441	2323	3421
K	1131	3233	4343	2314	2224	3133	2122	2213	4212	3142
L	1424	1234	2232	2321	2413	1331	3314	4214	3443	4222
M	4141	3322	1243	2322	1312	1132	2314	2331	1233	3422
N	1322	2124	2412	2323	2412	3111	3314	3342	3234	3123
O	1112	1341	1242	3443	3112	2432	2243	2411	4133	3133
P	1311	4343	2242	4331	1224	2414	3434	4142	2334	2414
Q	1113	2441	1243	3113	1144	2333	2324	4111	1231	4211
R	2212	2112	2422	1132	1314	2111	3322	2411	3443	2423

	0	1	2	3	4	5	6	7	8	9
A	BMMV	BMVB	VMRB	RRMB	MBVR	MMRB	MRRB	MBRB	VRBB	MMBB
B	RBVB	VBMM	MRVV	VRMR	RMMB	RVMR	MBRB	RBVB	RVBM	RMVR
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E	VBVM	BMVV	VMVR	VVMM	MBVB	MVVR	MBVM	RBRB	VRRB	VBBV
F	RMRR	RRBV	RBRV	MVMR	MBMM	RRVR	RRVB	BRMM	RRRM	VRBM
G	BMBV	RBMM	RMRM	VVBV	BRMB	MBVR	RRRR	MRVM	RRMR	MBVR
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I	RMBV	RRMM	BMVM	RBBM	RMVR	RMRB	MBRR	BBBM	MVBM	BVVM
J	BMRV	BMVR	BBRB	RMBM	BRRB	MBBR	RMBB	BVVB	RMRM	MVRB
K	BBMB	MRMM	VMVM	RMBV	RRRV	MBMM	RBRR	RRBM	VRBR	MBVR
L	BVRV	BRMV	RRMR	RMRB	RVBM	BMMB	MMBV	VRBV	MVVM	VRRR
M	VBVB	MMRR	BRVM	RMRR	BMBR	BBMR	RMBV	MMMB	BRVM	MVRR
N	BMRR	RBRV	RVBR	RMRM	RVBR	MBBB	MMBV	MMVR	MRMV	MBRM
O	BBBR	BMVB	BRVR	MVVM	MBBR	RVMR	RRVM	RVBB	VBMM	MBMM
P	BMBB	VMVM	RRVR	VMMB	BRRV	RVBV	MVMV	VBVR	RMMV	RVBV
Q	BBBM	RVVB	BRVV	MBBM	BBVV	RMMM	RMRV	VBBB	BRMB	VRBB
R	RRBR	RBBR	RVRR	BBMR	BMBV	RBBB	MMRR	RVBB	MVVM	RVRM

	0	1	2	3	4	5	6	7	8	9
A	1034	1041	4321	2231	2142	3321	3221	3121	4211	3311
B	2141	4133	3244	4232	2331	2432	3121	2141	2413	2342
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Q	1113	2441	1243	3113	1144	2333	2324	4111	1231	4211
R	2212	2112	2422	1132	1314	2111	3322	2411	3443	2423

1 = BLU

2 = ROSSO

3 = MAGENTA (VIOLA)

4 = VERDE

5 = CIANO (AZZURRO)

6 = GIALLO

7 = BIANCO

0 = NERO

LOCAZ L1 = BLU 1
ROSSO 2
MAGENTA 3
VERDE 4

QUINDI 1,2,3,4 <RET>

THE TURK

A CHESS PROGRAM FOR THE 48K ZX SPECTRUM/TS2000

And say besides that in Aleppo once
Where a malignant and a turbaned Turk
Beat a Venetian and traduced the stage

Othello — W. Shakespeare

INTRODUCTION

The original Turk was an eighteenth century automaton, a life-size mechanical figure resplendent in Turkish costume and seated behind a wooden cabinet on which a chess board and pieces were placed. Built in 1769 for the amusement of the Vienna Imperial Court by an engineering genius, Wolfgang von Kempelen, the machine played chess with all-comers; moving the pieces with its left hand whilst the doors of the cabinet would be opened to reveal the workings of numerous wheels and cogs.

The moves it made were, no doubt, the product of a human player but the fascination lay in trying to guess where the human was hidden, how he followed the game, how he made the automaton move the pieces and how, given these handicaps, the player still managed to win most of his games. Perhaps a small boy was concealed within the body of the figure and was signalled moves by a real chess master amongst the audience. Or perhaps . . . but no matter — however it was done it was a wonderful trick.

You now hold in front of you the twentieth century equivalent of that Turk — a chess playing computer. No trickery is involved — just the amazing power of machine code and Sinclair hardware.

The Turk challenges you to a game of chess!
Do you dare to play the Turk?

LOADING INSTRUCTIONS

Insert cassette into Player, type LOAD " " ENTER . The program will take approximately 5½ minutes to load, respond to the prompt "are you using a colour or black and white television?" and the MENU will be displayed as below:***

— THE TURK: MENU —

Select one of the following:—

1. New game
2. Continue old game
3. Blitz chess
4. Demo:— the Turk plays itself
5. Input sequence of moves
6. Replay moves in the game
7. Edit board or setup new position
8. List moves to screen
9. List moves to printer
10. Line print the board
11. Save moves to tape
12. Save board to tape
13. Load moves from tape
14. Load board from tape

Keying in the number of your choice followed by ENTER selects the MENU option. The DELETE function will operate in case you change your mind.

****NOTE:* In addition to our CHESS—THE TURK program we have included a routine that shows off to advantage the versatility of the ZX Spectrum. This demonstration program follows after The Turk on both sides of the cassette; to see for yourself type LOAD " " ENTER . We hope you enjoy it.

?TION 1 — NEW GAME

Respond to the prompt and select a game level followed by ENTER . Level 1 is the easiest and level 6 is the hardest (and the slowest).

Approximate response times are:

Level 1	a few seconds
2	10 seconds
3	90 seconds
4	10 minutes
5	60 minutes
6	6 hours

.ACK OR WHITE

The Turk will ask you to choose a colour, respond (upper or ower case will do) and the game begins. The board will be aid out as normal and if the user has chosen white the Turk asks for a move.

)W TO MOVE

Moves are entered using standard algebraic notation, a nove being specified by two pairs of co-ordinates. Thus if vhite wishes to move his King's Pawn two squares forward ie simply types:

e2e4 or E2E4 followed by ENTER
(the Turk recognises both)

f the move is legal the piece will flash and move across he board. Illegal moves are signalled and the Turk will ask or another move to be entered.

IE TURK REPLIES

The Turk will now compute its responding move. The move being considered is displayed just below the two clocks. The level of play is displayed above the clocks.

The game progresses with the user and the Turk moving alternately. If any move attacks the opponent's King the word CHECK appears on the screen.

HELP: Typing "HELP" causes a move to be suggested. If the user decides to make the suggested move he presses ENTER , if not he can remove it using DELETE .

BACK: Typing "BACK" causes the board to return to the state it was one move ago. This enables the user to easily correct moves made by mistake.

QUIT: Typing "QUIT" returns the user to the MENU.

The game continues until one side is mated or both Kings are stalemated. The losing King is toppled onto its side and the Turk returns to the MENU.

CASTLING, "EN PASSANT" and PROMOTION

CASTLING: This is accomplished by moving the King — the Rook will move automatically. A player may castle at any time provided that normal conditions are met i.e.

1. The King and the Rook have not been moved.
2. There are no men between King and Rook.
3. The King is not in check, will not pass through check nor will end up in check.

"EN PASSANT": "En passant" captures are made according to the rules of chess, to re-cap for the less experienced these are as follows:

1. The move can only take place after the initial two-square move of a Pawn.
2. The move can only be made by an opposing Pawn that could legally have captured its adversary if it had moved one square.
3. The right to take "en passant" must be exercised at once or the privilege is lost.

PROMOTION: When a Pawn reaches the eighth rank the Turk asks what Piece it is to be promoted to — namely Knight, Bishop, Rook or Queen.

PTION 2 — CONTINUE OLD GAME

Similar to Option 1 except that the pieces are not set up in their starting squares. This option is used in conjunction with options 5, 6 and 7.

PTION 3 — BLITZ CHESS

In this mode both clocks count down from a starting time of 5 minutes. Whoever runs our of time first loses the game, so the player must mate or be mated before this happens. The Turk is rather good at this particular game!

PTION 4 — DEMONSTRATION MODE

Here the Turk actually plays itself. Holding down any key returns the program to the MENU.

PTION 5 — INPUT SEQUENCE OF MOVES

In this mode the Turk asks for both black and white's moves. Here two people could play each other at chess, the Turk simply displaying the board, keeping the times and recording the game.

PTION 6 — REPLAY

In this mode the Turk replays the moves stored in its memory. Holding down the 'S' key freezes replay, while pressing the 'F' key speeds it up, any other key causes a return to MENU.

TION 7 — BOARD EDITOR

Fully prompted, this mode allows the user to set up the board as he wants it, either starting with a full army and amending their numbers and positions or locating the pieces on a clear board.

Ideal for tackling newspaper chess problems or replaying past games of the masters.

OPTION 8 — LIST MOVES TO SCREEN

The Turk lists all the moves in the game using standard chess notation, i.e.

X	indicates a capture
0 - 0	indicates castling on the King's side
0 - 0 - 0	indicates castling on the Queen's side
ep	indicates an "en passant" capture
=Q	indicates promotion to Queen

OPTION 9 — LIST MOVES TO PRINTER

The Turk lists all moves to the printer (if fitted), using standard chess notation as in option 8 above.

OPTION 10 — LINE PRINT THE BOARD

This mode prints out the actual chess board showing the positions of the various pieces as well as the co-ordinates.

OPTION 11 — SAVE MOVES TO TAPE

All the moves in the game are saved onto cassette.

OPTION 12 — SAVE BOARD TO TAPE

The current board position is saved onto cassette. This is useful for users who have had to suspend a game and wish to continue it.

OPTION 13 — LOAD MOVES FROM TAPE

This complements option 11 and loads the saved moves into the computer. This enables the Turk to perform options 6, 8 and 9 for the loaded game moves i.e. replay and list moves to the screen or printer.

Old games can be continued via option 2 (continue old game) after option 6 (replay) has been completed.

OPTION 14 — LOAD BOARD FROM TAPE

This complements option 12 by re-loading board positions from tape back into the computer making it the current board position for option 2.

The last 4 options are used if one wishes to make a permanent record of an interesting game or to store "half-finished" games for completion at a later date.

HOW TO?

CHANGE SIDES DURING A GAME

Type "QUIT", return to MENU, select option 2 then choose the opposite colour.

REMOVE THE TURK'S QUEEN (shame on you!)

Type "QUIT", return to MENU, select option 7 and prompt 3 (Previous Position), move cursor to the offending Queen's square and press "C" followed by ENTER , respond to prompts and return to your game via option 2.

GO BACK TO SOME POINT IN THE GAME

Type "QUIT", return to the MENU and select option 6. Hold down any key at the point you wish to start playing from, select option 2.
NOTE: to go back one move only type "BACK".

CHANGE LEVEL DURING PLAY

Type "QUIT", return to MENU and restart the game via option 2 at the new level.

If you manage to break out of the program then type GOTO MENU, this will get you started again.

Well that's it — all you need to know. May I wish you many pleasant and challenging hours playing chess with the Turk.

Whilst we try very hard to provide a totally bug-free program it is always conceivable that there is one bug that we have missed. Users who feel that they have identified such a bug or who would like to find out more about our expanding range of super-friendly programs please contact us at the address below.

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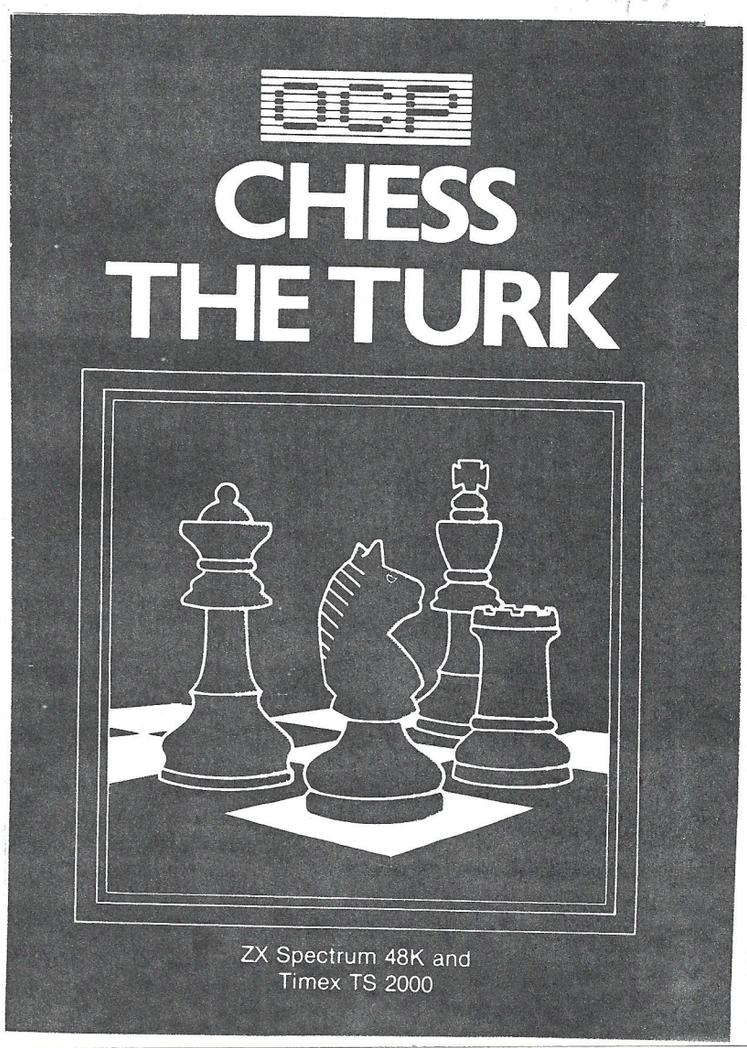
P.O. BOX 99, OXFORD, ENGLAND



SPEAKEASY © QUICKSILVA 1982

THIS PROGRAM CONVERTS AUDIO SIGNALS APPEARING AT THE 'EAR' SOCKET ON THE BACK OF YOUR COMPUTER INTO NUMBERS STORED IN MEMORY.

THESE NUMBERS CAN THEN BE STORED ON TAPE AND CONVERTED BACK INTO AUDIO AS REQUIRED.

TO GET STARTED,MAKE A TAPE RECORDING OF YOUR VOICE OR USE A MUSIC TAPE IF YOU WISH.

CONNECT THE TAPE RECORDER TO THE COMPUTER AS YOU DID TO LOAD THIS PROGRAM.PUT YOUR AUDIO TAPE IN THE TAPE RECORDER AND PLAY IT.

YOU SHOULD BE ABLE TO HEAR YOUR TAPE COMING FROM THE COMPUTER.

WHEN YOU HEAR THE BIT YOU WANT TO HAVE IN THE COMPUTER,SELECT OPTION '2' (record).

WHEN THE FLASHING RECORDING MESSAGE DISAPPEARS THEN IT'S FINISHED.STOP THE TAPE.

SELECT OPTION '3' (play).

REPEAT THIS PROCESS WITH DIFFERENT VOLUME SETTINGS TO OBTAIN THE BEST RESULTS.

NOTE:THE BETTER THE ORIGINAL RECORDING,THE BETTER THE DIGITISED VERSION WILL SOUND.

WHEN YOU ARE SATISFIED WITH THE SOUND,YOU CAN EXTRACT THE PART REQUIRED BY USING 'SET START' AND 'SET LENGTH'.

START IS FROM 32800 TO 65000.
LENGTH IS FROM 1 TO 16000.

NOTE:DATA IS ONLY STORED IN THE TOP 32K OF THE COMPUTERS MEMORY ('record' fills all of this!).

THE LENGTH IS IN PAIRS OF BYTES SO REALLY TAKES TWICE AS MUCH SPACE IN MEMORY.

SELECT OPTION '3' (play) AFTER EACH CHANGE YOU MAKE AND WHEN THE SOUND IS RIGHT MAKE A TAPE USING OPTION '6'.

A TAPE FILE MADE THIS WAY WILL HAVE THE FILE-NAME 'SPnnnnn' WHERE nnnnn IS THE START ADDRESS OF THE FILE.

TO USE THIS IN YOUR OWN PROGRAMS FIRST RESERVE SOME MEMORY WITH 'CLEAR 32767' THEN LOAD THE TAPE AND NOTE THE NUMBER IN THE FILE-NAME.

TO GET THE SOUND MAKE A 'USR' CALL TO THE NUMBER THAT WAS IN THE FILE-NAME.FOR EXAMPLE:

```
9010 CLEAR 32767
9020 LOAD ""CODE
9030 REM file-name was SP45000
9040 PRINT USR 45000
```

IF YOU WANT TO PUT IT ELSEWHERE IN MEMORY THEN YOU CAN RELOCATE IT BY LOADING AT THE NEW ADDRESS AND ALTERING TWO LOCATIONS.

FOR EXAMPLE:

```
LET addr=43085
LOAD ''CODE addr
POKE addr+1,addr-256*INT (addr/2
56)
POKE addr+2,INT (addr/256)
```

IF YOU FIND THIS RATHER COMPLEX READ THE INSTRUCTIONS AGAIN AND TRY IT OUT.YOU SHOULD BE ABLE TO DIGITISE SOME SPEECH AND PUT IT IN YOUR OWN PROGRAM.

SOFTWARE PROJECTS **JET SET WILLY** 48K SPECTRUM

SPECTRUM 48K
JET SET WILLY

LOADING INSTRUCTIONS

1. Connect lead to ear socket of Spectrum from ear socket on recorder.
2. Rewind tape to beginning.
3. Set Volume Control to the required level.
4. Type LOAD "" or LOAD "JET SET".
5. Press key marked enter on your Spectrum.
6. Press play on your cassette recorder.
7. Your Program will now load.

If the program does not load first time, repeat instructions but try a different volume setting.

TO MOVE USE KEYS:

Q, E, T, U, or O	=	MOVE LEFT
W, R, Y, I or P	=	MOVE RIGHT
SHIFT TO SPACE	=	JUMP

JET SET WILLY CAN ALSO BE PLAYED USING AGF AND PROTEK AND KEMPSTON JOYSTICK INTERFACES, INTERFACE II AND HARDWARE PROJECTS SOUND STIK.

Author: MATTHEW SMITH


JET SET WILLY
FOR THE 48K SPECTRUM
SOFTWARE PROJECTS
MADE IN ENGLAND
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JET SET WILLY

Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who REALLY know how to enjoy themselves at a party.
His housekeeper, Maria, however, takes a very dim view of all his revellry, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until ALL the discarded glasses and bottles have been cleared away.
Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (it IS a large place and he HAS been VERY busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner WAS doing in his laboratory the night he disappeared). You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you. Good luck and don't worry, all you can lose in this game is sleep.

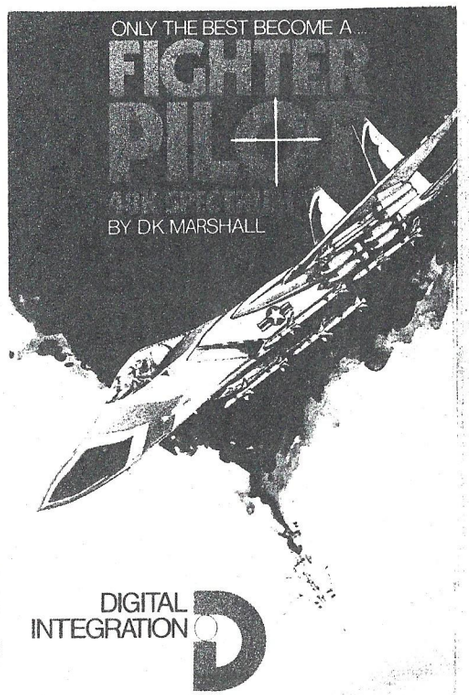
Why not join the Jet Set and share in Willy's good fortune. Software Projects are offering a prize to the first person to write or telephone our offices in Liverpool with the answer to the question: "How many glasses must Willy collect before Maria lets him go to bed".

In exchange for this information we will present the winner with six champagne glasses and a case of Don Perignon champagne. In addition to this a Jet Ranger helicopter will pick you up for a flight above your town when you will get the chance to meet Matthew Smith the author of Jet Set Willy and the other No. 1 selling Spectrum game from Software Projects – Manic Miner.

Software Projects,
Bear Brand Complex,
Allerton, Woolton,
Merseyside.
051-428 7990

JET SET WILLY

This card is part of a Software Protection scheme and is important DO NOT LOSE as replacement cards will not be issued. This card is needed in conjunction with the program you have purchased, you need only to refer to it when you first run the program. Load game as normal. When the program has loaded you will be prompted with 'Enter code at location' a location will then be printed on the screen (these locations are printed on the reverse of this card in grid form).
If asked for location L1 then you will see that this square contains 4 colours, Blue, Red, Magenta and Green in that order, on the keys 1, 2, 3 and 4 of your Spectrum these colours are represented, so for location L1 you would type 1234 then press RETURN and the game will then run.
If you make a mistake typing the numbers in, the computer will give you another location to type in. If you type the second one incorrectly the computer will reset and the program will have to be loaded in once again from the beginning.



FIGHTER PILOT

DIGITAL INTEGRATION

FIGHTER PILOT

LOAD "fp"

FIGHTER PILOT is a real-time flight simulation based upon the F15 Eagle, USAF air-superiority jet fighter. This supreme simulation offers many of the features found on modern flight simulators including 3-D view from the cockpit, fully aerobatic performance, air-to-air combat, crosswinds, turbulence, and blind landing. The program offers training modes for each option and a pilot skill rating for varying difficulty levels.

OPTIONS

(1) Landing Practice – Your aircraft is positioned at an altitude of 1700 ft, 6 miles from touchdown at runway BASE. The undercarriage is lowered, ready for landing. Use the throttle, flaps and elevator controls to adjust your rate of descent and approach speed. Guidance may be taken from the Instrument Landing System (ILS) or the Flight Computer. Once you have landed, reduce the thrust to zero and apply the brakes.

(2) Flying Training – Your aircraft is positioned at the threshold of runway BASE, facing due North. Take off by opening the throttle, typically to 100% or full reheat, and pulling back on the joystick (or key 6) when you reach take-off speed. Maximum acceleration on take-off is achieved by applying the brakes until full thrust is reached. Raise the undercarriage shortly after take-off if you intend to exceed 300 kts. Take-off is possible at a lower speed with full flaps. Steer on the ground by using the rudder controls, easiest if your speed is below 10 kts.

(3) Air-to-Air Combat Practice – You are positioned 2 miles behind the enemy aircraft at the same altitude. Select Combat Mode and the Flight Computer to obtain a readout of enemy bearing, range and altitude. The enemy will be flying at 550 kts and will not return fire during the dogfight. Manoeuvre your aircraft when you see the enemy and open fire as he passes through your sights.

(4) Air-to-Air Combat – In this final option, you are responsible for defending the four airfields BASE, TANGO DELTA and ZULU. Your mission begins with a scramble from runway BASE. Use your radar and flight computer to determine the location of the enemy aircraft, and after assessing his likely target, fly your aircraft on an intercept

course. Visual contact will occur at less than 1 mile and less than 5000 feet altitude difference and the dogfight begins with the enemy manoeuvring to gain advantage. Damage to your own aircraft is indicated by a colour change of the aircraft symbol on your radar. A fourth strike by the enemy is fatal! If you wish to break-off during the dogfight because of extensive damage or no ammunition left, the enemy will cease to attack once you are over 1 mile away or more than 5000 ft altitude difference. At this stage he will lock-on to his original ground target and pursue his ultimate objective of destroying all airfields. This will leave you free to return to any remaining runway for repairs, re-armament and refuelling.

(5) Blind Landing – This option simulates landing and take-off in fog. No visual display is given whenever the aircraft is above 50 ft and the horizon is not displayed at any time. Navigate by using your radar, flight computer and map. Press key 5 to switch this option on or off.

(6) Crosswinds and turbulence – This option gives crosswind effects and random aircraft disturbances due to turbulence. Selection of this option will make flying and navigation more difficult and is recommended after a little practice. Press key 6 to switch this option on or off.

(7) Pilot rating – Skill levels increase from trainee to ace. This feature varies the skill of the enemy pilot during combat e.g. how soon he will detect your approach, the types of manoeuvres he can execute, how quickly he can get you into his sights, and how close you have to get to shoot him down. Your pilot rating does not affect the flight characteristics of your own aircraft. Beware, an ace enemy pilot is very mean!

(8) Controls – Select your joystick type by pressing key 8. The AGF option corresponds to keys 5,6,7,8 and 0.

CONTROLS

During flight, your aircraft is manoeuvred using the elevator, aileron and rudder controls. The ELEVATORS are operated using keys 6 and 7 (back and forward on a joystick) to pitch the aircraft up and down. The AILERONS are on keys 5 and 8 (left and right on a joystick) used to roll the aircraft left and right. Finally, the RUDDER control uses keys Caps Shift and Z for left and right rudder. The rudder gives both a heading change and a roll change. During aerobatic manoeuvres, the effectiveness of the controls will vary. For example, at near 90 degrees roll, the elevator control will have a primary effect on heading, not pitch. The aircraft will

also tend to pitch nose-down when in a steep turn. Your pitch rate, roll rate and yaw (heading) rate will all increase in proportion to how long the control is applied. This feature gives a good approximation to the feel of a real aircraft.

The THROTTLE control uses keys Q and A; Q to increase engine THRUST, and A to decrease thrust. As well as affecting the aircraft speed, your pitch angle will vary when changing the thrust setting. The amount of thrust required to maintain a particular speed depends primarily on pitch angle and altitude. At low speeds, for example on the approach, the aircraft must adopt a nose-up attitude to maintain lift on the wings. This generates more drag and will require more thrust as a result. At higher speeds, this nose-up attitude is no longer necessary and the same thrust will maintain a higher speed. Your maximum speed will increase with altitude because of the decreasing air density.

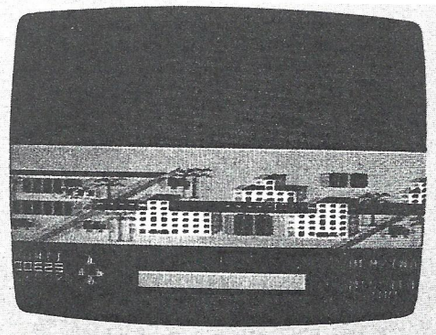
The FLAPS are on keys W (up) and S (down) next to the throttle controls. The flaps are used to give a slower runway approach speed and a reduced rate of descent. The stall speed varies with flap setting, and operation of the flaps during flight will affect the pitch angle. Operation of the flaps at speeds above 472 kts will cause them to fail.

The UNDERCARRIAGE is raised and lowered using the key U. Lowering the undercarriage will have a small effect on aircraft speed. BRAKES remain on whenever the key B is pressed, indicated by the panel BRAKES light. The brakes do not function when airborne.

The GUNS are fired by pressing key 0 (zero) after selecting COMBAT mode with key C. The ammunition status is shown at the bottom right hand corner of the instrument panel. The 3 lightning symbols above the ammo indicate that enemy aircraft are present. The number of enemy aircraft destroyed is to the right of these.

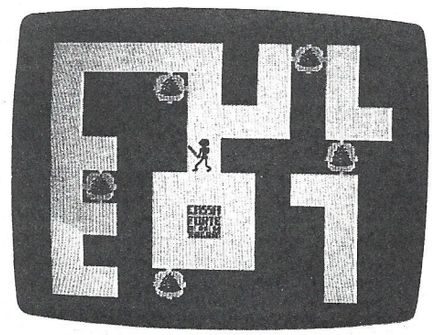
One final point... flying a fighter aircraft is not easy and will take a little practice – particularly air-to-air combat!

ATTACCO F-104



CBM 64

SPIDERS



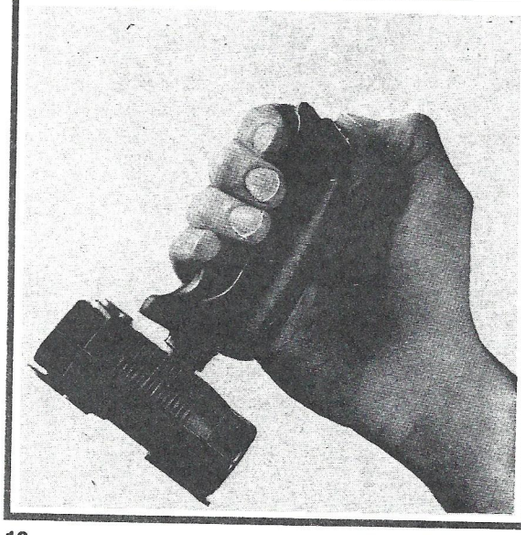
SPECTRUM

CHE GIOCO E'

La battaglia aerea è sofisticata: si vede la citta, con la sua ba e di atterraggio e decollo. I nemici ci abbattono. Grande musica.

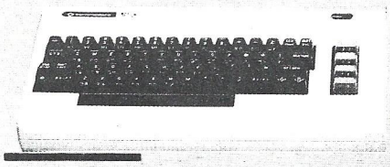
I ragno nel labirinto sono davvero noiosi: ci inseguono mentre siamo alla ricerca del tesoro. La spada ci difende. Occhio allo zoom.

TASTI

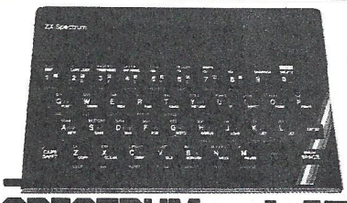


I tasti si possono ridefinire a piacere. Leggere attentamente le istruzioni.

SULLA CASSETTA



CBM 64 LATO A



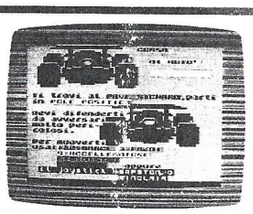
SPECTRUM LATO B

1 CAMMELLI
I «due gobbe» da distruggere

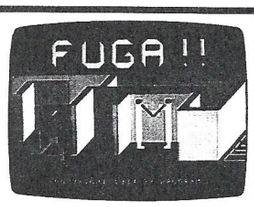
1 HAMBURGER
Sale e pepe per le frittelle

2 CORSA D'AUTO
Piloti da rally e campioni F 1

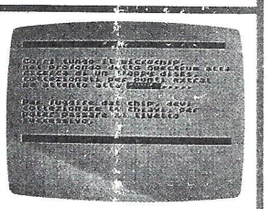
2 CORSA D'AUTO
Piloti da rally e campioni F 1



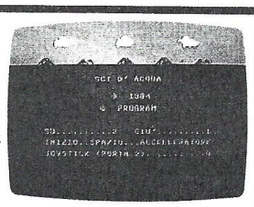
3 FUGA!!
La M gigante che schiaccia



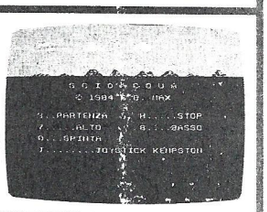
3 FUGA!!
La M gigante che schiaccia



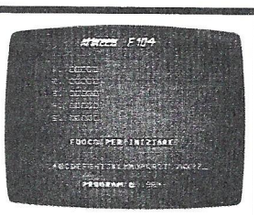
4 SCI D'ACQUA
Corsa sul mare con gli squali



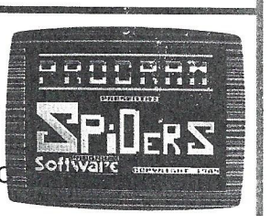
4 SCI D'ACQUA
Corsa sul mare con gli squali



5 ATTACCO F 104
Bombe e razzi sulla cittadina



5 SPYDERS
Troppi ragni per un uomo solo

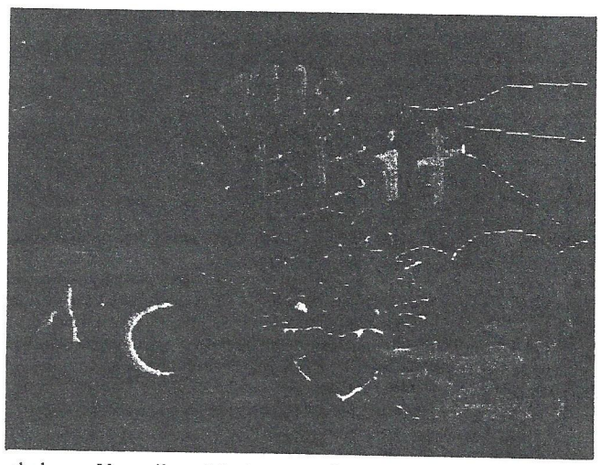


di Maurizio Bergami

"In una buca nel terreno viveva un hobbit". Così inizia il libro di Tolkien al quale è ispirato questo Adventure game. Cos'è un hobbit? È un essere fantastico, più piccolo di un nano, amante della vita tranquilla, che di solito vive in pace con i suoi simili sulla Collina, nella Terra di Mezzo. Non il tipo che vi aspettereste di vedere intraprendere una rischiosa avventura! Invece il povero Bilbo Baggins, il protagonista della favola di Tolkien, si trova suo malgrado coinvolto in un'impresa piena di mortali pericoli: aiutare il mago Gandalf ed il nano Thorin a recuperare il favoloso tesoro custodito dal feroce drago Smaug. Ovviamente nell'avventura voi prenderete il ruolo di Bilbo; vi troverete così ad affrontare mille disavventure per riuscire a conquistare il tesoro ed infine riportarlo al sicuro nella vostra buca.

Il programma

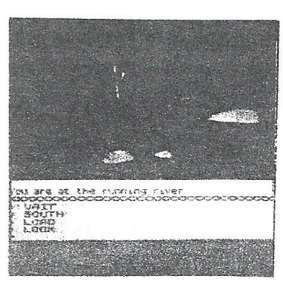
The Hobbit è stato scritto in un periodo di diciotto mesi da un gruppo di quattro persone guidato da Philip Mitchel e Veronika Megler. Questo dovrebbe essere sufficiente per farvi comprendere l'estrema complessità del programma, che crediamo rappresenti lo stato dell'arte fra gli adventure non utilizzanti i dischi. È naturalmente tutto in linguaggio macchina; la sua ovvia lunghezza rende piuttosto alto il tempo necessario per caricarlo su cassetta, aumentato tra l'altro dallo SCREEN$ introduttivo (nella versione per lo Spectrum) che è ormai una prassi consolidata nei prodotti della Melbourne House.

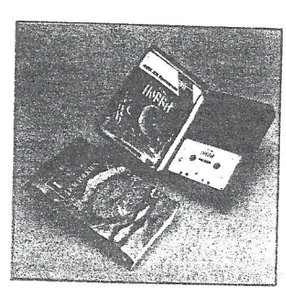


L'Hobbit presenta alcune caratteristiche che lo differenziano dai tradizionali giochi d'avventura, fondamentalmente l'INGLISH, l'ANIMACTION e l'ANIMTALK.

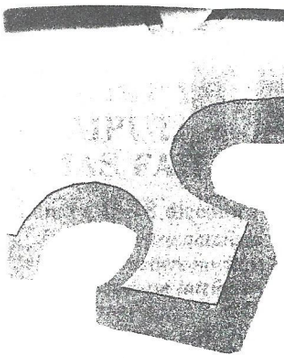
L'Inglish è un subset della lingua inglese, usato per comunicare con il computer, che permette frasi abbastanza sofisticate del tipo: "Attacca con prudenza il goblin usando la spada" oppure "posa tutto eccetto la corda". Come si vede è un bel progresso dalle rudimentali frasi verbo-oggetto dei primi adventure. Animaction e animtalk sono invece due aspetti del comportamento dei personaggi che si incontrano durante lo svolgersi dell'avventura. Questi sono infatti incredibilmente dotati di una specie di vita propria, quindi le loro azioni non dipendono esclusivamente dalle vostre. La conseguenza più significativa è che ogni volta il gioco ha una trama leggermente diversa, la qual cosa ne aumenta il già notevole fascino. L'altra grossa conseguenza è che i vari caratteri vi risponderanno in base al loro momentaneo umore ed alla cortesia con cui vi rivolgerete loro. Sarà quindi facile ottenere un secco "no!" come risposta da Thorin quando lo pregherete di fare qualcosa. Se vi capita però non fatevi prendere dall'ira, perché lui è più forte e se lo attaccate si arrabbia!

Il vocabolario dell'Inglish è sufficientemente vasto; verbi, avverbi e preposizioni permessi sono riportati alla fine dell'opuscolo che accompagna la cassetta. Ci sono però alcune omissioni come il verbo JUMP ONTO che, sebbene non sia nominato, è perfettamente lecito.





Produttore:
Melbourne House - 224 Stanley Rd. Teddington Middlesex - TW11 8VE
Distributore per l'Italia:
Rebit Computers - GBC Italiana S.p.A. Viale Matteotti 66 20092 Cinisello Balsamo, Milano.
Prezzo (IVA esclusa): *L. 50.000*

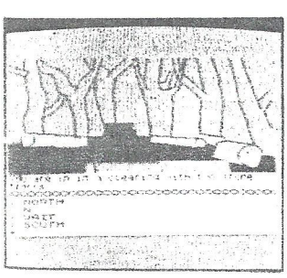


Un altro verbo accettato dal computer è DO, anche se va annoverato tra i bug del programma piuttosto che fra i comandi nascosti. Usarlo provoca infatti le reazioni più strane (non vi diciamo quali per non rovinarvi la sorpresa), che generalmente terminano con il blocco del sistema. I bug comunque non si fermano qui e sembra che in Inghilterra ci sia addirittura un club dedicato a scoprirli. A noi è capitato, comportandoci in maniera stravagante all'inizio dell'avventura, di vedere la scritta "con un colpo ben piazzato gli sfondi il cranio". "Il baule (!) è morto".

Il gioco

Appena finito di caricare il programma basta premere un tasto qualsiasi per trovarsi nel comodo tunnel in cui ha dimora il piccolo Bilbo. Aprite la porta e ad est troverete la Wilderland, attraverso la quale si svolgerà il vostro viaggio alla ricerca del tesoro di Smaug. Gli unici compagni di avventura saranno Gandalf e Thorin, che purtroppo vi daranno di solito solamente fastidi. Infatti dovrete aver cura di Thorin, oltre che di voi stessi, per poter risolvere l'avventura.

L'Hobbit è un adventure semi-grafico. Questo vuol dire che spesso le descrizioni dei luoghi sono accompagnati da una schermata in alta risoluzione, come potete vedere nelle fotografie. Ce ne sono circa 30, un risultato notevole se si pensa alle limitazioni di memoria di un home computer come sono Spectrum e 64.



Durante il gioco lo schermo è diviso in due zone; le cinque linee in basso sono la "finestra di comunicazione" e servono per impartire gli ordini al computer. Il resto dello schermo è la "finestra sull'avventura"; in questa zona appare la descrizione dei luoghi, di cosa potete vedere e in generale di quello che succede nella Wilderland.

Purtroppo non possiamo essere specifici sulla trama e su cosa vi attende nell'impresa senza togliervi parte del divertimento, quindi lasciamo a voi scoprire il fascino dell'hobbit giocandoci. Il programma segue il libro molto fedelmente, quindi quando vi troverete in difficoltà la cosa migliore da fare è andare a leggere la copia (in inglese) che viene fornita con la cassetta. A dire il vero esiste il comando "help", ma non dà sempre risposta, ed è irritante nei momenti di crisi veder apparire "stai andando benissimo!".

Con libro o senza libro arrivare alla fine è molto complicato e personalmente dobbiamo ancora incontrare qualcuno che abbia risolto completamente il gioco. Se ci riuscirete fatecelo sapere!

Considerazioni

Per gli amanti di questo genere di giochi si tratta di un classico da non lasciarsi sfuggire. La grafica, il modo di comunicare con il computer, l'animaction rendono l'hobbit uno dei più riusciti adventure che abbiamo avuto modo di veder girare su Spectrum e Commodore 64. Il prezzo è sì più elevato di quello normalmente richiesto per un gioco tipo Space Invaders, ma anche la sostanza è ben diversa. Non abbiamo ancora avuto occasione di vedere in Italia la versione per il 64, uscita da pochissimo in Inghilterra. MC

Le News

Solidsoft 3D

Una nuova tecnica di rappresentazione grafica tridimensionale è stata impiegata nell'ultimo gioco della Quicksilva per lo Spectrum, Ant Attack. Ne è autore uno scultore di 23 anni, Sandy White, che è talmente fiducioso nell'originalità del set di routine da lui ideato da volerlo brevettare con il nome Solidsoft 3D. Una delle caratteristiche fondamentali del Solidsoft è l'indipendenza dal microprocessore impiegato. Ant Attack ad esempio, pur essendo per lo Spectrum che notoriamente impiega uno Z80, è stato sviluppato per la maggior parte su una macchina dotata di 6502.

Inizialmente White aveva spedito una video cassetta con registrate le fasi principali del gioco alla Sinclair, ma dopo molti mesi la ditta di Cambridge gli aveva comunicato di non essere in grado di visionarla in quanto non disponeva di un videoregistratore. La cassetta è stata allora mandata alla Quicksilva, che è una delle principali software house inglesi, i cui dirigenti sono rimasti talmente impressionati dall'originalità di Ant Attack da offrire il giorno successivo all'autore un biglietto aereo per recarsi a Southampton, dove la Quicksilva ha sede, e firmare il contratto per la relativa commercializzazione.

Nel gioco si deve cercare di salvare una fanciulla prigioniera nella città di Antescher, popolata da feroci formiche.

Horace per Commodore 64 e Dragon

Horace è il protagonista di una serie di giochi scritti in collaborazione dalla Psion e dalla Melbourne House.

Si tratta di un esserino nero, tanto brutto da fare quasi tenerezza. La gamma dei giochi di Horace comprende attualmente tre titoli: Hungry Horace, Horace goes skiing e Horace and the spiders.

Finora erano disponibili solo per lo Spectrum, ma dato il loro notevole successo la Melbourne ha deciso di approntarne anche le versioni per Dragon e Commodore 64. Sono stati tradotti finora i primi due; Horace and the Spiders seguirà tra breve. Tutti tre i giochi sono ispirati a qualche "classico", precisamente Pac-Man, Frogger e Apple Panic. Sarebbe sbagliato però considerarli delle semplici copie, perché sia Horace che le nuove ambientazioni danno un tocco di originalità non trascurabile.

La Melbourne ha poi annunciato che la serie di Horace non si fermerà ma nuovi titoli si aggiungeranno presto ai precedenti.

Arriva un autobus carico di...

È in giro per l'Inghilterra il bus della Virgin Games. Questa è l'ultima trovata pubblicitaria della Virgin, che pur essendosi affacciata tardi sul mercato mostra chiaramente di voler assumere subito una posizione predominante. Il bus è naturalmente un classico modello a due piani, di quelli che riempiono le strade di Londra, riverniciato per l'occasione e fatto funzionare da stand viaggiante.

Il Virgin Bus è comunque solo una delle tante iniziative di questa software house. Chi compra un suo gioco ad esempio viene automaticamente iscritto alla Virgin Games Gang e può concorrere all'estrazione di poster, magliette o un viaggio di un giorno sul Virgin Bus.

Meritano di essere citati poi i nomi dei vari uffici della sede centrale. Non riuscite a trovare un gioco Virgin? Scrivete all'ufficio "Non Ho Un Buon Rivenditore Vicino Casa". Se poi avete scritto un gioco che vorreste commercializzare potete sempre contattare la sezione "Voglio Diventare Ricco E Famoso"!

Pento: dall'Arcade a casa vostra

Pento è il nome dell'arcade game più giocato quest'anno. Il povero pinguino Pento deve muoversi dentro un labirinto di cubetti di ghiaccio mentre viene inseguito dalle mortali snow-bees (api della neve). Nonostante l'aria indifesa però Pento non è totalmente alla mercè delle snow-bees, dal momento che i blocchi si muovono e dando una spinta al momento giusto riesce spesso a schiacciare le inseguitrici. Ma la tregua è solo temporanea, perché quelle perfide bestiaccie sembrano non finire mai! Come tutti gli arcade di successo anche Pento inizia ad apparire sotto forma di programma per i vari home computer e si contano già ben due versioni per lo Spectrum (della Ocean e della Micromania) e una per l'Electron, il fratellino minore del BBC. Il programma prevede l'impiego della tastiera o, a scelta, dei joystick Kempston e AFG. MC