COMPUTER & VIDEO GAMES

Dr Who Adventure

Pool

...or BBC

Games for the Spectrum, ZX81, A
Dragon, Texas, and many more

REVIEWS

Illustrations: Jon Davis

LISTING 1

```
10 REM    DOCTOR WHO ADVENTURE
             INSTRUCTIONS
20 DATA 28,8,28,62,93,28,20,20
30 DATA 0,0,0,224,191,226,5,0
40 DATA 0,0,0,64,255,64,0,0
50 DATA 0,0,0,64,160,64,0,0
60 DATA 0,0,0,224,160,224,16,0
70 DATA 0,0,64,112,128,0,0,0
80 DATA 0,0,32,80,248,0,0,0
90 DATA 8,8,93,62,28,28,20,20
100 DATA 0,224,32,32,38,36,36,60
110 DATA 0,0,64,196,60,60,68,0
120 DATA 0,127,127,127,0,247,247,247
130 DATA 192,216,216,216,24,216,216,216
140 DATA 3,27,27,27,24,27,27,27
150 DATA 255,255,255,255,255,255,255,255
160 DATA 3,6,12,24,48,96,192,128
170 DATA 126,98,102,106,i14,98,98,126
180 DATA 24,56,24,24,24,24,60,126
190 DATA 126,98,6,60,96,96,102,126
200 DATA 126,102,6,28,6,6,102,126
210 DATA 124,100,100,100,126,12,12,12
220 DATA 126,64,64,124,6,102,102,60
230 DATA 60,102,96,124,102,102,102,60
240 DATA 126,98,98,12,24,24,24,24
250 DATA 60,102,102,60,102,102,102,60
260 DATA 62,98,98,98,62,6,6,6
```

```
270 DATA 240,240,240,240,240,240,240,240
280 DATA 15,15,15,15,15,15,15,15
290 DATA 24,60,126,126,60,60,126,126
300 DATA 0,0,126,0,0,126,0,0
310 DATA 96,48,24,12,24,48,96,0
320 DATA 126,102,6,30,24,24,0,24
330 DATA 60,90,165,195,195,165,90,60
340 DATA 0,60,102,102,126,102,102,0
350 DATA 0,124,102,124,102,102,124,0
360 DATA 0,60,102,96,96,102,60,0
370 DATA 0,124,54,50,50,54,124,0
380 DATA 0,126,96,120,96,102,126,0
390 DATA 0,126,54,48,124,48,48,0
400 DATA 0,62,102,96,110,98,60,0
410 DATA 0,102,102,126,102,102,102,0
420 DATA 0,126,24,24,24,24,126,0
430 DATA 0,126,12,12,76,108,56,0
440 DATA 0,102,108,120,108,102,102,0
450 DATA 0,48,48,48,48,114,126,0
460 DATA 0,99,119,127,107,99,99,0
470 DATA 0,102,118,126,110,102,102,0
480 DATA 0,60,102,102,102,102,60,0
490 DATA 0,124,54,54,124,48,48,0
500 DATA 0,60,98,98,106,100,58,0
510 DATA 0,124,54,54,124,54,54,0
520 DATA 0,62,96,60,6,102,60,0
530 DATA 0,126,90,24,24,24,24,0
540 DATA 0,102,102,102,102,102,60,0
550 DATA 0,102,102,102,102,52,24,0
560 DATA 0,98,98,106,126,118,102,0
570 DATA 0,102,102,28,56,102,102,0
580 DATA 0,102,102,62,6,102,60,0
590 DATA 0,126,12,24,48,102,126,0
600 DATA 0,112,96,96,96,96,112,0
610 DATA 192,96,48,24,12,6,3,1
620 DATA 0,30,6,6,6,6,30,0
630 DATA 60,126,255,255,255,255,255,255
640 DATA 0,0,3,60,192,0,0,0
900 FOR T=0 TO 503:READ A:POKE 14856+T,A
:NEXT T
1000 GRAPHICS 17:POKE 756,58:POKE 708,20
:POKE 709,198:POKE 710,148:POKE 711,55:P
OKE 712,26:POKE 752,1
1010 ? #6:? #6;"++++++++++++++++++DocT
Or wHO adVEntURe++++++++++++++++++++++";
1020 ? #6;",i-";CHR$(129);"+++++++DOCTOR
,i-";
1030 ? #6;",N-";CHR$(2);"+++++++++++KEY,N
-";
1040 ? #6;",S-";CHR$(3);"+++++++++SWORD,S
-";
1050 ? #6;",t-";CHR$(4);"+++++++++RING,t
-";
1060 ? #6;",r-";CHR$(5);"+++++++++ROPE,r
-";
1070 ? #6;",U-";CHR$(6);"++++++RAY GUN,U
-";
1080 ? #6;",C-";CHR$(7);"+++TIME DRIVE,C
-";
1090 ? #6;",t-";CHR$(60);"+++MUMMY CASE,
t-";
1100 ? #6;",i-";CHR$(40);"+++++++++MUMMY,
i-";
1110 ? #6;",O-";CHR$(137);"+++++++++SNAKE
,O-";
1120 ? #6;",N-";CHR$(42);"++++++++SPHINX,
N-";
1130 ? #6;",s-";CHR$(161);"+++++++MASTER
,s-";
1140 ? #6;"+++++++++++++++++++++By jEREmY
 GugGEnhEIm";
1150 ? #6;"+++++++++++++++++++LoaDIng M
Ain PRogRAm+++++++++++++++++++"
2000 POKE 764,12:CLOAD
```

Dr Who Adventure

BY JEREMY GUGGENHIEM

Another time, another place . . . the Doctor is on the move again and this time you can become one of his travelling companions.

This graphics adventure is based on the classic sci-fi TV series Dr Who. In it the good Doctor is trapped on the planet Strardos IV in a pyramid built by his arch-enemy, the Master.

The Master plans to destroy the planet — and the Doctor — with a time bomb. He has stolen the Doctor's time drive unit from the Tardis — and without this the Doctor cannot escape the doomed planet. He must get it back — but he can only do this by killing the Master.

You take the role of the Doctor — everything else is controlled by the computer. There are 12 rooms within the pyramid which you must explore in your attempt to escape.

Some of the rooms contain things you will need to escape — some contain hazards which you must overcome.

Objects you need are hidden in mummy cases — but be careful, some of the cases contain angry mummies who do not want to be disturbed! The position of mummies and mummy cases differs each time you play the game.

You can drop an object you are carrying in an empty room by pressing the fire button on the joystick which you also use to control your movements. These objects are replaced in mummy cases when you leave the room.

The time left before the bomb explodes and the number of the room you are in are shown at the bottom of the screen.

Objects you will need in your escape bid are the key to the Master's Tardis, which is contained in a mummy case somewhere in the pyramid; a sword from the High Priest's temple which will protect you against snakes and the Sphinx; a magic ring, which protects you against any stray thunderbolts; a rope, which will come in useful if you fall into any pits; a ray gun, which you will find in a pit, and your time drive which is in the Master's Tardis.

Deadly dangers which you must avoid or defeat if you are to survive include mummies and snakes. And don't leave the key in the Master's Tardis — you'll never get back in!

LOADING AND CLOADING

Because this program includes instructions which are shown while the other program is loading the loading and saving procedures are slightly different from normal. To load the program type: RUN "C:" (and press RETURN)

The program will load and when ready will say "READY". You should then type "RUN" and the program will run.

To save the instruction program either load it off the tape by typing "CLOAD" instead of "RUN"C:"" and when it is ready type "SAVE"C:"", or write out the listing and type "SAVE "C:"".

When the instructions have been saved (using SAVE "C:") you can save the main program. You do this by either writing out the listing of loading the program from tape and then, DIRECTLY after the instruction program, you CSAVE the program in the normal way.

Now, when you RUN"C:" the instruction program, the program will immediately run without having to type anything. Then line 2000 tells the computer to load the main program will still keeping the instructions on the screen.

There are two main advantages of having the two different programs. The first is that the instructions can be read in plenty of time while you are waiting for the main program to load.
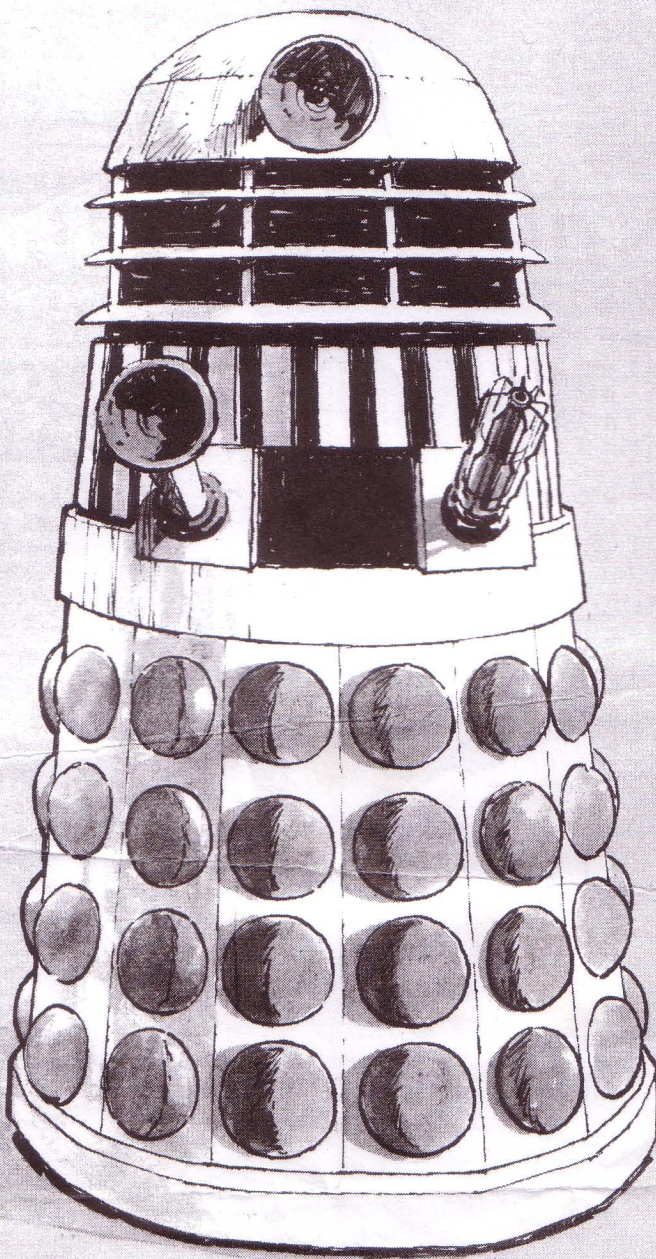
The second is that this method saves about 8 K of memory and a lot of time. This is because it creates a whole new custom character set before printing the instructions. The new set is kept in memory will you load the new program (even NEW does not affect it).

The memory used for the character set and instructions is cleared when the other program loads but the character set stays intact. Also the immensely tedious time it takes to build a new set is forgotten as this is done automatically when the instructions load.

However, there is a problem with the program, and this is that after 15-50 games (depending on their length) the character generation starts to get over written by RAM.

This seems impossible to solve. There may be a way but I do not know one perhaps someone out there can solve it?.

The character set RAM is held as high up in memory as I can get it without upsetting the Display List. The only thing to do when this happens is to re-load the whole program.

```
1160 POSITION 0,22:IF PI THEN ? #6;"you
are trapped":GOTO 8000
1170 ? #6;"climb up the rope":O=5:FOR Y=
17 TO 0 STEP -1:POSITION X,Y:? #6;CHR$(1
29);CHR$(6)
1180 GOSUB 160:SOUND 0,Y*15,10,4:FOR T=1
 TO 10:NEXT T:POSITION X,Y:? #6;" ":NEX
T Y:Y=20:YR=7:GOTO 300
1300 ? #6;CHR$(125):POKE 712,194:COLOR 4
6:PLOT 0,21:DRAWTO 19,21:FOR T=0 TO 3:PL
OT 0,T+17:DRAWTO T,T+17
1310 PLOT 19,T+17:DRAWTO 19-T,T+17:NEXT
T:POSITION 5,22:? #6;"a snake pit":GOSUB
 105
1320 M=4:M=M+(X>5)*10:X=M:Q=15
1330 POSITION X,20:? #6;CHR$(129);:IF O
THEN ? #6;CHR$(O+1)
1335 IF SL THEN POSITION Q,20:? #6;CHR$(
137):QQ=(X>Q)-(X<Q)
1340 GOSUB 160:XX=0:Z=STICK(0):IF Z<15 T
HEN XX=X(Z)
1350 IF X+XX=3 OR X+XX=15 THEN 1400
1360 IF SL THEN LOCATE Q+QQ,20,L:IF L=12
9 THEN POSITION 2,22:? #6;"the snake bit
 you":GOTO 8000
1370 IF SL AND L=3 THEN 1450
1380 POSITION X,20:? #6;" ":X=X+XX:IF S
L THEN POSITION Q,20:? #6;" ":Q=Q+QQ
1390 FOR T=1 TO 50:NEXT T:GOTO 1330
1400 FOR Y=20 TO 16 STEP -1:POSITION X,Y
:? #6;CHR$(129);:IF O>1 THEN ? #6;CHR$(O
+1)
1410 SOUND 0,Y*10,10,4:FOR T=1 TO 40:NEX
T T:SOUND 0,0,0,0:POSITION X,Y:? #6;"  "
:X=X+XX:NEXT Y
1420 Y=9:YR=YR-(X<5)*4+(X>15)*4:M=(X<5)*
17+(X>15)*1:X=M:GOTO 300
1450 SL=0:POSITION 0,22:? #6;"you killed
 the snake":FOR T=100 TO 200:SOUND 0,T,1
0,4:NEXT T:SOUND 0,0,0,0
1460 POSITION Q,20:? #6;" ":GOTO 1380
1500 IF SN=0 THEN 380
1510 Q=INT(RND(0)*8)+10:W=INT(RND(0)*15)
+2:POSITION 0,22:? #6;"a sphinx":GOSUB 1
05
1520 POSITION Q,W:? #6;CHR$(42):POSITION
 X,Y:? #6;CHR$(129);:IF O THEN ? #6;CHR$
(O+1)
1530 QQ=(Q<X)-(Q>X):WW=(W<Y)-(W>Y):XX=0:
YY=0:Z=STICK(0):IF Z<15 THEN XX=X(Z):YY=
Y(Z)
1540 LOCATE Q+QQ,W+WW,L:IF L=129 THEN 16
00
1550 GOSUB 110:GOSUB 160:IF L=3 THEN 165
0
1560 LOCATE X+XX,Y+YY,L:IF L>42 AND L<46
```

```
13:W=16
1720 POSITION X,Y:? #6;CHR$(129);:IF O T
HEN ? #6;CHR$(O+1)
1730 POSITION Q,W:? #6;CHR$(95):XX=0:YY=
0:Z=STICK(0):IF Z<15 THEN XX=X(Z):YY=Y(Z
)
1740 GOSUB 110:GOSUB 160:LOCATE Q-1,W,L:
IF L=129 THEN 1800
1745 IF X=9 AND Y=17 THEN O=2:POSITION 0
,22:? #6;" you have the sword "
1760 LOCATE X+XX,Y+YY,L:IF L>42 AND L<46
 THEN XX=0:YY=0
1770 LOCATE X+XX+1,Y+YY,L:IF L>42 AND L<
46 THEN XX=0:YY=0
1780 POSITION X,Y:? #6;"  ":POSITION Q,W
:? #6;" ":X=X+XX:Y=Y+YY:Q=Q-1:IF Q>0 THE
N 1720
1790 Q=9:W=Y:GOTO 1720
1800 POSITION 0,22:? #6;"a lightning bol
t hityou":IF O<>3 THEN 8000
1810 SOUND 0,200,10,4:FOR T=1 TO 300:NEX
T T:POSITION 0,22:? #6;"the ring saved y
ou        ":SOUND 0,0,0,0
1820 FOR T=1 TO 300:NEXT T:GOTO 300
1900 GOSUB 1910:? #6;"master s tardis ke
y":GOTO 390
1910 POSITION 9,9:? #6;"<":POSITION 0,22
:? #6;"a mummy case":GOSUB 105
1920 GOSUB 180:GOSUB 110:IF X<>8 OR Y<>9
 THEN 1910
1930 IF R=14 OR R=15 THEN 1950
1940 V=0:O=R(YR)-7:R(YR)=V+7-(V=0)*7:POS
ITION X,Y:? #6;"  ":Y=Y-1:POSITION 0,22:
GOSUB 3000:RETURN
1950 POSITION 8,22:? #6;"       ":Q=11:W=11
1960 POSITION Q,W:? #6;CHR$(40):POSITION
 X,Y:? #6;CHR$(129);:IF O THEN ? #6;CHR$
(O+1)
1970 GOSUB 110:GOSUB 160:Z=STICK(0):QQ=(
Q<X)-(Q>X):WW=(W<Y)-(W>Y):XX=0:YY=0:IF Z
<15 THEN XX=X(Z):YY=Y(Z)
1980 LOCATE X+XX,Y+YY,L:IF L>42 AND L<46
 THEN XX=0:YY=0
1990 IF X=Q AND Y=W THEN POSITION 0,22:?
 #6;"the mummy got you":GOTO 8000
2000 LOCATE X+XX+1,Y+YY,L:IF L>42 AND L<
46 THEN XX=0:YY=0
2010 POSITION Q,W:? #6;" ":Q=Q+QQ:W=W+WW
:POSITION X,Y:? #6;"   ":X=X+XX:Y=Y+YY:GO
TO 1960
2100 GOSUB 1910:? #6;"a sword":GOTO 390
2300 GOSUB 1910:? #6;"a magic ring":GOTO
 390
2500 GOSUB 1910:? #6;"some rope":GOTO 39
0
2700 GOSUB 1910:? #6;"a ray gun":GOTO 39
0
```

```
N 0,22:RETURN
3100 GOTO 1910
3300 GOTO 1910
8000 COLOR 43:FOR W=21 TO 0 STEP -1:FOR
Q=0 TO 19:SOUND 0,255,10,4:PLOT Q,W:SOUN
D 0,0,0,0:NEXT Q:NEXT W
8010 POSITION 5,5:? #6;" you lose ":? #6
;"the master will rule+++ the universe +
+":GOSUB 100
8020 POSITION 0,21:? #6;"press START to
begin":IF PEEK(53279)<>6 THEN 8020
8030 RESTORE 56:R(1)=0:R(2)=0:R(6)=0:R(7
)=0:RUN
```

```
ITION Q,W:? #6;" ":Q=Q+QQ:W=W+WW
N X,Y:? #6;"   ":X=X+XX:Y=Y+YY:GO

ITION 0,22:? #6;"the sphinx got
O 8000
0:POSITION 0,22:? #6;"the sphinx
":FOR T=100 TO 200:SOUND 0,T,10,
:SOUND 0,0,0,0
T=0 TO 300:NEXT T:GOTO 300
OR 43:PLOT 12,17:DRAWTO 16,17:PL
:DRAWTO 17,18:COLOR 163:PLOT 10,
OR 168:PLOT 14,16:POSITION 0,22:
gh priest s temple":GOSUB 105:Q=
```

```
1580 POS
:POSITIO
TO 1520
1600 POS
you":GOT
1650 SN=
is dead
4:NEXT T
1660 FOR
1700 COL
OT 11,18
17
1710 COL
? #6;"hi
```

LISTING 2

```
5 CLR
10 DIM R(12),D(12),X(15),Y(15)
56 DATA 110,0,1110,0,1010,0,1000,1,101,5
,111,0,1110
60 DATA 0,1000,4,1,2,1,7,11,6,1000,8,1,1
,1,-1,1,0,0,-1,1,-1,-1,-1,0,0,0,0,1,0,
-1,0,0
80 FOR N=1 TO 12:READ A,B:D(N)=A:R(N)=B:
NEXT N:FOR N=5 TO 15:READ A,B:X(N)=A:Y(N
)=B:NEXT N
90 TL=30:X=9:Y=16:YR=4:O=0:SN=1:SL=1:PI=
1:MT=0:FOR T=1 TO 4:GOSUB 95:READ A:R(I)
=A:NEXT T:GOTO 300
95 I=INT(RND(0)*7)+1:IF R(I)=0 THEN RETU
RN
96 GOTO 95:DATA 10,11,14,15
100 POSITION 0,22:? #6;"doctor who adven
ture    TIME LEFT=":RETURN
105 POSITION 19,22:? #6;"     TIME LEFT="
:RETURN
110 IF A AND Y=0 THEN YR=YR-1:Y=20:GOTO
300
120 IF B AND X=18 THEN YR=YR+4:X=1:GOTO
300
130 IF C AND Y=21 THEN YR=YR+1:Y=1:GOTO
300
140 IF D AND X=0 THEN YR=YR-4:X=17:GOTO
300
150 RETURN
160 TL=TL-0.01:POSITION 13,23:? #6;TL;"
":IF TL=INT(TL) THEN TL=TL-0.4:IF TL<0.0
1 THEN 8000
170 RETURN
180 POSITION X,Y:? #6;CHR$(129);:IF O TH
EN ? #6;CHR$(O+1)
190 GOSUB 160:XX=0:YY=0:Z=STICK(0):IF Z<
15 THEN XX=X(Z):YY=Y(Z)
200 LOCATE X+XX,Y+YY,L:IF L>42 AND L<47
THEN XX=0:YY=0
210 LOCATE X+XX+1,Y+YY,L:IF L>42 AND L<4
7 THEN XX=0:YY=0
220 POSITION X,Y:? #6;"  ":X=X+XX:Y=Y+YY
:RETURN
300 GRAPHICS 17:POKE 752,1:POKE 712,26:P
OKE 708,19:POKE 709,199:POKE 710,148:POK
E 711,55:POKE 756,58
310 COLOR 43:PLOT 0,0:DRAWTO 19,0:PLOT 0
,21:DRAWTO 19,21:COLOR 44:PLOT 0,1:DRAWT
O 0,20:COLOR 45:PLOT 19,1
320 DRAWTO 19,20:D=D(YR):R=R(YR):COLOR 0
330 IF D/1000>=1 THEN A=1:PLOT 7,0:DRAWT
O 11,0:D=D-1000
340 IF D/100>=1 THEN B=1:PLOT 19,8:DRAWT
O 19,12:D=D-100
350 IF D/10>=1 THEN C=1:PLOT 7,21:DRAWTO
 11,21:D=D-10
360 IF D THEN PLOT 0,8:DRAWTO 0,12
370 IF R THEN GOSUB (R*200)+300
380 GOSUB 100
390 GOSUB 180:GOSUB 110:IF STRIG(0) OR O
=0 THEN 390
410 SOUND 0,100,10,4:R(YR)=O+7:POSITION
X+1,Y-1:? #6;CHR$(O+1):O=0:SOUND 0,0,0,0
:GOTO 390
500 FOR W=6 TO 13:POSITION 8,W:? #6;";.
":NEXT W:POSITION 8,6:? #6;"...":POSITIO
N 8,14:? #6;"..."
510 COLOR 254:PLOT 9,5:POSITION 4,22:? #
6;"your tardis":GOSUB 105
520 GOSUB 180:GOSUB 110:IF L<>174 THEN 5
20
570 GOSUB 580:? #6;"your control room":G
OSUB 105:X=9:Y=20:GOTO 600
580 ? #6;CHR$(125):COLOR 46:PLOT 0,0:DRA
WTO 19,0:DRAWTO 19,21:DRAWTO 11,21:PLOT
7,21:DRAWTO 0,21:DRAWTO 0,0
590 POSITION 8,10:? #6;"/.\":POSITION 8,
11:? #6;".@.":POSITION 8,12:? #6;"\./":P
OSITION 0,22:RETURN
600 GOSUB 180:IF STRIG(0)=0 THEN 670
610 IF Y<21 THEN 600
660 X=9:Y=16:GOTO 300
670 IF O<>6 THEN POSITION 0,22:? #6;"can
t drop that here":FOR N=1 TO 500:NEXT N:
GOTO 570
680 FOR N=255 TO 0 STEP -3:POKE 708,N:PO
KE 712,255-N:POKE 709,RND(0)*N:SOUND 0,N
,10,5:SOUND 1,255-N,10,3
690 NEXT N:SOUND 1,0,0,0:POSITION 5,13:?
 #6;"score ";TL*100:GOTO 8020
700 FOR W=7 TO 14:POSITION 9,W:? #6;".":
NEXT W:POSITION 8,15:? #6;";..":POSITION
 8,6
710 ? #6;";..":POSITION 0,22:? #6;"maste
rs tardis":GOSUB 105
720 GOSUB 180:GOSUB 110:IF L<>46 THEN 72
0
725 IF MT=0 AND O<>1 THEN POSITION 0,22:
? #6;"need a key to get in":FOR N=1 TO 5
00:NEXT N:Y=16:GOTO 300
730 GOSUB 580:? #6;"masters control room
":GOSUB 105:X=9:Y=20:Q=17:W=10
740 POSITION X,Y:? #6;CHR$(129):POSITION
 Q,W:? #6;CHR$(161):IF O THEN POSITION X
+1,Y:? #6;CHR$(O+1)
750 GOSUB 160:QQ=(X>Q)-(X<Q):WW=(Y>W)-(Y
<W):XX=0:YY=0:Z=STICK(0):IF Z<15 THEN XX
=X(Z):YY=Y(Z)
760 LOCATE X+XX,Y+YY,L:IF L>42 AND L<47
THEN XX=0:YY=0
770 LOCATE X+XX+1,Y+YY,L:IF L>42 AND L<4
7 THEN XX=0:YY=0
780 LOCATE Q+QQ,W+WW,L:IF L=129 THEN 850
790 IF L=6 THEN 820
795 IF STRIG(0)=0 AND O=1 THEN MT=1:O=0:
POSITION X+1,Y-1:? #6;CHR$(2)
800 POSITION X,Y:? #6;"  ":POSITION Q,W:
? #6;"  ":X=X+XX:Y=Y+YY:Q=Q+QQ:W=W+WW:IF
Y<21 THEN 740
810 X=9:Y=17:GOTO 300
820 FOR T=1 TO 3:FOR N=255 TO 0 STEP -10
:POKE 712,N:SOUND 0,N,10,5:NEXT N:NEXT T
:O=6:POSITION Q,W:? #6;"  "
830 SOUND 0,0,0,0:POKE 712,26:POSITION 0
,21:? #6;"master is dead  you have the t
ime drive"
840 FOR N=0 TO 1000:NEXT N:R(YR)=0:GOTO
300
850 POSITION 0,22:? #6;" he has killed y
ou ":GOTO 8000
1100 POKE 712,6:? #6;CHR$(125):W=0:COLOR
 46:FOR Q=5 TO 21:PLOT 0,Q:DRAWTO W,Q:PL
OT 19,Q:DRAWTO 19-W,Q:X=9
1110 W=W+(Q-5)/8:NEXT Q:POKE 710,10:POSI
TION 3,22:? #6;"a pit":GOSUB 105:IF O=4
THEN PI=0
1120 FOR Y=0 TO 17:POSITION X,Y:? #6;CHR
$(129);:IF O THEN ? #6;CHR$(O+1)
1130 SOUND 0,Y*15,10,4:GOSUB 160:FOR T=1
 TO 10:NEXT T
1140 POSITION X,Y:? #6;"  ":IF PI=0 THEN
 POSITION X,Y:? #6;CHR$(186)
1150 NEXT Y:POSITION 0,22:? #6;"a ray gu
n":SOUND 0,0,0,0:FOR T=1 TO 500:NEXT T
```