MSX INTERNATIONAL USERS CLUB
(AUSTRALASIAN DIVISION)
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*** MAD MAY SALE ***

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YES $5-00 OFF ANY PROGRAM ON OUR LISTS.

AS THE MAJORITY OF OUR PROGRAMMES ARE NORMALLY PRICED AT $10-00 THIS MEANS THESE ARE NOW SLASHED BY 50%

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OUR NORMAL DISCOUNT OFFERS DO NOT APPLY UNDER THE SALE CONDITIONS.

SPECTRAVIDEO SOFTWARE.

THE SALE OFFER APPLIES TO ALL SOFTWARE WITH THE EXCEPTION OF THE $1-50 BASIC PROGRAMS WHICH ARE NOW AVAILABLE AT $1-00 EACH.

MAY 1990

TO BEGIN WE MUST APOLOGISE FOR THE DELAY IN PRODUCING THIS NEWSLETTER CAUSED BY CIRCUMSTANCES BEYOND OUR CONTROL, BUT NOT BEYOND OUR MEMBERS CONTROL?. IN REAL TERMS ONE EDITION OF A NEWSLETTER COSTS UP TO $700-00 TO PRODUCE & DISTRIBUTE, PLUS ALL THE ASSOCIATED COST OF PURCHASING NEW PROGRAMS FROM OVERSEAS.

OUR AIM IS TO GENERATE ENOUGH SUPPORT FROM OUR MEMBERS IN THE COUPLE OF MONTHS BETWEEN NEWSLETTERS TO ENABLE US TO PRODUCE THE NEXT ONE, UNFORTUNATLY THIS DID NOT HAPPEN AFTER OUR FEBRUARY ISSUE, RESULTING IN THE DELAY OF THIS ISSUE.

OF COURSE WE REALISE THAT FINANCES ARE NOT WHAT THEY SHOULD BE AFTER THE XMAS EXPENSES, PLUS THE JANUARY SALES, A FACT RAMMED HOME TO US BY THE BASHING OF OUR OWN WALLETS.(Wives are wonderful, but expensive!!).THE CREW HERE HAVE DECIDED THE WAY TO SOLVE THIS SITUATION IS TO HAVE OUR OWN BARGAIN SALE, THE DETAILS OF THIS ARE ON THE FRONT PAGE

AS A LARGE NUMBER OF OUR MEMBERS ARE STILL AT SCHOOL OR COLLEGE & THEREFORE DON'T HAVE MUCH MONEY TO SPARE WE HAVE ALSO DECIDED TO REDUCE THE MINIMUM ORDER REQUIRED TO $20-00 PLUS $2-00 P/P ON BOTH CASSETTE & DISC ORDERS. $40-00 WORTH OF SOFTWARE FOR $20-00 CAN'T BE ALL THAT BAD!!!.

DEPENDING ON THE RESPONSE TO THIS OFFER WE MAY BE ABLE TO NOT ONLY MAINTAIN THESE PRICES BUT EXTEND IT TO OTHER PROGRAMS, IT ALL DEPENDS ON YOU OUR MEMBERS.

THOUGH WE HAVE MADE MENTION PREVIOUSLY OF A NUMBER OF MSXers RECEIVING NEWSLETTERS WHO HAVE NEVER SUPPORTED THE CLUB, WE ONCE AGAIN ASK IF YOU ARE READING THIS NEWSLETTER PLEASE CONTACT US IN SOME WAY, OR WRITE "RETURN TO SENDER" ON THE ENVELOPE & REPOST IT, IT'S NOT MUCH TO ASK IF YOU THINK ABOUT IT IS IT???.

SOME NEWSLETTERS WERE RETURNED FROM GOOD MEMBERS WHO HAVE OBVIOUSLY CHANGED ADDRESSES, WE WILL HAVE TO WAIT FOR THEM TO CONTACT US, SO PLEASE DO INFORM US OF ANY CHANGE OF ADDRESS.

CHEERIO FOR NOW FROM THE CREW & PLEASE HELP US IN

*** KEEPING M.S.X ALIVE ***

CLUB INFORMATION

1. ALTERNATIVE CHOICES ARE A PRIORITY.
2. P.O MONEY ORDERS ENABLES FAST DELIVERY.
3. CHEQUES ACCEPTED BUT TAKE A LITTLE LONGER FOR DELIVERY (Until we get to know you.)
4. POST & PACK $2-00 : OVERSEAS $4-00 : ON COMPLETE ORDERS ONLY (not single programs).
5. MINIMUM ORDER VALUE $20-00 PLUS $2-00 P/P.
6. ALL PRICES AS MARKED, EXCEPT WHERE DISCOUNTS ARE STATED.
7. ALL PROGRAMS ON 3½ DISC, OR CASSETTE TAPE UNLESS OTHERWISE STATED.
8. DISCOUNTS : ANY $10-00 PROGRAMS @ 4 FOR $30-00 : ANY $15-00 PROGRAMS @ 4 FOR $50-00 : ALL OTHER PROGRAMS AT STATED PRICES.

"No British aircraft will ever bomb Berlin", Luftwaffe chief Hermann Goering had often boasted. But in the middle of a Nazi [illegible] in January, 1943, [illegible] cover as a carefully [illegible] RAF Mosquitos strikes [illegible] Berlin.

[illegible] Aces represents the spirit and [illegible] in the service of the [illegible] RAF fighter [illegible] of World War II. Down the [illegible] bombers, sink the U-boats, [illegible] the V-1 rockets and stop the [illegible]. Choose your weapons and [illegible] carefully – once you're out on [illegible] there's no going back. To become [illegible] of Aces, you must complete [illegible] missions successfully.

[illegible] Pilot's [illegible] you zoom through the [illegible] Nazi fighters to the [illegible] you spot the U-boats [illegible] the Allied world is in [illegible] to the challenge! [illegible] flying sticks in [illegible] on your [illegible] attack [illegible] engine in flames. [illegible] and throttle. Hit the [illegible] the fire spreads.

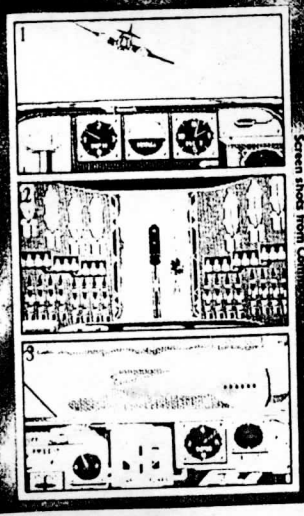
What does it take to be an Ace? From you, [illegible] British guts and [illegible] legendary pilots [illegible] its part. The [illegible]

© 1986 U.S. Gold [illegible] Unauthorised [illegible] by any means [illegible]

U.S. GOLD

U.S. Gold Ltd., Units 2/3 Holloway [illegible]

ACE of ACES



Screen shots from Commodore [illegible]

U.S. GOLD

ACE of ACES

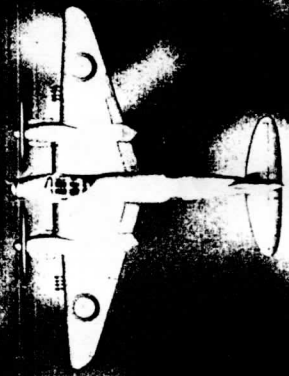
MSX 64K

5 013442 533840

[illegible]que Opportunity to Experience the [illegible] of Flight and Exhilaration of Aerial Combat

ACE of ACES

U.S. GOLD



MSX 64K

ON CASSETTE OR DISC $25-00

Zzap! 64 Magazine

Computer & Video Games Magazine

ELITE

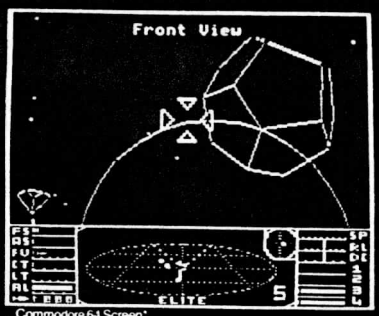
Command your Cobra space ship in a fantastic voyage of discovery and adventure, a supreme test of your combat, navigational and entrepreneurial skills.

Trade between countless planets, using the proceeds to equip your ship with heat-seeking missiles, beam lasers and other weapons – corporate states can be approached without risk, but unruly anarchies may be swarming with space pirates.

Black market trading can be lucrative but could result in skirmishes with local police and a price on your head!

However you make your money, by fair means or foul, you must blast onwards through space annihilating pirate ships and hostile aliens as you strive to earn your reputation as one of the Elite!

"The game of a lifetime"
Zzap! 64 magazine



Commodore 64 Screen*

Enclosed in this package are a cassette (or disk), a Space Trader's Flight Training Manual, (including loading instructions), a short novel to set the scene, a Quick Key Control Guide. Ship Identification Chart, and more.

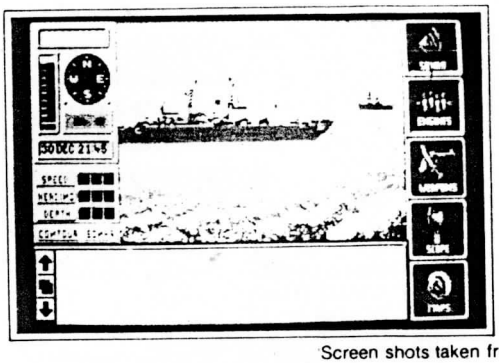
ON CASSETTE OR DISC $35-00

FIREBIRD

THE HUNT FOR RED OCTOBER

SILENTLY, BENEATH THE CHILL ATLANTIC WATERS, RUSSIA'S ULTRA-SECRET MISSILE SUBMARINE, THE RED OCTOBER, IS HEADING WEST.

The Americans want her.
The Russians want her back.
The most incredible chase in history is on . . .



Screen shots taken from Atari 520 ST version

RED OCTOBER is the latest Soviet Nuclear ballistic missile submarine. Armed with 26 SS-N-20 Seahawk missiles it is capable of destroying 200 cities. It is also the first Soviet submarine equipped with the unique Caterpillar propulsion system making detection nearly impossible.

In this simulation you are Captain First Rank Marko Ramius, Commander of Red October. Your mission is to reach the United States of America – TO DEFECT!

Your first challenge is to negotiate the Reykjanes Ridge, off the Icelandic coast, evading the Soviet Red Banner fleet pursuing you. Once into the Atlantic you must successfully rendezvous with the US Navy and feign the destruction of Red October. Your crew is not aware of the defection but the Soviet Navy is. Its objective is to stop you – at any cost!

Ahead are many dangers and challenges. To succeed requires all the skill and cunning of the greatest submariner in the Soviet Navy. You have full control on screen of sonar; the unique Caterpillar drive system; attack and search periscopes; torpedoes, and more...

Discovery results in confrontation with the most powerful fleet in the world. When to attack? When to hide? When to run? The judgement is yours!

THE ULTIMATE SUBMARINE COMBAT SIMULATION
based on the best seller by Tom Clancy.

CONTENTS

Top Secret Mission Instructions; 1 Cassette or 1 Disk;
Command Manual; [redacted] Ship Recognition Chart; [redacted].

ON CASSETTE OR DISC $30-00

PROGRAMS NOW AVAILABLE

(Somebody said there were no MSX games!!)

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ARKANOID.....
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AVENGER.....
APEMAN STRIKES BACK.
ALEXIS.....
ADDICTABALL.....
ADONIS.....
BACK TO THE FUTURE..
BATMAN.....
BEE & FLOWER.....
BLACK ONYX.....
BOOGABOO THE FLEA..*
BOULDERDASH 2.....
BOUKEN ROMAN.....
BUZZ OFF.....*
BANK PANIC.....
BEACH HEAD.....
BOMBER.....
BOSCONIAN.....
B.W.SNOW.....
BMX SIMULATOR.....
BALL IN HOLE.....*
CALEIDOSCOPE.....
COLT 45.....
COSMO EXPLORER.....
COMIC TRAIN.....
CASTLE.....
CIRCUS CHARLIE.....
CHOPLIFTER.....
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D/VALLEY GOLDRUSH...
EGGERLAND.....
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EXCHANGER.....*
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GHOSTBUSTERS.....
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DORODON.....
DRILLER TANKS.....*
DANGER XB HARRIER..*
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DUSTIN.....
DAVID 2.....
EGGY.....*
ERIC & FLOATERS....*
EXERION 1.....
ELEVATOR ACTION.....
FINDERS KEEPERS.....
FIRE BALL.....*
FOOT VOLLEY.....
GOODY.....
GUMSHOE LOGIC.....
GALAXIA.....
GREEN BERET.....
GUNFRITE.....
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HELITANK.....
HOPPER.....
HYPE.....
HEIST THE.....

ALCAZAR.....*
ALIEN 8.....
ANTARCTIC ADVENTURE.
ARMY MOVES 2.....
ATHLETIC LAND.....
AIMEE.....
APPLE PANIC.....*
ANTY.....*
ALIENS.....
BANANA.....
BEAMRIDER.....*
BLAGGER.....*
BOKOSUKA WARS.....
BOULDERDASH 1.....*
BREAKOUT.....
BUMPER.....
BUNNIE.....
BECKY.....
BOARDELLO.....
BOMBER MAN.....
BURGER KILLER.....
B/SHIP CLAPTON.....*
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GROGS REVENGE .....
GULKAVE.....
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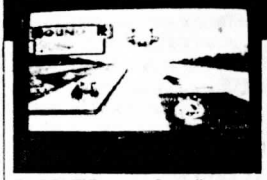
HERO.....*
HUNCHBACK.....
HAPPY FRET.....
HOT-SHOE.....

WHEN ORDERING PLEASE SEE ** CLUB INFORMATION ** ON INSIDE FRONT PAGE



BOUNDER £8.95

SUPPLIER: Gremlin Graphics (0742) 753423
TYPE: Arcade
FORMAT: Cassette
RAM NEEDED: 64K

GRAPHICS★★★

SOUND★

VALUE★★

VERDICT★★★

Bounder is a converted version of the game of the same name that has been widely acclaimed on other popular home micros.

The press release that came with the game announces that *Bounder* is back — we didn't even know it had gone away.

Anyway to get back to the game. *Bounder* revolves around a bouncing ball and is very reminiscent of the phenomenally successful *Boulderdash*. With *Bounder* you have to bounce onto hexagonal slabs. Miss the slabs and you're a goner.

There are various sorts of aliens out to destroy you and these include binoculoids, stickits, moscita birds, chomper domes, pterries and coins.

However the good news is that there are a few friendly aliens such as the teleports and the bonus bugs.

Despite the very colourful cassette cover the game is very plain. The first level is played on an off white and black background and at first I found it visually very confusing and failed to get anywhere.

But, perseverance paid off and once through the first level you have to bounce your way around a bonus level which bumps up your score quite considerably.

Getting to level two is a welcome break not just because the scenery is different but it is also a different colour, a dirty yellow.

Again you have to bounce your way around the screen avoiding the nasties and scoring as many points as possible.

To be honest when I first played the game it didn't appeal, but I'm glad I gave it another go. Once you've worked out what to do and where the best positions are it's really good fun. In fact it has the same addictive qualities as *Boulderdash* and with the right marketing it could turn out to be just as popular and become a classic.

Once you become fairly adept, you can start to show off (as I did) and take longer jumps so that you have time to give your chums an aerobatics display!

As for playing techniques you will undoubtedly find the pause function very useful for freezing the game so that you can draw a map and mark the danger zones.

It is also worth ignoring the instructions that run across the screen as the programmer tries to kid you that you haven't got a cat in hell's chance of winning unless you use a joystick.

Speaking from experience that's absolute nonsense and he's having you on. The keyboard gives you more tactile control which means you land on more slabs and get more points and what do points make?

At £8.95 it is a little pricey for a cassette based game but fun to play.

CLUEDO £9.95

A murder has been committed on the ground floor of a country mansion called Tudor Close. The body is that of Doctor Black, the owner of the house.

Who committed the murder, what weapon did he or she use and where was the gruesome crime carried out? Solving the mystery is the name of Virgin's latest release for MSX, a computer version of the famous *Cluedo* board game.

Fans of the game will know that it is a game of investigation, deduction, skill and a lot of luck. The object is to find the villain by a process of elimination.

The game starts with the players being given a limited number of clues and the first one to find out who did the dirty deed, what with and where, wins and can go into business as a private eye.

You can either play against the computer which will assume the roles of the other five occupants of the house or you and a buddy can pit your wits against the computer and each other.

Playing the computer version cuts out the need to physically throw the dice, move the counters and the implements but you still need the note pad to make your notes and try to eliminate the innocent parties from your enquiries.

Thankfully Virgin includes a wadge of detective notes with the game but avid players will soon get through them so unless the company is going to supply refills you'd better have a rubber handy.

Like those of other Virgin releases the graphics in *Cluedo* are superb, very clear, bright and detailed. An exact replica of the board appears each time a player throws the dice and when it comes to making an accusation the guilty party, murder weapon and the room appears on the screen. If the accusation is incorrect the game continues.

The sound effects are monotonous and do little to enhance the game. Apart from these minor quibbles, it is a very good simulation of the real thing. Board games don't have sound effects, after all, and you can always turn the volume down.

There aren't many board games that have been successfully translated into computer versions. But Virgin is on to a definite winner as the titles it chooses are classic games that appeal to all ages and will never be out of fashion.

At £9.95 the cassette is probably cheaper than the actual board game and is just as much fun to play. If you're on the lookout for a game to keep yourself occupied during the summer months, *Cluedo* should be at the top of the list.

SUPPLIER: Virgin Games 01-727 8070
TYPE: Board game
FORMAT: Cassette
RAM NEEDED: 48/64K

GRAPHICS★★★

SOUND★★

VALUE★★★

VERDICT★★★

NOTE: These reviews are from England so please ignore any prices mentioned. Compare them with OUR listed prices to see what bargains you are offered.!!!.
ALL available on DISC or CASSETTE ONLY.

TERRAMAX.....	TETRIS.....	THESEUS.....
THE WRECK.....	THING BOUNCES BACK..	TIME BANDITS.....*
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TRANTOR.....	TRITON.....	TRUCKER U.S.A .....
TURMOIL.....	TWINBEE.....	TOP ROLLER.....
TANK BATTLE.....	TOWER OF DRUAGA.....	TEMPTATION.....
TERMINUS.....	TETRAH HORROR.....*	THEXDER.....
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TANGO.....*		
U.F.O	UNICORNS..MR DO'S...	URANIO.....
ULTRA MAN.....*	.....	.....
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VERA CRUZ.....	VESTRON.....*	VOLGUARD.....
VOID RUNNER.....	VENOM STRIKES BACK..	VICIOUS VIPER.....
WRANGLER.....	WARHEAD.....*	WARPWARP.....
WARROID.....	WHO DARES WINS.....	WONDER BOY.....*
WAY OF THE TIGER....	WARRIOR.....*	.....
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ZANAC.....	ZOIDS.....	ZORNI.....
ZOOM 109.....	ZAXXON.....	ZOOT.....

THE STAR * SIGNIFIES THE PROGRAMS SUITABLE FOR 32K & 64K COMPUTERS.LOOK FOR THE * IN ALL OF OUR LISTS.

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The following are suitable for children ages 5 to 14, & anyone with learning difficulties.

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GRAND PRIX WORLD....	SPEEDKING.....	HANG-ON.....
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*** ADVENTURES ***

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HITCHIKAS GUIDE.D...	TIME & MAJIK....D.C.	MANDRAGOR.....D.C.
MEAN STREETS....D.C.	SPY STORY.....D.C.	SUSPENDED.....D...
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SNOWBALL.....C.	WORM IN PARADISE..C.	

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INSPECTOR-Z.....	ILLUSIONS.....	ICE.....
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INDIAN NO BOUKEN....	INVASION.....	ICE WORLD.....*
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JETSET WILLY 2.....	JUMPING JACK.....*	JACKLE & WIDE.....
JET BOMBER.....	J.P.WINKLE.....	JUNO 1ST.....
JET FIGHTER.....	JAMES BOND 007.....*	.....
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LODE RUNNER 2.....	LONESOME TANK.....*	LAZY JONES.....
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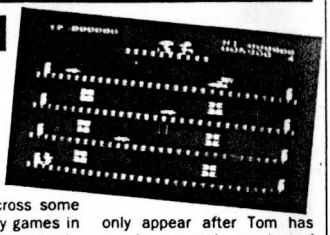
SOFT BEE.....*	SPACE FROG.....*	SUPER PINBALL.....*
STAR COMMAND.....*		

Mouser — by Sony

CART: £18



8

We have come across some pretty extraordinary games in our time with titles to match, but *Mouser* is one of the strangest.

It is based on the familiar cat chasing mouse theme, but there isn't a mouse to be seen anywhere — only rats!

The idea is to rescue Tom's girlfriend, Kitty who is being held hostage by the Frat Rats on the fifth floor.

As Tom tries to climb up, Boss rat chucks down quantities of flowerpots and rolling balls. As well as avoiding these, Tom has to eat the fish liberally strewn around on each floor.

Sounds easy, but there is a catch — the ladder from fourth to fifth floor is missing and will only appear after Tom has caught a certain number of rats.

When Kitty is finally rescued, the event is heralded with a quick burst of Mendelssohn's wedding march — very sweet!

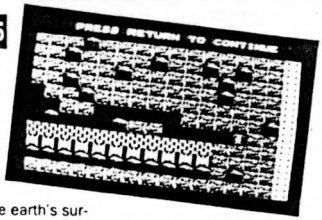
On level two, the going really gets tough, twirling spanners and dynamite (they don't kid around these rats!) attack Tom together with more flower pots and missing platforms.

Our only complaint is that the graphics, although excellent, tend to flicker when Tom is balanced between floors.

If you are bored with adventure games, alien zapping and need something light hearted and amusing, then do consider *Mouser*.

Boulderdash — by Orpheus Software

CASS: £6. 95



8

Deep beneath the earth's surface lies a very unusual sort of mine and it's in these boulder strewn depths that the activity takes place.

You are guiding Rockford, a cute little character, round this mine with the express purpose of gathering points by collecting valuable objects such as diamonds.

Although this game has 16 different screens and up to 84 levels of difficulty, *Boulderdash* will still operate on a 32K MSX. The basic idea is to dig through earth blocks collecting enough diamonds to open the exit to the next screen.

Your movements are complicated by a tight time limit and the ubiquitous boulders which lie around. As Rockford drills down through earth, dislodged boulders tumble down in heaps, squashing him if he's still underneath — very nasty!

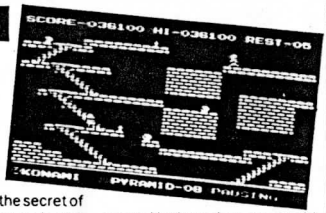
In some screens, strategy as well as speed must be employed. For example, in some screens deadly fireflies and butterfies can kill you if you haven't manoeuvred the boulders to fall on them first.

Each of the screens offer a different challenge; the diversity of maze scenarios and variety of creatures add spice and excitement to the game.

It is impossible to get bored with *Boulderdash* — so much is going on — and for a fun and addictive game costing the relatively low price of £6.95, it is hard to beat.

King's Valley — by Konami

CART: £14.95



8

Fame, fortune and the secret of eternal life lie beneath the Valley of the Pharoahs just waiting for Vick, the famous archaeologist, to go and find them.

Of course it's no easy task; not only did the pharoahs employ the best tomb architects to design the crypts, but dangerous mummies are wondering around the pyramids guarding the mysterious sparkling jewels.

Gathering all these precious stones will reveal the secret of eternal life.

Once in the first pyramid, you have to act quickly because two mummies suddenly materialise and follow you around. Jumping over them or flinging one of the swords scattered around is the only way to avoid certain death.

Besides getting through all the pyramid levels, you've got to win points and the best way of doing so is to knock down mummies and collect jewels. Some of the jewels are hidden in brick boxes.

Four mummy types exist; red ones walk slowly and then rush up and down the ladders, white ones just wonder along slowly while the blue and yellow ones leap up and down as they move along.

King's Valley is the sort of game that will have you hooked, the graphics and sound effects utilise MSX's capabilities brilliantly and it's another winner from Konami.

Crazy Train — by Sony

Crazy Train is basically a huge mobile puzzle built out of railway tracks and stations on a square grid.

The idea is to successfully manoeuvre your train along tracks and through stations, but as in all good games, there are a number of obstacles to overcome.

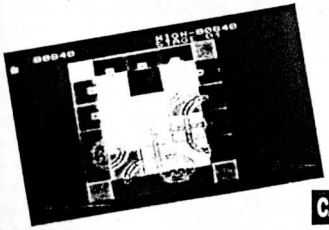
For a start, part of the puzzle is missing and so you have to keep juggling sections of track by moving parts of the grid around. In this way you make sure the train doesn't derail, crash or collide with an oncoming train.

The longer you keep the train running, the more points you notch up. Points are also scored for calling at all the stations. Variation is added by plunging you into darkness.

In later stages, the game gets quite difficult with aggressive enemy trains, dead ends and more stations.

Strategic planning is the key to success with this game and as there are 43 stages to get through, it pays to plan your moves carefully.

As the train moves round the tracks, a realistic chugging noise can be heard together with whistles. Although at £18, the game is well out of reach of the pocket money brigade, it could be well worth saving up for.



8

CART: £18

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Pastfinder — by Activision

By the year 8878 A.D. exploration had become a thing of the past, except for a select band known as the Pastfinders.

In your capacity as an intrepid Pastfinder, you are in control of a Leeper, a spidery blue vehicle with the capacity to leap over obstacles, move very fast and slow down to a crawl.

Using this craft, you roam around the lands collecting artifacts. These need to be deposited at bases and stations — but first they have to be found.

Before starting on your quest, a map of the lands and a list of supplies are displayed. Supplies are crucial to your survival and include gadgets to slow down the Leeper's absorption of radiation, a protective shield, a signal scrambling device and a deradiator which helps eliminate radiation.

There are a huge variety of landscapes, most of them resembling obstacle courses. The obstacles — ridges, arches and disappearing doors — are deadly to touch so should be avoided at all costs. Enemy ships hover about or attack and can be shot for points.

Pastfinder combines the best qualities of an arcade, adventure and strategy game. It is a superb example of what a computer game can be.

Ghostbusters — by Activision

You've sung the song. You've seen the film. You've read the book. Now play the game. It's *Ghostbusters* and it's now on cassette.

Your aim is to run a *Ghostbusters* franchise at a profit and save New York from ghosts. The opportunity to purchase a vehicle and tools to complete the job are given to you and with them, you are meant to roam the city streets looking for ghosts to bust.

The Temple of Zuul rises in the city centre and yellow slimers can be seen crawling towards it. PK (psychokinetic) energy builds up, threatening destruction.

When a building flashes red, it means that ghosts are there and need catching. Using two men armed with negative ionisers and a trap, you catch the ghost — but it is a knack.

Money for the business is earned by collecting ghosts and stopping the marshmallow man who stomps towards the temple.

Eventually two unstoppable characters called the gatekeeper and Keymaster reach the temple. If you have more money than you started with, the next stage is reached.

At first, *Ghostbusters* seems to be quite complicated, but you'll soon get the hang of it.

Ghostbusters is a little pricey, but is original and full of variety.

Dorodon — by Sony

Nasty multi coloured gremlins are out to get Dorodon, a harmless little creature, as he blunders round a maze of swing doors in a desperate attempt to turn them all red.

Each maze scenario is characterised by a grid of blue dots, yellow and blue swing doors. By guiding Dorodon through these doors, they should turn red.

In the first screen, the doors turn red and remain red, but in later screens, moving back through the doors causes them to change back to blue or yellow — very frustrating!

Passing through metamorphic marks yields 100 points and leaves the gremlins in an unhappy frenzy. If they are caught in this state, points are gained. Collecting apples also wins you points.

Moving over windmills turns the screen haywire and can trap the gremlins. Imprisoned gremlins are kept at the side of the screen and gain you bonus points. The fatal logfires inhabiting the maze should be avoided.

A series of whistles, beeps and arcade pinball-like sounds liven the game up and the graphics are excellent.

We found *Dorodon* to be enchanting, addictive and it's possible to get a good score even if you're not a brilliant player. However, £18 is a lot to fork out for a game.

Road Fighter — by Konami

Eat your heart out Niki Lauda because we've got hold of the fastest car in the racing business — a red hot roadster especially designed and brought to us by Konami.

We've spent the last fortnight thundering along race tracks through arctic wastelands, along cliff highways and over precarious suspension bridges.

Road Fighter is one of the best.

All the road racing action takes place on a grey road that twists and turns through various landscapes.

As you speed along, five other vehicle types inhabiting the road can cause you aggravation — the 18-wheelers chuck oil drums at you and purple GT cars knock you off the road.

Other dangers to watch out for are the twisty roads — these narrow suddenly from three lanes to two — oil slicks which send the car into a dangerous skid and your fuel supply. Driving over pink hearts lying on the road refills the tank.

Road Fighter's graphics are colourful, realistic and really liven the game up. The sound effects of cars skidding and exploding are fantastic.

This cartridge contains one of the best road racing games around and, at £14.95, it's a real bargain.

Hole In One — by Morwood

Most golf mad addicts would brave blizzard conditions just to get their daily 18-hole fix, but with this cartridge, golf courses are a thing of the past.

It brilliantly simulates the golf game, but leaves out the unpleasant aspects such as the fortune lost in golf balls.

Before taking your first swing, carefully read the instructions because there is a lot of information to take in before you can play: wind direction, wind velocity, the different types of club and the distances between teeing-off and the hole.

The course covers a wide variety of landscapes — deserts, peninsulas, three-dimensional trees and wide expanses of water. This means that each of the 18 holes poses a different challenge.

All the information you need to take a shot is listed at one side of the screen and once everything is set up, you take the stroke and hope.

Once the ball moves onto the putting green, a close-up is shown together with the green's slope.

Skill and good judgement are need in *Hole in One* and after a few rounds, your game will rapidly improve.

Both golf players and non players will love this game. It is complicated enough to engage interest, generate enthusiasm and is definitely worth £14.95.

Sorcery — by Virgin Games

The cassette inlay describes yet another scenario involving evil forces controlled by an evil Necromancer, ravaging the ancient lands.

It sounds corny, but don't be put off because it's one of the most original arcade games that we have seen in a long time.

You play the part of the sorcerer, moving from room to room — there are 50 in all — freeing all of the other sorcerers who will help in the fight against the Necromancer.

On your way, you'll come across various objects. Some have obvious uses such as swords and axes, but others are a little more obscure.

Moving from one room to the next seems simple — you just pass through the doors — but there are secret passages which can only be used in the right circumstances.

All the while your time and energy are running out, although it is possible to replenish the latter.

Very little documentation accompanies the program — annoying at first because so little is explained, but in the end we found that the game's attraction is to discover what isn't explained.

If you're looking for a game combining the best aspects of an arcade and adventure, *Sorcery* is worth considering, but beware, you could become very addicted.

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JAZZY MUSIC

SMALLTOWN BOY

```
10 REM BRONSKI BEAT: SMALLTOWN BOY
20 KEYOFF
30 CLS
40 LOCATE6,2
50 PRINT"BRONSKI BEAT:"
60 LOCATE6,5
70 PRINT"-SMALLTOWN BOY-"
80 REM BRONSKI
90 SOUND7,49:SOUND6,5
100 T$="t150R4L6406V13BV11BV7BR64R4V13BV11BV
7BR64"
110 U$="T150L32V0B"
120 SOUND7,49:SOUND6,5
130 V$="t150R2L3206V13BV11BV8Bv5b"
140 PLAY"XU$;","t125V903L1C"
150 PLAY"XU$;","O2L1A+"
160 PLAY"XU$;","O2L1F"
170 PLAY"XU$;","O2L1D+"
180 PLAY"XU$;","T13003L1C","t130V9L1046"
190 PLAY"XU$;","O2L1A+","L104F
200 PLAY"XU$;","O2L1F","L104C"
210 PLAY"XU$;","O2L1D+","L104D+
220 PLAY"T13003L1C","T130L1046","V10T130L105
C"
230 PLAY"O2L1A+","L104F","L104A+"
240 PLAY"O2L1F","L104C","L104F"
250 PLAY"O2L1D+","V8L103D+","L104D+"
260 PLAY"XU$;","T152V10L105C","m2000s9T140L8
03C04C03C04C03C04C03C04C"
270 PLAY"XU$;","T152V10L104A+","O2A+O3A+O2A+
O3A+O2A+O3A+O2A+O3A+"
280 PLAY"XU$;","T152V10L104F","O3F04F03F04F0
3F04F03F04F"
290 PLAY"XU$;","T152V10L104D+","O3D+O4D+O3D+
O4D+O3D+O4D+O3D04D"
300 PLAY"XU$;","M2000S9T140L803C04C03C04C03C
04C03C04C"
310 PLAY"XU$;","O2A+O3A+O2A+O3A+O2A+O3A+O2A+
O3A+"
320 PLAY"XU$;","O3F04F03F04F03F04F03F04F"
330 PLAY"T150V10M2100S9R418ccR8L8CCL16CC","M
2000S9T140L803D+O4D+O3D+O4D+O3D+O4D+O3D04D"
340 LETX=0
350 LETX=X+1
360 PLAY"XT$;","M2000S9T150L803C04C03C04C03C
04C03C04C"
370 PLAY"XT$;","M2000S9T150L802A+O3A+O2A+O3A
+O2A+O3A+O2A+O3A+"
380 PLAY"XT$;","M2000S9T150L803F04F03F04F03F
04F03F04F"
390 PLAY"XT$;","M2000S9T150L803D+O4D+O3D+O4D
+O3D+O4D+O3D04D"
400 PLAY"XT$;","M2000S9T150L803C04C03C04C03C
04C03C04C"
410 PLAY"XT$;","M2000S9T150L802A+O3A+O2A+O3A
+O2A+O3A+O2A+O3A+"
420 PLAY"XT$;","M2000S9T150L803F04F03F04F03F
04F03F04F"
430 PLAY"T150V10M2100S9R4L8CCR8L8CCL16CC","O
3D+O4D+O3D+O4D+O3D+O4D+O3D04D"
440 PLAY"XT$;","M2500S9T138R8L805CL8D+R8L8CL
8D+R8D+","M2000S9T150L803C04C03C04C03C04C03C
04C"
450 PLAY"XT$;","M2500S9T138R8L805CL8DR8L8CL8
DR8L8D","O2A+O3A+O2A+O3A+O2A+O3A+O2A+O3A+"
460 PLAY"XT$;","M2500S9T138R8L805CL8FR8L8CL8
FR8L8F","O3F04F03F04F03F04F03F04F"
470 PLAY"XT$;","M2500S9T138R8L805CL8D+R8L8CL
8D+R8L8D+","m2000s9O3D+O4D+O3D+O4D+O3D+O4D+O
3D04D"
480 PLAY"XT$;","M2500S9T138R8L805CL8D+R8L8CL
8D+R8L8D+","M2000S9T150L803C04C03C04C03C04C0
3C04C"
490 PLAY"XT$;","M2500S9T138R8L805CL8DR8L8CL8
DR8L8D","O2A+O3A+O2A+O3A+O2A+O3A+O2A+O3A+"
500 PLAY"XT$;","M2500S9T138R8L805CL8FR8L8CL8
FR8L8F","O3F04F03F04F03F04F03F04F"
510 PLAY"T150M2100S9R4L8CCR8L8CCL16CC","M250
0S9T138R8L805CL8D+R8L8CL8D+R8L8D","O3D+O4D+O
3D+O4D+O3D+O4D+O3D04D"
520 PLAY"T150V11M2500S9L8R2C","M2000S9T150L8
03C04C03C04C03C04C03C04C"
530 PLAY"T150V11M2500S9L8R2C","M2000S9T150L8
02A+O3A+O2A+O3A+O2A+O3A+O2A+O3A+"
540 PLAY"T150V11M2500S9L8R2C","M2000S9T150L8
03F04F03F04F03F04F03F04F"
550 PLAY"T150V11M2500S9L8R2C","M2000S9T150L8
03D+O4D+O3D+O4D+O3D+O4D+O3D04D"
560 PLAY"T150V11M2500S9R2L8C","M2000S9T150L8
03C04C03C04C03C04C03C04C"
570 PLAY"T150V11M2500S9R2L8C","M2000S9T150L8
02A+O3A+O2A+O3A+O2A+O3A+O2A+O3A+"
580 PLAY"T150V11M2500S9R2L8C","M2000S9T150L8
03F04F03F04F03F04F03F04F"
590 PLAY"T150V11M2500S9R4L8CR4CCL16CC","M200
0S9T150L803D+O4D+O3D+O4D+O3D+O4D+O3D04D"
600 PLAY"XT$;","M2500S9T138R8L805CL8D+R8L8CL
8D+R8D+","M2000S9T150L803C04C03C04C03C04C03C
04C"
610 PLAY"XT$;","M2500S9T138R8L805CL8DR8L8CL8
DR8L8D","O2A+O3A+O2A+O3A+O2A+O3A+O2A+O3A+"
620 PLAY"XT$;","M2500S9T138R8L805CL8FR8L8CL8
FR8L8F","O3F04F03F04F03F04F03F04F"
630 PLAY"XT$;","M2500S9T138R8L805CL8D+R8L8CL
8D+R8L8D+","m2000s9O3D+O4D+O3D+O4D+O3D+O4D+O
3D04D"
640 PLAY"XT$;","M2500S9T138R8L805CL8D+R8L8CL
8D+R8D+","M2000S9T150L803C04C03C04C03C04C03C
04C"
650 PLAY"XT$;","M2500S9T138R8L805CL8DR8L8CL8
DR8L8D","O2A+O3A+O2A+O3A+O2A+O3A+O2A+O3A+"
660 PLAY"XT$;","M2500S9T138R8L805CL8FR8L8CL8
FR8L8F","O3F04F03F04F03F04F03F04F"
670 PLAY"XT$;","M2500S9T138R8L805CL8D+R8L8CL
8D+R8L8D+","m2000s9O3D+O4D+O3D+O4D+O3D+O4D+O
3D04D"
680 PLAY"XT$;","M2000S9T150L803C04C03C04C03C
04C03C04C","T150V10L1058"
690 PLAY"XT$;","O2A+O3A+O2A+O3A+O2A+O3A+O2A+
O3A+","L105F"
700 PLAY"XT$;","O3F04F03F04F03F04F03F04F","L
```

```
105G+"
710 PLAY"T150V10M2100S9R4L8CCR8L8CCC","O3D+O
4D+O3D+O4D+O3D+O4D+O3DO4D","L105G"
720 PLAY"XT$;","M2000S9T150L8O3C O4C O3C O4C O3C
O4C O3C O4C","T155L105G"
730 PLAY"XT$;","O2A+O3A+O2A+O3A+O2A+O3A+O2A+
O3A+","L105F"
740 PLAY"XT$;","O3F O4F O3F O4F O3F O4F O3F O4F","L
105G+"
750 PLAY"T150V10M2100S9R4L8CCR8L8CCC","O3D+O
4D+O3D+O4D+O3D+O4D+O3DO4D","L105G"
760 PLAY"XT$;","M2000S9T150L8O3C O4C O3C O4C O3C
O4C O3C O4C","T150V11R8L8O6C O5A+O6CD+FFC"
770 PLAY"XT$;","O2A+O3A+O2A+O3A+O2A+O3A+O2A+
O3A+","L8R8O6C O5A+O6CD+FF"
780 PLAY"XT$;","O3F O4F O3F O4F O3F O4F O3F O4F","L
8R8O6C O5A+O6CD+FFD+"
790 PLAY"T150M2100S9R4L8CCR4L8CC","O3D+O4D+O
3D+O4D+O3D+O4D+O3DO4D","L8R8O6F+FD+F+L16FL8D
+"
800 PLAY"XT$;","M2000S9T150L8O3C O4C O3C O4C O3C
O4C O3C O4C","T150V11R8L8O6C O5A+O6CD+FFC"
810 PLAY"XT$;","O2A+O3A+O2A+O3A+O2A+O3A+O2A+
O3A+","L8R8O6C O5A+O6CD+FF"
820 PLAY"XT$;","O3F O4F O3F O4F O3F O4F O3F O4F","L
8R8O6C O5A+O6CD+FFD+"
830 PLAY"XT$;","O3D+O4D+O3D+O4D+O3D+O4D+O3DO
4D","L8R8O6F+FD+F+L16FL8D+"
840 IFX=1THENGOTO860
850 GOTO350
860 PLAY"XT$;","M2000S9T150L8O3C O4C O3C O4C O3C
O4C O3C O4C","T150V10M2500S9R8L8O5GFGA+L1606CO
5A+"
870 PLAY"XT$;","O3D+O4D+O3D+O4D+O3D+O4D+O3D+
O4D+","R8L8O5GFGA+L1606CO5A+"
880 PLAY"XT$;","O3F O4F O3F O4F O3F O4F O3F O4F","R
8L8O5GFGA+L1606CO5A+"
890 PLAY"XT$;","O2G+O3G+O2G+O3G+O2G+O3G+O2A+
O3A+","R8L8O5GFGA+L1606CO5A+"
900 PLAY"XT$;","M2000S9T150L8O3C O4C O3C O4C O3C
O4C O3C O4C","T150V9M2500S9R8L8O5GFGA+L1606CO5
A+"
910 PLAY"XT$;","O3D+O4D+O3D+O4D+O3D+O4D+O3D+
O4D+","R8L8O5GFGA+L1606CO5A+"
920 PLAY"XT$;","O3F O4F O3F O4F O3F O4F O3F O4F","R
8L8O5GFGA+L1606CO5A+"
930 PLAY"XT$;","O2G+O3G+O2G+O3G+O2G+O3G+O2A+
O3A+","R8L8O5GFGA+L1606CO5A+"
940 GOTO340
```

THE END

```
10 ' *** CONCENTRATION ***
20 ' SEE IF YOU CAN BEAT
30 ' THE COMPUTER
40 SCREEN0,0:KEY OFF
50 COLOR15,4,4
60 PR$="CONCENTRATION":C=10
80 LOCATE0,5:PRINTPR$
100 LOCATE,7:PRINTSTRING$(37,&HC2)
220 M$="L22CDEFGAB"
230 PLAY M$
300 LOCATE7,10:PRINT"LIVES (1-6)"
310 Q$=INKEY$:IF Q$=""THEN310
330 I=VAL(Q$):IF I<1 OR I>6 THEN 310
340 NI=I
350 OPEN"GRP:"AS1
360 DIM A(40),M(40),G(10)
390 TU$="YOUR TURN"
400 MI$="MY TURN"
410 TP$="YOUR SCORE"
420 MP$="MY SCORE"
430 O=105:O1=143:CE=0
440 AM=173:AB=178:T=1
450 DI=17:VE=23:CU=40
460 CI=50:TR=32:SP=1
470 DL=1000:R=0:S=0
480 FORJ=1TO10:READG(J):NEXT
490 FORJ=1TOI:T=T*2:NEXT
500 IF T>CU THEN T=CU
510 COLOR15,12,5:SCREEN2,2
520 FORJ=1 TO 23:READ W$
530 D$=D$+CHR$(VAL("&H"+W$))
540 NEXT
550 SPRITE$(1)=STRING$(8,255)
560 SPRITE$(3)=D$
590 LINE(CE,191)-(255,CE),1,B
600 LINE(8,186)-(247,166),5,BF
610 LINE(8,186)-(247,166),1,B
620 LINE(127,185)-(131,167),1,BF
630 LINE(30,166)-(30,186),1
640 LINE(225,166)-(225,186),1
650 C=1:FORJ=29 TO 180 STEP TR
660 FORI=4 TO 240 STEP TR
670 PSET(I,J),POINT(I,J):PRINT#1,C:C=
C+1
680 NEXTI,J
690 FORI=1 TO CU:A(I)=INT(I/2+.5):M(I
)=CE:NEXT
700 FORI=1 TO CU
710 J=RND(-TIME)*CU+1:C=A(J):A(J)=A(I
):A(I)=C
720 NEXT
730 FORI=7 TO 240 STEP TR
740 FORJ=4 TO 140 STEP TR
750 LINE(I,J)-(I+DI,J+VE),11,BF
760 LINE(I,J)-(I+DI,J+VE),1,B
770 PRESET(I+5,J+5):PRINT#1,CHR$(1);C
HR$(&H42)
780 PSET(I+5,J+13),POINT(I+5,J+13):PR
INT#1,CHR$(&HD2)
790 BEEP
800 NEXTJ,I
810 PRESET(CU,AB-4):PRINT#1,TU$
820 PRESET(O+50,AM+1):PRINT#1,MI$
830 PLAY"L22AB"
840 GOSUB1530
850 B=E
860 PLAY"L2205BA"
870 GOSUB1530
880 IF B=E THEN 860
890 FORI=CE TO DL:NEXT
900 Z=1:GOSUB 1740
910 IF R+S=20 THEN 1260
920 IF Z=CE THEN 830
930 GOSUB 1910
940 PUTSPRITE1,(O1,AM),9
950 FORI=1 TO T-1
960 B=M(I)
970 IF B=CE OR A(B)=CE THEN 1030
980 FORJ=I+1 TO T
990 E=M(J)
1000 IF E=CE OR B=E OR A(E)=CE THEN 1
020
1010 IF A(B)=A(E) THEN 1210
1020 NEXT J
1030 NEXT I
```

```
1040 IF R+S=20 THEN 1980
1050 B=INT(RND(-TIME)*CU+1)
1060 IF A(B)=CE THEN 1040
1070 FORI=CE TO T
1080 IF M(I)=B THEN 1040
1090 NEXT
1100 FORI=1 TO T
1110 E=M(I)
1120 IF A(B)=A(E) THEN 1210
1130 NEXT
1140 E=INT(RND(-TIME)*CU+1)
1150 IF B=E OR A(E)=CE THEN 1140
1160 FORI=1 TO T
1170 IF M(I)=E THEN 1140
1180 NEXT
1190 IF A(B)=A(E) THEN 1210
1200 GOSUB 1910
1210 Z=2
1220 GOSUB1680
1230 IF R+S=CU/2 THEN 1260
1240 IF Z=CE THEN 940
1250 GOTO 830
1260 FORI=1 TO DL: NEXT
1270 LINE(3,74)-(252,5),4,BF
1280 PRESET(15,20):PRINT#1,TP$;R
1290 PRESET(15,40):PRINT#1,MP$;S
1300 LINE(2,165)-(253,75),10,BF
1310 PRESET(15,65):PRINT#1,"ELIGE LA
OPCION (1-2-3)"
1320 PRESET(CI,85):PRINT#1,"1-OTRA PA
RTIDA"
1330 PRESET(CI,115):PRINT#1,"2-VOLVER
 MENU"
1340 PRESET(CI,144):PRINT#1,"3-TERMIN
AR"
1350 TIME=CE
1360 IF TIME>DL*2 THEN 1410
1370 Q$=INKEY$:IF Q$="" THEN 1360
1380 R=CE:S=CE
1390 IF VAL(Q$)<1 OR VAL(Q$)>3 THEN 1
360
1400 ON VAL(Q$) GOTO 590,1420,1410: G
OTO 1370
1410 GOTO 2120
1420 TT=1:GOTO 280
1440 P=(N-1)\8:Y=4+TR*P:X=7+TR*(N-P*8
-1):PLAY"L33DA"
1450 IF L=CU THEN LINE(X,Y)-(X+DI,Y+V
E),6,BF:LINE(X,Y)-(X+DI,Y+VE),1,B:PRE
SET(X+5,Y+4):PRINT#1,CHR$(1);CHR$(&H5
C):PRESET(X+5,Y+12):PRINT#1,CHR$(1);C
HR$(&H5C):RETURN
1460 IF L=CI THEN LINE(X,Y)-(X+DI,Y+V
E),12,BF:RETURN
1470 C=L\10:F=L-C*10
1480 LINE(X,Y)-(X+DI,Y+VE),15,BF
1490 LINE(X,Y)-(X+DI,Y+VE),1,B
1500 LINE(X+3,Y+3)-(X+DI-3,Y+VE-3),1+
C*4,BF
1510 PSET(X+6,Y+8),POINT(X+6,Y+8):PRI
NT#1,CHR$(G(F)):PLAY"L22F"
1520 RETURN
1530 B$="":TIME=CE
1540 IF TIME>DL-100 THEN 940
1550 IF TIME>640 AND TIME<755 THEN PL
AY"L6407B"ELSE 1570
1560 PUTSPRITE1,(0,AM),1:FORJ=CE TO V
E:NEXT
1570 PUTSPRITE1,(0,AM),9
1580 E$=INKEY$:IF E$="" THEN 1540
1600 B$=B$+E$:GOTO 1540
1610 E=VAL(B$)
1620 IF E<1 OR E>CU THEN 1540
1630 IF A(E)=CE THEN 1530
1640 L=A(E)-1
1650 N=E
1660 GOSUB1440
1670 RETURN
1680 N=B:L=A(B)-1
1690 GOSUB1440
1700 FORI=1 TO DL:NEXT
1710 N=E:L=A(E)-1
1720 GOSUB1440
1730 FORI=1 TO DL:NEXT
1740 IF A(B)=A(E)THEN 1800
1750 L=CU:N=B
1760 GOSUB1440
1770 N=E
1780 GOSUB1440
1790 RETURN
1800 L=CI:N=B:A(B)=CE
1810 GOSUB1440
1820 N=E:A(E)=CE
1830 GOSUB1440
1840 IF Z=1 THEN R=R+1
1850 IF Z=2 THEN S=S+1
1860 LINE(9,184)-(28,168),5,BF
1870 LINE(227,184)-(245,168),5,BF
1880 PRESET(5,173):PRINT#1,R
1890 PRESET(222,173):PRINT#1,S
1900 Z=CE:RETURN
1910 IF T=2 THEN 1960
1920 FORI=3 TO T
1930 M(I-2)=M(I)
1940 NEXT
1950 M(T-1)=B
1960 M(T)=E
1970 RETURN
1980 FORI=1 TO CU
1990 IF A(I)=CE THEN NEXT
2000 B=I
2010 FORJ=I TO CU
2020 IF A(J)=CE THEN NEXT
2030 E=J
2040 GOTO 1210
2120 SCREN3
2130 PRESET(77,75):PRINT"FIN"
2140 PUTSPRITE3,(45,75),11
2150 Q$=INKEY$:IF Q$="" THEN 2150
2160 RUN
2170 DATA 157,188,191,74,81,75,234
2180 DATA 240,146,241,77,44,62,41
2190 DATA 77,0,0,72,50,72,42,42,0
2200 DATA 0,0,7E,67,94,94,62,91,91,66
```

Change "PRESET" to "LOCATE"

for S/V 318/328.