

MARCH 1983

75p

COMPUTER & VIDEO GAMES



Dr Who Adventure Pool

*Games for the Spectrum, ZX81, Atari, BBC
Dragon, Texas, and many more*

**BOOK OF REVIEWS
FREE
INSIDE**

Digger's action takes place in a dungeon of many levels. It's a fast test of wills against an alien creature with a nasty tendency to explode. The alien resembles a flaming star and it plays cat and mouse with your man as he tries to entice it into a carefully dug pit and trap it there.

Because of the alien's explosive ability, you cannot afford to mess around hiding behind a hole in the vague hope that he will fall in.

You have to go out and tempt him to rush at you and then dig your hole swiftly while he's in full flight.

Just 30 seconds stand between you and destruction. So the game usually involves some pretty fast ladder climbing. Should you succeed in destroying the first star a second and third... in fact a never-ending supply is available to do battle with.

Like most of their genre, these aliens' touch is deadly to us mortals. A simplified form of Alien Panic, this game is difficult to master and so, quite addictive.

DIGGER

```

30SUB800
REM**SET-UP**
10 PRINT"## SCORE : 000"
20 PRINT"##"
30 PRINT"##"
40 PRINT"##"
45 PRINT"##"
50 PRINT"##"
55 PRINT"##"
60 PRINT"##"
65 PRINT"##"
70 PRINT"##"
75 PRINT"##"
80 PRINT"##"
85 PRINT"##"
90 PRINT"##"
95 PRINT"##"
100 PRINT"##"
105 PRINT"##"
110 PRINT"#####"
120 A=53248+18*40:POKEA,202:B=A
121 S=53248+15*40-1:FORI=STOS-12*40STEP-160:POKEI,
128:NEXT:TI#="000000"
125 REM***MOVE***
130 GETA#:IFA#=""THENA#=#
  
```



```

135 Z=Z+1:IFZ=2THENZ=0:GOTO500
140 POKEB+X,C:X=X+(A#="K")*(X<37)-(A#="J")*(X>0):C=PEEK(B+X)
141 IFPEEK(B+X+40)=0THEN1000
142 IFA#="F"THEN400
143 IFA#="D"THEN300
144 IFA#=" "THEN200
145 POKEB+X,202
146 IFC=107THEN1000
150 B#=A#
160 IFA#="K"THENN=1
165 IFA#="J"THENN=2
166 PRINT"00";TAB(24):"TIME:";MID$(TI#,5,2)
167 IFMID$(TI#,5,2)="15"THEN1000
170 GOTO130
195 REM***CLINE***
200 D=PEEK(B+X+40)
205 IF(D<>163)*(C<>163)THEN145
210 IFD=163THEN260
220 FORI=1TO4:POKEB+X,163:B=B-40:POKEB+X,202:MUSIC"C1DEDC":NEXTI
225 C=0:B#="" :GOTO130
260 POKEB+X,0:B=B+40:POKEB+X,202:FORI=1TO3:POKEB+X,163:B=B+40:POKEB+X,202
270 MUSIC"E1DCDE":NEXTI:C=163:B#="" :GOTO130
290 REM***DIG***
300 IFN=1THEN350
310 IF(PEEK(B+X+39)<>208)+(PEEK(B+X-1)=163)THEN145
315 MUSIC"C1GEC"
320 POKEB+X+39,0:A#="" :GOTO145
350 IF(PEEK(B+X+41)<>208)+(PEEK(B+X+1)=163)THEN145
355 MUSIC"C1GEC"
360 POKEB+X+41,0:A#="" :GOTO145
390 REM***FILL***

```

RUNS ON A SHARP MZ80K IN 32K

BY NICK ALEXANDER



```

400 IFN=1THEN450
410 IFPEEK(B+X+39)<>0THEN145
415 MUSIC"C1EGC"
420 POKEB+X+39,208:A#="" :GOTO145
450 IFPEEK(B+X+41)<>0THEN145
455 MUSIC"C1EGC"
460 POKEB+X+41,208:A#="" :GOTO145
500 IFN=1THEN550
510 XX=INT(RND(1)*38):BB=53328:M=1
520 S=INT(RND(1)*4)+160:BB=BB+S
550 POKEBB+XX,0:IFXX>0THENXX=XX+1
560 IFXX<0THENXX=XX-1
565 Q=PEEK(BB+XX):QD=PEEK(BB+XX+40)
566 IFQD=0THENM=0:SC=SC+10:PRINT"00
SCORE ":";SC:TI#="000000":GOTO570
567 IFQ=202THEN1000
568 IF(Q=163)*(BB>B)THEN640
569 IF(QD=163)*(BB<B)THEN600
570 POKEBB+XX,107:GOTO140

```

```

500 REM***DOWN***
510 POKEBB+XX,0:BB=BB+40:POKEBB+XX,107
520 FORI=1TO3:POKEBB+XX,163:BB=BB+40:POKEBB+XX,107:USR(62):NEXTI
530 Q=163:GOTO570
540 REM***UP***
550 FORI=1TO4:POKEBB+XX,163:BB=BB-40:POKEBB+XX,107:MUSIC"_C1":NEXTI:Q=0
560 GOTO570
570 FORI=1TO3:MUSIC"C0#BB#AA#GG#FF#EE#DD#CC":NEXT:GOTO140
800 PRINT"00000000"
802 PRINT"00000000"
804 PRINT"00000000"
805 PRINT"00000000"
806 FORI=1TO1000:NEXT:TEMPO7
810 FORI=1TO6:POKE53380+(I*40),163:FORI1=1TO200:NEXT:MUSIC"C0":NEXT
815 FORI=1TO15:POKE53655+I,208:FORI1=1TO200:NEXT:MUSIC"C0":NEXT:POKE53628,202
817 FORI=1TO6:POKE53380+(I*40),107:MUSIC"F0":FORI1=1TO500:NEXT
818 POKE53380+(I*40),163:NEXT
819 FORI=1TO6:POKE53621+I,107:FORI1=1TO400:NEXT:MUSIC"F0":IFI=4THENI4=1
820 IFI4=1THENPOKE53667,0:PRINT"000";TAB(18):"+DIG*":I4=0
825 POKE53621+I,0:NEXT
826 FORI=1TO5
830 FORI=1TO7:MUSIC"C0#BB#AA#GG#FF#EE#DD#CC":NEXT:PRINT"00000000SCORE10"
840 PRINTTAB(10):"0000 " :FORI=1TO600:NEXT:USR(62)
850 PRINTTAB(10):" THE GAME " :FORI=1TO600:NEXT:USR(62)
855 PRINTTAB(10):" " :FORI=1TO600:NEXT:USR(62)
900 PRINT"The game is set in a dungeon.The object is to destroy the flames";
905 PRINT" star before it explodes.There is a 15 second limit before the ";
910 PRINT" star explodes.To destroy the star you must dig a hole and lure";
915 PRINT" the star to fall and die.It follows you and if it actually ";
920 PRINT" touches you, instant death follows."
925 PRINT"000000PRESS ANY KEY"
930 GETD$:IFD#=""THEN930
940 PRINT"0";TAB(15):" " :FORI=1TO600:NEXT:USR(62)
950 PRINTTAB(15):" | CONTROLS | " :FORI=1TO600:NEXT:USR(62)
955 PRINTTAB(15):" " :FORI=1TO600:NEXT:USR(62)
960 PRINT"0";TAB(17):"J←":CHR$(99):"K"
965 PRINT"0";TAB(17):"D-DIG":USR(62):PRINT"0";TAB(17):"F-FILL":USR(62)
966 PRINT"0";TAB(17):"SPACE-UP&DOWN":USR(62)
970 PRINT"000000PRESS ANY KEY TO PLAY"
980 GETD$:IFD#=""THEN980
990 RETURN
1000 FORI=1TO1000:NEXT:TEMPO7:MUSIC"C4EGC6EC_G_E_C"
1005 PRINT"000000SCORE";SC:PRINT"0Do you want another gameY/N":FORI=1TO1000:NEXT
1010 GETF$:IFF#=""THEN1010
1020 IFF#="Y"THENCLR:GOTO5

```

AWARI

- ★ The ancient African game of logic. It takes 2 minutes to learn the rules but far longer to master the tactics.
- ★ Select the 'Goat-herd' level of play and it's an addictive game for children (8+) that exercises their minds — not their laser fingers.
- ★ Select the 'Witch-doctor' level and it's a threat to your sanity. We haven't beaten it and we wrote it!

ADVENTURE

- ★ Over 200 places to explore in this machine code game using advanced data compression techniques.
- ★ No random elements — you will need skill, cunning and a sense of humour as you explore caves, forest and castles.
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