

POPULAR Computing WEEKLY

29 September 1992 Vol 1 No 23

35

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for beginners**

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How to submit articles

Articles which are submitted for publication

should not be more than 1000 words long.

All submissions should be typed and a double

space should be left between each line.

Programs should wherever possible be

computer printed.

All presenters cannot guarantee to return

every submitted article, so please keep a copy.

Accuracy

Popular Computing Weekly cannot accept any

responsibility for any errors in programs we

publish, although we will always try our best to

make sure programs work.

This Week



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Editorial

Aladdin's Cave is not a new type of adventure game. It is an aptly named treasure house of 1988 software games, according to Prestel.

The idea behind the scheme is that, with the aid of a Prestel adaptor, you dial up Aladdin's Cave and see what programs are on offer. If any of the games take your fancy, you can download them directly into your trust.

On the surface, Aladdin's Cave is an excellent idea. But the services of the game are not free. Apart from the cost of the adaptor, you must join Prestel's Microtel 800 scheme (Popular Computing Weekly September 15) which costs about £50 a year.

In addition, the best programs are unlikely to be in Aladdin's Cave. They will be available elsewhere in the Microtel system, at commercial rates. Unlike Aladdin's Cave, you will be charged for downloading these programs.

Nevertheless, Aladdin's Cave and the Microtel 800 scheme could change the face of the software market in this country. It will certainly be easier to download a program than to go out, buy a cassette and load it into your micro. Whether or not it will be cheaper remains to be seen.

Next Week



Journey to the
centre of the earth
and beyond in Tunnel —
a new game for ZX81.

COVER STORY

Kong's Revenge

A new game for Spectrum
by Jonathan Flint

There is an arcade style game for the Spectrum. The idea is to climb a layout of girders safely while collecting as many points as possible (as shown by your score at the top of the screen). Points are gained by taking the whole parcels which are found at various locations.

For reasons which may escape you a large gorilla is throwing barrels at you as you climb. These barrels should be avoided at all costs. If there is sufficient head room you may jump over them as they pass. Your character (a little blue man) is moved using the following keys:

- LEFT
- RIGHT
- SPACE
- UP

Capit 2nd together with one of the above keys enables your man to jump in the appropriate direction, ie Capit 2nd a jumps you to the left. Jumps are required over barrels and across gaps in girders. Because the key — it moves you down whether or not there is a ladder beneath to support you.

The game has four stages. You receive a large bonus when progressing to each new stage. To reach a new stage you must climb to the highest point on the screen and then simply jump into thin air.

The first three levels can always be scaled if you choose your route carefully but the fourth (with no ladders) is sometimes impossible. You may have to go out of your way to pick up a parcel but this must be done before a barrel rolls over them. If this happens the parcels will lose their brightness and become worthless.

The program starts with a series of data statements. Lines 11, 12, 13, 14 and 15

define the user defined graphics used in the game. When entering the program from the keyboard you should Run lines 1 to 10 as soon as they have been written in order to define the graphics.

These graphics and the lines in which they appear are:

Graphic	Lines	Parasels
1	155, 156, 159, 174	(Parasels)
2	118, 119, 120, 121	(Man)
3	160, 170, 171, 172	
4	162, 163, 164, 165	
5	122	(Ladder)
6 and 7	115	(Girder)

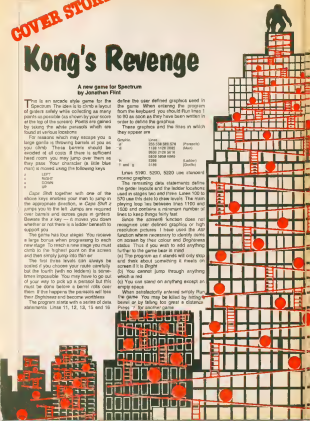
Lines 1180, 1200, 1220 use standard mosaic graphics.

The remaining data statements define the girder layouts and the ladder locations used in stages two and three. Lines 100 to 1070 use this data to draw levels. The main playing loop has features (lines 1100 and 1120) and contains a minimum number of lines to keep things fairly fast.

Since the forward function does not recognise user defined graphics or high resolution pictures, I have used the ADR function when necessary to identify points on screen by their colour and brightness status. Thus if you wish to add anything further to the game base it must:

- (a) The program as it stands will only stop and check about something it reads on screen if it is Digit.
- (b) You cannot jump through anything which is red.
- (c) You can stand on anything except an empty space.

When satisfactorily entered simply Run the game. You may be killed by hitting a barrel or by falling too great a distance. Press 7 for another game.



[illegible]