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# 1. 2013

## 1.1 January

(2013-01-23 14:36)



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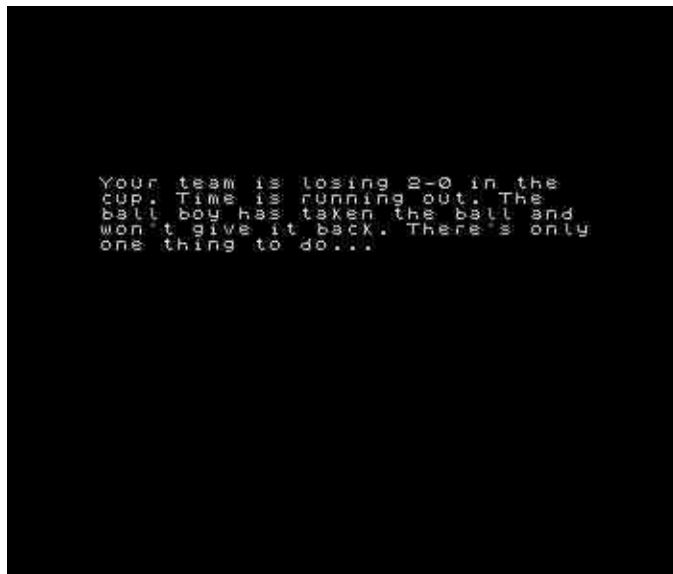
### Kick the ballboy! (2013-01-26 12:08)

By Rebelstar without a cause.

Genre: Ballboy management.

Well, you can't accuse the Spectrum community of not having its finger on the pulse – barely a day has passed since a big football story and a satirical game has appeared.

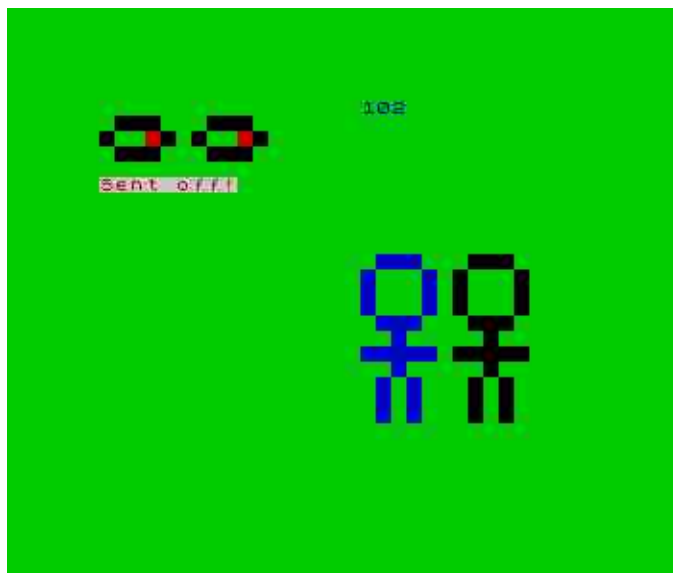
You don't have to know much about football to enjoy this game, if you can recognise Wayne Rooney doing one of his famous backflips after scoring the winning goal for the Magpies you will know this game refers to Chelsea's Eden Hazard being sent off after a 'set to' with the home side's ballboy.



The opening screen creates a dramatic atmosphere, and tells you what you need to do: KICK THE BALLBOY!

The game boasts some animated sprites of Brobdingnagian proportions, and as the ref's eyes scan the field left and right, you need to press K to kick while he's looking the other way.

The referee is a creature of habit, and his eyes follow a somewhat hypnotic (and very predictable!) rhythm.



My best score is 102, and it's harder than you might imagine as you become impatient and attempt to squeeze another one in before the ref sees.

In this way KTBB is a very clever, if open ended game.

However, it is silent and cries out for some grating BEEP effects.

I may not have said many negative things about this game yet, but rest assured, it is most definitely CRAP!

An excellent start.

Tipshack: when the referees eyes have just moved away from the right, you can squeeze in 6 or 7 good kicks.

HACK PACK: Lenient referee: 2020 LET SOCCER=0

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPn1UdRVV2aS1wT09UU1U/edit>

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Bebbers (2013-01-27 19:26:14)  
Nice work!

Dave (2013-01-27 19:52:01)  
Aye it's great isn't it. I can picture a few spin offs of this (or cracks), one as a Lord of the Rings game called 'Touch the Ring', where you have to wear the ring while the lord of darkness looks the other way.

### **Rat Mole! (2013-01-27 11:51)**

By Rebelstar without a cause

Genre: Pliagamaze



Hmmm.

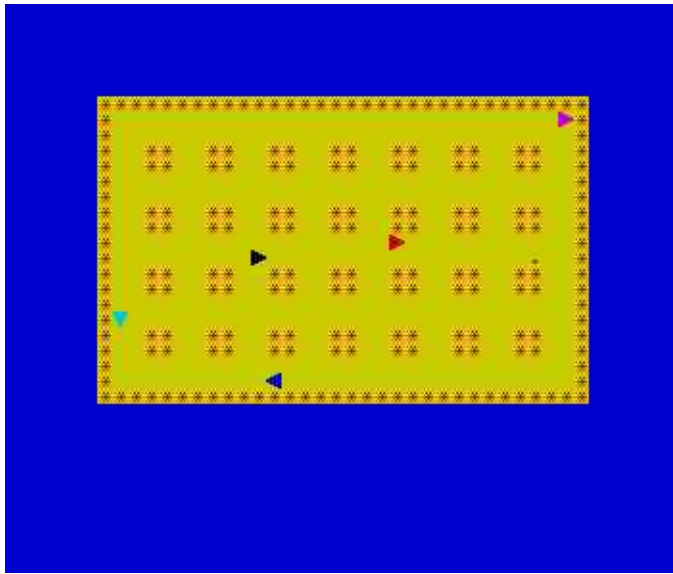
Rat Mole!

Reminds me of something somehow\* but I just can't think what.

Anyway, have a look at this introscreen.

You might be forgiven if you thought the asymmetry of the R-Redefine keys was a mistake, but on closer inspection it's obviously an ingenious way to offset the whole screen and give the game an anarchic feel.

It's rare for a crap game to have a redefine keys option, and all I will say here is that Rat Mole! takes an....alternative approach to it.



T

he game starts and gives the appearance of a rather nice 1980s type in maze game.

The goal, I assume, is to shoot *all* the other udgs on the screen (you are the black one).

The first thing to notice is the speed, Rat Mole! is *excruciatingly* slow and the keys unresponsive.

In fact at one point I thought the code actually intentionally waited for the baddy to pass before allowing me to shoot at it!

There's some interesting collision detection here, sometimes you can't shoot the baddies in the backside, and it's funny watching them collide with each other and spend a while stationary while deciding what to do next.

The AI involves changing direction on collision with a block or another baddy, so they spend more time on the outer reaches.

It took me a little while to work this out, but when you shoot the blue udg the game completes and gives you a 'You Success!' message (*and caused me to unintentionally guffaw – quite an achievement*).

So the aim of the game is more to 'shoot the blue UDG'.

I had a poke about in the code but couldn't see why this was, as it uses the DIMension command which I never got to grips with while learning BASIC (for shame).

There's some pretty decent coding behind this, especially as it was coded very quickly and after bedtime!

Rat Mole!

has a lot of great features that makes it perfect Cassette 50 material: an inkling of an idea, some effort put in, not too shabby coding, but fundamentally flawed - So well done Rebelstar!

All in all a model entry, and with some sound effects, a few bugs fixed and played on an emulator cranked *right* up – I would actually enjoy this.

*\*My lawyers will be in touch*

Tipshack: the sprites spend most of the time on the outer corridor, so stay in the middle and shoot from there.

HACK PACK: Immunity 606 LET tomato=255

[1]Download here.

EDIT-Rebelstar downloaded a bugfixed (?! ) version which can be [2]downloaded here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdcjJBSj1h0C1pd3M/edit>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdUjE1WThibHpUdWs/edit>

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Bebbers (2013-01-27 19:30:38)

I wonder where he got that idea from? No, can't think. Very original.

Dave (2013-01-27 19:48:10)

Agreed, it's clearly a shameful ripoff of TARG.

Bebbers (2013-01-28 22:31:56)

Bug-fixed version now available (!!!!) :-O I hope it's a "more crap" edition.

### **100% Unofficial First Entry Simulator (2013-01-28 12:23)**

By Shaun Bebbington (DONKEYSOFT)

Genre: diabolical adventure



The 100 %UFES gets off to an excellent start by not autorunning upon loading.

Having to type RUN and press ENTER is not a particularly onerous task but is just irksome enough to add crapness.

And as the 3<sup>rd</sup> entry in the competition the title is rendered completely redundant!

So before even starting the player knows they should brace themselves for something special (*granted the coder has added the caveat that it may not actually be the first entry*).

It's this level of attention to detail that gets bonus points in the CGC.



They say the pictures are better on the radio, and that modern fancy effects cannot outstrip the power of the players imagination – which is just as well because 100 %UFES seems to have just one screen!

It does however, transport you to an eerie dark cavern, Why are you there?

What lurks behind the veil of darkness?

Powerful stuff.

The aim is to escape the caverns without being eaten by a Grue.

The tension rises as you walk (signified by an optimal 2.7 second PAUSE) between caves, and you are warned when a hungry Grue is near – a terrifying thought.

On examining the code you can tell the game engine is driven by the powerful RND command.

So as you wander N,S,E or W your fate is (almost) entirely dependant on the Spectrums random seed variable. From about 10 tries 2 of them resulted in success.

I don't know much about non speccy games, but it's encouraging to see that 100 %UFES has not been on general release a day yet and there are already [1]remakes!

If you are lucky enough to escape the caverns without being eaten, you are treated to the hallmark of a truly crap game: the STOP statement.

On reaching this point, if you have any sense, you will turn right around and get back into those caverns for another exciting game!

CRAP!

[2]Download game and instructions here.

Tipshack: The game code checks that you are moving in a straight direction when it is ready to let you escape, so pick a direction and stick to it!

HACK PACK: Grue not hungry: **13 LET zork=170**

1. <http://en.wikipedia.org/wiki/Zork>

2. <https://docs.google.com/file/d/0ByxiMYbPnIUdQXNBVVlxQ3EzaG8/edit>

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Bebbers (2013-01-28 13:55:25)

Thanks for the excellent review.

This is actually a partial conversion of a one-liner that I wrote. I was working on a re-factored edition yesterday, but my laptop inexplicably died before I had the chance to save my progress. But I will rework it so that you can 'refine' the keys, as that seems to be all the rage these days.

## **CarPong (2013-01-31 10:06)**

By gOblinish

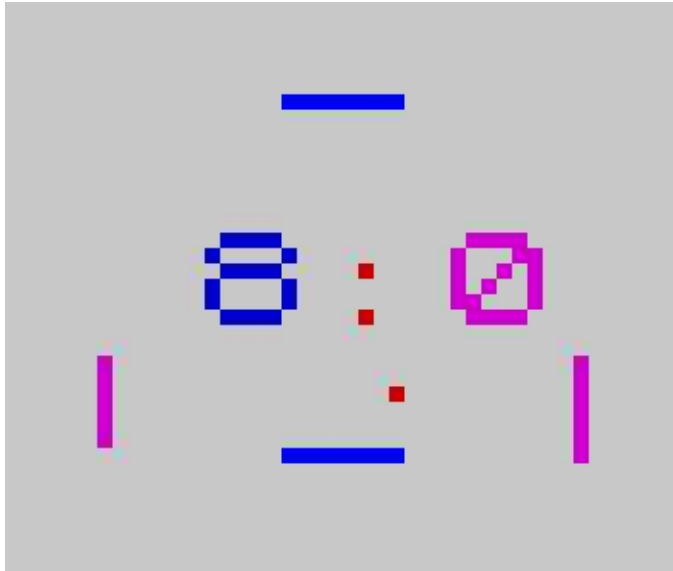
Genre: Arcade farce

First things first. Take a moment to reflect on this introscreen. It may look hastily thrown together with no word wrapping or centre-ing but what you are looking at is the ZX Spectrum's version of the white album. We have to thank gOblinish for this sheer minimalist beauty.



After pressing a key and the game starting there is no waiting or prep time, we go rapidly into FAST ACTION PONG! (whether you're ready or not). You control the blue paddles at the top and bottom with the <> keys and must keep the red attribute from leaving the vertical reaches of the screen.

However, looking at how the game was created we begin to deviate from this being a crap game. Firstly it is in written in assembly language – in the early 1980's many a cassette inlay would have dreamed of being emblazoned with the words 'programmed in machine code'. Secondly the game engine is crammed into 251 bytes! Although efficient Z80 code and a crap game competition make unusual bedfellows, we can breathe a sigh of relief when we look at the gameplay...



I could be wrong, or just hopeless at playing the game but as far as I can tell it is impossible to wrong foot the magenta paddles. The 'ball' seems to bounce in the same direction independent of which part of the paddle it hits so follows a cycle around the screen. With these properties in mind it is clear that CARPONG is a virtually unwinnable game, and as such is a test of the human spirit against the computer. If CARPONG is to be played seriously (and who on earth wouldn't play a CGC entry in such a manner?) then the victor is the first to break. I didn't expect to have such a responsibility on my hands when agreeing to host the CGC. Play this game at your peril.

So in summary: attribute based graphics and gameplay that is only possible with pokes. All the hallmarks of a crap game. Well done g0blinish!

[1]Download game here.

[2]Download source code here.

Tipshack: pour a sugary solution down the back of your Spectrum, that way you have a chance of beating the computer.

HACK PACK:

poke 24852,1 ;tiny paddles

poke 24851,40 ;computer fails every time

1. <https://docs.google.com/file/d/0ByxiMYbPnIUdR0lfYnpPMzdtZkk/edit>

2. <https://docs.google.com/file/d/0ByxiMYbPnIUddUpZRXNlc1FRWlk/edit>

Bebbers (2013-01-31 11:39:51)

I think gOblinish is in the driving seat with this one, and it gives me another idea. I should STOP this before I have too many entries and not enough time...

Dave (2013-01-31 13:48:03)

I don't know about the driving seat but it's certainly carp.

## 1.2 February

### Peace Love and UnderStanding (2013-02-02 12:25)

Peace, Love and UnderStanding

By Steve McCrea

Genre: Lvmup



Peace, Love and UnderStanding (or PLUS from here to maintain a modicum of brevity) can only be described as a shoot em up, and before you start salivating and feverishly shouting "SMASHTHEALIENSDOOMDESTRUCTIONCRASHBANGZAP!!" take note that PLUS is a bit different.

The intro screen gives you an inkling of this when you look at the keys: Z for left, X for right, L for...Love?

On startup you get a very satisfying pause while the BASIC program configures the UDGS (*and PLUS uses the full set from A-T*), which the LOADING... message nicely informs you of.

The aim of the game is to pilot a talisman of sorts (for which the graphic looks more like a motorbike!) left and right and shoot love hearts (sorry - *missiles*) at the Doves, YinYangs, CNDs and Oms.

These symbols jerk left to right at varying rates, mostly of slow.

A direct hit gains you harmony, a miss loses it based on time elapsed since your last successful love.

Of course it does.



It's actually quite difficult to get a successful hit, and annoyingly, once you've pressed fire you have to watch your love missile sloowwwwwly run its course to the bottom of the screen.

By this time it's usually too late to attempt another shot and harmony is lost.

Nice touches include sound effects, 16x16 graphics and a little routine to cycle ink colours each time you pass the intro screen.

There is no compunction to actually 'join in' the game, as no harmony is lost if you don't make any shots nor if a peace symbol makes it to the far right of the screen.

So you can sit back and watch the world go by, though you have to be at peace with the fact that the stakes grow higher with every passing ship - if at some point you do plan to join in.

A very philosophical game and quite a good analogy for life I suppose (*If this was intentional Steve, may I compliment you on an ingenious idea*).

The words of the great yogi spring to mind 'Real peace is always unshakeable...bliss is unchanged by gain or loss'.

Bloody hippies.

Tipshack: Load on a real Spectrum, adopt the lotus position, and watch a world of peace and harmony pass over you.

HACK PACK: Infinity Harmony: In line 60 change LET sc=sc-INT to LET sc=sc+INT

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdQjNZdmVyMWtDdlE/edit?usp=sharing>

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Bebbers (2013-02-04 01:58:00)

Nice one Steve for bringing peace to the Speccy, but I think this game is strangely good.

Rebelstar without a cause (2013-02-07 11:50:58)

I have to agree, this game is bordering on being playable. Must try harder!

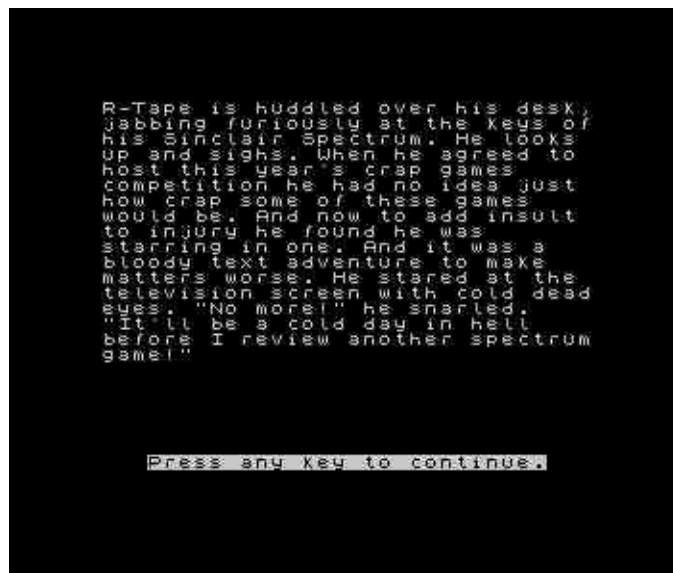
## Type C for Crap (2013-02-05 18:44)

By Rebelstar without a cause

Genre: Text sojourn

Ooh a text adventure, I didn't expect one of these in the CGC. It was authored with [1]P.A.W (professional adventure writer), but that's fine because crap games can still be made in a quality designer – as Rebelstar demonstrates here!

I didn't have a clue what to expect from the title and got a big surprise when the game started.



In TCFC you play a beleaguered crap games competition host called R-Tape (*poor sod*) and you have to try and join the games club, where apparently they play nothing but quality games.

There are a few references to the attendees of the World of Spectrum forums that regulars there will be able to spot.

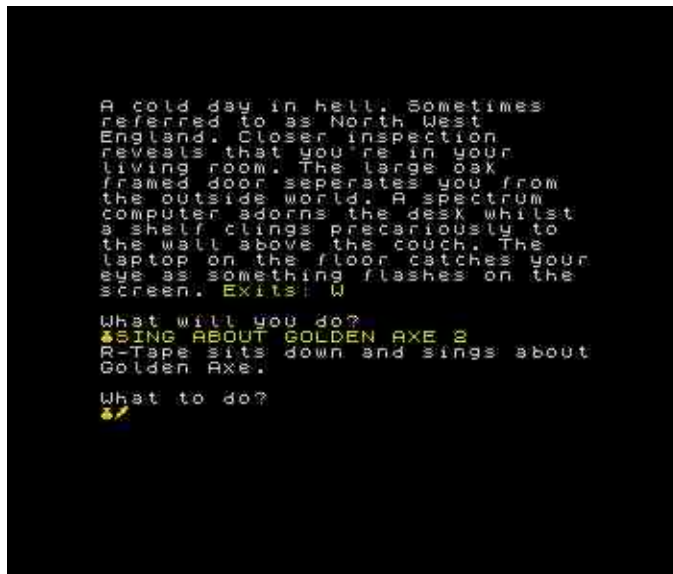
I always been hopeless at text games, and have bad memories of the Hobbit when I was younger grasping to find the correct word to take the tankard off the table (or something).

So phrases like '*I don't understand*' or '*You cannot do that*' give me the whirlies.

Type C for Crap is no different in this respect, and after spending a fruitless amount of time trying to get a bleeding video game off the shelf I decided to cheat instead.

On discovering the solution it's clear that seasoned text gamers will get through this game in no time.

TCFC has quite an extensive vocabulary, the phrase detection is not quite perfect, but you can't have everything can you...



Also, whatever you do don't ask for HELP!

The swearword detection is quite poor however, and only detects 'F-bomb' and 'Swear', mind you just as well I suppose because you'll be needing a few choice words to describe this game.

[2]Download here.

Tipshack: SPOILER ALERT! 12 moves:

EXAMINE COUCH/TAKE KEY/EXAMINE DESK/TAKE DVD/UNLOCK DOOR/OPEN DOOR/W/GIVE DVD TO BOOZY/TAKE BADGE/WEAR BADGE/W/W

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0006825>
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdQy1nT2pwZUp6SWc/edit?usp=sharing>

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Bebbers (2013-02-05 22:59:56)

Oh, another texty. This will probably be the best text adventure that I've played in MMXIII, but don't hold your breath!

Dave (2013-02-06 23:04:06)

I have to apologise here Shaun, I forgot UFES was a text adventure. It was so exciting I filed it mentally under arcade ;-p

## Elevator Operator Emulator (2013-02-06 22:42)

By Steve McCrea

Genre: Elevator Operator Emulation



Did you ever wonder what it would be like to be an Elevator Operator?

Spending the day in the exciting company of strangers, giving & receiving wisdom and getting the odd tip here and there.

No?

Well, me neither, but in Steve McCrea's second entry we get the chance to live that dream!

As far as I know there aren't many lift attendants in the UK and Steve informs me the US (where the EOE was created) is the same.

So this emulator is even more important than we realised – it's preserving a declining vocation.

On loading we get a 35 second DATA loading pause.

This is achieved by a slightly flabby FOR NEXT loop that includes a spot of math and PRINTS a "." for every byte.

So I'm about to play a game about being an elevator operator and it pisses me off further with unnecessary delays.

This is how you get bonus points in the CGC.

It seems we have another open ended game here, the purpose is to meet the demands of the 'elevatees' by getting them to the correct floor in good time.

Do well and you get a tip, go slowly or make a mistake you get a demerit.

9 demerits and you're fired.

You have completed the game when...erm, not sure...perhaps when you've completed an 8 hour shift?

*(Though I must say I haven't played it that long yet).*

It's not *just* up and down though, you have the pleasure of opening and closing the doors too.

I find playing this game quite haunting.

The slow moving hand, the dark surroundings, the maddening repeating task to perform and the long pauses waiting for something to happen.

Brrr.

Delving deeper, EOE is a very well organised BASIC program (*certainly better than I could do*) and I'm quite jealous of the masking technique used.

The use of BEEP is good and the gameplay has similar qualities to Tapper.

EOE is crap don't get me wrong, it's just there are so many good ideas behind it.

If only Steve could use his powers for the force of good...



Tipshack: Don't press the emergency or callout buttons (*unless you want to get fired, which you might*).

**HACK PACK:** Infinite thanks: at the start of line 600 put LET msg=13

[1]Download here.



1. <https://docs.google.com/file/d/0ByxiMYbPnlUdZWs2VjdPeGFfLU0/edit?usp=sharing>

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Rebelstar without a cause (2013-02-07 11:48:35)

Why does it say Loading when it quite clearly isn't?

Some nice BASIC programming there, a lack of gameplay and a hefty dose of crapness. Well done! The Best Lift game since Elevator Action!

Dave (2013-02-07 12:06:19)

I'd go a step further: it's the best Elevator Emulator I've EVER played.

## Desert Island Risks (2013-02-07 20:52)

By Steve McCrea

Genre: Drop 'n' Splot

Ladies and Gentlemen, we have more Cassette50 material!

It's playable, is not intentionally crap and sports some lovely udgs.



We find ourselves in a helicopter in a circular holding pattern around a cartoon desert island, this desert island is occupied by obstacles – namely pigs (*I think*), scorpions, trees and cacti.

The aim of the game is to land your men safely on the island, which is not as easy as it sounds.

After parachuting the key you need to press to open your shoot appears at the top left (*I didn't know this at first, and thought you had to guess the key each time!*)

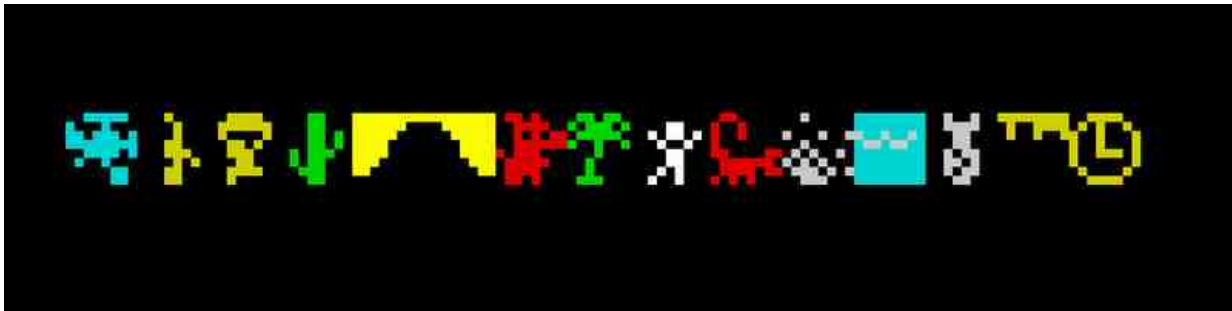
*So my early tries were full of lots of keyboard mashing and failure*), and it has to be timed well enough to avoid the obstacles, including your own landed men.

The island becomes more crowded as you progress but you do get a few bombs to clear the ground before you start jumping.



It hits on a soft spot for me too: UDGs.

Get a load of these!



7 is a pig isn't it? No hold on...a dog. Nope - I'll go with pig.

There's not much to dislike here, but it does belong in the competition as it's char based and BEEPY.

Just think of it as one of the best entries on the Cassette50.

**Tipshack:** Once you know the parachute key leave it quite late to open your chute, it's easier to pick your landing spot.

Just don't leave it too late.

**HACK PACK:** no hacks!

This game is fun without - get playing lad!

EDIT: c/o Rebelstar Temporal Power up: 150 LET ti=150

[1]Download here!

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdRUE5ZUtQU0Juelk/edit?usp=sharing>

## Mega Ski (2013-02-09 12:04)

By Shaun Bebbington

Genre: Insanity simulator

Okay....Mega Ski arrives in a zip file, and quite naturally I open it up.

Nothing too out of the ordinary there, then I see the file...

```
1>RANDOMIZE VAL "0": BORDER V
AL "0": PAPER VAL "0": INK VAL "
7": CLS: LET a$="↑": LET b$="!!
": LET a=PI-PI: LET b=a: LET c=V
AL "9": LET s=a: LET i=a: LET x=
a: LET k$="": PRINT "Mega-Ski by
Donketsoft © MMXIII": PAUSE VAL
"0": LET k$=INKEY$: FOR i=VAL "
0" TO INT (PI*PI+PI): BEEP .133,
i: NEXT i: PRINT INK VAL "4": "GE
T READY SKIER... HERE WE GO!":
PAUSE VAL "64": PAPER VAL "7": C
LS
2 LET a=INT (RND*VAL "5"): LE
T b=a+VAL "9": FOR i=VAL "0" TO
VAL "1000"
3 FOR x=VAL "1" TO a: PRINT "
": NEXT x: PRINT INK VAL "4"; a
$: FOR x=VAL "1" TO b: PRINT "
": NEXT x: PRINT INK VAL "1"; b$
: IF a+b+c<VAL "32" THEN FOR x=
VAL "1" TO c: PRINT " ": NEXT x
4 PRINT INK VAL "4"; a$: LET k
$=INKEY$: IF k$="r" OR k$="R" OR
k$="<" AND b>VAL "1" THEN LET b
=b-VAL "1": IF a+b+c<VAL "32" TH
EN LET c=c+VAL "1"
5 IF k$="t" OR k$="T" OR k$="
"> AND a+b<VAL "30" THEN LET b=b
+VAL "1": LET c=c-VAL "1"
6 IF a+b+VAL "1"=a OR a+b-VAL
"1"=a+b+c THEN PRINT AT VAL "0"
, VAL "0": FLASH VAL "1": INK VAL
"2": "FAIL!": FLASH VAL "0": "Yo
u score: "; s: STOP
7 IF RND*VAL "1">.61 AND a<VA
L "14" THEN LET a=a+VAL "1": LET
b=b-VAL "1": LET c=c+VAL "1": G
O TO VAL "9"
8 IF RND*VAL "1"<.39 AND a>VA
L "1" THEN LET a=a-VAL "1": LET
b=b+VAL "1": LET c=c-VAL "1"
9 LET s=s+VAL "10": IF s=VAL
"100" OR s=VAL "200" OR s=VAL "3
00" OR s=VAL "400" OR s=VAL "500
" OR s=VAL "600" OR s=VAL "650"
OR s=VAL "700" THEN LET a=a+VAL
"1": LET b=b-VAL "1": LET c=c-VA
L "1": BEEP .125, INT (RND*VAL "3
2")
10 NEXT i: PRINT AT VAL "0", VA
L "0": INK VAL "1": BRIGHT VAL "
1": "Oh yeah!!! You score: "; s+i
0 OK, 0:1
```

It's a screengrab of a BASIC program.

A type in.

A.

TYPE.

IN.

(Deep breath count to ten).

Most of us will remember doing type ins back in the day, the listing would appear next to an all action picture that wayyyy overstated the quality of the actual finished game (in fact *I'm sure we could have got them on the trade descriptions act*), assuming the type in worked, you knew all the function keys, didn't get bored or lose your work during typing.



With these horrible memories at the front of my mind I readied myself to get the job done.

In the spirit of the entry I decided to do it all as nature intended – on a real Spectrum.

I chose to do this on my less aesthetically pleasing, but reliable grey +2 as I recall my 48k having some wonky keys.

It will be done in 48k BASIC, naturally.

So: *A dreich Saturday morning?*

Check.

*Cup of tea?*

Check.

*A steely resolve to play a half baked ASCII based BASIC*

*Ski-ing game?*

Check.

TYPING HOooooooooooooooooooooo!

(Here follows a stream of consciousness while typing in)

9am.

Now then, this type-in is full of VAL statements.

While this may be more efficient coding I can't be arsed finding out where the VAL function key is so I just did the actual value each time.

*Donketsoft?*

Surely a BASIC program of this quality couldn't contain a typo?

As such I can only assume that Shaun has created a new software house.

Great.

4 mistakes in the first line.

Shame each line is so long it takes agggesss to scroll through it all to fix it.

INT?

INT?

Where's the function key for that?!

And PI!?

Have the key detection for CAPS and <> may be very diligent, but I can't be arsed: it's OP for me.

Hell bells!

How many OR statements can a line contain?!

9.30am.

Finished.

Didn't take too long.

Time to save my work.



Now run it.

Aaaaaaannnnnnnnnnndddddd....



It doesn't \*\*\*\*ing work!

The keys don't work and it stops for no understandable reason.

The keys issue was my fault: change k \$ to INKEY \$.

The STOP was printing the score in white on white, changed.

Sort of works now.

I'm still not sure whether the game is working properly or is just crap?

Am I crap?

Why does the game stop?

Why do the trees converge?

Where's the gin?

This project leaves me only with questions.

Shaun sent this to show the score to beat, I managed 1360.



Summary:

This is great fun and I'd recommend trying a type in (especially on real hardware).

There was a definite sense of excitement and anticipation as it came closer to RUNning it.

The game is crap, with the nicest touch being the 'SCROLL' statement that kept occurring during the game.

Thank you Shaun!



Bebbers (2013-02-09 13:24:58)

Err... yeah the screen shot is taken from the listing that I screen-grabbed so \*may be\* you were trying to avoid some typing to save time :-). The listing works even with the typo.

Just so that everyone knows, I typed it into a real Speccy 48 first, then, as I don't have a working bog-roll printer or a scanner, I typed it in line-for-line to BASin, saved it and loaded it into Fuse to get the screen shots. It took about an hour to write on the Spectrum and about 20 minutes to test it, and then about 20 minutes to type in to BASin, and about another 20 minutes to test it.

For those of you who remember those Osbourne books from the 1980s (with the pictures of the robots), Mega-Ski is based on a listing from them, but 'fixed' for the Speccy with an equivalent to the PRINT SPC(x) command.

For fun, make the keys for left and right 'y' and 'n' and allow the Scroll? message to appear at the bottom of the screen. Also, there is a small bug in the game - find it and fix it.

Anders Carlsson (2013-02-09 18:24:23)

Aren't there any OCR programs that can read the ZX Spectrum screen font? As every other game in this event has cheat tips, that might be the one for this game. Once you get a text file, you could use BASin, bas2tap etc to get a binary file to load...

Kweepa (2013-02-09 18:39:46)

This is genius!

Front runner for crap game of the year, shurely?

Dave (2013-02-09 20:26:48)

I do have a speccy 'bog roll' printer, this may be the opportunity I was waiting for to see it print something rather than just click and whirr.

I don't know about text recognition but if there is something suitable please let me know! I may need it in case I get more type ins.

Yeah it's going to be tricky judging this one, I'm not sure how much weight to give to the 'type in factor' yet.

Anders Carlsson (2013-02-09 22:43:50)

Well, I had a brief attempt with OmniPage 4.0. A few keywords were correctly identified but most of it ended up as garbage.

Dave (2013-02-09 23:26:16)

Perfect!

Bebbers (2013-02-09 23:35:52)

Thanks for the comments, here and elsewhere. I'm going to do a 'refactored' edition shortly using the same process. This time, I'll use my 16K Speccy to refactor it and then do the same process of getting it onto the PC :-)

Bebbers (2014-01-06 21:59:04)

Wow! Best (read: only) Type-in award. I never did get the chance to refactor but then again there is always the 2014 CSSCGC to look forward to!

## 127 Hours (2013-02-10 21:12)

By Steve McCrea

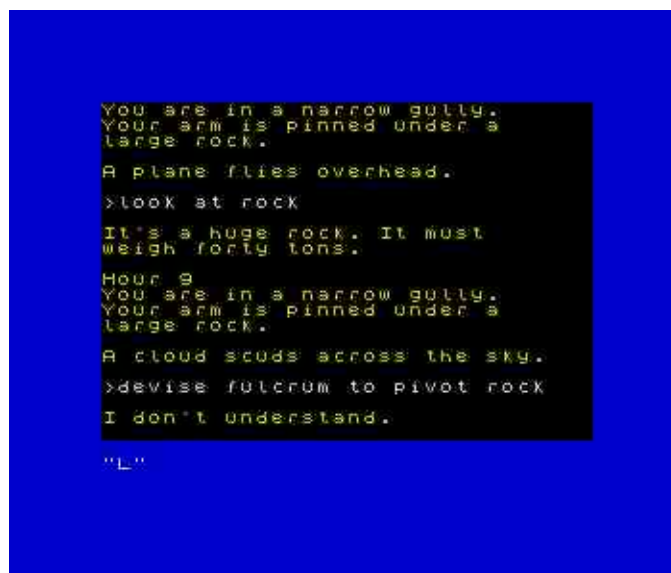
Genre: Text amputation

Just imagine.

While out for a little potter you fall and get your arm trapped under a heavy boulder in an isolated canyon.

There is no chance of pulling your arm free intact....what to do?

Obviously you cut your arm off (*unless you're a big girl*), but how to decide the optimal amount of time to wait until doing so?



Some of you may spot similarities between this game and the story of Aron Ralston.

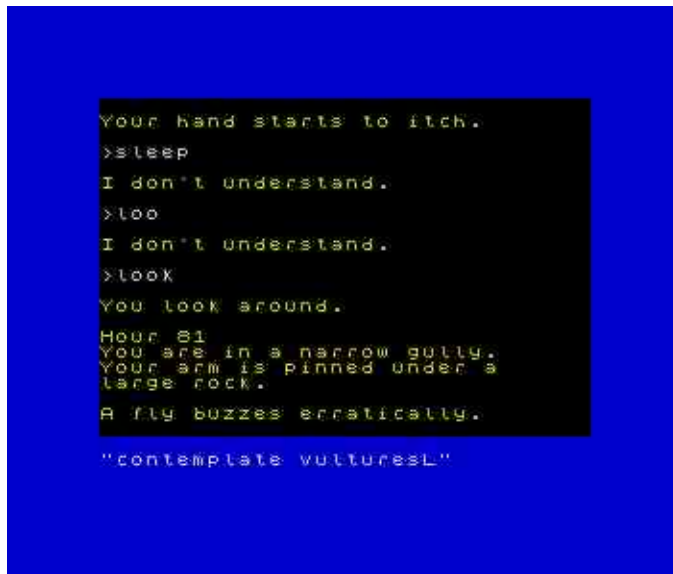
A climber who had a similar experience while out '*canyoneering*' in Utah.

Now, I would have done more research on the hinterland of this topic, but couldn't be bothered, because as we all know all extreme sports are a pointless waste of time.

I assumed this was created using a designer but the code is done from scratch in BASIC.

This means it can have as many quirks as the author wants, including some amusing curse detection – very pleasing to see good old fashioned British swearing catered for!

It's just a shame "Balderdash" is not there.



So the question still remains?

How long would you wait until you did the deed?

Well, I can give you a bloody big clue: 126 hours is not enough, but 128 is too many.

As usual with text adventures though, it's worth exploring it without looking at the code first, just to see what you might have tried. It didn't recognise everything I thought of.

An amusing entry, and crap.

Thank you Steve!

**Tipshack:** don't go east.

But if you must wait 127 hours then cut your arm off.

**HACK PACK:** Stop faffing and grasp the nettle!

Add at the start of line 210 LET a \$="cut off arm": LET h=127

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdN1RzeGVuWkM40Tg/edit?usp=sharing>

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## Factor Tractor (2013-02-12 16:52)

By Steve McCrea

Genre: Arcade Math

Do you like Maths?

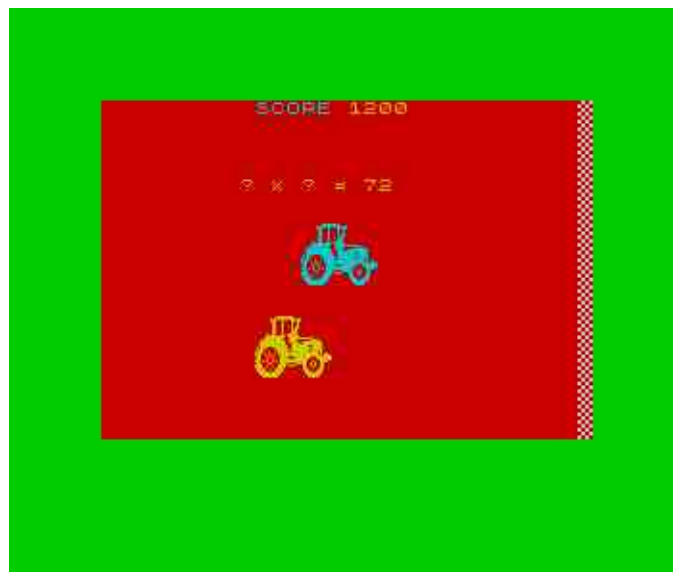
Do you like Tractors?

Do you like fast paced arcade fun?



If you answered yes to the first two questions then FACTOR TRACTOR is the game for you!

This rather nice intro screen tells us what the game is about, and sports possibly the best rendering of a tractor using UDGs ever (in fact – if readers want to email me more UDG DATA of Tractors I'll post them in the blog and end of year digest).



*Boffins* among you will sail through this game (or whatever the word is for a tractor sailing – chug I suppose) but as a bit of a duffer I struggled.

I remember numbers like 54 and 63, and that two small numbers can be multiplied together to make them, but under the pressure of a tractor race I fall apart and fail.

Factor Tractor is crap, but you'll feel ashamed when you find yourself actually getting into the race.



**Tipshack:** Learn your times tables!

**HACKPACK:** remove the IF AND before the LET in line 160, and you'll have hexane in the fuel tank.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdWlpqZ2tBM0lFOHM/edit?usp=sharing>

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na\_th\_an (2013-02-14 14:00:16)

Gosh, Certainly that's the best rendering of a tractor using UDGs EVER!

**Run for Syrums (2013-02-13 12:09)**

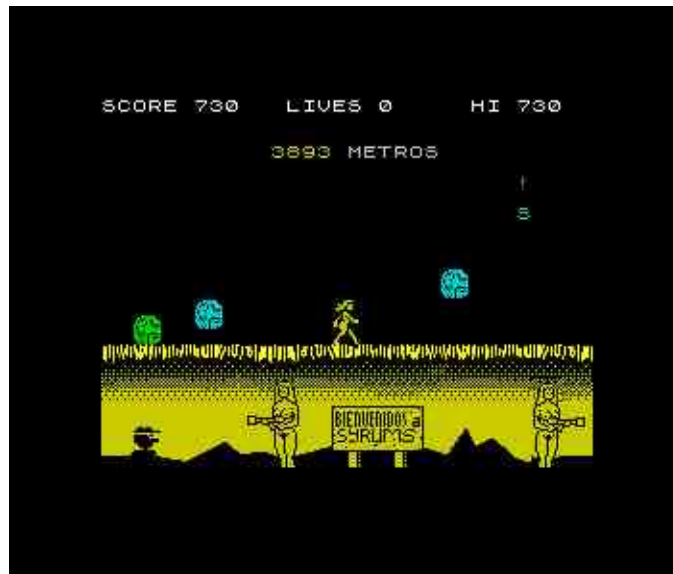
By na\_th\_an

Genre: Softcore sprint

Here we have a lovely entry from the 2011 host, a game he coded in 1993 (*the Golden year of the Spectrum*) and I can't sum up the gameplay better than na\_th\_an himself:

*"You have to run smashing O and P to get to Syrums. Whatever it is. There's a nasty green boulder chasing you, so you better run. There's also somebody throwing nasty cyan boulders to your face"*

Of course there is.



I'm surprised that we have reached the second month of the CGC and this is our first 'button mashing' game.

Having to toggle two unresponsive keys to meet some barmy objective is the hallmark of a solid crap game and in this respect RFS doesn't disappoint.

The main protagonist is for some reason totally nude, which those familiar with the Mojon Twins games will know is their stock in trade.

RFS appears to be coded in compiled basic (maybe asm) and sports some rather advanced scrolling.

The gameplay is pretty dodgy though not impossible to get into.

I managed to get the metre count down to the 3000's mark but I can't (ie - won't) do better than that.

So I don't know what happens when you actually reach Syrums.....who knows, maybe the lady gets a wooly warm cardigan and a nice sit down.



Different, advanced, crap.

Thankyou na\_th\_an!

**Tipshack:** Place masking tape over the bottom half of your tv screen, that way you won't be distracted by the naked ladies.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdVlA1MDNy0EpXZkE/edit?usp=sharing>

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Bebbers (2013-02-13 16:22:34)

Rather than masking tape, perhaps a range of stylish overlays could be made like what the Vectrex does to achieve colour graphics? I'll have to give it a go :-)

na\_th\_an (2013-02-14 13:58:15)

Doh, to be completely honest, I can't remember if you could actually get to Syrums.

I was 14 at the time. I can't even remember what's Syrums supposed to be.

This game belonged to a tape I created with lots of teenage angst and nude women. Sadly, 90 % of this tape is so damaged that the contents are completely wiped out.

The game is BASIC, compiled using MCoder III methinks.

Dave (2013-02-14 16:47:43)

That's actually bloody good for aged 14, I'd barely gone beyond the 'Hello World' program at that age.

Shame about the tape.

Kweepa (2013-02-14 23:33:39)

Indeed, and very nice graphics for 14 too!

What is this MCoder III of which you speak?

Dave (2013-02-15 09:43:06)

This comment has been removed by the author.

Dave (2013-02-15 09:44:06)

<oops I'll try that again?

Hmmm MCoder III is a MIA on WOS, maybe he meant MCoderII?

<http://www.worldofspectrum.org/infoseekid.cgi?id=0011101>

Last time I tried a compiler it didn't work, my fault though as my BASIC had too many of the commands it didn't like.

na\_th\_an (2013-02-18 08:43:21)

This mcoder3 which in fact has nothing to do with MCoder or MCoder 2.

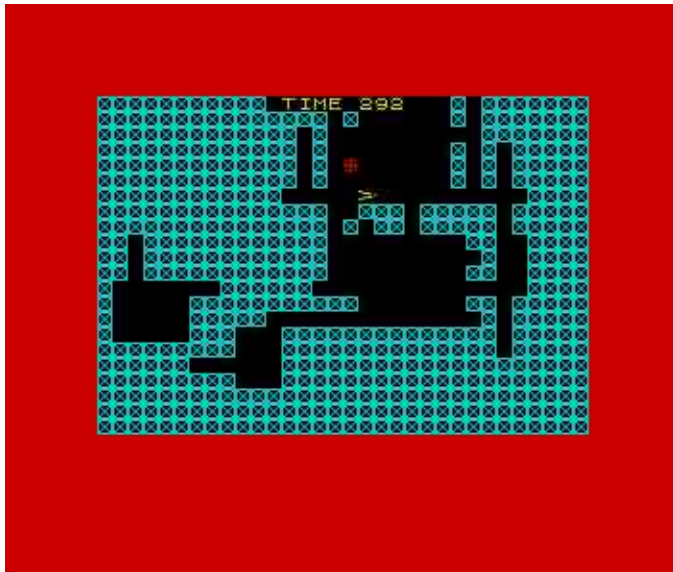
[http://www.worldofspectrum.org/infoseek.cgi?regexp=^MCoder+I II \\$ &loadpics=1](http://www.worldofspectrum.org/infoseek.cgi?regexp=^MCoder+I II $ &loadpics=1)

Very easy to use. Just load your BASIC game, then put this tape, LOAD""CODE, enter, play, and wait. It just works most of the time.

## **Space Scarper (2013-02-14 20:40)**

By Steve McCrea

Genre: Don't touch the sides 'em up



What do we have here?

A spectrum BASIC version of the arcade classic 'Thrust'?

Well not quite, but not light years away either.

In Space Scarper you rotate the yellow ship and thrust (with inertia) in that direction towards the red thingy while avoiding the cyan walls.

I was surprised to see this and had a look in the code for any machine code USR calls – but nope, it's good old fashioned BASIC PLOT and DRAW.

Clever stuff.

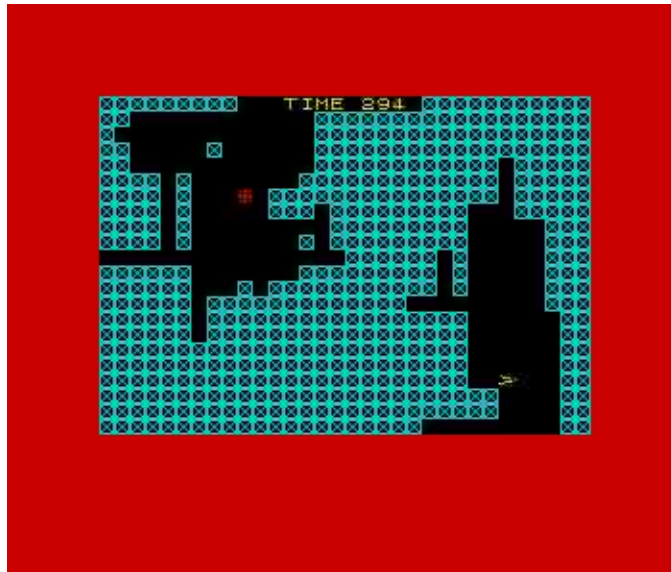
To keep the game varied and interesting each screen is different.

It is created in a *painfully* slow pseudorandom way before you can begin, and on occasion even makes a screen with no playable pathway to the goal!

When you *do* have a playable screen though Space Scarper is pretty good, perhaps a bit slow but the game mechanics are sound.

Space Scarper has some good points: playable concept and nice use of PLOT and DRAW for the main sprite.

These are finely balanced with some crap factors, namely slow reactions, a game screen creator that is capable of generating impossible screens *and* taking an eternity to draw the damn thing in the first place.



On balance: we've hit CGC paydirt!

**Tipshack:** Don't touch the walls.

**HACK PACK:** Immunity 110 GOTO 100

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdazV5VUhSVUxDT0E/edit?usp=sharing>

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## Paralympic Obstacle Kayaking (2013-02-15 22:31)

By Jason Railton

Genre: row 'em up

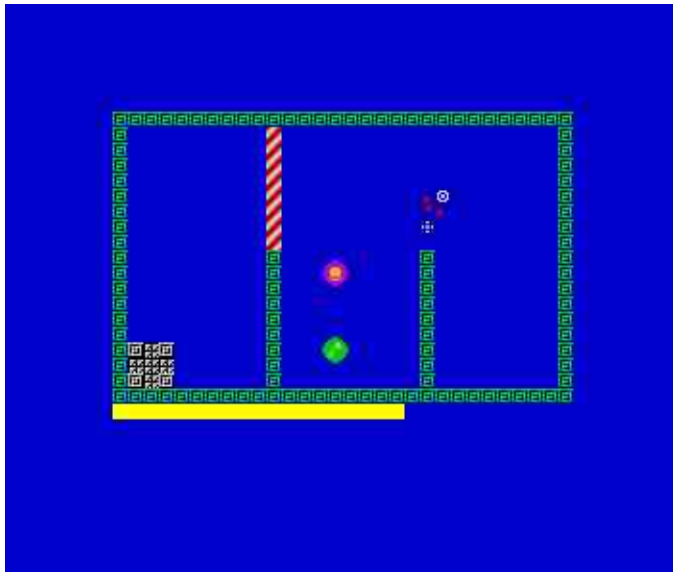
I'm most pleased to show this entry from Jason (Buzzsaw) Railton.

Most speccy fans will know [1]Buzzsaw+ is the first finalised 'proper' game with Spectrum [2]multicolour graphics.

This involves some expert coding twinned with skilled game design, which obviously has no place in this competition so no more will be said about it here, but imagine my surprise to see a CGC entry from him!

Well maybe not so surprising as it was one of the winning entries in the coding competition held at the Spectrum 30<sup>th</sup> birthday event in Cambridge last year.

Even still, I had my doubts that Jason was actually capable of writing a crap game, well I was almost wrong...



After loading we get a nice cyan screen and an uncomfortable wait for some vertical blue stripes to fill it, which are then removed by a CLS shortly after!

An auspicious start.

The main game is a different matter, and here is the authors description of the gameplay:

*It's a kayaking simulation designed to be played by anyone with a range of physical disabilities as it requires only one button press to play.*

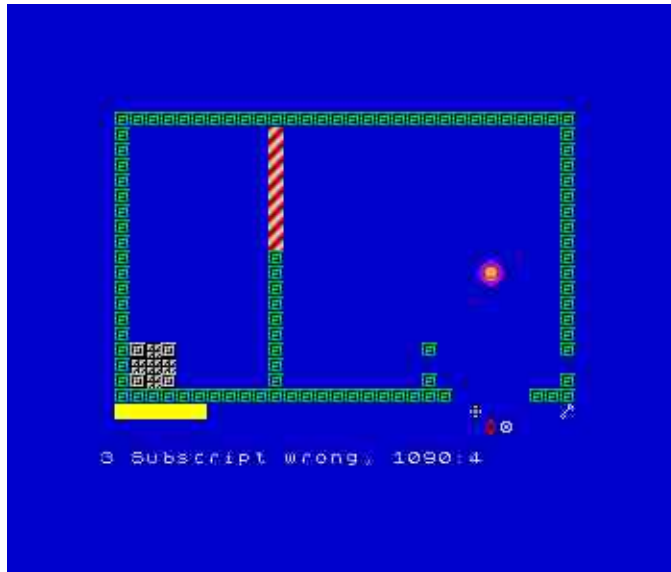
*The kayaker only paddles on one side at a time, so goes round in circles if you don't intervene. Press any key to make him swap sides. Keep pressing with a steady rhythm to go in a straight line. Stop pressing to turn.*

*Try to reach the black exit square before the time runs out to complete each course. Pick up magenta tokens to open the exit, or green keys to let you remove barriers.*

Sounds crap, *but is it?*

Not really, a well animated sprite appears on an ok looking gaming area and to see rotation of this type in BASIC looks like something clever has gone on.

P.O.K is quite good fun and is reminiscent of [3]Albatrossity (a good Spectrum game for those not in the know), so this game is a kernel of a great idea that has been restricted by BASIC and the 4 hours the author had to create it.



Bonus crap points are gained by the fact that it is possible for the kayak to whack its way out of the gaming area, and thus bring forth a stop to the game and a return to BASIC (the holy grail for any crap game coder).

So despite his upsetting show of skill, there is a glimmer of hope he can write a proper crap game!

*(just make sure it's 2 colours per square mind...).*

Having said all this, I'm still surfing the anti cynicism tidal wave that was the 2012 London Olympics, so *anything* Olympian or Paralympian is brilliant, including this game, and erm.....even Stonkers! Thankyou Jason!

**Tipshack:** try playing with a bodily protuberance other than fingers, for a more challenging gaming experience.

**HACKPACK:** Infinite time: in line 21 remove LET t=t-1 (or change it to LET t=t or LET t=10, *but nothing else at all will work*)

[4]Download here.

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0027057>
2. [http://en.wikipedia.org/wiki/ZX\\_Spectrum\\_graphic\\_modes#.228x1.22\\_attributes](http://en.wikipedia.org/wiki/ZX_Spectrum_graphic_modes#.228x1.22_attributes)
3. <http://www.worldofspectrum.org/infoseekid.cgi?id=0021876>
4. <https://docs.google.com/file/d/0ByxiMYbPnlUdT3JNcOdHdWxaMFU/edit?usp=sharing>

## Countless Runes All Pisspoor (2013-02-17 15:27)

By Steve McCrea

Genre: Capricious platform



I could be wrong, but it looks like this charming little game is loosely based on [1]EFMB, an *ingenious* cross platform game released in 2012.

It's hard to believe that a crap game could result from such an innovative, addictive and playable concept.

Somehow though, Steve has managed this feat.

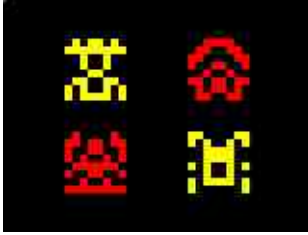


So the aim of the game is simple enough, move the cyan main character around the platforms collecting the yellow runes while avoiding the (stationary) red runes.

These runes are randomly generated each level using the RND function, some array thing I don't understand and poking the UDGs.

Following the rule that each byte of the rune is symmetrical and not zero, they more often than not, with a bit (or lot) of imagination, bear a passing resemblance to something.

Here are some choice examples C.R.A.P generated while playing:



(1-Headless screamer, 2-Telepharg , 3-Zogstomper, 4-Bunnybot)

C.R.A.P has similar advanced 4 way screen wrapping to EFMB and teleporter mechanics, and is quite good fun for a few tries.

Each screen takes a while to generate, and creates setups that are impossible to complete without losing a life (or *several lives*).

Countless Articles Rather Poor.

**Tipshack:** don't let the excitement of randomly generated runes distract you from the gameplay.

**HACK PACK:** Immeasurable lives: at the start of line 190 insert: LET nl=3

[2]Download here.

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0027297>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdS0xVLTNQb0tkUG8/edit?usp=sharing>

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## Dr No.'s Division Incision Derision (2013-02-18 11:53)

By Steve McCrea

Genre: Arcade: Espionematics



An outstanding rendition of the James Bond theme beeps out followed by a not too shabby depiction of Mr Bond on the cutting slab with Dr No looming over him (*Hang on...wasn't Goldfinger the one with the laser?*

No matter).

"Do you expect me to talk?"

"No Mr Bond.

I expect you...to DIVIDE!"

This sums the game up pretty much, our fearless hero's wedding tackle is under threat and can only be saved by YOUR skill with division.

Some are easy, some are hard, and each wrong answer inches the laser ever closer to the biffins bridge.

There is no respite or endgame either it seems, James is condemned to endless mathematics or castration....*choices choices.*

119 divided by 7?

With a laser inching towards your gonads?! I tell you it can't be done.

...not even by the impeccable Mr Bond who must now be wishing he was *Dr* Bond.

**Tipshack:** repeatedly watch Moonraker until you hate James Bond so much that you don't care what happens to him.

#### **HACK PACK:**

Correct every time: Line 50: remove INPUT g and replace with LET g=f1

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdU3daRmhBSmNURkE/edit?usp=sharing>

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#### **Larry the Lander (2013-02-19 14:24)**

By Jammajup

Genre: shoot 'em down



*What the devil is going on??!!*

*A 2 dimensional scrolling starfield?*

*A smooth vertical scrolling shoot 'em up?*

*Sprites?*

*Machine code?!*

Fear not, this can be explained by the fact that L.T.L was created using two designers: [1] Intro Maker

and [2] S.E.U.D

, both utilities authored by arch-enemy of the crap games competition Jonathan Cauldwell.

In LTL you scroll downwards and shoot upwards, shoot the moving objects for extra fuel, the score ticks along as you descend.

There are 4 levels in all and a fiendish end of game boss. Check out the instructions for the obligatory barmy backstory and other info.



I

t doesn't have the most sophisticated graphics in the world but the design and playability are well thought out.

Larry the Lander is as tough as old boots, the tortuous and tight maze sections are near impossible to negotiate and there are numerous lures and pincer traps along the way.

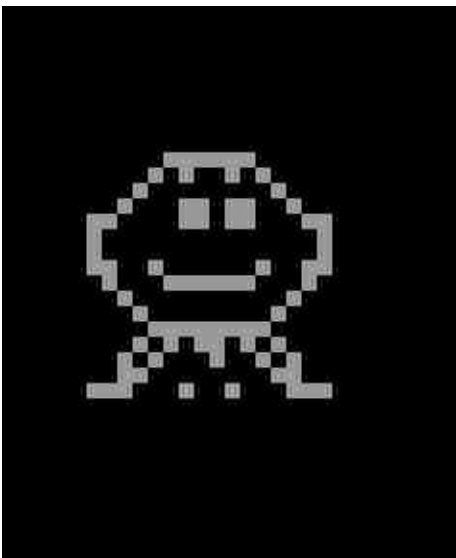
Jammajup assures me it can be completed, and has even [3]recorded a video to prove it.

I can only assume that the cruel difficulty gradient in LTL is tailored to oldschool gamers, not modern lilly livered softies of which I am one.

The verdict?

Maybe lacking polish but certainly *NOT CARP!*

Still, thankyou Jammajup, I enjoyed playing this and will actually be returning to it. Just one thing Larry....gizza smile.



**Tipshack:** Use the pokes!

## HACK PACK:

Anti finite lives

POKE 48523,182

Number of lives:

POKE 48429, #lives

[4]Download here.

[5]Instructions here.

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0023803>

2. <http://www.worldofspectrum.org/infoseekid.cgi?id=0019186>

3. [http://www.youtube.com/watch?v=LJpaAlru\\_Mw&feature=youtu.be](http://www.youtube.com/watch?v=LJpaAlru_Mw&feature=youtu.be)

4. <https://docs.google.com/file/d/0ByxiMYbPnlUd0HJzM3p1aW9Kakk/edit?usp=sharing>

5. <https://docs.google.com/file/d/0ByxiMYbPnlUdek13dFpjcFA2RG8/edit?usp=sharing>

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na\_th\_an (2013-02-19 08:32:59)

Definitely not CARP.

I like this game.... way too much!

## Scrap Yard Scrapes (2013-02-19 21:09)

By Steve McCrea

Genre: Scrapyard: maze

Rule #1 of [1] how to write a crap game

,

states that only good games have the word 'crap' in the title, and seeing how Scrap Yard Scrapes manages to secrete said word in there twice then it must be *especially* good.

Well yes actually, it is.



The aim of the game is to get from the left to the right hand side of the screen, you have a limited number of bombs to plant (get clear!) which blast your way through the blocks and scrap, and you can use your plough to shift the cyan scrap.

There is a time limit, after which the scrap yard dog (*apologies to the author for thinking this UDG was a pig in a previous review!*) chases after you, and finds you with a *remarkable* reliability.

The algorithm it follows is clearly very advanced.

As you progress the game gets harder as you get less bombs.

It is best around level 3 & 4 where you really have to employ strategy to get through.



There's always a fly in the ointment of course, and SYS is no exception.

The game setup including 'Loading...' and screen generation takes a full 41 seconds, and also there is a bug in the code where you lose a bomb if you try and plant it in a block (or was it intentional?).

Also the game becomes impossible around level 5 as you only get 1 bomb, but the screen generated usually needs more than this.

There's so many good points about this game, I mean, Steve has even included a feature that clears space around the player at the game start, to avoid being blocked in.

Summary: lovely UDGs, great idea, great gameplay, a simply *brilliant* BASIC game.

For shame Steve, for shame!

**Tipshack:** get to the middle of the screen and wait for the dog to start chasing you, makes for a more exciting game.

**HACK PACK:** non - finite bombs:

insert LET nb=7 at the start of line 200.

[2]Download here. DO IT!!!!!!

1. <http://www.yoursinclair.co.uk/wiki/Main/CrapGame>
  2. <https://docs.google.com/file/d/0ByxiMYbPnlUdeF9oQ3pETTzmNGs/edit?usp=sharing>
- 

## Teacho Yourselfo Italiano (2013-02-20 12:21)

By Lee Spoons

Genre: Utility: Word Appender-o

Ah Italy!

The rolling hills of Borlotti, the valleys of Rome lined with pasta trees, wine coming out of the taps and everyone strolling around in white vests and greased back hair.



Now then, for some reason it is a common accusation that the English speaking nations are ignorant of the both the language and culture of other countries.

This is why it's especially nice to receive this lovely utility from Lee Spoons – it blasts this myth into the cosmos faster than a gondola full of meatballs can sink.

God knows why but TYI has speedlock protection!

And although the code is really short it loads the entire RAM with sodding NOPs in addition to it.

This means that you get a hypnotic humming sound for most of the 2 minutes and 35 seconds of loading.

Annoying and crap?

Yes.

Bonus points!

Lee has spotted some common rules of the Italian tong and has devised a clever little algorithm that can convert *any* English word into Italian.

Astounding.

I didn't realise that it was so easy to speak Italian, and if I travel to Italy in future I will do so secure in the knowledge that, thanks to T.Y.I, I will be able to fit in with the locals. Thankyou Lee!

The verdict?

Merda!

**Tipshack:** convert to the Sprechen Sie Deutsch simulator:

20 LET i \$=EN

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdcWhYbnNocF82S1U/edit?usp=sharing>

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Kweepa (2013-02-20 18:58:35)

You forgot the riding of the mopeds.

Dave (2013-02-20 20:58:55)

...anda da sugo justa lika Mama useda to maka!

Hmmm, Italian is more complicated than I thought, it has 'a' sounds too - Lee! A version 1.1 is needed!

10000 Spoons (2013-02-22 21:16:46)

Oho buggera! This is really going to test my programming "skills"... \*wanders off to watch Dolmio advert\*

Kweepa (2013-02-20 21:50:38)

Yes, I used -a in Pope Springs Eternal.

Dave (2013-02-20 22:25:56)

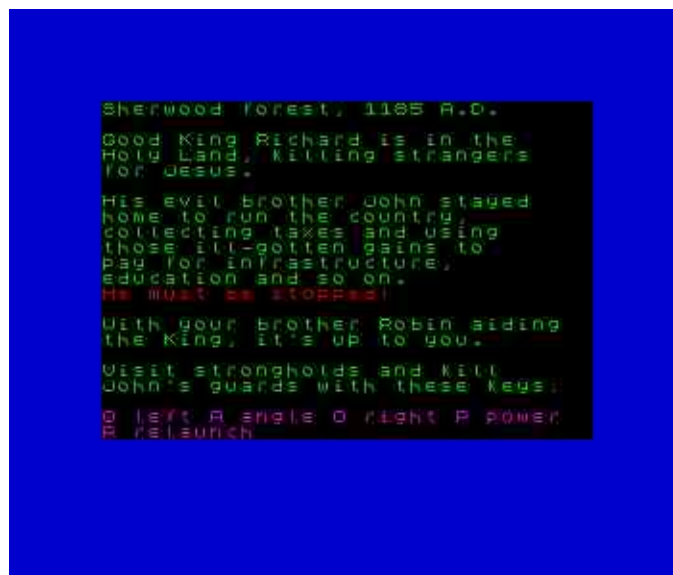
Yep, received and simply can't wait to play it...

**Gareth Hood (2013-02-21 12:26)**

By Steve McCrea

Genre: Arrow Hell

You are Gareth Hood, crack shot and scourge of the Guards of John.



By altering position, power and angle you must hit the guard.

This is an amazing use of BASIC, the way the arrow flies through the air, and even reappears after a realistic interval after going off the top of the screen, is a thing of beauty.



I sat down to have a quick test of this and found myself playing it for much longer than intended.

It's quite hard (I think) to get a direct hit.

Verdict: well programmed, well designed, *extremely fun and addictive*.

This is an absolute treat.

NOT CARP AT ALL!

Just play it.

Now!

**Tipshack:** Don't ask me, I'm bloody hopeless at this game!

**HACKPACK:** Success every time: at the start of line 150 add GOTO 210.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdeWFGY25qS2pPTjg/edit?usp=sharing>

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## Vaticania (2013-02-22 06:35)

By Apenao (Fubete Software)

Genre: Arcade: Pope

An entry in the Papal minicompetition.

As a regular reader of the World of Spectrum forum I'm aware that a buzz has been created about this game.

Amazing screenshots have been posted of possible isometric engines and such, so when I received the actual entry from Fubete software, there was an air of excitement before I even pushed the J key.





Well if you want to play Vaticania you will need a strong nerve and a rugged optimism, as there are eight, yes *EIGHT* loading screens to get through before you even see the intro screen.

In all it takes 7 minutes, which is around 1 minute and ten seconds more than the 128k version of More Tea, Vicar (*my favourite game from 2012*) – so Vaticania has a lot to live up to.



Most of the releases I've seen from Fubete software have a half-baked, barmy, poorly executed bad acid trip feel about them, and I'm pleased to say Vaticania is no exception.

Once you have decided on the many possible key combinations to play with, the game begins.

The aim of the game is to move left and right in the hope of colliding with the moving Pope hat while avoiding the pigeon/dove/whatever.

Ghost graphics are not always cleaned up but the collision detection is mostly sound.

In the eventuality of either collision the game hits give either a FUMATA BIANCA or NERA message and abruptly hits a STOP statement.

Presumably to stop you going *insanewith* pleasure, and giving the player the opportunity to mark the black/white smoke decision thing with appropriate respect.

In summary, Vaticania is barmy old cack, but no more so than the whole idea of the Papal conclave itself.

Well done Apenao!

**Tipshack:** chew a piece of leather while the game is loading.

**HACK PACK:** At the start of the code insert 1 NEW, then drop the tape in solvent, add wood shavings, and burn to dryness, then pyrolyse the remaining charcoal at 1400 degrees in a vacuum furnace.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdYjA2WEp0a3FTMVk/edit?usp=sharing>

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na\_th\_an (2013-02-22 09:11:52)

This game is JUST awesome :D FTW

Kweepa (2013-02-22 19:16:21)

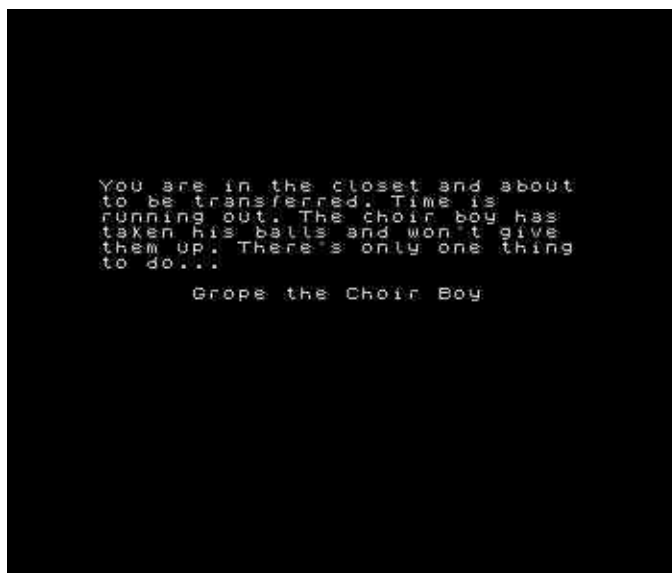
Holy crap!

## Grope the Choirboy (2013-02-24 13:52)

By Steve McCrea

Genre: Arcade: strategy

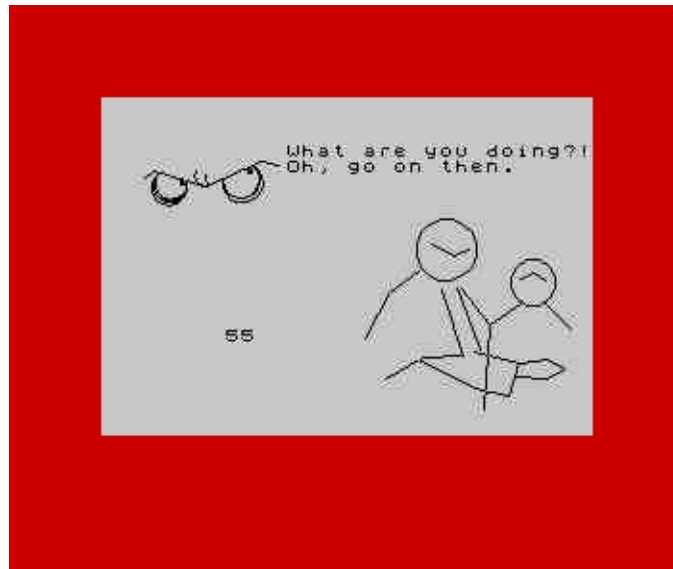
An entry for the Papal minicompetition.



Hmmm.

Grope the choirboy.

Tread carefully.



A nicely executed piece of code, and a clever statement.

**Tipshack:** I'm not going to give tips on how to grope choirboys!

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdUVVnTG5CeXlLM2M/edit?usp=sharing>

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**Encuerer** (2013-02-24 20:51)

By LOKOsoft (a Mojon Twins subsidiary)

Genre: Bang bang titty titty bang bang

Well as we all know, Encuerer is Spanish for lady porridge.

So we can expect a game that contains an abundance of this, and yes, that's exactly what we get.



The game has no loading screen (boo!) but we do get treated to a nice DRAW sequence of a ladies lower regions and some cumulus clouds, possibly with cumulonimbus a layer above but I can't be 100 % certain.

Definitely *not* altostratus though.

Press a key to start and you get an alarming (and crappy) BEEP sequence, followed by a barmy sounding level name that I've yet to decipher (if there *is* actually any sense behind it that is!) then you are thrown head first into an all action *SIDE SCROLLING SHOOTER*!

Well yes, side scrolling is quite advanced, especially of the pseudo-parallax nature as we see here, but don't get too concerned it's only the bottom few rows and it's the same blocks repeated over and over!



This compiled BASIC game boasts some outstanding in game features (best expressed in the instructions) and if you're game, and I hope you all are, it's actually quite good fun to spend 10 minutes as ENCUEERER, the naked flying goddess.

The game is also quite easy, I completed it on my first 'proper' try, which is nice.

So go to it!



Thankyou LOKOsoft!

**Tipshack:** Press the 'M' key a lot

[1]Download her. (sorryhere!)

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdRk0tZ2tvZm1adUE/edit?usp=sharing>

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**Pope Springs Eternal (2013-02-26 20:09)**

By Steve McCrea

Genre: Text Salvation

A second entry from Steve in the Papal minicompetition.

```
Pope Springs Eternal
A damage limitation adventure
Copyright © 2013 by Kweespa, Inc.
All rights reserved.
Release 1 / Serial number 130218
```

```
You are in the private library
of the papal apartments, a vast
marble-floored room surrounded
on three sides by ceiling high
bookshelves inset with
paintings. A desk commands the
centre of the room, and a piano
occupies one corner. The
ceiling is frescoed. Rows of
standing lamps illuminate the
space.
```

```
To the south, French windows
open onto a balcony. To the
scroll?
```

You are the Pope (YEAH!!) and you must 'get out' before too much damage occurs to your reputation and still reach the first circle of heaven.

How long can you last?

```
>think about divinity
I don't understand.
Your private secretary bursts
into the room, looking worried.
"My-a holy-a fuhrer-a...
I-a mean-a father-a!
Komsomolskaya-a Pravda-a
is-a running-a a-a story-a
with-a further-a details-a of-a
your-a involvement-a in-a
transferring-a pedophile-a
priests-a."
He slips out of the room.
Schlaissel! You suddenly feel
exhausted.
>think
I don't understand.
"consider ecumenismL"
```

Another excellent (well crappy) program, with some *superb* swearing detection.

Top satire too, and a flamboyant way with words, thankyou Steve!

**Tipshack:** Quit while you still can!

**HACK PACK:** at the start of line 20 change to FLASH 1: BORDER 2:INK 3: PAPER 6:CLS, this will give the game a sense of urgency to make you do the right thing.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdSjBMRm0zbVRTYwc/edit?usp=sharing>

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## Teachski Yourselfska Russianova (2013-02-27 20:40)

By na \_th \_an

Genre: Text:

Do you like Beetroot?

Do you like Vodka?

Do you like your ZX-Spectrum pimped to the max?

Well then you should visit Russia, but hold your horses.

You won't want to look like an ignorant lout – you should learn the language first!



That's where this *powerful* utility comes in, it translates not only words, but sentences too (and yet the word 'advanced' is nowhere to be seen).

It even has the delete function enabled.

It's nice to see these utilities submitted, and how an entire language translator can be made to fit into a 48k speccy is beyond me.

Well done na \_th \_an!

Carpski.

[1]Downloadski Herska Comrades.

Tipshackova: Don't actually talk like this on the streets of Moscow, unless you want to be punched hard in the face.

HACKPACK: I noticed a terrible bug in this program- the 'R's are not the wrong way round. Download the bugfixed version [2]here.



1. <https://docs.google.com/file/d/0ByxiMYbPn1UdQ3dIYWpzWDRIMWc/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPn1UdV0xxM3BQY1Ric1U/edit?usp=sharing>

---

na\_th\_an (2013-03-04 12:26:31)

You completely enhanced my program with your modifications! But be sure to respect the LGPLWTF license.

**Papal Minicompetition results (2013-02-28 20:45)**

[1]



Well as Pope Benedict leaves the CGC steps in just in time. We had 3 entries for the poorly advertised Papal minicompetition (sorry 'bout that, will do better next time): Vaticania (Apenao), Grope the Choirboy, Pope Springs Eternal (Steve McCrea/Kweepa).

I couldn't pick between them, they were all crap with varying sprinklings of satire and insanity, so both Apenao and Steve get to be Pope.

You'll have to share nice though - if you toggle on a week on week off basis with a day off every third Sunday. As the competition was Apenao's brainchild he can go first!

Erm...is there anything you want to confess first?

1. [http://i1142.photobucket.com/albums/n608/daveyboyhughes/POPCGC\\_zps627d8f94.gif](http://i1142.photobucket.com/albums/n608/daveyboyhughes/POPCGC_zps627d8f94.gif)

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## 1.3 March

**On the Gloomy Side of Luna (2013-03-02 09:51)**

By Anders Carlsson

Genre: Moon Comber



As per the instructions, G.S.O.L is so called after 'a certain music album' but has been slightly changed to avoid copyright infringement (*Shady Side of the Satellite by the Rivettes?*).

Quite right too, because we take copyright very seriously at the CGC.

The aim of the game is to guide the buggy around the moonscape using not one, but TWO keys, collecting valuable metals and fuel along the way.

You must also be careful to avoid mines and 'objects that are worthless and nothing happens'.

How to do this?

Dunno, as all 4 possible objects are marked by question marks and controlled by the RND command.

So GSOL is a lambada with lady luck rather than an intense strategy game.



The game doesn't autostart after loading, bonus points there.

So after typing RUN and ENTER the game starts, but *be prepared* for the menacing landscape that scrolls toward you.

So if you want a cup of tea or a sneaky chug before it actually reaches you then make it a quick one!

Having said that it does make quite nice use of the SCROLL function.

The fact that you lose fuel at every move, get so little of it to begin with, and rely on chance to get more means it's impossible to actually get a fair game.

I'd file this under Cassette 50 material, a nice idea with flawed gameplay.

Well done Anders!

The Hi-Score challenge starts at 51km and 70 points.

**Tipshack:** Look ahead and take your chances (in life I mean).

**HACK PACK:** Immeasurable Fuel:

Remove everything before the PRINT command in line 105

Download the game[1] here, the instructions [2]here and the BASIN file [3]here.

Also, I'm a bit under the weather at the moment and wanted to mess about with some code: [4]here is a hacked version *to be played with Emulator on full*: [5] Asteroid® isk.

Hope you don't mind Anders.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdSmFUTjdJLVd2SGM/edit?usp=sharing>
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdNmNmWHV0bnRZQms/edit?usp=sharing>
3. <https://docs.google.com/file/d/0ByxiMYbPnlUdcVlORllybXZuRnc/edit?usp=sharing>
4. <https://docs.google.com/file/d/0ByxiMYbPnlUdbUtnTU5LUXpFRXM/edit?usp=sharing>
5. <https://docs.google.com/file/d/0ByxiMYbPnlUdbUtnTU5LUXpFRXM/edit?usp=sharing>

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Kweepa (2013-03-03 00:01:43)

Wow, that is excruciatingly slow! And tough!

Congrats!

**Norn Iron (2013-03-02 09:51)**

By Steve McCrea

Genre: Text: Oirish



For people not familiar with the title, Norn Iron sounds like Northern Ireland in the local accent.

A nicely constructed utility here on a topic close to Steve's heart I presume, which makes the point that those involved are pretty much all speaking the same language.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUddkdEeG9vYzg5dUk/edit?usp=sharing>

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Bebbers (2013-03-07 14:56:39)

Sure grand work there Steve, keep calm and code on.

**CheeseBergerBlitz (2013-03-02 09:51)**

By Steve McCrea

Genre: One of those ones where you bomb a city.



Captain Cheeseburger has lost his everloving mind, of course, and needs to land his plane.

But there's a city in the way!

What's a man to do?

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdeW1IcC1aZlZuYm8/edit?usp=sharing>

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Kweepa (2013-03-02 20:48:49)

I should point out that the player controls the gun on the right there, defending the city from the crazy Captain.

Dave (2013-03-02 21:15:20)

Oh crap that rings a bell. I played it when you sent it and forgot that rather important fact. Sorreeee.

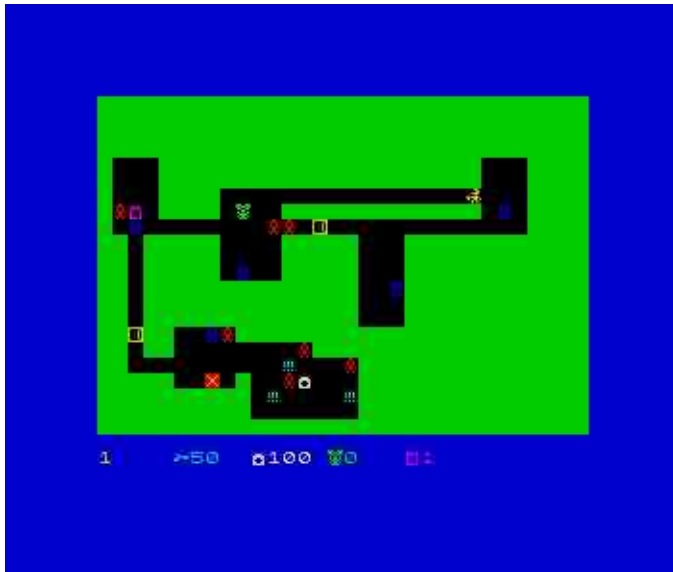
Kweepa (2013-03-02 22:07:53)

:)

**Doom (2013-03-02 09:51)**

By Steve McCrea

Genre: Arcade: Maze



I think I'm the only person on earth to have never played Doom.

So I'm assuming this Spectrum conversion is a 100 % faithful one.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdODBDcXYbmFySmM/edit?usp=sharing>

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Bebbers (2013-03-07 15:02:51)

Nah, I think this version is faster than the original actually, and has much more realistic graphics too.

## Travel with PACMAN (2013-03-11 21:00)

By Lee Spoons

Genre: Arcade Corruption



This was originally written for the CGC 2006 but due to Lee's *intense* perfectionism he didn't feel it was quite ready for release.

Since then Lee has been slaving away working on his code to produce *Travel with PACMAN*.

Well.... actually that last bit is a *teeny* lie, Lee rediscovered this melange on an old hard drive that was never finished and couldn't be arsed untangling the crap BASIC to finish it (*I'm paraphrasing there*), hence felt 2013 was the year to submit it!

Lee gave these instructions:

Pac-Man has escaped from the ghosts and has found some more dots in old Speccy games. Simply collect all the dots to complete the screen, however some parts of the screen are blocked off and watch out for the "killer square" which will cause you to lose a life. Controls: Q, A, O and P. Good luck!



I rather like the idea of this game, there are 12 levels in all that involve Pacman eating up dots scattered around various classic spectrum games, all of which are carefully designed to look like a kill screen.

On level one you move Pacman around the famous Chuckie Egg screen collecting the dots until all are gone – at which point *nothing* happens.

To progress in TWP you need to BREAK into the BASIC and change the level variable (see *HACK SACK*), and only *then* you can witness the treats of Exolon, Deathchase and Skool Daze to name a few.

Trouble is it is so bugged you can't usually move (and that's without the deadly invisible blocks), though I must doff my cap to Lee for cramming so many classic SCREEN \$ into a game (which would explain the 4 minutes 12 seconds (*custom*) loading).



It's clear Lee had big ideas for this game, as the code has more going on than meets the eye.

There is code for ghost collision for instance, but no UDGs for the actual ghosts!

In summary: this game is a bloody shambles .

Well done Lee!

#### Tipshack:

Lovingly caress your spectrum until you find the magic button, y'know, the one at the side that resets it.

**HACK SACK:** Incessant lives: Change line 4001 to REM pangolin.

You can see the various levels by changing 'ON' to VAL "x" to the level number in LINE 4 (x = level number you desire).

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdd1RfWGNsc0pmRDA/edit?usp=sharing>

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10000 Spoons (2013-03-11 21:38:43)

Aha, I see you made the classic rookie mistake on the Chuckie Egg screen - I did the same when first playing again, but you can complete it without cheating, look again at your screenshot and you might work it out...

Dave (2013-03-12 08:01:46)

Oh crap, and I even set time aside to play these entries properly! Sorry Lee I'll play it through after work.

Fool!

Anonymous (2013-03-12 06:55:06)

hey, where is the link to download?

Dave (2013-03-12 08:00:24)

Sorry it was broken, fixed now! Enjoy.

### **Henry's Cat (2013-03-12 21:48)**

By Lee Spoons

Genre: Text: Guess the name of a fictional cat.

I can tell Lee is a massive fan of custom loaders as this is his third entry to have one, and what a lovely loader it is!

Just get a load of this screen:



It's so alive anyway, but the way it fills the screen in a painting motion is heavenly.

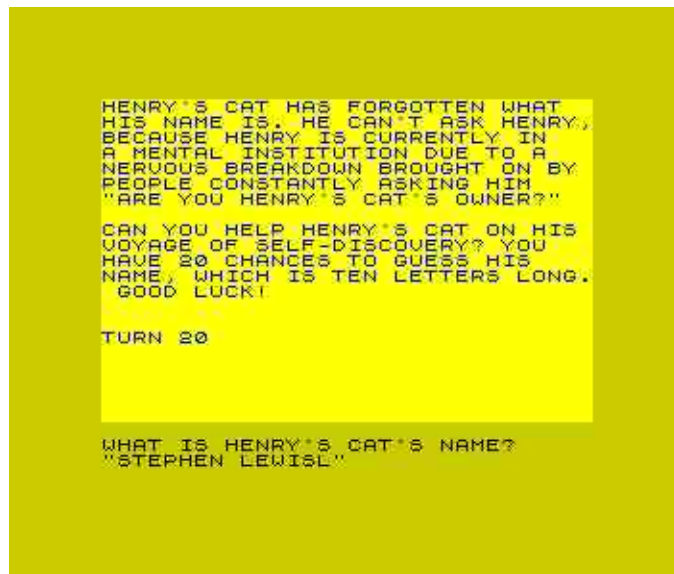
Lee admits in his submission email that Henry's Cat is more of a way to show off this loader than to write a cutting edge game, and can't even remember writing it.

We can forgive this however, as it was originally done in 2006 when recreational drugs like elcid and paxmans were all the rage.

Now the game itself.

Henry's Cat is a rather compact BASIC program in which you have to guess the name of Henry's Cat.

For those not in the know this is based on the absolutely fantastic 1980's cartoon series which also gave us [1]Roobarb.



As the title screen suggests you have 20 goes to guess the name of Henry's Cat.

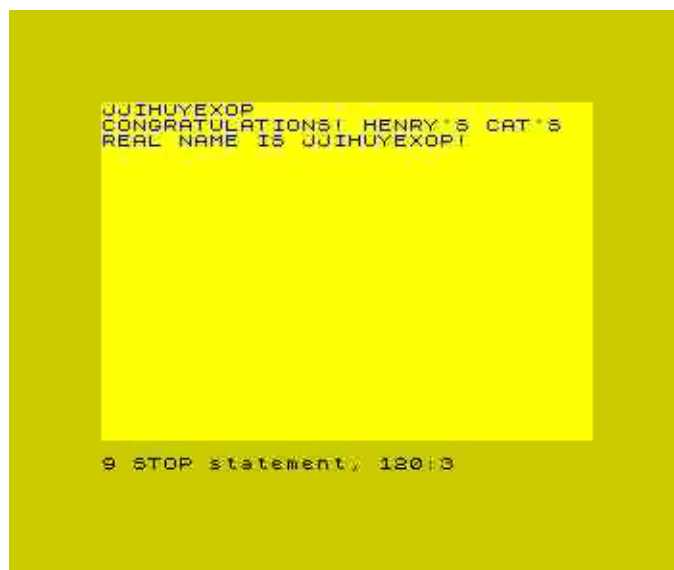
Your first response might be to go straight to the horse's mouth and ask Henry himself, but OH NO!

Henry has been incarcerated in a mental institute.

As the name is 10 letters long and each letter is found by the *completely* random RND command we have a 1 in 1.41e14 chance of randomly guessing the correct 'name' (*assuming we forgo the usual custom and accept a name as a string of gobbledegook that is*).

Bizarrely I managed to guess on my first go!

You may not be so lucky.



Tipshack: Admire the great loader, then watch Henry's Cat and Roobarb on youtube with a warm feeling inside.

HACK SACK: Increased Stephen Lewis probability: Change line 75 to: LET N \$="STEPHEN LEWIS"

[2]Download here.



I'll get you Spoons!

1. <http://en.wikipedia.org/wiki/Roobarb>
  2. <https://docs.google.com/file/d/0ByxiMYbPnlUdSFV4bWVuZV9lR1E/edit?usp=sharing>
- 

**SQUASH! (2013-03-13 21:39)**

By Richard Bos

Genre: Sport: Carp

Firstly bonus points and some kind of prize (*I keep saying that don't I, at the end of the year I'll have to invent a fair few special prizes...so be it*) for the first inlay of the competition!

Just imagine, it's 1985, you walk into John Menzies to see what's new and you see this:

# SQUASH



(c) 2013 Supremo Programs

# HSANQS

A game for two players - play squash with  
all your mates on your ZX Spectrum -  
you can use 2 Sinclair joysticks!!

Wow!

Action!

Pace!

Strategy!

This beautiful inlay invokes all this, so like all inlays the game must be equally as good...*mustn't it?*



Well, let's see: no loading screen?

Check.

Doesn't autostart?

Check.

No text wrapping?

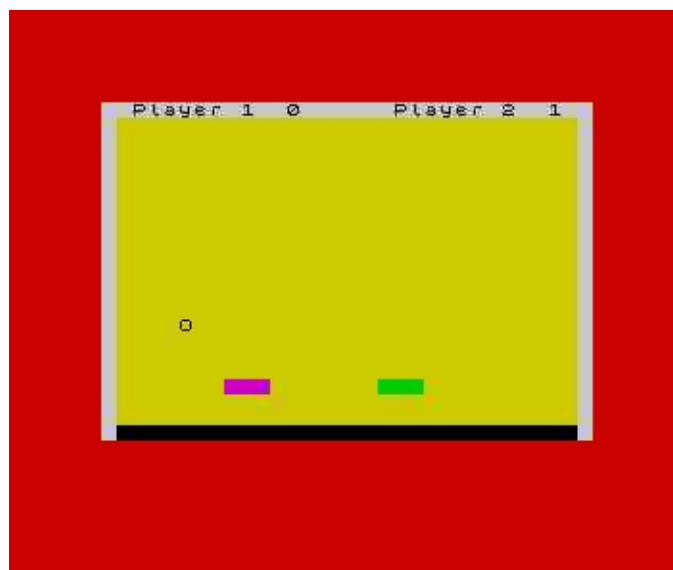
Check.

ROM font?

Check.

It's probably a safe bet to assume it's not going to be in the same league as R-Type then.

Well sorry to be so harsh, because actually I rather like this little game.



SQUASH! is a two player game that can be played with two joysticks, though the key selection is nicely spaced out anyway.

The aim of the game, like Squash, is to keep the ball in play and try to wrongfoot your opponent.

It's not bad as it goes, the ball jerks around in a barmy fashion and there is a feeling of tension as you race (*well, trundle*) to reach the ball.

There is a little attribute cleanup bug but that's not a problem, and actually gets bonus points!



I'm ashamed to say that I currently find myself short of time, a playmate, a DivIDE interface (ok I could put onto tape but see time) so I'm not going to play this on my real Spectrum just yet.

I do think it would suit the real hardware experience quite nicely though.

Ball bouncingly CARP!

Thank you Richard!

#### **Tipshack:**

Give your squash partner a [1]dead arm so you have the tactical advantage, if not the moral high ground (use that trick with the middle knuckle protruding).

**HACK SACK:** Why not change line 7020 to give you a really big, though ineffectual bat.



Download game [2]here and the inlay [3]here.

1. <http://www.urbandictionary.com/define.php?term=dead%20arm>
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdUG90anZjSjhHbmc/edit>
3. <https://docs.google.com/file/d/0ByxiMYbPnlUdSUJLLWR5em5fMHM/edit?usp=sharing>

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### Ottery Quest (2013-03-15 14:31)

By Steve McCrea

Genre: Z Axis Frotter



Why did the Otter cross the road? To meet Clive Sinclair in a transport cafe of course! This is the aim of OTTERY QUEST and marks the first entry in the CGC OTTER COMPETITION!!! (Best/Worst/Funniest/Whatever game with an Otter in it gets a prize) so a tank of thank to Steve for getting the ball rolling on that one :-)



Why Otto the otter and Uncle Clive are having this rendez vous is not clear to me\*. While Clive slurps his warming & nutritious oxtail soup I can only imagine Otto snarling and tearing flesh from a raw fish (very vicious animal the Otter). Having said that Otto has to make his way past not only speeding lorries (maybe transporting Hewlett Packards across the country much to Clive's chagrin) but also a shark infested pool! Here Steve has made the common assumption that transport cafes all have moats containing some kind of lethal predator surrounding them like they do in the USA. Not in good old blighty thank heavens, but it adds to the gameplay anyway.



The game makes excellent use of UDGs to portray lorries and sharks looming upon you in a menacing fashion. Otto himself looks slightly seal-like, but given it's in 64 pixels I'd say still a good rendering. It's not so easy to actually dodge things, I managed a couple of times with the lorries and the shark collision seems a bit bugged.

What's Otto's favourite food? CARP! Thankyou Steve!

\*Ah got it, Clive wants to meet Otto as he's the only one willing to fund the flying car.

Tipshack: Achieve the mental state of an Otter before playing.

HACK SACK: No traffic: Change line 70 to 70 GOTO 90.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdYUgxYWpBZkc1UUE/edit?usp=sharing>

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## **Up Coprolite Creek (2013-03-16 10:24)**

By Steve McCrea

Genre: Puzzle: Malusaurus Rex

Picture the scene: It is 2020 AD, barring the worst most of us will be seven years older, and that would be bearable if it weren't for the fact that *horses are extinct*.

What do we sit on when we plait our hair really tight and wear those white tights??!

What do we watch when wearing our fascinators at Ascot??!!

But most of all what do we bulk up our economy burgers with??!!

Steve comes up with the obvious answer which is to go back 100 million years and hunt Dinosaur meat.

Ahem.



Firstly, bonus points for the clever title and for the fairly slow screen draw.

But apart from that I suspect this is another CGC sizzler.

This game is a quite well designed platformy puzzly adventure along the lines of many but [1]Boovie springs to mind.

The jump is a bit ropey (in that you can float in mid-air indefinitely) and if I understand correctly some of the puzzles have more than one 'challenging' solution, though the latter may be intentional.

U.C.C has crappy qualities but on balance it's not carp, because I willingly played it to the end.

The end of game screen suggests having a go at designing some levels yourself and points to the right bit of the code to edit, I've done 4 levels of my own, why not have a bash and share it somewhere?

Great idea + crap. Thankyou Steve!

**Tipshack:** Prod the Diplodocus and it turns to meat.

Avoid the spikes on the Stegosaurus.

Prod the rock and the Pteranodon drops it.

Prod the Triceratops in the bum and it hits the rock which then the Pteranodon drops it.

Prod the Diplodocus further in and it turns to meat, then triggers the charging Allosaurus.

**HACK SACK:** *Perpetual lives:* in line 120 change LET men=men-1 to LET men=men or LET horse=men, nothing else will work.

The game maps are above line 1000. Insert UDGs as you wish and mostly, the code detects and acts accordingly. Note each level string ends with ,""

[2]Download here (and my version with 4 different first levels [3] here

)

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0000635>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdRHdDUTZKMFp0aEk/edit?usp=sharing>

3. <https://docs.google.com/file/d/0ByxiMYbPnlUdWGVzNj15dTVmNTg/edit?usp=sharing>

Kweepa (2013-03-16 16:39:24)

Hooray! New levels!

...

They're quite tough...

Dave (2013-03-17 13:03:44)

Was good fun making them, though I'd forgotten how difficult I find level design.

Brilliant idea this one Steve.

## Sir Clive Sinclair's Pachinko Parlour Party (2013-03-16 11:25)

By Steve McCrea

Genre: Arcade:

Poor Clive Sinclair, he's lost all his cash via a barmy transportation scheme.

He holds a pachinko parlour party to fund the next one.



I'm probably not the best person to review this game as until I did some research I had no idea what a pachinko parlour was!

I pictured a Japanese cocktail party with some exchange of keys and frothy bodily fluids later in the evening.

How wrong I was!

It appears that Pachinko is a faster version of pinball with more balls.



If Pachinko is pinball on amphetamine then Steve has given it a hefty dose of ketamine for the spectrum version.

The ball emerges from the C5 and spends a fair while slowwwwwllyyy bouncing around, gaining cash for Uncle Clive all the way.

With the emulator cranked all the way up its pretty hypnotic watching the yellow trail swim around.

S.C.S.P.P.P seems to go on forever!

When you nearly run out of balls you get an extra one, presumably this is where you get hooked and keep putting your hard earned cash in the machine.

Perhaps a reader who is more familiar with pachinko could comment on what may be the first version of pachinko for the Spectrum?

Help!

I can't stop!

**HACK SACK:** Japanese currency: in line 50 change the £ to the following UDG: 0,68,40,16,124,16,124,16 (tsk - you would have thought the Spectrum would already have this as part of the keyset).

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdanFlcW9aR0VjT3M/edit?usp=sharing>

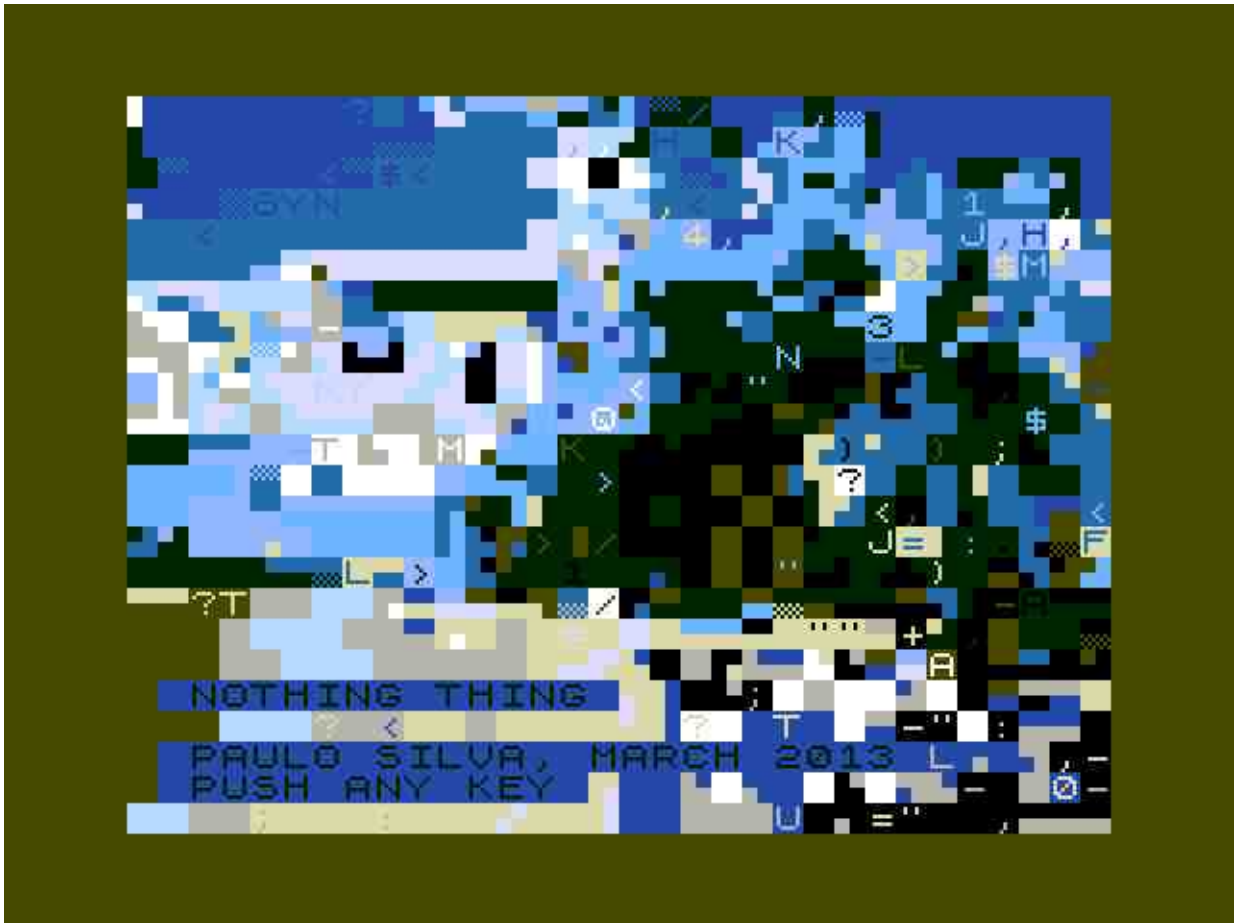
## Nothing Thing (2013-03-22 21:32)

By Paulo Silva

Genre: Demo: Sustainable Retrotechnographica

Different.

That's what this one is.



I spent a long time thinking about what to say here and I'm still not satisfied.

So time has passed & I'm just going to write.

This entry is clearly a whimsical play around with old ZX81ish graphics on a 30 year old computer using a newish hardware thing called ULA plus.

I don't know much about ULA+ but if I'm right it's some kind of interface/plugin/chip/box that tickles the colour vibration doohickey coming from the motherboard and perturbs the frequencies so you get more colours (*though I'm not a hardware guy, please correct me if I've got any details wrong there- that's about the size of it tho*).

The program consists of 4 screens which utilise the modern fancy ULA+ business, a collage, and is a call for a resource based economy and to consider things like the Venus Project.

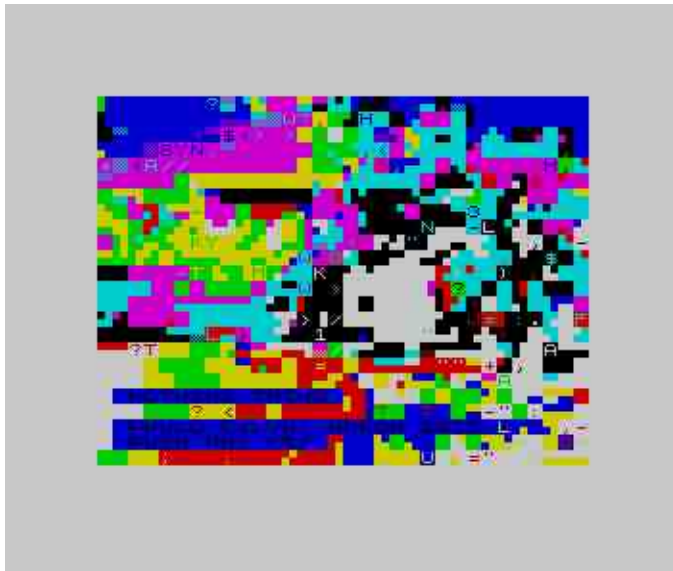
This is a work of art as it is about, and *is*, in itself, a nothing thing\*.

If I've understood correctly, a [1]nothing thing is a thing designed to keep everyone occupied instead of thinking.

Thinking about what?

Well the big things we don't like to think about (*so I'm not sure these nothing things even need to be designed*): solutions, the future, food sources, energy, population, climate....brrrr.

At least the ULA plus makes the screen look completely different to the normal Spectrum version, which looks a bloody shambles in comparison.



Errrr.

Thought provoking, abstract artsy, and left me feeling CARP and confused.

Thankyou Paulo! (though I do hope your next entry is a silly one, with lots of Otters or something).

\* though please don't ask me to justify that, I'm not, nor never have been an art student.

Tipshack: try to be half decent and keep your chin up.

Not that I can talk.

[2]Download here .

[3]And the sources here.

1. <http://www.youtube.com/watch?v=LSYCWf0ekPo>
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdV1JFT3VvZXNTWXc/edit?usp=sharing>
3. <https://docs.google.com/file/d/0B7Iw8X7IB4-nNFdjQmJnX29KRHM/edit>

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nitrofurano (2013-03-23 14:52:14)  
thanks Dave, but you forgot sharing the source files as well! :D

Dave (2013-03-23 17:07:38)  
Last night I couldn't work out how to upload folders without altering my account. I'm looking into it now. I don't suppose you have some webspace to store this one yourself that I can link to? Sorrreeeee.

nitrofurano (2013-03-24 11:21:43)  
btw, i'm trying <https://docs.google.com/file/d/0B7Iw8X7IB4-nNFdjQmJnX29KRHM/edit> - i don't know how fine it works... :S - thanks! :)

## Jacky Watson Darts (2013-03-25 20:11)

By Steve McCrea

Genre: Jocky Wilson simulator

For those not already familiar with Darts, it is a game of skill played by the worlds finest athletes.

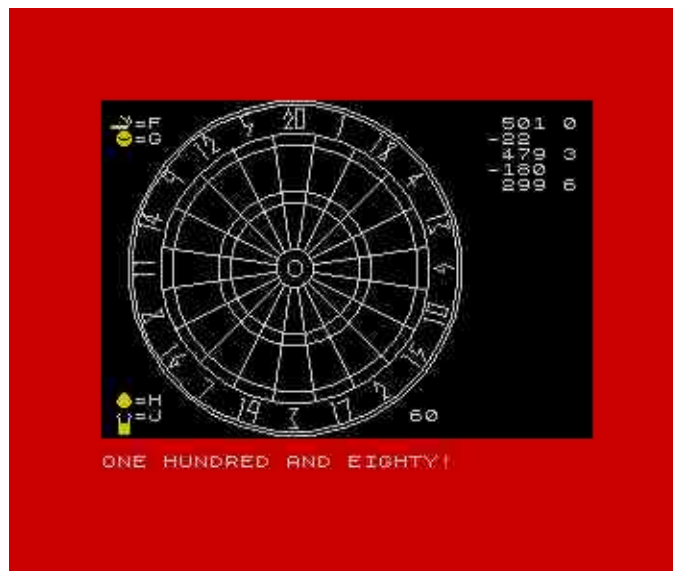


It's 1979, Butlins, you are Jacky Watson (y'know the one Dexty's Midnight Runners did the song about) and you must win the darts championship.

Ok, standard rules, 501 to count down.

You can guide the erratically dancing cursor around the screen and press P to select throw power.

Keys JFGH also have a function to do with focussing and steadying (well that's the idea anyway).



No Bullseye detection?!

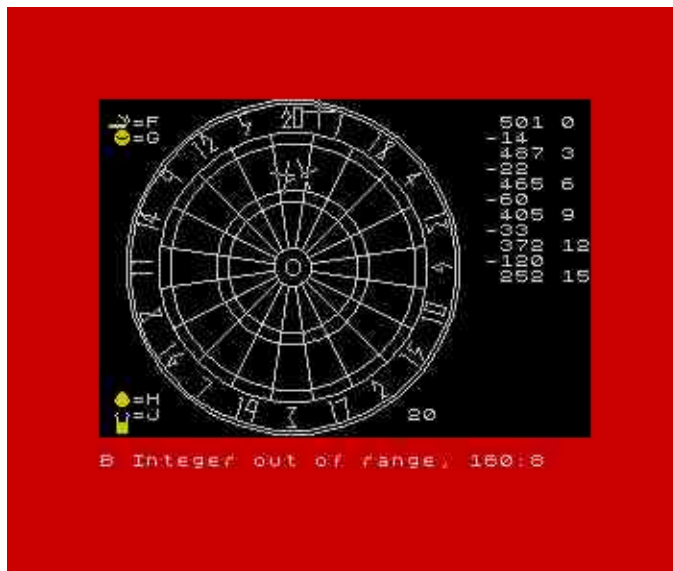
The game screen takes a very satisfying 27 seconds to draw, but it's lovely to watch as Steve continues prove himself to be the master of PLOT and DRAW.

The code is pretty sophisticated

as it calculates the scores, draws the darts on and off in a mostly precise fashion (the odd dart does fail to get properly deleted though).

I'd say that's all quite difficult to do but the funny thing is it gets the easy things wrong!

It's possible for the dart to wander out of the screen giving a return to basic and an 'Integer out of range error' and it fails to correctly subtract the last bit of the score (which means you can't complete the game!\*).



So, fatally bugged\* but a really rather playable darts game.

I enjoyed it, and it would give some of the 1980s darts games a run for their money.

Thankyou Steve!

EDIT 27/03/13: the game is not actually flawed, though my remembrance of how darts works is (sorreee). This is an almost perfectly playable game and is less crap for it. For shame Steve!

**Tipshack:** Do as the professional darts players do: drink 8 pints and eat a mixed grill before playing.

**HACK SACK:** in line 180 change IF ttot<pt-1 to IF ttot<=pt to allow the score to be fully depleted.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdZjczTTNEWjVOYjQ/edit?usp=sharing>

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Kweepa (2013-03-26 18:59:09)

For those who didn't check the WOS thread... line 180 is preventing a non-double finish, so it's correct.

The game will crash if you move the cursor off screen to the top or right, so beware.

Dave (2013-03-26 19:36:32)

Yep sorry about that, I suspected you knew what you were doing better than me. That hack should be considered as a way of making darts more playable, that bit at the end where you have to get the exact number is really annoying :-p

jhonalex (2015-08-11 19:26:01)

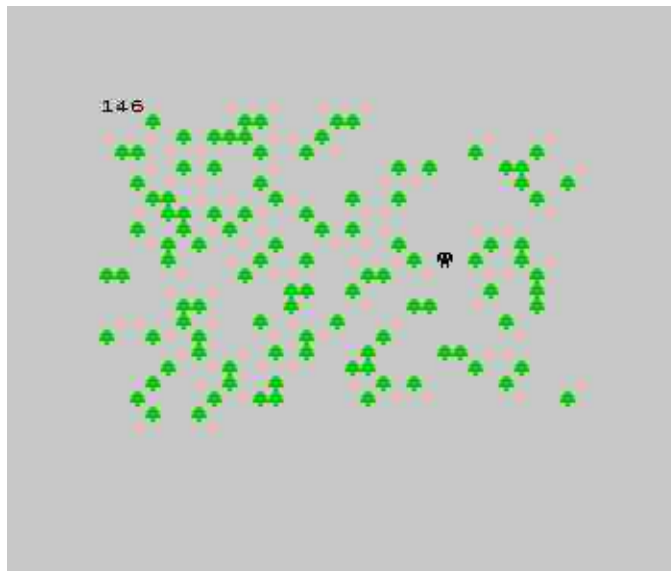
The other strategy is twofold in; for this situation none of the scores tally until the player has hit a twofold (the external ring of the dart board). [1]Darts Shanghai rules

1. <http://www.dartsgames.co.za/darts-games-shanghai.php>

## **Drawn to lifeless (2013-03-31 12:57)**

By Rebelstar without a cause

Genre: Game designer



You would be forgiven for thinking that Rebelstar has just cobbled a UDG designer together with one of his entries from last year's CGC: [1]Ski or don't.

Rebelstar assures me this is not the case however, so we must believe the lying get.

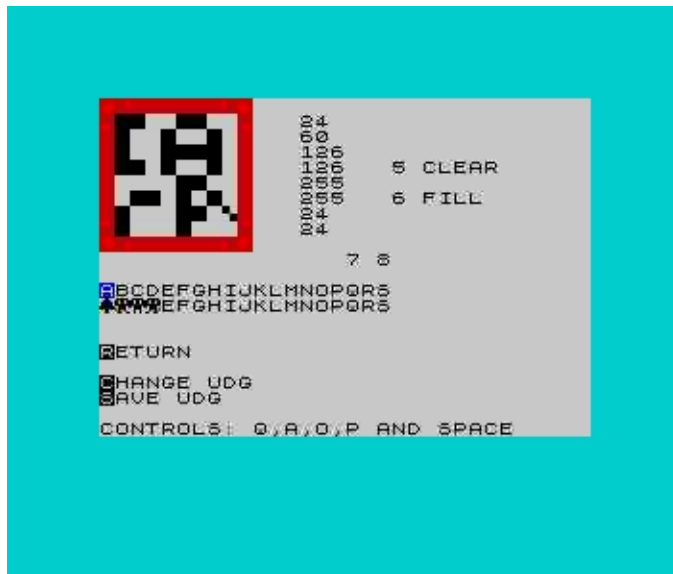
The game itself is rather good fun (the Hi-Score challenge starts at 170) and uses the BASIC scroll function to quite good effect.

The landscape sometimes generates an impossible, or at least near impossible, route but that's down to the player to be especially vigilant.

If that was all DTL had to offer then I would wrap things up here and say it's a nice little game that could have appeared on the Cassette50 itself.

But Rebelstar has added a feature (but fails to call it 'advanced') to enable you to create your own game graphics.

And as UDG designers go this is quite a nice one, there's certainly nothing wrong with it anyway.



So in one bound we go from being some nonce skiing endlessly skiing down a slope avoiding trees to a world of *infinite* possibility.

No longer are you John Smith who works in an office, or Tracy the hairdresser – you are Spectros, creator of worlds.

Please have a bash yourself and share the results with me.

Tipshack: Objects are not drawn the far right column, so if you can get there safely then you have a free ride! (this has been fixed in Chuntey Force below).

[2]Download here.

And if you fancy, I had a go with the designer myself, download [3]Chuntey Force here.

1. <http://cgc.zx.gen.tr/index.php?game=0626235041>
2. <https://docs.google.com/file/d/0ByxiMYbPnLUdWFdlaEdITjVBcUU/edit?usp=sharing>
3. <https://docs.google.com/file/d/0ByxiMYbPnLUdQU5yNXpzZlotMms/edit?usp=sharing>

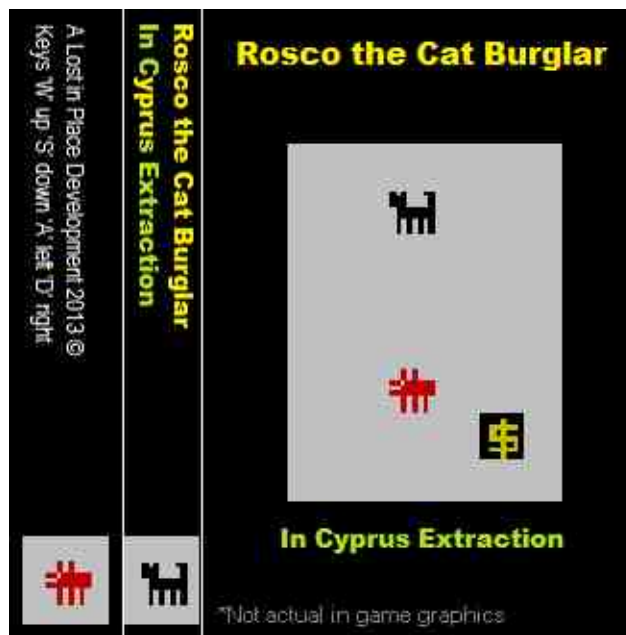
## 1.4 April

### Rosco the Cat Burglar in: Cyprus Extraction (2013-04-01 16:36)

By Lost

Genre: Arcade: canine cash pursuit

First off we must give bonus points to this lovely inlay and loading screen that *makes Rosco the Cat Burglar* the complete package.



Not actual in game graphics? Ah I get it, that pic must be the Amiga version.



Poor Rosco the cat, he has been wise enough to invest his money in a bank account (and for a cat 80 spond is quite a lot) but unfortunately it's locked up in a Cypriot bank until the financial crisis is sorted.

What's a cat to do?

Break in of course!

But with police response times as they are you have 60 seconds to get your money back, as long as you can evade the angry dog.



A winning formula here, moving around the screen being pursued by a slightly slower object.

Lost has clearly put some thought into this as the allotted time, reappearance of the dog and the next money wasd seem finely tuned for frenzied gameplay.

If the dog gets you once, then your score is depleted and you may as well restart the game.

Even if you can evade the rabid dog it is still not guaranteed you will be able to get the full £80, it all depends on where the cash reappears.

This one ticks all the boxes for me, slightly iffy UDGs, crap keys (wasd) and a substantial reliance on chance.

Good fun and I hope it's not the last in the Rosco the Cat series.

Thank you Lost!

**Tipshack:** Be especially vigilant after collecting some money, the dog can reappear in a location very close to you.

#### **HACK SACK:**

*Line 301, change 60 to whatever time you fancy.*

65 makes for a slightly easier game, but I think Lost has tuned it right with 60.

*Lines 330-360, change the stinky wasd keys to something a bit better (for example a sane person would choose qaop).*

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPn1UdSmFYWj15UWNacU0/edit?usp=sharing>

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## **Advanced Piano Simulator (2013-04-06 09:23)**

By Lost

Genre: Utility: Bloody racket

Finally!

We are getting some software that proves the Spectrum is not *only* the best games machine on (or off) the planet – A.P.S is a utility that would make Uncle Clive proud.



Credit must be given for getting both 'advanced' and 'simulator' into the same title.



Now everyone loves tinkling the ivories, but for some the cost of space taken up by a grand piano can often prove prohibitive (for the proles anyway) – that's where A.P.S comes in.

You can have *all* the joy of a real piano without *any* of the hassle.

You can preset the note length (to the point where it's possible to get an 'Integer' out of range error!) and octave, and there is a rather nice sheet music option for 'ode to joy'.

The music keys are reassuringly unresponsive and all I could manage was a structureless string of beeps and farts.

Though I am hopeless at music anyway so couldn't get a decent tune out of even a good piano, so here's a call for musical types to have a go with it, and if you manage to record an RZX of something that sounds vaguely like music

then please send it in and I'll post it.

So what are you waiting for?

Fire up your Spectrum, download A.P.S, get your friends around and give them a rendition of 'Flight of the Bumblebee' they'll never forget!

Download[1] here.

And as per the comments thanks to Lee Spoons who managed [2]Ode to Joy! (RZX file)

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdcTlqc3RjdDdabk0/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdTF9hNks5Qk1JQW8/edit?usp=sharing>

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10000 Spoons (2013-04-06 10:42:17)

I'll bite...

[1]Ode To Joy

1. <http://www.mediafire.com/?y20xtw4j3ol1cv1>

Anonymous (2013-04-06 14:07:02)

Amazing tune Spoons, I can't believe how well you play, or rather, managed to play it! (LOST)

Dave (2013-04-06 17:40:02)

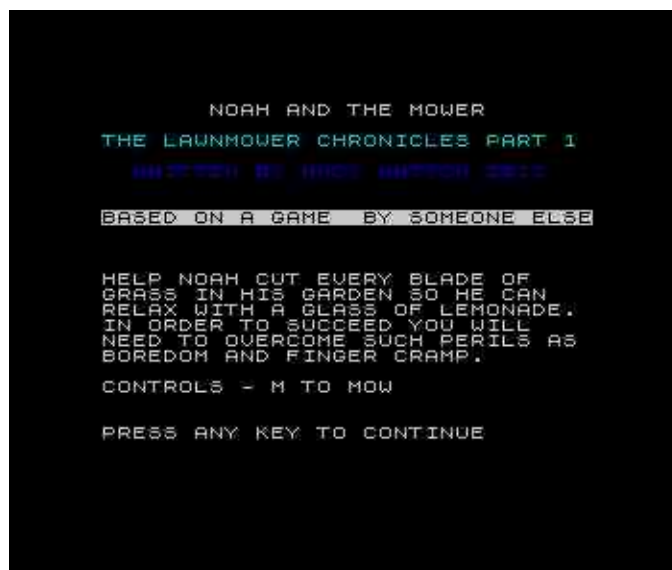
Thankyou both!

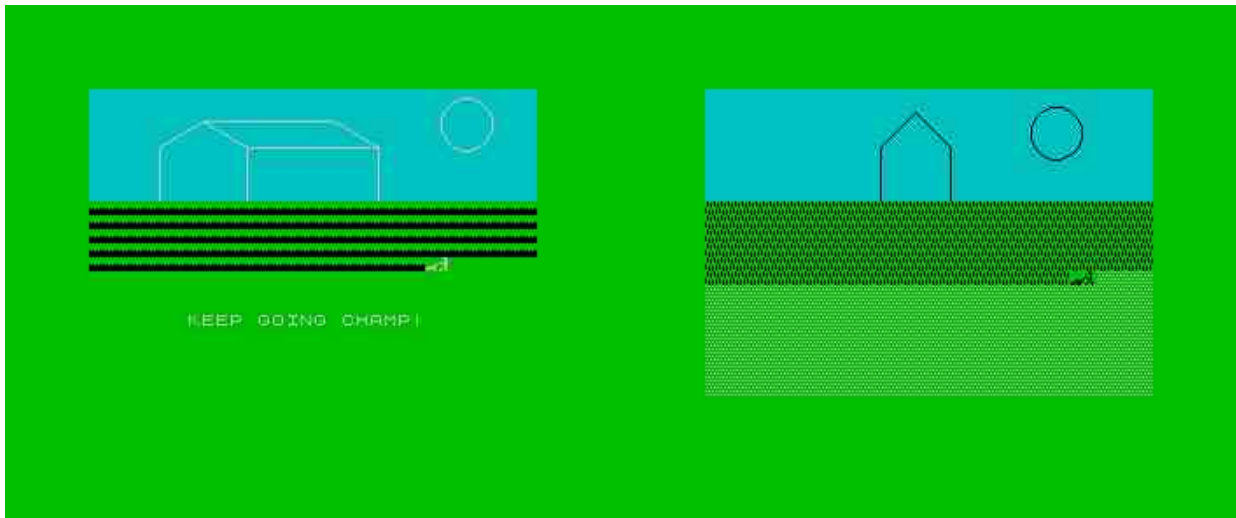
## **Noah and the Mower (2013-04-07 11:29)**

By Rebelstar without a cause

Genre: Arcade: Gardening

I should start off by saying that I received this game late on April 1<sup>st</sup>, so apologies for not reviewing it on the day which would have been more appropriate.





Spot the difference: L-Advanced Lawnmower Simulator, R-Noah and the Mower.

Some of you may notice that Noah and the Mower bears a passing resemblance to Duncan MacDonald's [1]Advanced Lawnmower Simulator, an April Fools covertape from Your Sinclair 1988. I'm pleased that Noah uses the same control keys, sorry – key, as ALMS as it might be confusing otherwise.

What it lacks in lawnmower choice it makes up for with a message of encouragement as you near the end of the quest. It also boasts a larger house and faster screen draw, so Mr Lawnmower has clearly gone up in the world.

The Lawnmower Chronicles....**part 1?**

Oh carp.

Spring is here, the grass is getting long, here is an ideal opportunity to get some practice in. Shut those curtains tight and g et mowing!

Thankyou Rebelstar!

**Tipshack:** Press key 'm' to mow.

The task at hand may seem insurmountable but do not lose your resolve.

**HACK SACK:** Increased Mowing Speed: Line 160 change to FOR Y=20 TO 21 STEP -1

[2]Download here.

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0000089>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdTkJdTBCMVo4ZUk/edit?usp=sharing>

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**Grassman (2013-04-10 20:29)**

By Rebelstar without a cause

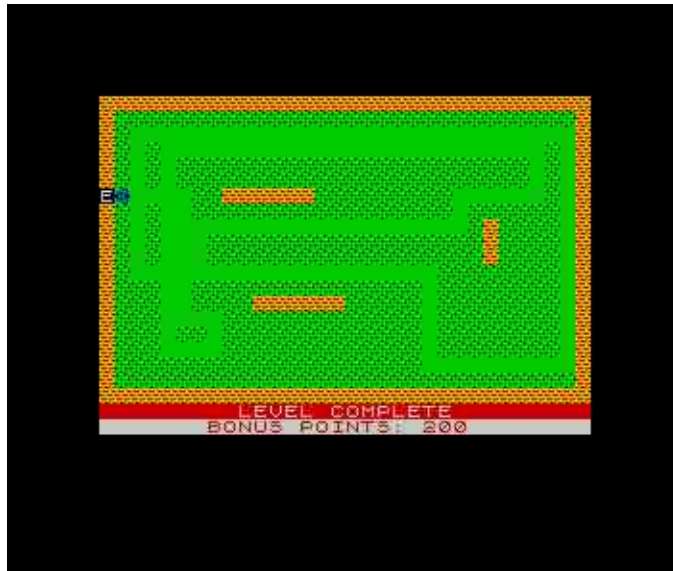
Genre: Arcade: Grassgoodwallbad.

I'm very pleased to see the second instalment of the Lawnmower Chronicles: Grassman.

Just pause a moment and let the gravitas of that title to sink in.

Ok?

On with the game.



You are Grassman, and for some reason or other you have to mow the grass (though you look a bit like Action Biker in UDG form to my eye), until the exit appears.

While the obvious thing would be to have the player mow *all* the grass, Grassman is different: you must mow until you reach the score of 150 or so.

So Grassman can be pleased to have a gentle, if strange, boss who is content to have a lawn that looks like it has mange.

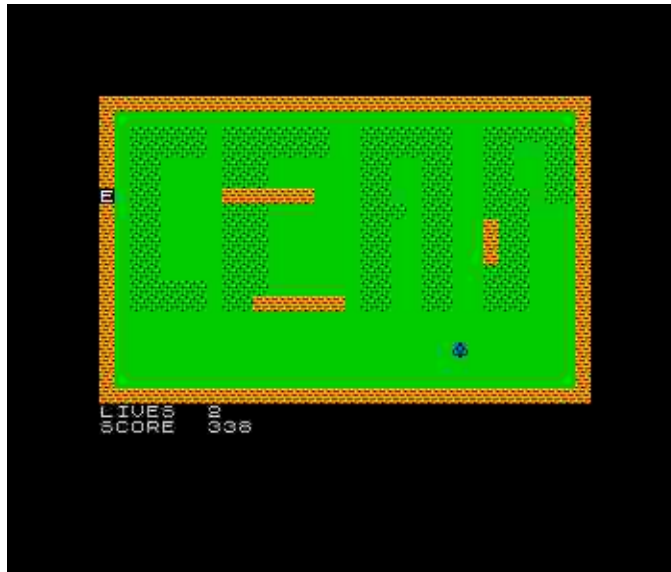
Sounds easy you say?

Well Mr cocksure, what if we throw in some **LETHAL WALLS**?! and when moving at 8 pixels per main loop, even on a lawnmower, any solid collision will be dangerous.

I find this game good fun, and quite rewarding if you mow each screen in its entirety.

If this game had 10 levels or so I would happily play them.

Don't get me wrong though, it has a most welcome place in this crap games competition.



Hidden away in the code (well sort of) is another UDG designer, and after questioning it transpired that Rebelstar's plan was to include this feature and more levels but got bored.

Perfect CGC material all round really!

Thankyou Rebelstar!

**Tipshack:** Get so familiar with that damn mower you can turn it on a sixpence.

**HACK SACK:** Inwincibility: Change Line 5050 to LET SEDGE=1:GRASS=SEdge

Download[1] here.

And because Rebelstar hidden away a UDG designer, I couldn't stop myself from changing a few bits and doing a cracked version: [2]HayfeverHerbert.

Sorry!

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdNlRNN3F4WjRFcFk/edit?usp=sharing>

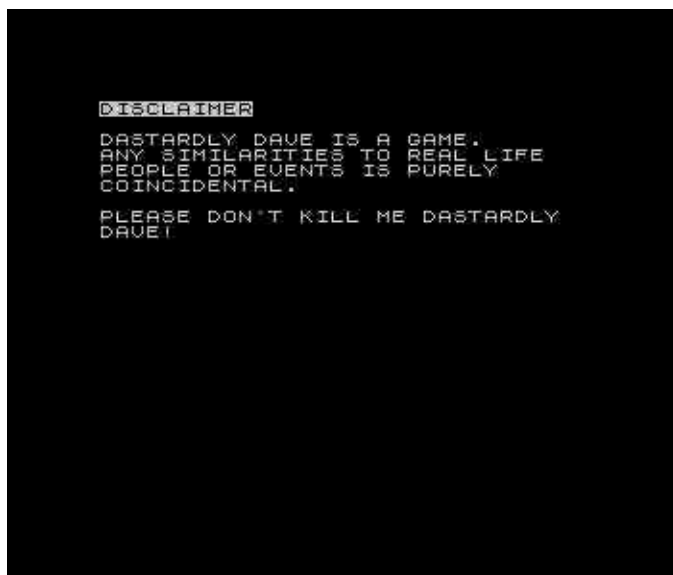
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdalF6ZVdhYlp6MjQ/edit?usp=sharing>

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**Dastardly Dave (2013-04-14 11:58)**

By Rebelstar without a cause

Genre: Arcade: Satire



Never trust a man called Dave, especially when he's really a David.

Dastardly Dave wants to give tax breaks to his friends but there's a fly in the ointment: poor people are getting in the way.

You must help Dave destroy the poor people, save a fortune and keep favour with business!

From the indirect references of gritty realism in games like Trashman to the more blatant parody of Denis through the drinking glass, many a ZX Spectrum game has a powerful political message.

I may be slow on the uptake, but I think Dastardly Dave has a subtle and cryptic political edge to it too.

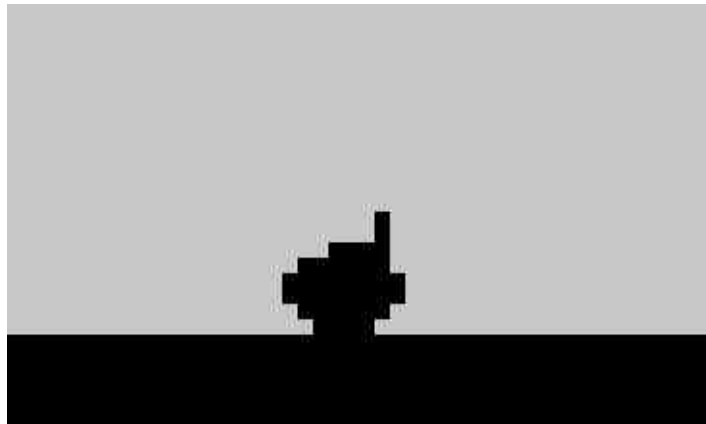


The game itself is a good old fashioned shooter, but with a somewhat less aggressive foe than the advancing aliens of Space Invaders.

You are the UDG at the bottom of the screen, which represents either a pointing hand or an amorphous blob (my money's on the latter).

You must move left and right zapping the meandering paupers, the longer you take to get them all, the more your support dwindles.

It's a nice touch that each successful hit saves you a whopping 53 pounds, and also that your support can go into negative percent!



Poor key response, long soundless pauses when you shoot, no sound at all in fact, jerky slow char movement. CARP!  
Dastardly Dave proves that art is better during a recession, thankyou Rebelstar!

**Tipshack:** Don't shoot the poor people!

**HACK SACK:** Large majority: Line 9050 LET SUP=10000

Download[1] here.

And hells bells, this game has not even been on the web 1 hour and hacked versions are already appearing!

[2]Nick's Nightmare. The author is as yet unknown, but I've uploaded this as a warning to others that cracked software is not, I repeat NOT welcome on this site, *please do not take this as an invite to do more of the same* ;-p.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdeXhGa0NYWG9oVDQ/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdeThOMmpkTlZBclU/edit?usp=sharing>

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## Ultimate Language Translator (2013-04-16 19:16)

(version 12.360)

By Yoshiatom

Genre: Holistic Utility

Hokayyyy, here we have an absolute clanger of a CGC submission!

A lot of work has gone into the Ultimate Language Translator, as illustrated by the fact that this is version 12!

I can picture Yoshiatom now, slaving away at his computer perfecting his algorithms, checking his spelling and shaving the flab from U.L.T until it was near perfect!



Note I say 'near perfect' though, as despite best efforts a couple of typos have slipped though and the text is an unreadable white on yellow (adjusted for the picture here).

Don't let these small facts detract from this universal interpreter though: you will get an **equally impressiveresult** for *any* sentence you care to type in.

An absolute pile of CARP! and an auspicious start, we look forward to you next entry Yoshiatom.

**Tipshack:** Try not to think about what version 1 was like.

**HACK SACK:** Insert 5 NEW at the beginning of the program.

Download[1] here

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdUnBGTUtBR0hyZTQ/edit?usp=sharing>

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## Thunderturds (2013-04-28 15:20)

By daveysludge

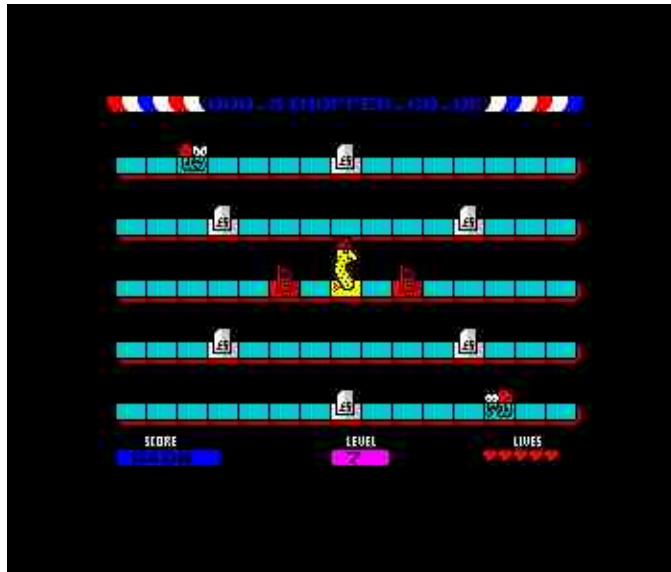
Genre: Scatform

GOOD GAME ALERT!

So good in fact that I'm reticent to review it as a CGC entry, especially as I know how much work has gone into it.

I've been following the trials and tribulations of davey's machine code help threads on the World of Spectrum forums, and I get the impression he's been having a lot of the same agonising bug fixing problems that I had.

Nevertheless, it has been submitted to the CGC, isn't perfect and is called Thunderturds, so here goes.



In this game you are Scott Faece, and you must soil all the blue tiles while avoiding various dung themed baddies (*oh and a laser beam*).

So in principle TT is a painter game, though perhaps dirty protest would be more appropriate.



Given that it's a wet Sunday afternoon, and davey provided me with WAV files it seemed rude not to load on it onto real hardware.

Firstly notice the lovely loading screen, which is an animated image that takes advantage of the Spectrums flash attributes (not only that, the intro screen has a rainbow effect!).



The game inlay describes the game as joystick only (but keys 67890 work fine) so for the first time ever I had a go with one.

I've never been a joystick waggler, and despite my unresponsive old stick (*oh puhh-leees*) it works ok .

All the sprites move in character steps, which enabled davey to put some fantastic colourful graphics together – these and the animations on collision are outstanding.

TT has a good difficulty gradient over the 20 levels, and gets quite frantic towards the end.

Very enjoyable.

The bad points?

A few times the baddies got trapped behind a block, which meant you couldn't 'get' that square and complete the level, a small bug\* when it loops around after level 20, and for me the scatological theme.



All in all though a really playable game, one that is now on cassette and in my 'good' games collection.  
Thankyou davey!

---

[1]Download game z80 here.

WAV files[2] here, [3]here and [4]here.

Inlays[5] 1 and [6]2.

---

**Tipshack:** Keep a close eye on the dung fly -the only one that chases and can move on to you, if you stay still the other baddies will treat you as a block and move around you.

Not sure if that's a bug or intentional.

#### **HACK SACK:**

Keys QAOP:

POKE 64445,251

POKE 64416,253

POKE 64474,223

POKE 64501,223

POKE 64449,1

POKE 64420,1

POKE 64478,2

POKE 64505,1

\*daveysludge has uploaded a bugfixed version, which gives a 'sort of' end of game sequence and loops.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdV3BWS012ZVpKWVE/edit?usp=sharing>
  2. <https://docs.google.com/file/d/0ByxiMYbPnlUdYjBUWFAXVjEOUGs/edit?usp=sharing>
  3. <https://docs.google.com/file/d/0ByxiMYbPnlUdRjJaa19MWEVJdlk/edit?usp=sharing>
  4. <https://docs.google.com/file/d/0ByxiMYbPnlUdbDUyRHEzVEFp0VU/edit?usp=sharing>
  5. <https://docs.google.com/file/d/0ByxiMYbPnlUdS0tmUkxSSHVpbzQ/edit?usp=sharing>
  6. <https://docs.google.com/file/d/0ByxiMYbPnlUdTHYtQXR0TlJVNZA/edit?usp=sharing>
- 

## 1.5 May

**ALS: Tactics (2013-05-02 19:22)**

By Jason Railton

Genre: Gardening: Strategy

Ok, I'm pleased to announce the third lawnmowing based entry to the CGC, and what an entry it is! (NB- ALS is a reference to [1]Advanced Lawnmower Simulator for those not in the know).



The game takes a disconcerting 2 mins 30 secs to load (*probably because it has not one, not two, but THREE banks of UDGs!*), and leads into this rather professional looking screen with some rather erm...slightly less professional beeper noise (*I would call it music but I kept flinching involuntarily on all the high notes*).

Then you press a key and have to wait 10 seconds for some data to configure, which doesn't sound a lot but certainly feels it.



Before playing the game, in the finest tradition of Duncan MacDonald's Advanced LawnMower Simulator, you get to choose your mower: now this is where the fun begins, because if it wasn't exciting enough to mow a lawn strategically you get to choose the hardware to do it.

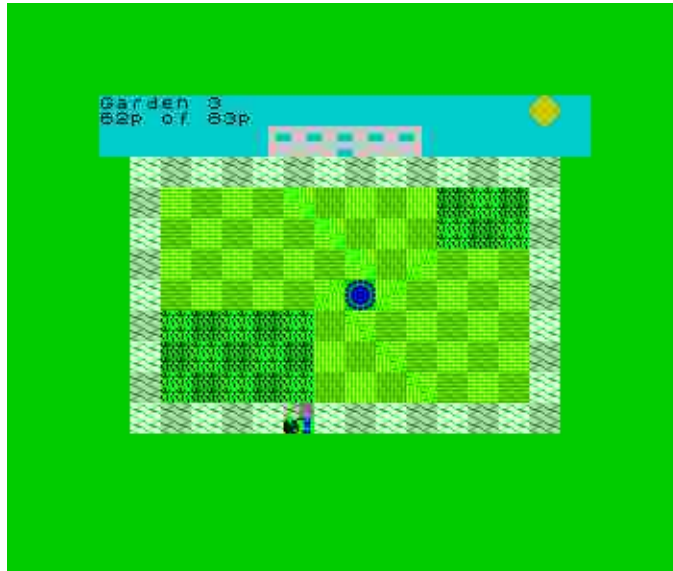
I must confess, I've played the game *at least* 600 times now, and I've only noticed the most subtle differences between mowers – having said that I favour the QUALCURSED Badger s40.



As the intro screen suggests the aim of the game is to mow the lawn, but ALS is clever like.

It is a puzzle based game in which you can circle the lawn around the beautiful white path, made of the finest Portland stone by the looks of it.

Once you commit to mowing a line you can't change direction unless something blocks your way, in which case you can choose a new direction or press restart if blocked. The main crap factor here comes from the painfully slow trundle of the mower.



Once you've mown a bit of lawn you can't walk on it again, and the reason for this is not clear – it could have been a radioactive mower (*using liberal use of the FLASH attribute*), alien infected grass or a dicky knee, however no explanation is offered and we'll just have to suspend our disbelief.

It does at least leave us with a rather nifty strategy game. One that I find pretty challenging, though after staring at it a while the solution usually becomes obvious.

I've yet to complete this game 'paniagua' but with cheats I notice it loops after 10 levels, which is about as much lawnmowing as a person can take anyway (*and at least you have the option to go on should you want to*).

Every time you progress a level your abode (*or the one you're mowing anyway*) becomes more majestic, from castle to mediterranean villa to spikey looking magenta death castle - it clear that lawnmower man is going somewhere!

ALS Tactics is a big mound of silage with some pound coins hidden in it.

Thankyou Jason!

**Tipshack:** don't belive the WALKMO Turbo X+Alpha is as fast as it sounds and crank the speed up on your emulator (*real hardware is available*) to make this a really rather playable game.

**HACK SACK:** Level prance: Break into the game each level and type LET t=0:CONTINUE

[2]Download here.

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0000089>

2. <https://docs.google.com/file/d/0ByxiMYbPn1UdeGxZRDQ5V0IwZDg/edit?usp=sharing>

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Dave (2013-05-27 11:25:04)

Jason informs me the 'spikey magenta death castle' is actually a factory (and added 'good grief'!).

Joefish (2013-10-15 16:20:07)

And the mower select screen is a reference to Speccy racing sim 'Chequered Flag'.

### Number 50!! (2013-05-03 22:16)

Hokkayyyyyy, the first of the years 'intra annum' prize events is imminent. ALS Tactics marks this years 47th entry, and there are 2 in the bank (ie my email account). This means the next entry is number



Now this may come as a bit of a shock and should have been announced sooner, but short of being on the ball and more organised in general there really is nothing that I can do. That said, there is a prize for the next entry:

EDIT 05/05/2013

I've decided it's unfair to give people a few hours notice and the next one gets a prize. So instead this is now the Spirit 50 award, a prize for the 'best' game in the first 50 entries. There is no voting system, but I would like people to nominate their favourite game either on this blog, on the WOS or CSS forum. In a couple of weeks I will gauge this internet noise, factor in my own bias + the 'it just doesn't sit right factor' and name the prize winner. The 50 games are now in, with 3 still to be reviewed, so getting playing and decide the winner!

A real life copy of the Cascade Cassette 50 and Don't Buy This by Firebird + 'some kind of appropriate certificate'\*

I appreciate not everyone is keen on giving their address for things to be posted, which is fine, in which case it would just be a scanned email of the certificate (still a highly lucrative prize you must admit). If you are ok with the prize being posted, I am willing to do this overseas so don't let being a foreign johnny stop you.

Though please no 2 minute 10 PRINT x 20 GOTO 10 nonsense though (PLEASE!), get coding crapateers!

(though I can't guarantee I won't just pick the 'best' entry I receive over the next few days)

yet to be cobbled together.

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### **Game of Life (v1.0.2) (2013-05-05 10:17)**

By Shaun Bebbington

Genre: Utility: Cellular Automation

This excellent program from Shaun marks the first non-Spectrum entry to the competition.

Game of Life is coded using z88dk for the ZX81.

Despite never owning a ZX81 'back in the day' I have fond memories of my brother using one, its unyielding hard keys (not forgetting the cool squidgy overlay) and horrible CRT picture.

So not being a ZX81 user I have to find a way to play G.O.L.

I was lucky enough to acquire a few ZX81's from work ages ago, but for some reason when I plug it in it doesn't work.



So emulation is the way to go.

Eighty One (can be downloaded from <http://www.chunkey.com/>) seems to be the most popular so I went with that.

On with the game:

Game of life is a computer model and probably exactly what Uncle Clive hoped his range of computers would be used for.

Shaun's version follows the standard rules of G.O.L:

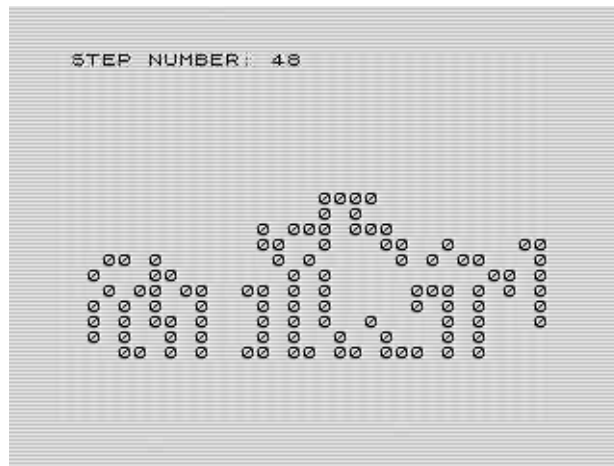
```
      GAME OF LIFE V1.0.2 ZX81
      EACH CELL WITH 1 OR 0
      NEIGHBOURS DIES FROM LONELINESS
      EACH CELL WITH FOUR OR MORE
      NEIGHBOURS DIES FROM OVER-
      POPULATION
      EACH CELL WITH TWO OR THREE
      NEIGHBOURS HAPPILY CO-EXISTS
      EACH CELL WITH THREE NEIGHBOURS
      WILL MULTIPLY

      HOW MANY STEPS WOULD YOU LIKE
      TO SIMULATE? ☒ FOR LESS, ☒ FOR
      MORE.
      12

      GRID SIZE IS: 32 X 20
      PRESS ☒ TO CHANGE GRID WIDTH AND
      ☒ TO CHANGE GRID HEIGHT
      PRESS ☒ NEW ☒ LINE WHEN DONE.
```

The 'player' sets up the initial variables – screen size, number of steps and in a godlike fashion sets the whole experiment in motion.

Typically G.O.L shows surprising and beautiful patterns rapidly dancing before your eyes, however Shaun's version is subtly different from this in three ways.



If you choose a small screen (minimum is 9x9) a static arrangement is reached in a relatively small number of steps, though I imagine the larger choices would take practically for ever to do this.

I'm afraid I'm not a very mathsy person, though if anyone reading is I would value their input as to the possible outcomes for larger screen sizes (eg is a static screen inevitable and how long would it take Shaun's program to reach it?) and G.O.L in general.

I rather like this, and although it is slow, Shaun's G.O.L is probably a rather nice use of the good old ZX81.

Tipshack: Set the screen to maximum size, and leave running for 13 hours.

At this point the arrangement of zeroes bears a remarkable resemblance to famous comedian and birdwatcher Bill Oddie.





[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdSG5qamQzN2tWdEU/edit?usp=sharing>

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Bebbers (2013-05-06 09:54:57)

I wonder if anyone will find The Messiah's face with it?

Dave (2013-05-07 11:23:53)

That happened at 12 hours.

## Joystick Hero (2013-05-08 20:52)

By Pgyuri

Genre: Arcade: Waggler

An interesting entry here that one can play *without even owning a telly*, (though you do need a [1]Currah [2]µSpeech unit and ideally a joystick).

While some may complain about the Spectrum's graphical limitations there is no argument it led the world in sound capability.

Those beautiful fuzzy crackles that were farted out in games like Ghostbusters still cause a wetting of the mouth, oops sorry – eye.

Such games didn't use the Currah unit, and I think it's fair to say that most Spectrum owners will not have one – but used correctly, it helped enhanced a few games (*like err E.T?*).

No problem if you don't have one though, as some emulators include a Currah feature (ZX Spin for example).



So, once you connected up your Currah unit (*the game checks it's there and crashes accordingly*) and load the game, you get an all black screen and a barrage of digital, clicking gibberish which I presume is meant to be words.

I put the babel fish in my ear and all became clear:

You follow the various messages & choices, like type of controller and gender, then we are launched into FAST PACED RESPONSE FUN!

You are asked to push up, pull down or move left/right on your joystick.

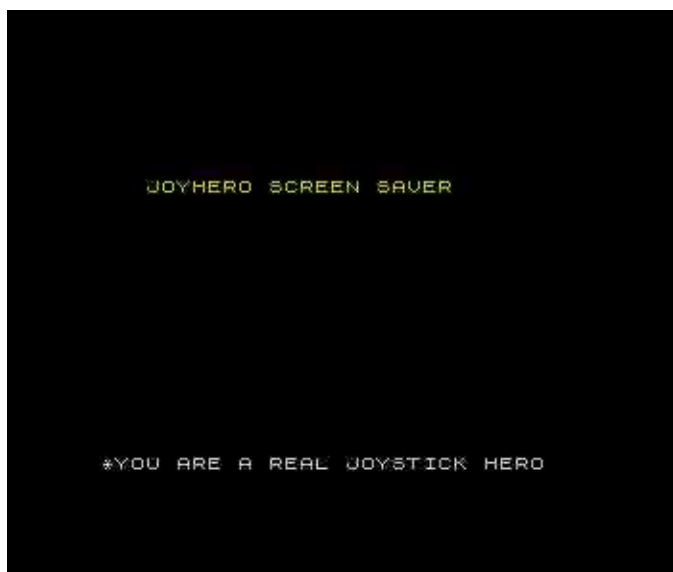
What's that?

You don't own a joystick?

Well you can still be a JOYSTICK HERO! just press 5 and use keys 12345 (Irduf).

This is how I played the game, and found it strangely fun – possibly mainly because I'm not used to these keys and actually working out the correct finger to twitch was mildly fun.

Who knows, if you have the inner strength even YOU may be able to negotiate the obstacles and hear those immortal words...



".....Y\*\*\*uUUu REE &LLL \*\*\* JSTkck hirow....."

So, is Joystick Hero crap?

Well, I spent most of my time playing attempting to work out how the hell it worked, couldn't understand a word of the speech assault and found it totally unplayable without help. Well done Pgyuri!

(Though once I knew what was being said this was actually quite good (I played with my eyes closed), and a good idea for a more developed 'proper' game.)

**Tipshack:** As per the instructions press ENTER while it loads, and it prints a speech translation at the bottom of the screen (*not that you'll need that of course*).

**HACK SACK:** Success after one key: **190 LET I=100**

Download the game[3] here and the instructions[4] here.

1. <http://en.wikipedia.org/wiki/Currah>
  2. <http://en.wikipedia.org/wiki/Currah>
  3. <https://docs.google.com/file/d/0ByxiMYbPnlUdUTRoMUc4YzZfaW8/edit?usp=sharing>
  4. <https://docs.google.com/file/d/0ByxiMYbPnlUdQnJjMU1oNU9KMUU/edit?usp=sharing>
- 

## Advanced Superior Space Invaders 2600 Conversion Simulator (ZX Spectrum & Sam Coupe) (2013-05-12 12:11)

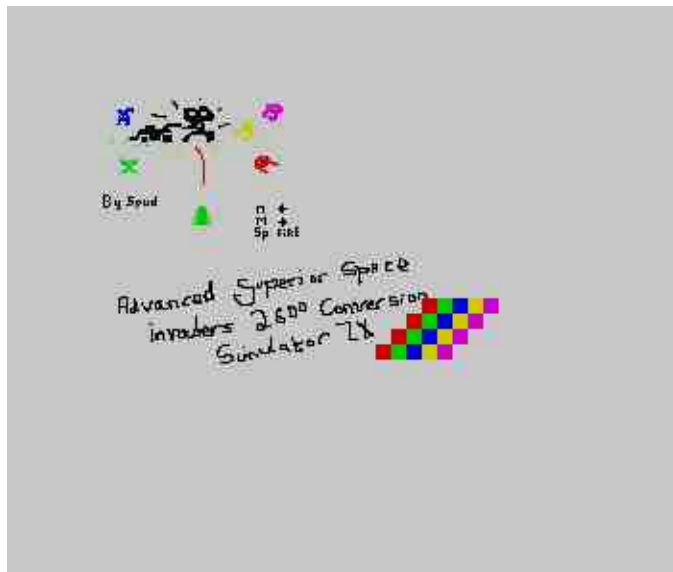
by spud

Genre: Arcade: Attack of the ports

I first received the SAM Coupe version of this game, and in spud's words it's '*a crap, lazy good for nothing cynical quick profit attempt at publishing a game for the SAM*'.

If you want to sample the delights of the SAM (*firstly don't judge it on this game alone!*) but aren't lucky enough to own one, try the rather splendid [1]Sim Coupe emulator. ASSI2600CS is a straight port from the Spectrum, and like many games directly ported from it they failed to play to the new machines strengths (*just mention R-Type to any Amstrad CPC fan and see what happens*).

I've not seen the original Spectrum game but judging by this it must have been pretty rum to begin with anyway!



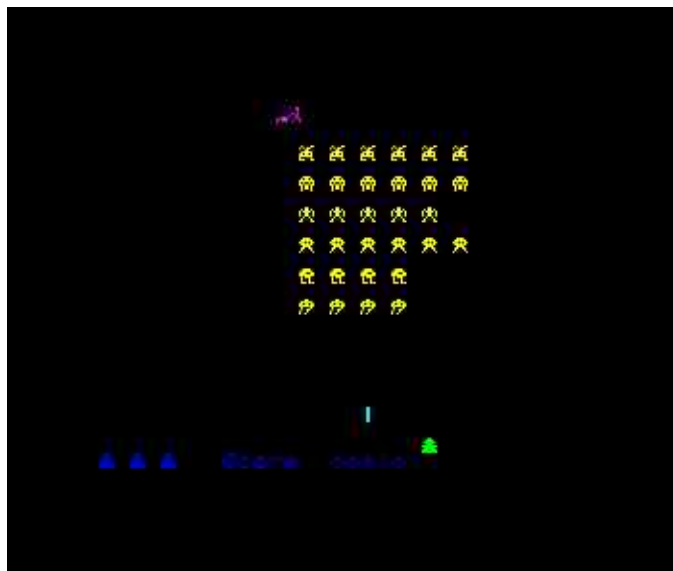
Then a couple of days later spud ported the SAM version back to the Spectrum and submitted it, confused?

Good.

The two versions are obviously very similar, though the Spectrum one is upgraded with an intro screen drawing that would be more at home magnetically attached to a fridge\*, and a grating siren noise.

A good start.

\*and I presume, not done by jaco - Blackjet's graphics guru



This Space Invaders clone actually plays pretty well, it's fast furious and difficult.

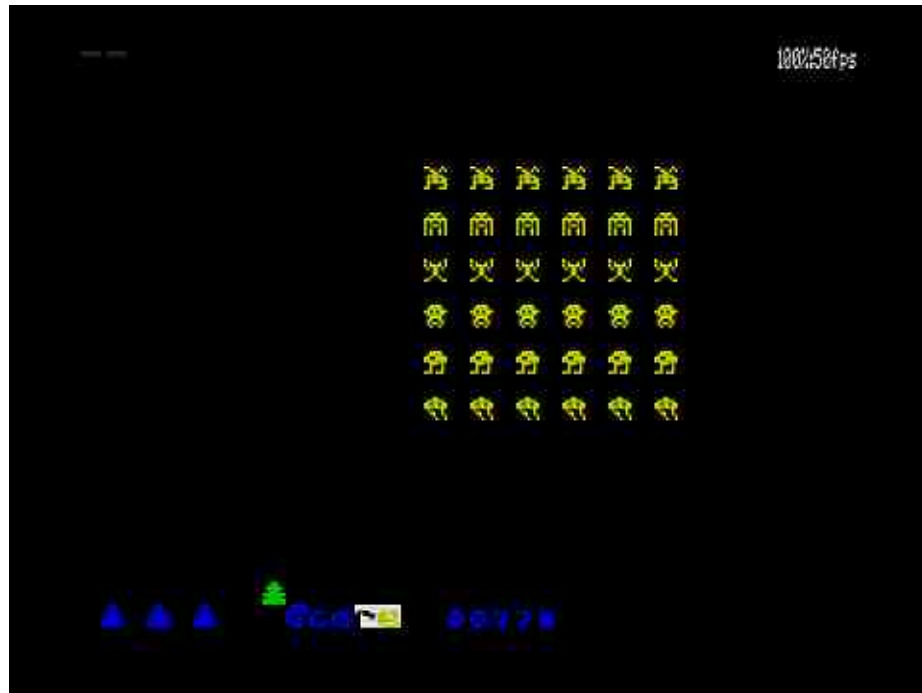
It certainly draws you in to see how many times you can beat the level, and that's when you start to notice a few bugs.

Firstly when the aliens change direction, they all adopt the same graphic, there is also an occasional graphic cleanup problem and on the ZX version the border colour is not set until you hit an alien.

This may sound like small beer, but these subtle and natural artifacts make for a very satisfying crap game.

The SAM Coupe version also seemed to get locked at the start of one game, though I wasn't able to reproduce this.

It's nice to see tradition honoured in the ZX Version, instead of a bonus mothership we are treated to the advanced lawnmower man.



If this game had a bit more polish, less bugs and some sound effects it would be an excellent Space Invaders clone.

Just as well it hasn't!

Thankyou spud!

And as this marks the 50<sup>th</sup> entry to the competition, this prize will be on its way to spud as soon as I knock up the certificate ( just ignore what I said earlier ).



The next numerical prize will be for the 100th entry, god forbid we get that many....

**Tipshack:** I can't give tips to any die-hard Space Invaders experts but I found sticking to the offside of the alien herd worked quite well.

The score does not get zeroed at the end of the game, so to get a top high score just play it over and over again!

#### **HACK SACK:**

*neverending lives*

POKE 32849,246

*Fast as hell*

POKE 32865,0

[2]Download the ZX Version [here](#).

[3]Download the SAM Coupe version [here](#).

1. <http://www.simcoupe.org/>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdZzg1YTFL0WFDQ28/edit?usp=sharing>

3. <https://docs.google.com/file/d/0ByxiMYbPnlUdb2NZYmwXQWxjRm8/edit?usp=sharing>

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Anonymous (2013-05-12 13:34:40)

Just a quick point on context, the game is a Spectrum port of the Atari 2600 Space Invaders game converted to the SAM Coupé and then converted back again to the Spectrum.

Much love, Spud.

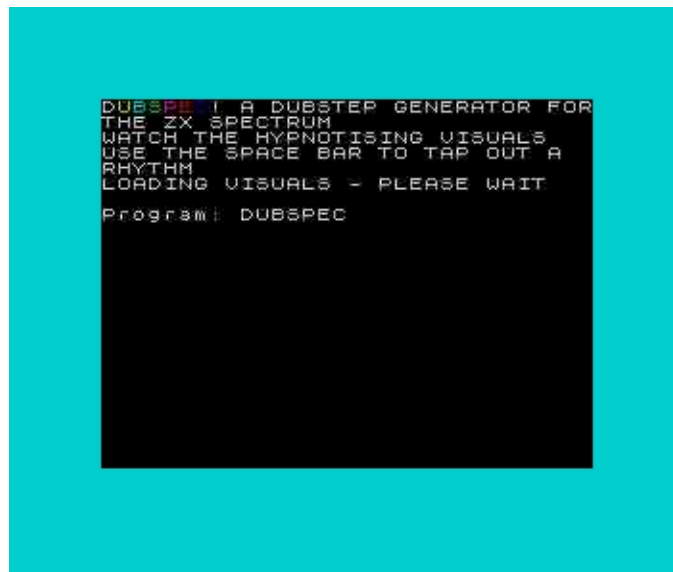
Dave (2013-05-12 15:40:02)  
Cheers for clarifying spud.

Enjoying playing this as I've not played Space Invaders for ages. I keep finding new restart bugs in this game, good work!

## DubSpec (2013-05-19 11:40)

By Lee Spoons

Genre: Utility: Dubstep



Like most Spectrum fans, I like to think I have my finger on the pulse.

Most of my Saturdays are spent wearing headphones in front of HMV shaking my hips while listening to the latest banging tunes, and occasionally giving a high five to a passing blood.

This means I'm fully aware of the phenomena that is the Dubstep, but for those not in the know here are a couple of quotes from Wikipedia:

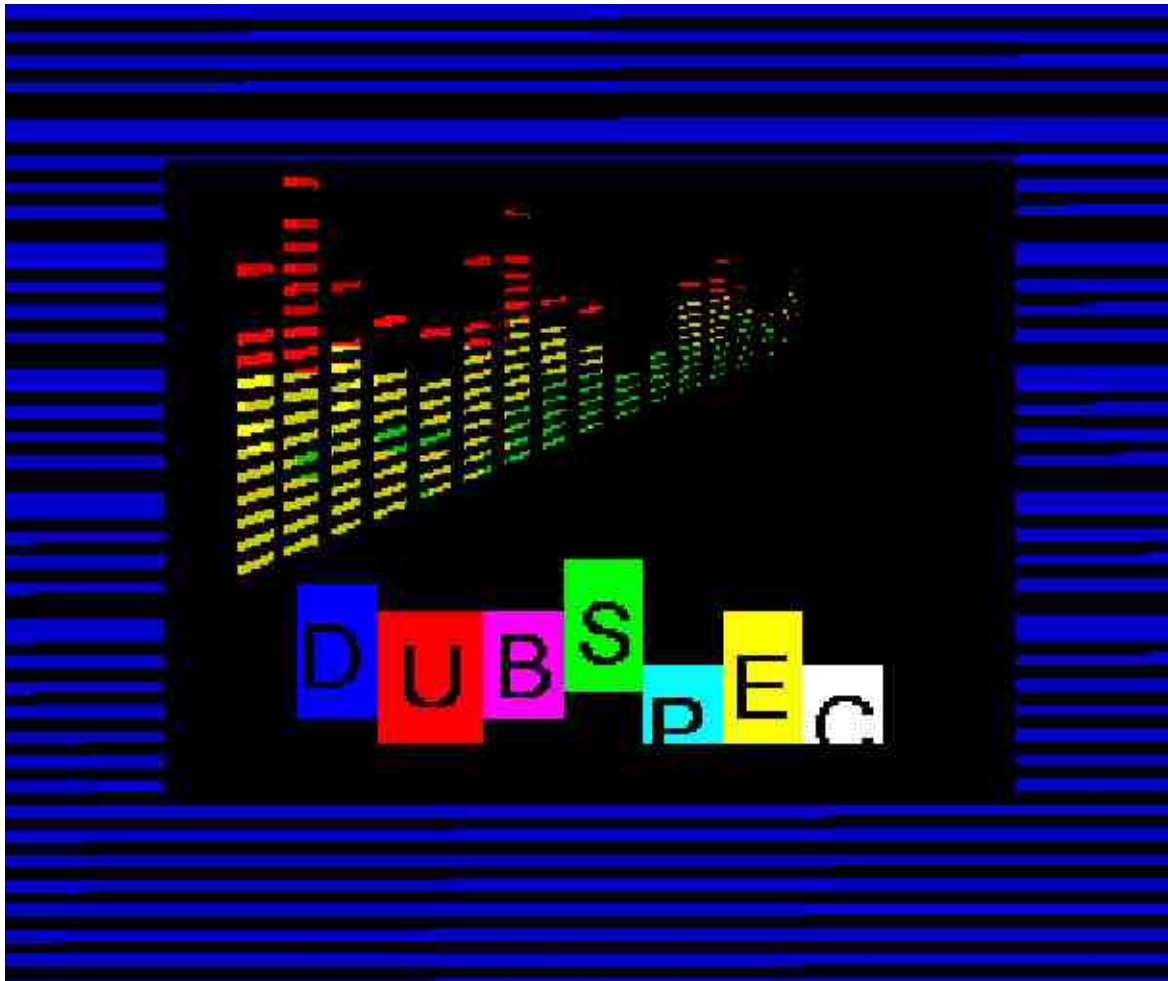
The music generally features syncopated drum and percussion patterns with bass lines that contain prominent sub bass frequencies.

"tightly coiled productions with overwhelming bass lines and reverberant drum patterns, clipped samples, and occasional vocals."

If you venture further and listen to some 'Dubstep' samples on the web you would be forgiven for thinking it to be nothing more than a bloody racket.

That's the attitude of a square of course and not my view at all.

The question is, in this post Dubstep age, how are we to take the genre forward?



With DubSpec of course!

Lee Spoon's Advanced Dubstep Generator.

From top to bottom this utility oozes crapness: an irritating (*and thoroughly unnecessary*) delay at the start, a SCREEN \$ with the bottom clipped due to the SAVE message, and an overall crap idea.

DubSpec uses the routine around 1300 that simulates the loading bars, Lee informs me this is the same one often used during the 80's to make Speccies appear to be loading permanently in shop windows.

So with no key pressed you get the loading noise, press 'space' and it warps the sound, *exactly* like Dubstep.

So what are you waiting for?

Close the curtains, pop a couple of paxmans, plug in the USB disco ball and get jiving to some dubspeccing beats.

Cowabunga!

Thankyou Lee!

**Tipshack** : Insert 1 NEW at the beginning of the program.

[1]Download the 'updated' version here.

[2]Download the original version with no 34000 'second' delay at the start

[3]

Download an RZX of DubSpec in action playing a well known tune, can you guess what it is?  
(hint - it's classical)

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdNWgwZ2tjcGZNRGc/edit?usp=sharing>
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdUFdNQnVpWDhjdms/edit?usp=sharing>
3. <https://docs.google.com/file/d/0ByxiMYbPnlUdM09rVmRzTGZxZ2M/edit?usp=sharing>

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leespoons (2013-05-21 14:43:25)

The delay in the updated version isn't unnecessary at all, it adds musicality to the program by POKEing random blocks of numbers into the memory so instead of the whiney noise of the fake loader pretending to load in a load of 00s in B minor (or whatever it is), you get lots of whiney noises in lots of different keys - and never the same tune twice!

Dave (2013-05-27 11:18:41)

Thanks for clarifying Lee.

EDIT> Lee correctly identified the RZX tune as Strass's Blue Danube.

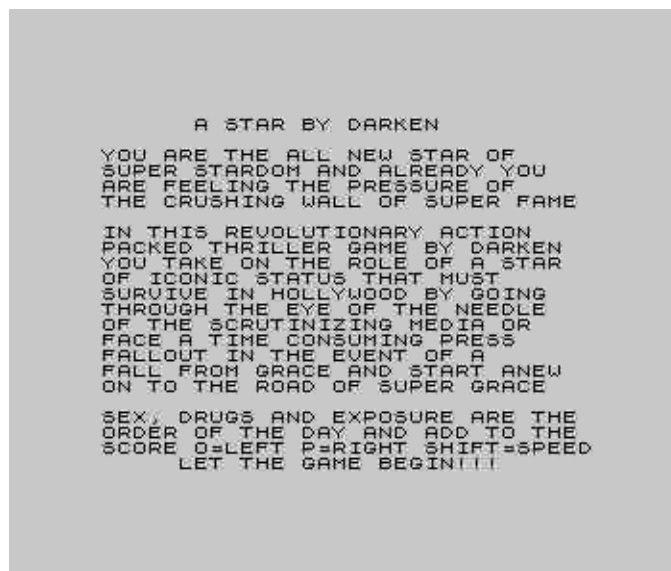
## **A Star (2013-05-27 11:12)**

By Darken

Genre: Arcade: Fallacy

The first thing to notice about 'A Star' is the nice loading screen and annoyingly, loading protection to stop me messing about with the code easily, grrr.

On loading we see the following info:



A new star?

A crushing wall of super fame?

Surviving Hollywood?

Handling media fallout?

Sex, drugs and exposure?

*How tremendously exciting!*

If this build up is to be believed we have quite a mixed adventure ahead of us, involving not only excitement but the gamut of genres too.

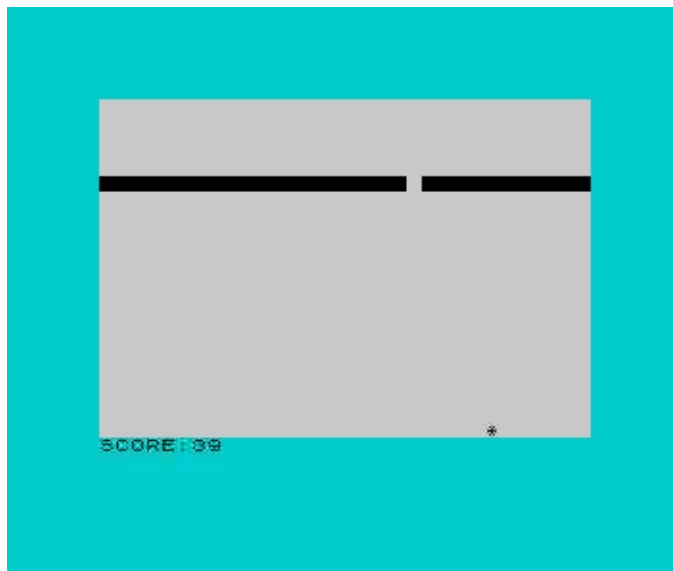
My first guess was it was a text adventure, and on pressing a key to start I discovered I was wrong.

What follows is a scrolly, rally-ish game in which you must find the path through the wall that rushes towards you.

The shift key acts as a rudimentary gearstick and allows the player to move at twice the speed, in fact most times you will not be able to reach the safe pathway without it.

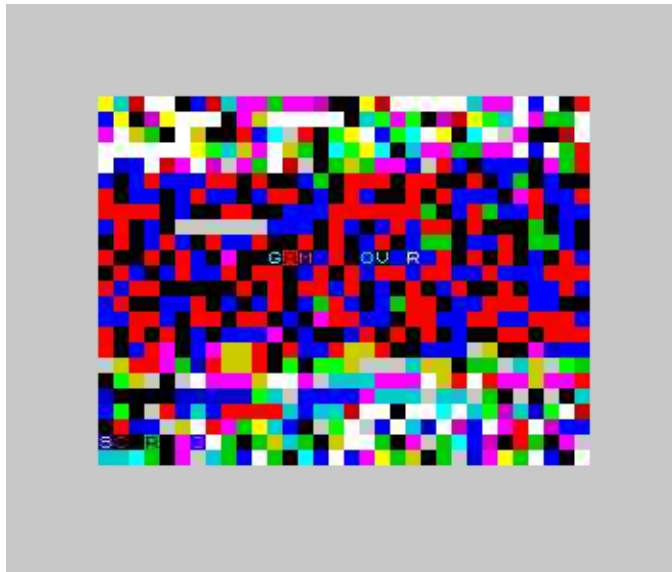
I must confess I'm struggling to *fully* make the leap of imagination that links the actual game with its star spangled description.

I can imagine a game like this being advertised in the back of a magazine during the 80's with a suspicious absence of 'in game' screen shots, and the many times bitten customer parting with their cash in exchange for weary disappointment.



I do love simple games though, so as long as you don't mind character based movement there's nothing really wrong with this and, like me, you might find it good fun.

The High Score challenge starts at a pitiful 90 (I know the one above shows 39 but I did reach 90- honest!).



There are some nice crap effects for 'Game Over', such as a machine code loop to colour the screen that is slowed down enough to be BASIC!

The main game engine is BASIC and it calls upon some machine code subroutines, and I'm a little puzzled why the intro screen is printed using a very fast unrolled print loop instead of BASIC's 'PRINT' (*it's very nicely done though*).

A Star is a simple game that uses ASCII graphics and has a massively inflated and misleading storyline.

As such it is *most* welcome in this years competition.

Thankyou Darken!

HACK SACK:

*Easier wall* POKE 25989,31: 25990,210

Download the [1]disassembly here.

Tipshack:

Use the Shift key most of the time, and when at either far edge be ready to come back to the centre before you see the wall.

Download the [2]game here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdeE9Ibml4dmY3Vm8/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdM0VoU3czY3ZTM00/edit?usp=sharing>

Dave (2013-05-27 15:24:45)

Something I failed to make clear, in fact did the opposite in fact, is that the foe in the game is not a wall but a metaphorical falling sky or ceiling. Darken made this clear in his original email and I missed this fact.

### Lawnmower minicomp! (2013-05-31 18:45)



Due to the high quality of the recent and following lawnmower entries, there will be a prize for the 'best' lawn-mowing/snowblowing/gardening entry. Yet to be confirmed but it may be a free pass to the[1] British Lawnmowing museum (train fare to Southport not included). Get coding people! (but don't forget the neglected Otter minicomp)

1. <http://www.lawnmowerworld.co.uk/>

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## 1.6 June

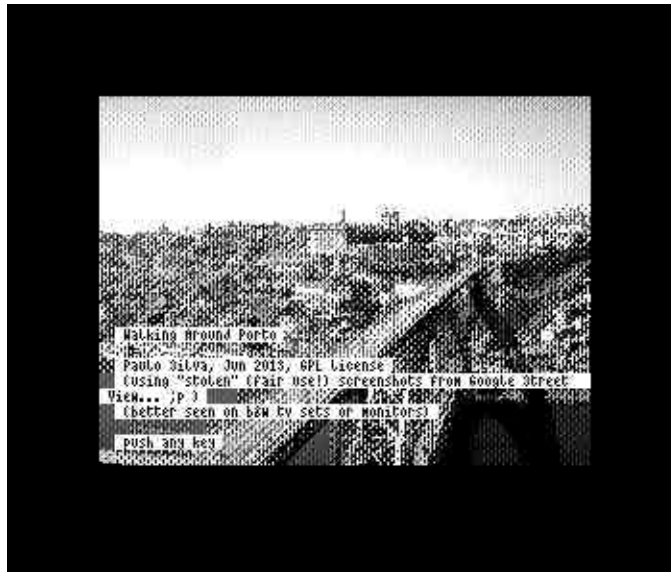
### Walking around Porto (2013-06-15 09:27)

By Paulo Silva

Genre: Tourist adventure

Thanks to Paulo for his second entry to the competition, which he describes as a [1]Myst like “game”.

It is 128k only and paging must be enabled (ie use the Tape Loader option), I found using the +2 had the least bugs.



WAP (which *Walking around Porto* will henceforth be called, in order to maintain a modicum of brevity) uses grabs of pictures from Google's StreetView and converts them to a ZX-Spectrum suitable format.

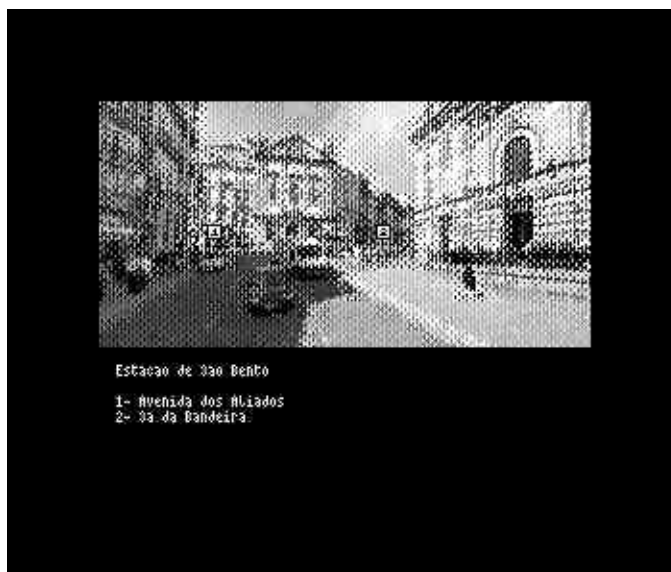
These pictures are best viewed in black and white, so if using real hardware dig out you old radiation king CRT telly, or set your emulator to B &W palette.

If you don't have either of these options, WAP is going to look a complete shambles.

Using these images of Porto, Paulo has created a small adventure world in which you can ramble.

There is obviously going to be some loss of clarity due to pixilation, but if you squint while playing that sorts that out.

With its 20 screens, WAP is clearly an enormous and varied adventure, here follows a summary of just *one* possibility:



*I begin at the Estacao de Sao Bento.*

*Tired, emotional and unsure of how I arrived here I glance around.*

*Despite the people I sense an early morning calm, it is cold in the shade so I follow the sun right towards the Sa da Bandeira.*

*The building before me has a celestial quality, so I genuflect before the sun basking columns.*

*Something deep within me says to take the right fork of the path, to the Santo Idelfonso.*

*A white jacketed lady catches my eye, while mine are cold and dead hers have a glint of something special.*

*Who is she?*

*Where has she been?*

*What has she been doing?*

*That is her business, so I continue to Santa Catarina where there is an explosion of activity.*

*People are milling around, going to work, going home, and simply keeping the wheels turning.*

*It is all too much so I wander a while until the Praça da Batalha.*

*Here I must be truly dazed or dazzled, because I find myself in the middle of the road with a car rapidly approaching me.*

*I sprint bewildered through nameless streets and again the Cathedral, until I find I have come full circle, back at the Estacao de Sao Bento.*

*Nothing seems to have changed, no-one has moved, can it be there is no respite for me in Porto?*

*This time I go left in search of an exit but I find something even more terrifying, it seems there has been some kind of temporal disturbance at the Torre dos Clerigos.*

*The sky is flashing chaotically and the whole world is a swirling noise.*

*There is no way back for me now, I am unable to move, it seems the game is over...*



As Paulo's notes say, there are a few bugs in the game.

The ones I noticed are the 'go back' function doesn't work as expected in certain parts, some screens keep repeating, and there are a couple of scrambled screens.

Like Paulo's other entries it leans more towards art than gaming, but it's full of ideas, passion and technical nous with a sprinkling of crap.

I rather like it.

WAP may also be the future too – virtual tourism.

So if like me, you've never been to Porto, then fire up your Spectrum, wait an eternity for WAP to load, pour yourself a glass of Cockburns, put a tin of sardines under the grill and you are practically there.

[2]Download TAP file.

[3]Download TAP and all support files. (remote link supplied by Paulo),

1. <http://en.wikipedia.org/wiki/Myst>
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdQm1VVHk0UmlRdms/edit?usp=sharing>
3. [http://hl.altervista.org/split.php?http://nitrofurano.altervista.org/retrocoding/zxspectrum/misc/csscgc2013\\_WalkingAroundPorto\\_201306091839.zip](http://hl.altervista.org/split.php?http://nitrofurano.altervista.org/retrocoding/zxspectrum/misc/csscgc2013_WalkingAroundPorto_201306091839.zip)

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## Search for ET (2013-06-22 13:04)

By Lee Spoons

Genre: Arcade: Urbanmythbuster

Lee is building up a great little portfolio in the CGC after a long break.

This one is inspired by the [1]Atari video game burial of 1983.

In a nutshell this is the suspected disposal of Pacman2600 and ET the Extra Terrestrial cartridges in a new Mexico landfill site after huge sales losses (*ET is also generally hailed as one of the worst games of all time*).

Rumour has it that there are over 3.5 million crushed cartridges and some peripherals concreted over there.

The story resurfaced recently as a media company will soon be searching the landfill site for a documentary.



After the loading screen the first thing to notice is the ABSOLUTELY COOL MUSIC!

Made using Beepola, in my opinion it improves on the actual ET theme so the game's going to have to be pretty bad to make up for it.

You take the role of a digger (*represented by an excellent high resolution UDG*) which you drive around the landfill site and dig for treasure.

Digging is represented by an irksome cascade of beeps.

If you are close to the ET cartridge you are given a message 'GETTING WARM'.

Lee avoids silly complicated algorithms and bases the check on whether you are on the same row or column as the cartridge.

Unfortunately this means once you work out that you are on the same line, all you have to do is work your way along it – slowly digging all the way.



Just in case you fancy playing Search for ET more than once (*and why the devil wouldn't you?!?*), be prepared for a couple of bugs on restart.

There are ghost graphics and it's possible to go outside the screen and return to basic (*bonus points!*).

Well as the saying goes, you can't polish a turd – but you can give it an excellent soundtrack.

Thankyou Lee!

HACK SACK:

Remove line 1005 to stop the annoying digging noise.

Success every time:

1005 LET H1=H:LET V1+V

Tipshack:

From a hard reset, the RND seed sets the cartridge position to the same place each time.

Download the game [2]here.

And if you like, the cracked version [3]here where ET has been paid off by Atari to stop you finding the cartridges. (Sorry Lee!)

1. [http://en.wikipedia.org/wiki/Atari\\_video\\_game\\_burial](http://en.wikipedia.org/wiki/Atari_video_game_burial)

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdLWg3Nm1ldDRCajA/edit?usp=sharing>

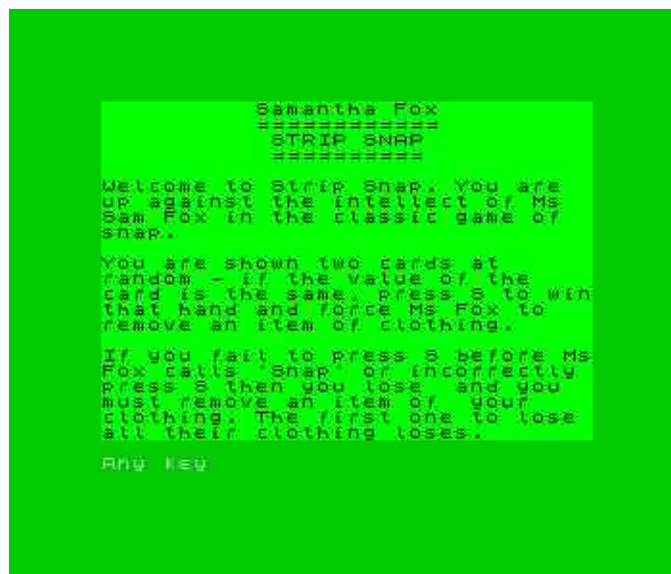
3. <https://docs.google.com/file/d/0ByxiMYbPnlUdbUhuUmxiZElzQ3c/edit?usp=sharing>

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## Sam Fox Strip Snap (2013-06-23 10:18)

By Andrew Green

Genre: Naked gambling



I never played it 'back in the day' but this amusing entry from Andrew is a nod to 'Sam Fox Strip Poker' for the ZX Spectrum, released in 1986.

Yes that's right - there was such a thing as 8 bit scud!

Sam Fox Strip Snap lets you experience all the thrills of strip poker but with a much simpler game (*just as well really because I don't know the rules to poker*).

Rest assured I will still be enforcing [1]CGC rule 3.3 despite the fact that this is not actually a poker game.

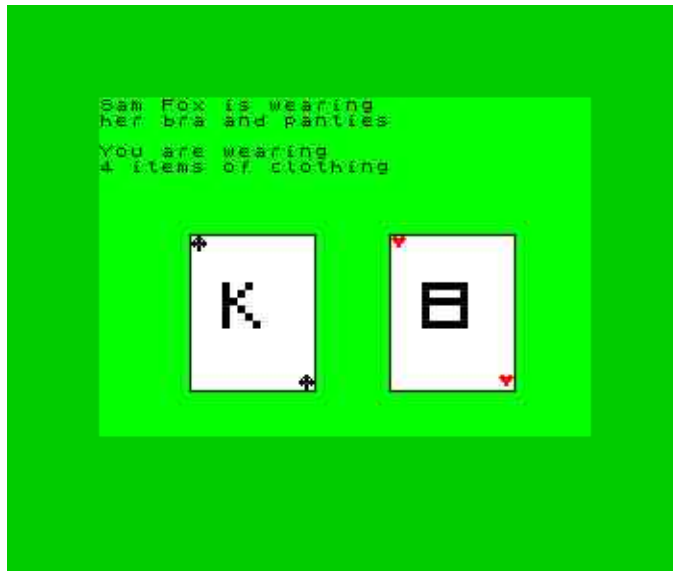
On to the game.

As the CGC consistently proves, ‘the best pictures are on the radio’, as there are no fuzzy pixel representations of Ms Fox in this game – which I suspect was one of the reasons the original sold so well.

Random card pairs appear on the screen and you must press ‘S’ when you see matching numbers.

Both you and Ms Fox begin with 5 items of clothing, and unlike Same Fox Strip Poker one of those items is not a trilby.

I opted for a cricket hat, tie, socks and a garter.

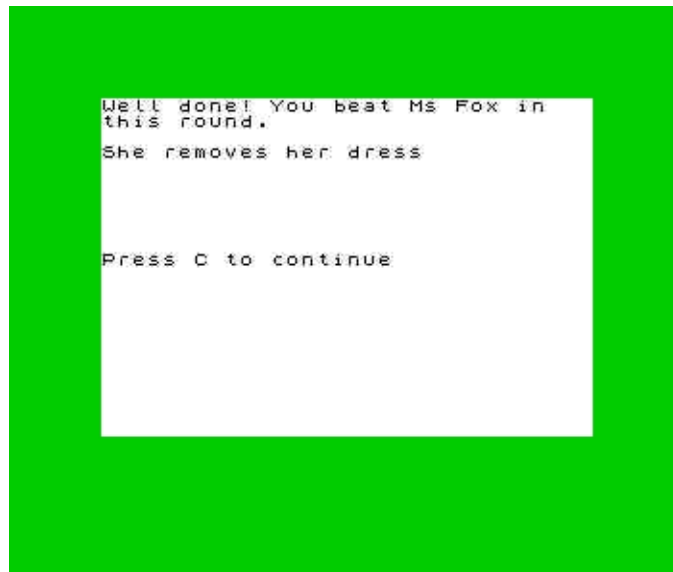


To begin with Sam is very slow to react, so you have plenty of time to spot and call a pair.

But as she discards more items of clothing she becomes increasingly alert, this is probably because she is reverting to her natural state from her earlier days as a glamour model.

When she is right down to her smalls she is so swift that it is virtually impossible to win.

I only managed it once without cheating!



This is a well designed snap game, nicely constructed bit of code and a funny idea.

I must also applaud Andrew for his attention to detail – I received 2 revised versions from him!

Even more impressive is that he managed to get Ms Fox on board with this project.

Thankyou Andrew!

HACK SACK:

Slow Sam down with a couple of Lambrini's: 3000 FOR a=1 TO 50

Dress for the Antarctic: 205 LET myclothes=500

Tipshack: if playing on a real spectrum don't forget to wear your standard issue tin foil underpants to counteract [2]the EM noise.



[3]Downloadthe TAP file here.

[4]Download the WAV file here.

And for the perverts, [5]Ann Robinson's strip snap.

1. <http://csscgc2013.blogspot.co.uk/p/results.html>

2. [http://www.theregister.co.uk/2012/12/13/sinclair\\_spectrum\\_fails\\_modern\\_radio\\_noise\\_tests/](http://www.theregister.co.uk/2012/12/13/sinclair_spectrum_fails_modern_radio_noise_tests/)

3. <https://docs.google.com/file/d/0ByxiMYbPnIUdZy1IOTBVV19CWkE/edit?usp=sharing>

4. <https://docs.google.com/file/d/0ByxiMYbPnIUdWERXVnBKQUJMNE0/edit?usp=sharing>

5. <https://docs.google.com/file/d/0ByxiMYbPnIUdUGZPc0hEX2M3Wm8/edit?usp=sharing>

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Anonymous (2013-06-24 08:46:35)

Disappointing lack of pixellated nudey bits. When she got down to her stockings I had my tissues out and everything.

**W.I.T.W.I.E.S** (2013-06-25 10:53)

Found by Rebelstar without a cause

Genre: Adventure:

Where in the world is Edward Snowden.

Well this is all very cloak and dagger, I receive this enigmatic email this morning at the height of the Edward Snowden chase.

As I was walking past the Ecuador embassy in London today I heard a tap at the window. I looked round as a blonde haired man threw an object out of the open window. I approached the window but it slammed shut immediately. I then looked down to see what it was that was thrown at me. To my amazement it was a memory stick with the letters cgc etched into it.

When i got home i turned on the laptop, curious to find what was on it. The only thing on it was a tap file. Rather than open it i decided to send it to you.



Could it be Julian Assange is busy working away at his Spectrum coding while ensconced in the Ecuadorian embassy? Who knows, perhaps we can expect some more games from him (I'd love to see a Canabalt style escape).

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdTVZCRUs0aHU5c2s/edit?usp=sharing>

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## Chromatrons Attack (2013-06-30 09:08)

Genre: Arcade: Smart arse action

By Guesser, music by Gasman

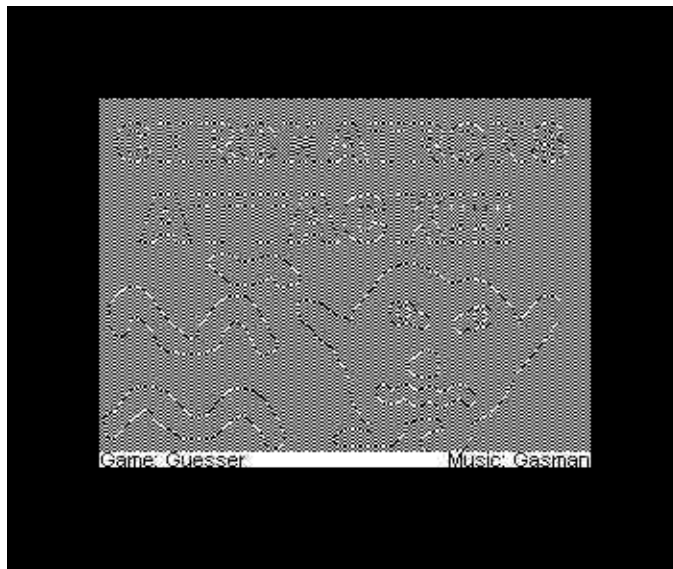
DISCLAIMER: GAME FEATURES FLICKERING IMAGES. IF YOU THINK THIS WILL CAUSE PROBLEMS CLOSE YOUR EYES WHILE PLAYING.

Any CSS or WoS regular will know this entry has been a long time coming, with work on the engine predating this years competition.

Guesser started cranking up his hype machine earlier this year by announcing..."THEY'RE COMING", well now *finally* they're here – and what a formidable foe the Chromatrons prove to be.

Guesser points out that the purpose of the game is not necessarily to be fun (*glad to hear it!*)but to “wind up emulator authors”.

Load Chromatrons up in any emulator and you'll see what he means, you can hear Gasman's nifty AY music but this is what you'll see:



You can just about make out the drawing through the shimmering moire pattern, and when you press caps shift to start the game it's possible to make out a few sprites (*which can naturally be controlled with the keys WASD*) but that's about it.

Clearly there is some trickery going on here, this game is specially formulated to only be playable on a real spectrum connected to a TV.

For those blessed with this set up I recommend giving it a go (128k only, paging must be enabled), and you will see this:

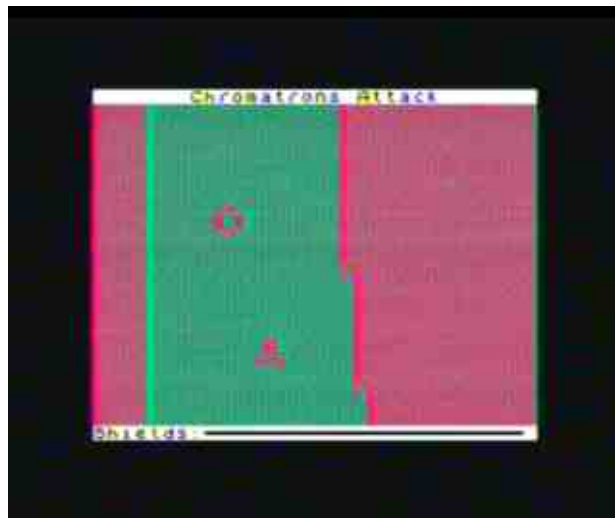


I didn't expect that.

I thought it would still be a grey mess, just a *clearer* grey mess.

I'll leave it to the hardware people to explain the technical aspects of it, but I can confirm that the attributes are set to black on white, not magenta on cyan.

Which *finally* brings us onto the game itself, while you can just see the sprites on an emulator what you can't see is the scrolling landscape.



2 pics provided by p13z

You must pilot your spacecraft (forever it seems, there is no endgame here) while being pursued by the deadly Chromatrons.

Basically avoid the ever increasing numbers of aliens and the walls.

The sprites move in character steps and the scrolling landscape is (*I think*) attribute based.

The further you go the higher the score, a formula many of us love and will find quite addictive.

It's also a great feature that your shields build up after a loss, so all is not lost if you screw up.

Guesser (or his beta tester) start the Hi Score challenge at 1923.

So this game displays a great knowledge of the hardware and coding skill (done in assembly), but is it crap?

Well the fact I've just loaded it up again on tape to try and beat my own hi score of 1313 suggests not, but the WASD keys might just be enough to save it..

Thankyou Guesser!

[1]Download the TAP file here.

[2]Download the WAV file here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdVnRCVGpibWw4aUU/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdZHMwMzd6QU5iU1U/edit?usp=sharing>

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Dave (2013-07-02 15:10:20)

Guesser added this explanation of how the game works over at the CSS site:

The short and techy answer is that the TV is unable to completely separate the high frequency transitions in the luminance signal from the modulated chrominance, so some of the black and white signal leaks into the colour.

By generating a specific pattern on screen that high frequency cross colour interference can be manipulated to make the TV generate stable blocks of colour.

The effect is being caused by the limitations of the analogue video circuitry and the way a PAL video signal works. Emulators of course represent an ideal video signal with unlimited bandwidth etc and make no attempt to accurately model a PAL signal.

(Errr easy! DH)

nitrofurano (2013-07-17 23:10:06)

i think that games from Apple-II and CoCo2 uses a lot these artifact effects

Sound and Fury (2013-08-28 00:48:44)

"Load Chromatrons up in any emulator and you'll see what he means"?

Not if that emulator is Spiffy... [http://jttlov.no-ip.org/img/spiffy\\_chroma.png](http://jttlov.no-ip.org/img/spiffy_chroma.png)

Actually I had working PAL chroma bleed months ago, but I've only just implemented 128k support. (Previously, Spiffy could only run some of Guesser's earlier experimental demos of the effect.)

So, if you don't have a real 128 lying around, but you \_do\_ have a Linux box lying around, you can now play Chromatrons in an emulator!

## 1.7 July

### Teach yerself Australian (2013-07-02 10:47)

Genre: Utility: Antipodator

By Lee Spoons

You might be forgiven for thinking it would be safe to speak the Queen's English if planning a jaunt to Australia.

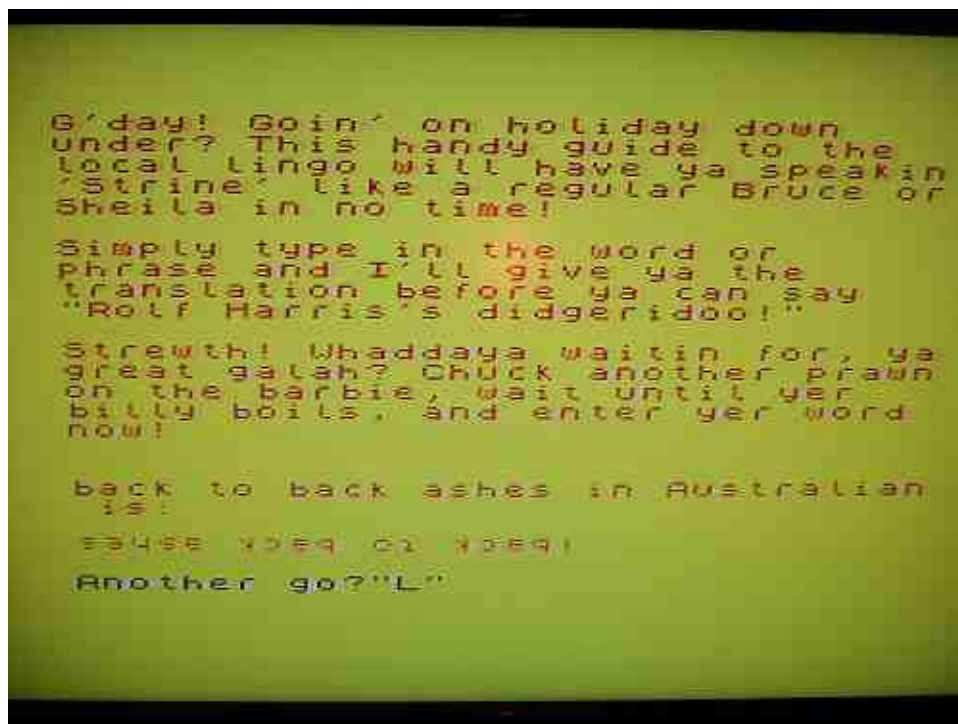
This is not the case unfortunately, as there are a number of things you need to take into account when speaking the uncivilised, backward dialect that the uncouth yobs are pleased to call 'Australian'.



TYA, like all of Lee's entries, features a non standard loader.

It's not quite as good as the Henry's cat one but I like it – it does the whole thing in reverse:

attributes first followed by an upside down pic of Ayres rock (all loaded bottom to top), partially obscured of course by the loading message.



Like all the translators in the competition it features an advanced algorithm that translates *any* phrase you care to type in.

In this case it takes advantage of [1]Hugh Shaw's Inverter and turns your text upside down and back to front.

If you leave the program it leaves the whole BASIC listing inverted (poke 23606,0 23607,60 sorts it natch).

So what do we think of TYA?



So if planning a trip to Oz do you want to go to bed with a 'hottie' or a 'dog' and wake up to a 'dingo's breakfast' or a 'dog's eye'?

Well, If you think Lee's utility is going to help then you've got kangeroos loose in the top paddock!

Thankyou Lee!

Download [2]WAV here .

Download [3]TZX here.

[4](And you could try the alternative translating engine Teach yourself AQL)

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0025812>
  2. <https://docs.google.com/file/d/0ByxiMYbPnlUdRUlTakRiRGM4Z1k/edit?usp=sharing>
  3. <https://docs.google.com/file/d/0ByxiMYbPnlUdTkNjd3JadjBaVE0/edit?usp=sharing>
  4. <https://docs.google.com/file/d/0ByxiMYbPnlUdOXVNVjZjWmRwLTQ/edit?usp=sharing>
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**Is that a snake or are you just pleased to see me? (2013-07-09 09:09)**

By Rebelstar without a cause.

Genre: Arcade: ampersat eater

(

Rule 1 of this review is that I will not be doing any double entendres)

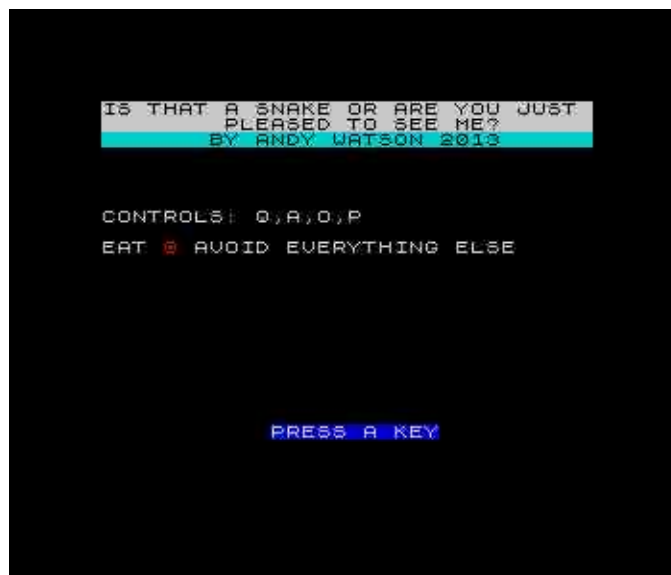
Rebelstar has broken from previous form here by providing a game that's *almost* not crap.

Despite its less than catchy acronym, I.T.A.S.O.A.Y.J.P.T.S.M is a half decent BASIC snake game.

Use QAOP to move the snake around the erm, well let's call it a maze, and eat the

'at' symbols (*which I've learned are also called ampersats*).

Each ampersat eaten gains you an extra link in your increasingly ungainly snake.



The game plays at a decent rate and has some appropriate sounds.

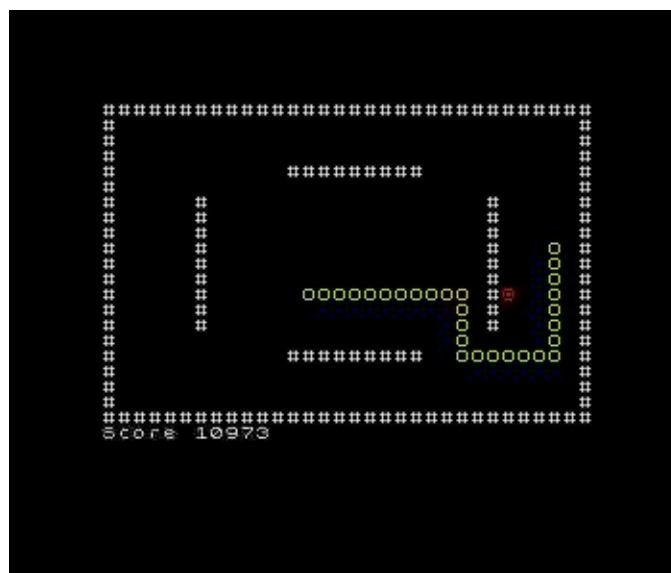
*So what's wrong?*

Well not much, I was going to say the scoring was flawed because it increments every move so there is no incentive to eat the red ampersats.

But from looking at the code I can see that Rebelstar has already thought of this, and the score is related to snake length already.

It's even got a bit of machine code to refresh data.

Ho hum.



Not only that but could I.T.A.S.O.A.Y.J.P.T.S.M be a comment on the psychology of the concept of a High Score?  
The higher your score the longer your snake?  
Probably not, and just as well because I'd like to start the challenge with 23691 and a snake length of 41.

But I still say you should gauge your performance by the length of your snake, and quite predictably there goes rule 1.  
Thankyou Rebelstar!

Tipshack: Be especially vigilant around snake length 35 as at this point the chunkey field is most likely to cause your attention to wander and make a mistake.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdZlJ3LUZDX0JuS3c/edit?usp=sharing>

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### **Alan Whicker Simulator (2013-07-14 09:28)**

By Andrew Green

Genre: Text:Travel



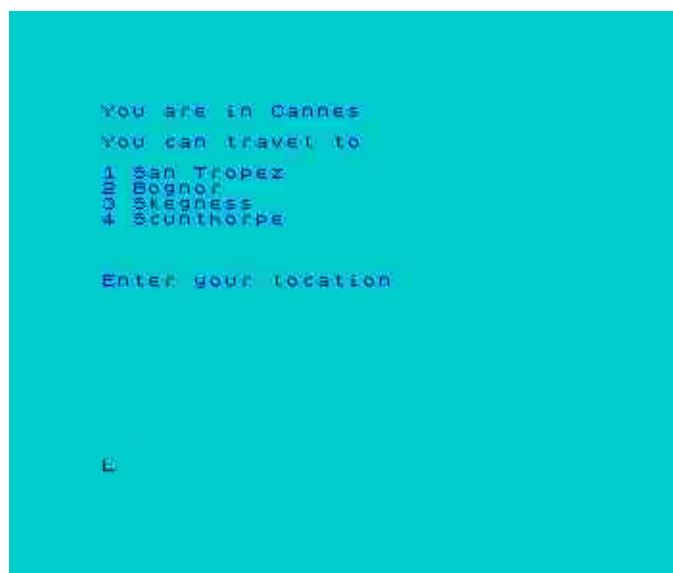
This little game is in memory of the late Alan Whicker, who passed on last week.

For those not familiar with Alan he is a suave moustached British journalist famous for his travel broadcasting.

Although he did speak to people of all classes most will think of him talking to a dignitary sitting by a swimming pool with a glass of chilled champers in Monaco.



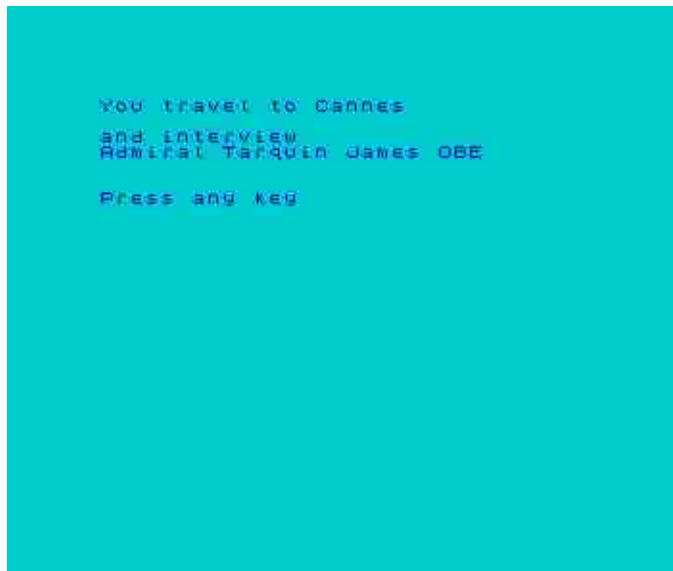
After the strange EMUZ loader that I'm not familiar with we have an excellent 'start' – not only does the program not autostart it finishes loading with a D – BREAK CONT REPEATS, 0:1 message.



The game gives you 4 choices, and you must enter the mind of Alan Whicker to see which is correct.

If you are eagle-eyed however, you might spot a pattern that option 1 tends to be somewhere nice (like San Tropez or Monte Carlo) and 2,3,4 are usually erm, a bit less nice.

Successfully choosing the correct location allows you to interview someone rich and famous, and failing to do so gives you this screen:



10 successful interviews completes the game.

A crap game, but a funny one.

Thankyou Andrew (and thankyou Alan!!)

HACK SACK:

Interview paradox 615 LET  $r=1$ , 8040 DATA "Alan Whicker"

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdWnJBLU16dXRvVXc/edit?usp=sharing>

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**AWFTRBTSFTVOTWWPRSWWSBASS (2013-07-23 13:38)**

A topical new entry from Lee Spoons, who is building up quite a portfolio. Lee's description of the game:

For anyone who wants to re-live the thrilling experience of watching the outside of a hospital, may I present to you, "Advanced Waiting for the Royal Baby to Spring from the Vagina of that Woman whose Parents run some Website what sells Balloons and stuff Simulator"...



I'm really pleased Lee has sent this in, because like the whole rest of the bloody country I was waiting with bated breath the arrival of the royal baby from the Duchess of Cambridge's loins. Now the poor bugger has emerged I feel hollow.

To emulate the exciting waiting time Lee has used a FOR NEXT loop that has 100000000000 repeats, though I have no intention of finding out exactly how long this takes. What he has failed to do in this entry is capture the newsfeed

of journalists saying the same thing every 15 minutes in the absence of facts, and interviewing rebarbative fools with equally little to say on the subject.

Now I can get on the train south to drop of some flowers at the palace, and thanks to Lee's simulator I can do so safe in the knowledge I can relive that wonderful day en route.

All we need now is the waiting for that rich family to give the baby a name simulator. My money's on Bob.

Thankyou Lee!

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdaEE1QUNyVWxuZEU/edit?usp=sharing>

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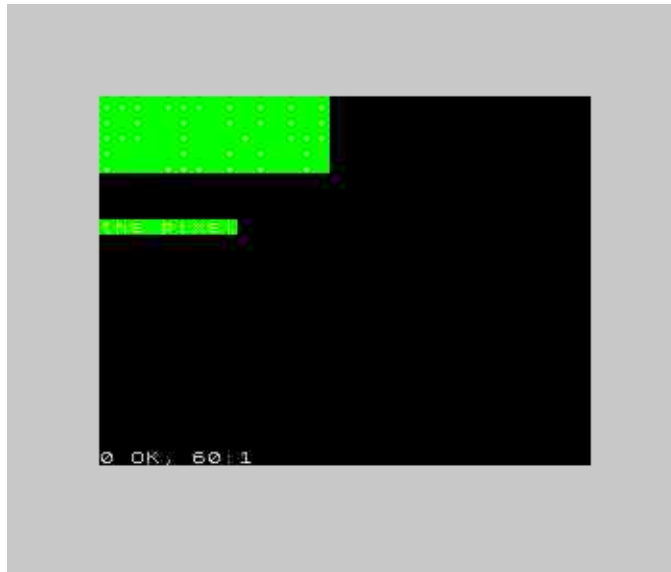
### **Pixy the Pixel (2013-07-25 19:13)**

This entry from Lee Spoons uses a new, groundbreaking game designer that will be hitting the shops soon called C.G.D (Classic Game Designer). So with such a powerful tool at his disposal, let's see what Lee has come up with (and it had better not be a lazy hack of my Pacman demo).



Ah.

This is a pacman game in which all the sprites are replaced with single pixels, which to my eye looks very atmospheric. It would also be a playable game, if the ghost sprites weren't invisible when on blank background! You can only see them moving as they overshadow the pellets.



It drew me in though, as it is so difficult. I'm pleased to say, by chance as much as anything that I managed to complete it.

So, Pixey the pixel is a bit crap, but I'd say it's a seed that could sow a mighty oak if explored further...

Thankyou Lee!

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdcElGSEtfMko0UHc/edit?usp=sharing>

## The Lost Treasure of Something (2013-07-27 10:04)

By Rebelstar without a cause.

Genre: Arcade: floppy disk hunter

Like the previous entry, Rebelstar has used the powerful utility that is CGD to create this game.

And it's a guddun.



As the title suggests there is not much in the way of a backstory, but the object of the game is to collect the yellow floppy disks (*or treasure chests if you like*) then make your way to the exit.

It's actually pretty challenging as the guardians of said treasure chase you continuously.

You have to work out how they move and employ a strategy to lure them away or get a solid wall inbetween you.

There is also a beautiful luminous snake swimming away in the middle of the screen.



If you don't like the old school early 1980's games that use UDGs and move in character spaces, then this game will definitely seem crap to you.

But for me it's a sheer pleasure, perhaps especially so as it uses my own game designer – so I am predisposed to be fascinated as to which features it uses.

Things that do make it crap are the absence of any effects when you complete or fail the level, the border colour could match the game better, and there is only 1 level.

In fact the disappointment I felt when a level 2 failed to appear suggests to me we have a good game here.

One that I hope Rebelstar soups up a bit, gives more levels, a backstory, a loading screen, and maybe a spot of music (*but this would not be a game I want to see in the CGC inbox*).

Thankyou Rebelstar!

[1]

Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdUEZxanlSRlhNZ2s/edit?usp=sharing>

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## Parking Meter Simulator (2013-07-27 11:08)

By Angus Gulliver

Genre: Utility: Patience



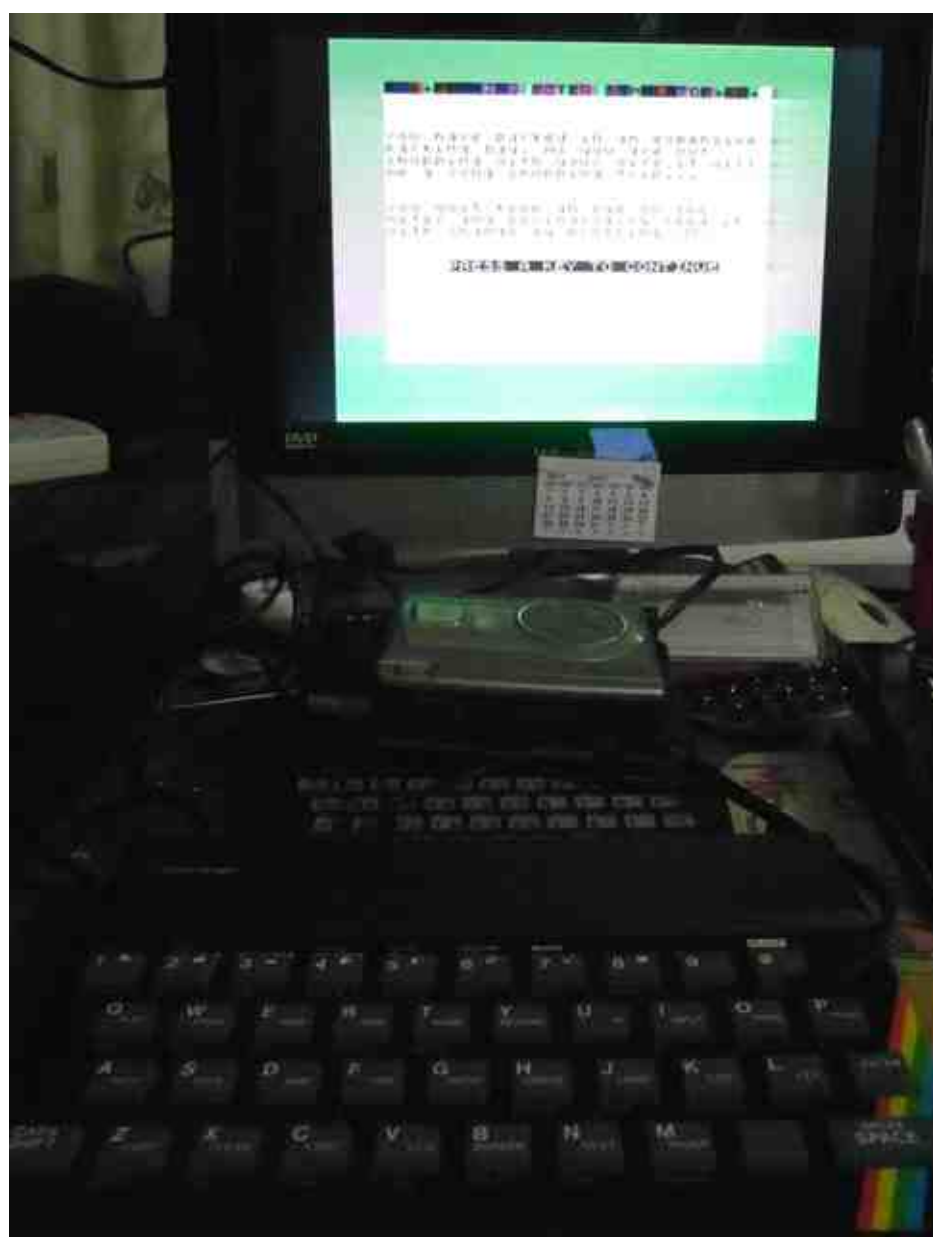
We've all been there: It's Saturday, you've popped into town with the other half because for some reason or other, you have to go to B &Q.

Again.

If this was all the trip entailed the £2.20 you've put on the old jalopy would be ample, but as usual you have to start looking at new bathroom fittings because the old ones "aren't exciting anymore", then you have to traipse around clothes shops and go into that nice new café.

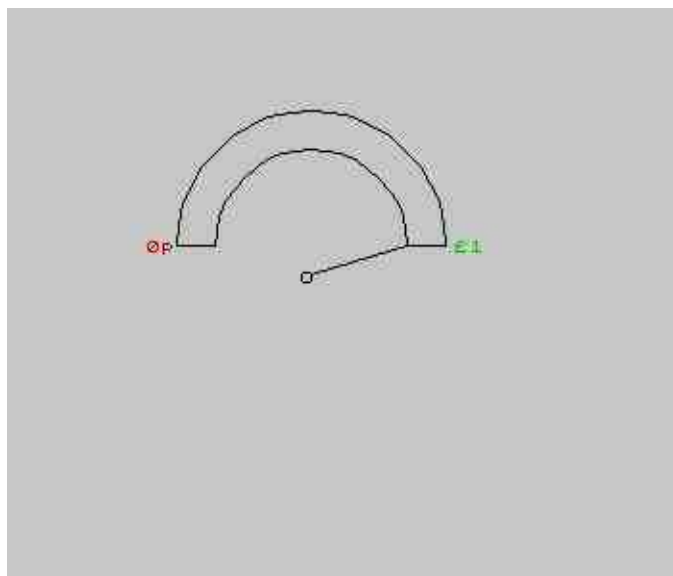
All the while the parking meter is ticking away.





Like Angus's other crap games, it was programmed and tested on a real Spectrum so a trooper award is in order. (Photos supplied by Angus)

Before the game starts we are treated to a magnificent flashing border effect, and be sure to enjoy it because the excitement ends there!

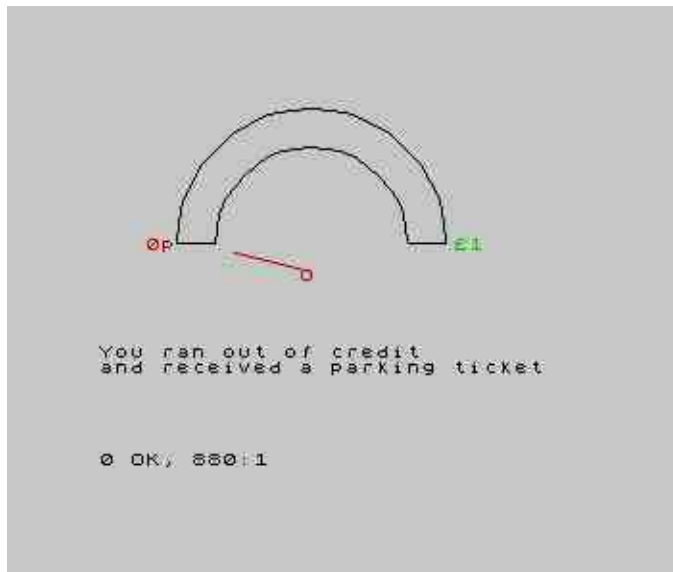


A parking meter is drawn on the screen and you watch and wait for it to tick down, when it gets low you must press the magic 'M' key to top the meter up.

It takes about 2 minutes for the meter to exhaust fully, and it does so in 5 big steps, getting slightly faster each time.

We should thank Angus for this simulator, because in the modern fast paced world we are constantly reacting, and rarely have the time to just pause, and contemplate what's important.

So if Parking Meter Simulator was designed with this in mind, may I be the first to congratulate on an ingenious idea.



TOTAL CARP!

Thankyou Angus and Nita!

Tipshack: Never go shopping again.

[1]Download Parking Meter Simulator here.

[2] Download a faster arcade hack here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdUDVhQ0JqYWROeEk/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdcThJLVdfMG5NYlE/edit?usp=sharing>

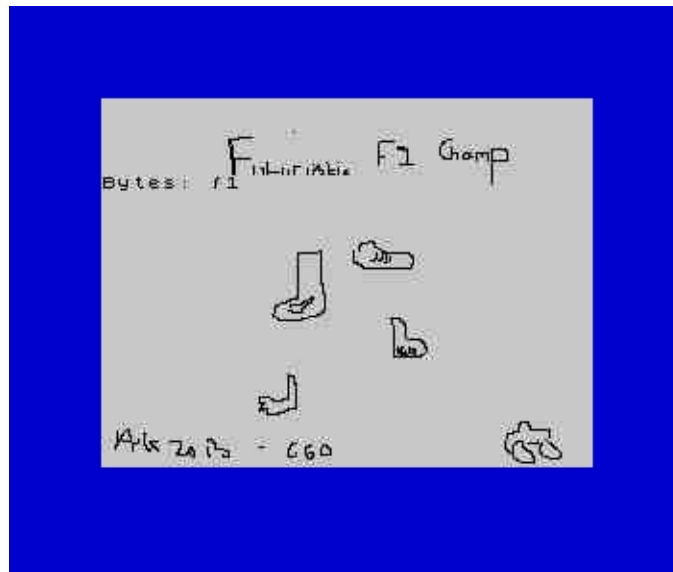
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## Futuristic F1 Championship (2013-07-27 12:03)

By Spud

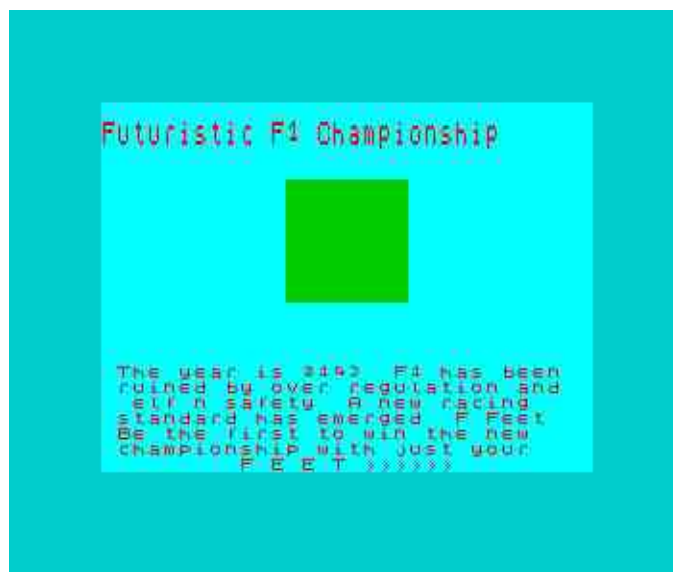
Genre: Race 'n' Cheese

I can't help but feel I've made a rod for my own back here! here we have another entry made using CGD (Classic Game Designer).



Picture the scene: it is the year 2143 and it gives me enormous pleasure to say that humanity's biggest problem is over regulation of Formula 1 racing.

To counter this a new dangerous form of racing has evolved: F FEET.



Motor racing isn't exactly my thing but as far as I can tell the winner is the one who goes fastest and crosses the line first.

And while using the standard QAOP this may be easy enough, but in FF1C you need to achieve this feat with your own feet!



At first I genuinely thought you were supposed to play FF1C with your feet, but I've since worked out from spud's nonplussed reply to my email mentioning this that it actually refers to the *sprites* feet in the game – not the players. Didn't stop me having a go though, still managed to complete it.



This game makes some of the bugs in my game designer annoyingly apparent – some of the directional blocks make the sprites flicker badly (*more accurate would be disappear*), and another one that corrupts the font.

Another kernel of a good idea, but compliments to spud for making it crap.

As per the rule – spud now owes us a good game made with CGD (outside of the CGC).

Thankyou spud! (also the 'effort' prize for the amazing loading screen!)

[1]

Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdMUtTM2xmMDFiX00/edit?usp=sharing>

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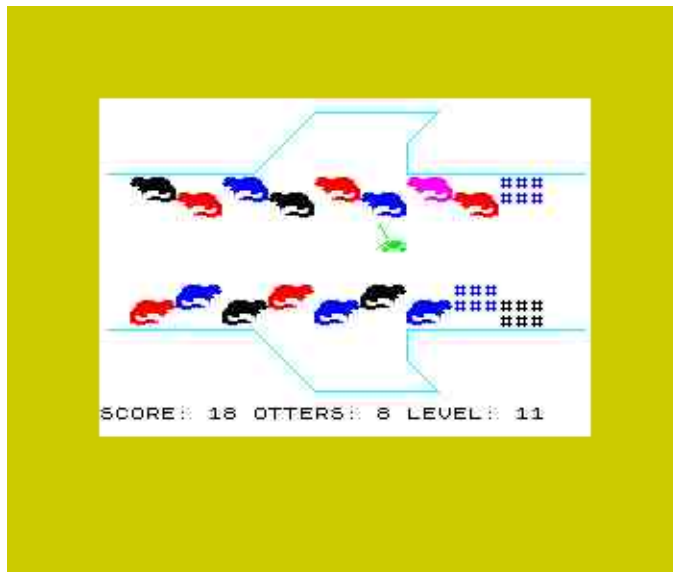
### **Otters on a Plane (2013-07-28 19:09)**

By Anders Carlsson

Genre: Strategy: Otter management



It gives me great pleasure to announce the second entry to the CGC 2013 Otter competition, and what a corker it is!

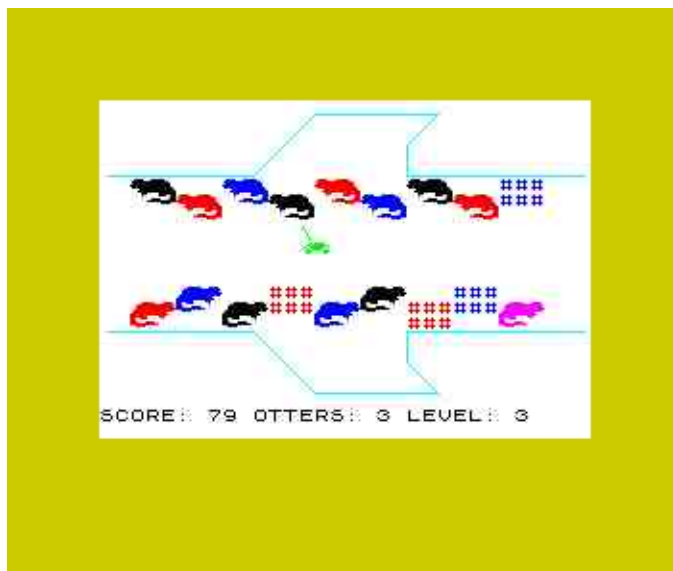


Otters on a Plane whisks us to the very plausible scenario in which you want to fill a plane with live otters.

The otters come in 4 different flavours – black, red and blue, and for some other (*unexplained*) reason they can only go into a cage of the same colour.

On occasion you get ‘purple’ otters, which can go into any colour of cage or will mate with an already caged otter – which *obviously* causes both to be removed and the cage made free.

So in this sense you can think of the purple otter as the game’s power up.



If all that wasn’t barking mad enough then there’s the lawnmower.

I'm not too familiar with air freight, but I now assume that any cargo flight, instead of a hospitality trolley, has a lawnmower trundling down the aisle every so often.

If you activate the lawnmower while it passes through it destroys the adjacent otter, and the cage becomes one of random colour.



If you fail to manage your cages correctly and are unable to place your otter you will need to dispose of it, and you are allowed a total of 10 otters before the game is over.

Successfully place 18 otters and you get to do the whole thing all over again.

It's worth it though, because OOAP contains fantastic use of UDGs and BEEP sounds....and is full of otters of course.

Keys- Space to place the otter, K to destroy said otter.

In summary I'm not sure how much of this game is down to chance or strategy, but it's hilarious, totally insane and above all – CRAP. It is also worth bearing in mind that the winner of the otter competition will (if I can still afford it at the end of the year) get a british otter sponsored in their name, so on balance we can turn a blind eye to the game's ottercidal content.

Thankyou Anders!

**Tipshack** : use the purple otter (*ooh err*) wisely, use it to fill the as yet most filled cage.

Try to avoid using the lawnmower but remove the most abundant otter if you have to.

**HACKSACK** :

*Abundant otters:* in line 22 change to LET OT = *desired number of otters*

*Infinite otters:* in line 50 change to LET OT =OT

*Infinitely incrementing otters:* in line 50 change to LET OT=OT+1

Download the game[1] here and the instructions [2]here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdcEhta193R2ZEZDQ/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdbUpTMW5PeDA5VG8/edit?usp=sharing>

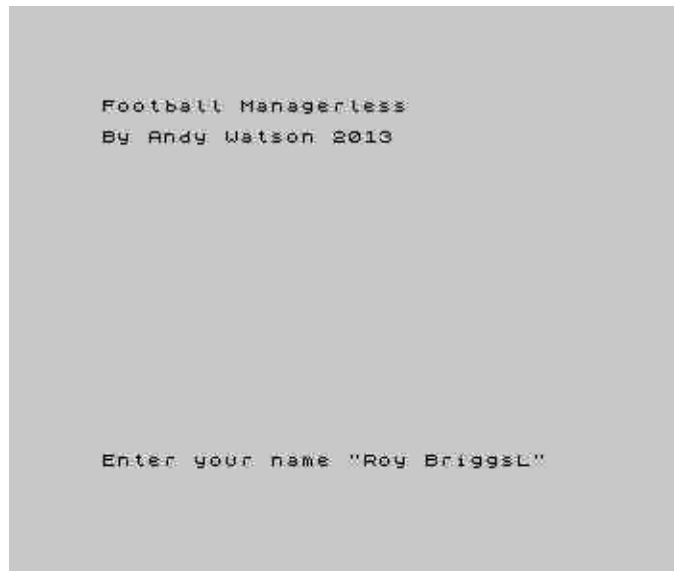
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## 1.8 August

### Football Managerless (2013-08-18 02:53)

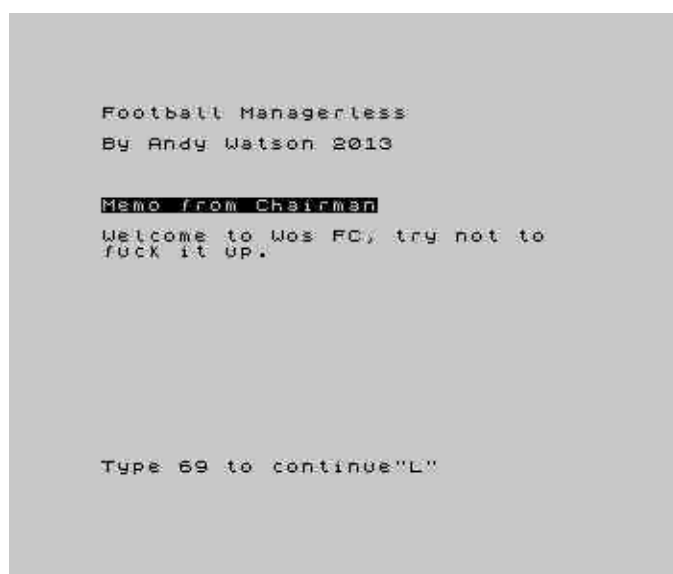
By Rebelstar without a cause

Genre: Football: hapless manager management



Well Saturday 17<sup>th</sup>August marks the start of the football season, which on a personal level means there is less time available on Radio 4's today programme for cricket news.

However, this is the CGC and it is not the platform to entertain such gripes, nor is it the place to bemoan the absence of any ashes themed cricket games thus far.



This excellent management game by RebelstarWAC is reminiscent of Kevin Tom's seminal 1982 game football manager (*just without the cool UDGs and more swearing*).

You start the season as a manager of your choice, I chose the most 'football managery' name I could think of, in this case Roy Briggs (for 'foreign' readers I also tried as Marizio Peroni).

At the start of the season you have, as seems to be suggested by the tedious farrago that is the media storm, the full 100 % support of both the fans and the chairman.

Your team is the promising WOSFC and it's you versus the premiership.



Before each match day is the team selection, and WOSFC roster is naturally comprised (*mostly*) of ZX-Spectrum legends.

Using Rebelstar's advanced team setup, you move players on or off the bench according to their skill and aggression. You don't get any new players, and the players you have keep the same attributes throughout the season.

Although this does seem to be based on the RND seed, for some reason poor old (Steve) Crow seems unfairly down on both every time!

It also broke my heart to put Smith on the bench (though I couldn't decide if it was Matthew or Jonathan).



I gather the idea of the game is that fan & chairman support is linked to performance, and the lower support is the higher the likelihood is of being sacked.

However, unless I'm doing something wrong, it seem totally random as and when you get sacked!

I have been sacked in week 3 with a >90 % rating, yet also survived to week 7 with a <56 % rating!

I can only assume this is an intentional part of the game, and as such is a comment on the transient, potentially unnecessary and haphazard nature of the football manager's profession (*in which case may I congratulate Rebelstar on an ingenious satire*).

I've been assured it's not the case but I'd swear blind that the more changes I made to my team the worse they did!

So after putting my all star team together you get to play the giants of the premiership: Manchester UTD, Chelsea, Arsenal, and Swansea. Each game is a 90 minute thriller, with a written commentary throughout.

Watch (, *chuckle*) and be enthralled by missed goals from Kevin Toms, well wides from Ritman and over the bars from Gollop.

I'm still not sure if that missed chance by 'Jones' was Mark R or John George, but either way this is a corker of a game, and also that Cauldwell chap needs to be played up front more often.

Despite the games shortcomings I really watched each match with interest and got excited about the result, so there is still a good idea at the heart of this game (*who knows Kevin Toms may even be in touch for some tips*). Thankyou Rebelstar!



Can you think of a more 'football manager' name than Roy Briggs?

If so please post here!

### Tipshack :

Even if common sense suggests to select a better team, don't – it may or may not be worth the risk.

### HACKSACK :

*Near infinite mercy* : Line 50: change fansup and chairsup to 10000 %

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdZXBfd1E1U2EzUWM/edit?usp=sharing>

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## 1.9 September

### Collateral Damage (2013-09-14 10:56)

Collateral Damage

By Steve McCrea

Genre: Text - back door war.

After a long summer pause, it's lovely to see another crap game from Steve in the inbox again.

This mean he is but one entry away (*I think*) from equalling the most games entered into the CSSCGC since its conception.

```
Collateral Damage
A damage limitation adventure
Copyright © 2013 by Kweespa, Inc.
All rights reserved.
Release 1 / Serial number 090913

You are sitting at a large
wooden desk in a brightly lit
room. A light flashes next to a
shiny button on a phone.

"L"
```

Collateral Damage is a nice little text adventure with, like some of his other games, a point to make.

No instructions are provided but it is assumed you are the president of the United States, and for posterity it should be noted the USA is currently in an attempt to engineer a military strike against Syria.

The game was submitted before some surprising events that may actually mean on this occasion, the USA will not end up bombing another middle eastern country without UN backing (*what's even more astounding is that the UK voted against being the obedient sidekick*). Let's see.

```
Copyright © 2013 by Kweespa, Inc.
All rights reserved.
Release 1 / Serial number 090913

You are sitting at a large
wooden desk in a brightly lit
room. A light flashes next to a
shiny button on a phone.

The desk is piled high with
briefings. One drawer draws your
attention.

Opening the drawer reveals a
lunch that your wife packed for
you.

You eat the lunch. Your hunger
waned.

You already ate your lunch.

"L"
```

However, enough of that, the game itself.

This is coded entirely in BASIC and I was ready to think the slow text printing was a carp feature, though it turned out to be the text wrapping.

The normal text game phrases do not apply here, and you can only type the words in white from the main text.

The game is short and, depending which route you decide to take, open ended.

I do love the little puzzles and humour this game is liberally sprinkled with.

The big question is: do you go east or west down the corridor?

Excellent work Steve.

[1]Download here.

Tipshack: knowing the structure of a doughnut can be useful to this game.

Also, if you choose to, never go to war on an empty stomach.

HACKSACK: *Drone attacks that might not annoy the locals quite as much as usual.*

In line 889 change to LET Z=2.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdVTdxZG8zbV9NUjA/edit?usp=sharing>

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## **Mental Disorder Pacman (2013-09-14 17:49)**

Mental Disorder Pacman

By Paul Equinox Collins

Genre: Maze disorder



What do we have here?

When we thought every possible permeation of Pacman had been done, could it be our humble competition sees an original idea in the genre?

There's a lot of work in Mental Disorder Pacman, which is HiSoft compiled BASIC (*I think*).

To quote Paul:

This is "Mental Disorder Pac-Man". You can either play a normal(ish, but crap) game of Pac-Man, or enable one of nine different, exciting mental disorders, which will affect your perception of the game in various ways. Watch out for the ghosts, as they have little or no sympathy for your disabilities.

The 'normal' Pacman game is actually ok - despite being character based (*which is actually fine with me but not everyone likes it*) it has some lovely sounds and looks good.

The key to a good Pacman game is the keyread, you should be able to press the new direction and our little yellow friend keeps moving until that direction becomes available.

Thankfully Mental Disorder Pacman *doesn't* have this property, instead favouring the 'stop dead when new key pressed and frustrate the player' method. Also the speed is not constant, Pacman has the occasional burst of speed, making judging those corners even harder (so bonus points natch).



The disorders:

**Autism** : Pacman has his own little maze.

He may be able to see the ghosts and observe their behaviour when eating a power pill, but to understand and interact with them is not an option.

**Anorexia** : Not so many pellets, none of which are power pills, and a more slimline Pacman.

**Multiple Personality** : Two Pacmans, both vulnerable to the ghosts.

Makes for interesting strategy.

**Huntington's disease** : Not so easy to control.

**Gender Identity** : Pacman has a rather fetching ponytail.

**Pica** : Never heard of this before, some people apparently like eating non nutritious stuffs, eg dirt.

Pacman can eat the walls, makes for an interesting (and easier!) game.

**Fregoli delusion** : A new one on me, one ghost with numerous forms.

**Narcolepsy** : Pacman takes the occasional nap.

**Catatonia** : Poor Pacman cannot move away from the ghosts, but on the upside he knows very little about what they will do to him.



I suppose in summary we can say that life is hard (as is the 'normal' version), but some have it harder than others.

Unless you have pica.

[1]Download here, the BASIC source follows the game. Thankyou Eq!

1. <https://docs.google.com/file/d/0ByxiMYbPnIUdZHdUVTRHLW5LWEE/edit?usp=sharing>

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Anonymous (2013-11-05 21:03:11)

Hey, the "rather fetching ponytail" is meant to be a bow. Never played Ms. Pac-Man?

Dave (2013-11-05 21:47:05)

Oops sorry chef. Yep played on a real Speccy via real tape a few months ago. I would have still got it wrong though! Who wears a bow these days except people doing the Reith lecture?! Great game though, thanks :-)

## **Pacifist Space Invaders (2013-09-15 09:51)**

By Lee Spoons

Genre: Arcade: hand wringing



```
PACIFIST SPACE INVADERS
THE INVADERS HAVE LANDED AND
ONLY YOU CAN SAVE MANKIND!

UNFORTUNATELY YOUR SHIP DOESN'T
APPEAR TO HAVE A DEATH RAY, SO
YOU'LL JUST HAVE TO SURRENDER
AND HOPE THAT THEY DON'T KILL
YOU. I'M SURE THAT YOU CAN ALL
SIT DOWN AS FRIENDS AND TALK
ABOUT IT OVER A NICE ORGANIC
LENTIL BURGER AND SOME FAIRTRADE
DECAFFEINATED ORANGE JUICE, WITH
A SELECTION OF ETHICALLY-SOURCED
WHALE NOISES PLAYING GENTLY IN
THE BACKGROUND.

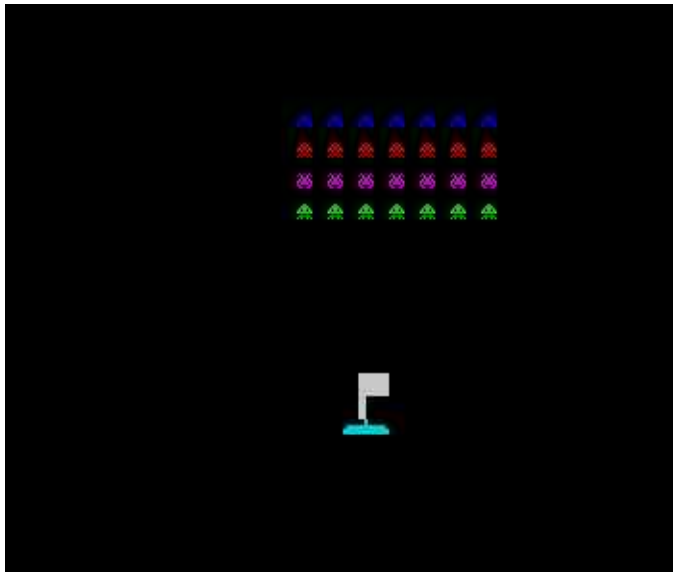
THE FUTURE OF PLANET EARTH
DEPENDS UPON YOU - GOOD LUCK!

CONTROLS: Z,X AND SPACE
```

Yet again those pesky aliens are bearing down on earth and you are mankind's last hope.

This BASIC game has a new take on the Space Invaders genre: you have a white flag instead of a death ray.

As the intro screen suggests you are relying on the hope that the aliens are fans of various yoghurt weaved foodstuff and talking things over.

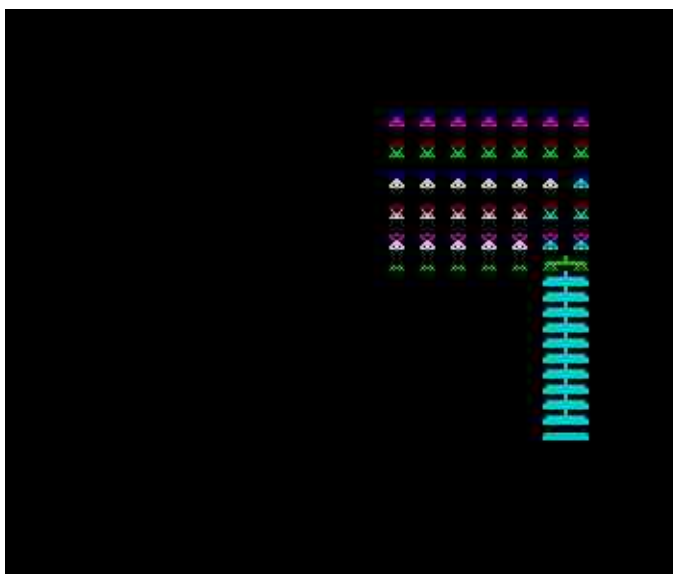


As ever Lee is a master of sound, and pacifist space invaders has nice effects and a *superb* rendition of 'Give peace a chance'.

However the quality ends there – Pacifist Space Invaders is utter carp!

There is some curious screen edge checking, so that when you go off the right hand side it causes the BASIC 'scroll' to start!

Pressing the fire key prints an ineffectual white flag above the player ship, though having said that it looks chunky and odd enough to at least confuse the aliens.



If you have the patience to wait for the aliens to land, you'll discover they mean business...

Thankyou Lee!

Tipshack: crank you emulator up and get it over with.

[1]Download here.

HACK SACK: Download the [2]yoghurt weavers version with a happy ending :-p

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdajJxYld2TnhNYUk/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdcGhuR1pWYnZhZXc/edit?usp=sharing>

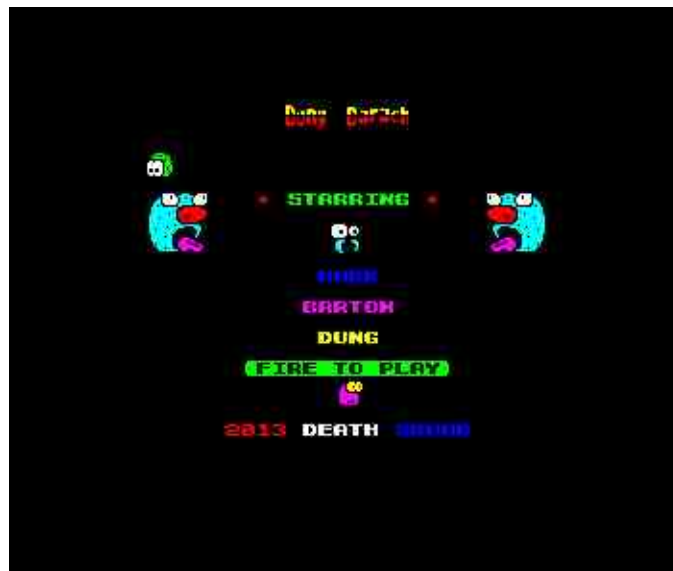
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## Dung Darach (2013-09-15 12:21)

By daveysludge

Genre: Arcade: dungpush

FANTASTIC GAME ALERT!



Here we have davey's second entry to the competition, and like the last it revisits some of his work from the 80's *and* has a scatological theme.

From a crap game point of view there are just too many things 'wrong' with this, so many in fact it's easier to list as bullet points:

.

Nice music and sound effects (especially the YEAHHH! at each level end)

.

Amazing graphics

.

Fun and challenging to play

.

Appropriate difficulty gradient (levels 10 and 15 are when it gets tougher)

.

20 well designed levels

.

Programmed in machine code

.

Uses a multicolour effect

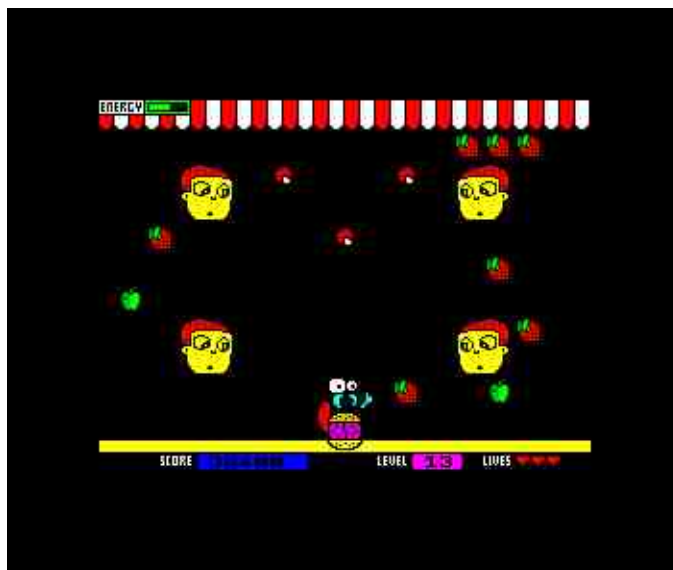
.

Nice looking cassette inlay

For shame!

Here's the backstory:

*A pink hippopotamus is on the rampage and defecating all over town, in this game you assume the role of Mark Barton Dung who must roll the giant faeces into his turd burger making machine.*



After you pick your jaw up off the floor and start playing, you start off as a cute little bug and you must eat until you are big enough to move the hippo droppings.

Avoid the roaming baddies, some deplete your energy, others are not interested in you until you are big enough to eat – then they chase and eat you.

You can't push the dung but instead you walk through it, and it appears in your previous space.



It is great to play but I'm especially impressed by the graphics.

DD works with the spectrums attribute quirks to look as if we're getting more colours per square than normally possible.

Doing this does mean the sprites move in 2 character steps but it gets away with it (1 space would have been possible but probably harder to code).

One to enjoy, and complete.



Thankyou davey!

Tipshack: In the later levels try to eat the best placed last object, often farthest from the chasing baddies.

Levels 17 and 20 are particularly difficult, and sometimes you might want to wait (if you can last) until a blue/white pill appears to get the advantage.

Download [1]SNAPSHOT, [2]WAV1, [3]WAV2, [4]INLAY1,[5] INLAY2

Download alternative: Th[6]isgame is too good to sell short, so I've 'done a Harry' on it: download the toilet humour free version with QAOP keys: BugBurger.

(Sorry davey!)

HACK SACK: as this game is a bit special, I asked hacker extraordinaire Andrew Ryals to do some POKES: <<HACKS PENDING>>

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdU1ZTSWJVM3N0S1U/edit?usp=sharing>
2. <https://docs.google.com/file/d/0ByxiMYbPnlUdTjFIU3RNMWFjNzA/edit?usp=sharing>
3. <https://docs.google.com/file/d/0ByxiMYbPnlUdUUFuS280Tk94ak0/edit?usp=sharing>
4. <https://docs.google.com/file/d/0ByxiMYbPnlUdTWh0Tlp2MUFpekU/edit?usp=sharing>
5. <https://docs.google.com/file/d/0ByxiMYbPnlUdY2FWZDBnRXVxbXM/edit?usp=sharing>
6. <https://docs.google.com/file/d/0ByxiMYbPnlUddnR0bDZ2Z3B5UkU/edit?usp=sharing>

## Jumper (2013-09-18 11:07)

By Mulder

Genre: ASCII drop

After the horrors of some of the recent good games it's nice to get back on message with this lovely little ASCII basic game from Mulder.

It's based on a simple phone game, and you'd better be familiar with it because there is no hanging around!

On loading the game jumps straight in, leaving you scrabbling the keyboard trying to work out what to do, most likely resulting in your player plummeting or hitting the building.\*



\*EDIT - player error, Mulder has provided some detailed instructions:

>>

Press SPACE to let go of the rope.

Watch out for the wind.

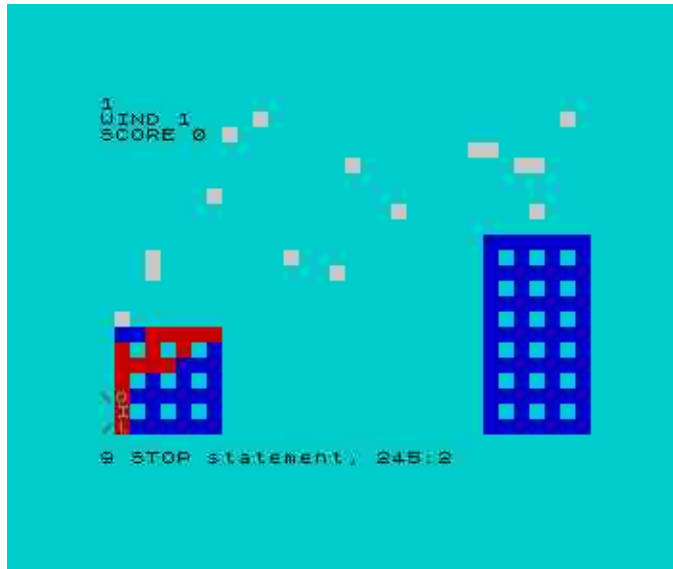
>>

No backstory is provided, so the player is left wondering why the protagonist wants to do a potentially lethal jump between skyscrapers.

Even more unusual is the giant ropeswing in the sky!

After looking at the code it becomes clear that you need to press space to let go of the ropeswing and successfully land on the adjacent building.

You have to take the building height and wind variables into account, lest the player meets a grisly end.



This is pretty playable, and you'll want to try and get through at least a few screens.

Simple, fun, CARP!

Thankyou Mulder!

#### Tipshack :

Press space at the right time to land on the building.

Download [1]SNAPSHOT, [2]TAP, [3]TZX

#### HACKSACK :

*Eye of the storm* : 30 LET W=INT(RND\*10)

*Jumper bottles it* : 150 LET X=X

*Obese jumper* : 399 LET y=y+5

Download the [4] hacked version

, in which you have variable fat reserves to take into account (sorry Mulder!)

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdTWZnWTRHSGZ6eWs/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdQTUwZVRkcm1TQ0U/edit?usp=sharing>

3. <https://docs.google.com/file/d/0ByxiMYbPnlUdZnJkenJPUGxkcXc/edit?usp=sharing>
  4. <https://docs.google.com/file/d/0ByxiMYbPnlUdY1hINjE2ZHBxUEU/edit?usp=sharing>
- 

**S.N.A.I.L (2013-09-20 19:59)**

By Wookiee

Genre: Arcade Horror



Behold.

The CGC has arrived.

This amazing competition is not only about making crap games, but also about breaking boundaries.

Space Nuclear Assault Infiltration Legionnaire just may be the slowest Spectrum BASIC game to have *ever* existed.

What's even better is that I don't think it was intended to be so, as you can sense this game has some heart – (and no delay loops to falsely slow the code).



Be sure to load this game in 128k mode (Tape loader option), as in 48k mode, or on a 48k Spectrum you will become very familiar with the 'C Nonsense in BASIC' statement.

The reason for this is the regular use of the 128k only 'PLAY' command, and I have to say it's worth it.

The multi channel AY chip of the higher memory Spectrum is designed for catchy music and advanced effects, yet somehow Wookie has managed to combine this with the spectrum beeper to make a cacophony of grating beeps (*bonus points for ripping off Frere Gustav from the Spectrum BASIC manual – and repeating the chorus enough to genuinely annoy*).

Though I do have to yield that the crash noise isn't at all bad.



So assuming you make it past the initial hurdles, on to the game.

To play S.N.A.I.L is amazing, the instructions suggests fast paced arcade fun, promising bombers, fighters, interceptors and flak bursting all around, yet somehow it plays like a turn based adventure!

Though I'm trying to see the best in it, and as long as you think of it as a turn based game it's not actually that bad!

While there's not much that can be done about the randomly appearing flak bursts, you can spot enemy behaviour and act accordingly.

And you certainly have time to do so, I *literally* had time to pour a cup of tea, remove the bag and add the milk before leisurely returning to my seat to face the onslaught of the Badong empire!

The biggest pain is when you do lose a life, you have to go right back to the bottom of the screen and trundle back up it again.



To lose a life in S.N.A.I.L must be akin to being a fly unexpectedly caught by a sluggish looming newspaper roll.

If you crank up the emulator the game is easy, but it's interesting that at 'normal' speed it is very hard, in fact at the time of writing I have yet to complete it.

In summary, an appalling arcade game but not quite so bad strategy game. It's got nice UDGs and heart.....still crap though.

Thankyou Wookiee!

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdSFF1dXFmaGZaTGM/edit?usp=sharing>

---

## Advanced Mongy Lard Simulator (2013-09-22 09:31)

By Wookiee

Genre: Penile contortion

Hot on the heels of his last entry, Wookiee has clearly been slaving away honing his crap gaming skills.

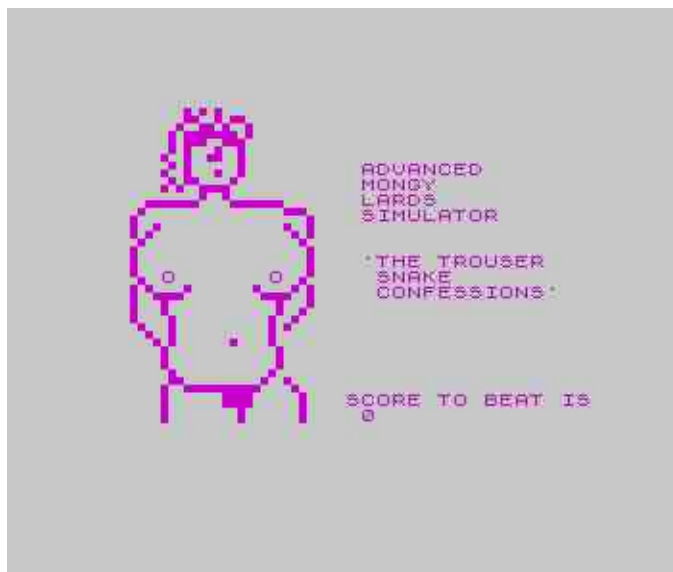
Advanced Mongy Lard Simulator is a 'sort of snake game' in more than one sense of the word.

For those not in the know, a 'Mongy Lard' is (*as far as I can tell*) a lady of large proportions and questionable moral fibre.

A synonym might be 'Munter'.

The term has fallen into common usage since a member (*there I go again*) of the World of Spectrum forums frequently used to post pictures of said ladies.

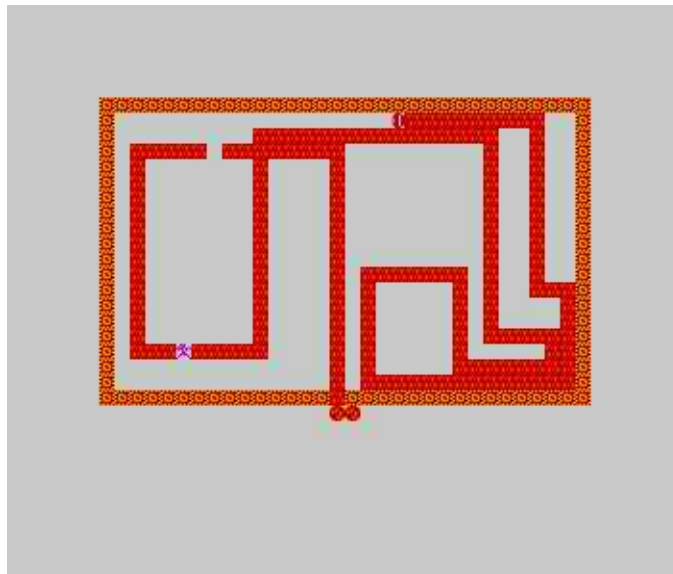
Using the ROM graphics set for the intro screen, Wookiee has given us what may be Sinclair's answer to the Mona Lisa.



In AMLS you must negotiate your old chap around the 'maze' of deadly durex wrappers and try to impregnate as many mongy lards as possible.

As with any snake game if you go back on yourself the game is over.

I don't know what's in the water where Wookiee lives, but if he can bend his dick around this many angles he should go on stage with it!



Like any snake game this one is quite fun, with the added bonus of the mongy lards, as depicted by a high resolution UDG (or *amorphous selection of pixels if you prefer*).

I'm a big fan of UDGs, and with clever usage of those 64 pixels and the Spectrum's palette, you can capture an object's quintessence.

Thankfully Wookiee has done none of these things, having hastily cobbled together some crudely drawn and poorly coloured blocks – good work!

Thankyou Wookiee!

#### **Tipshack :**

Stick to the outside of the screen and make dash and grab raids when a ML appears.

It's easy to trap yourself – think with your head, not your balls.

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnIUdNjNYTGZ2Y3BtajA/edit?usp=sharing>

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Anonymous (2013-09-24 15:51:20)

This game I surprising addictive, more games please.

Anonymous (2013-10-06 21:59:43)

I'll try and churn out another before the close I think

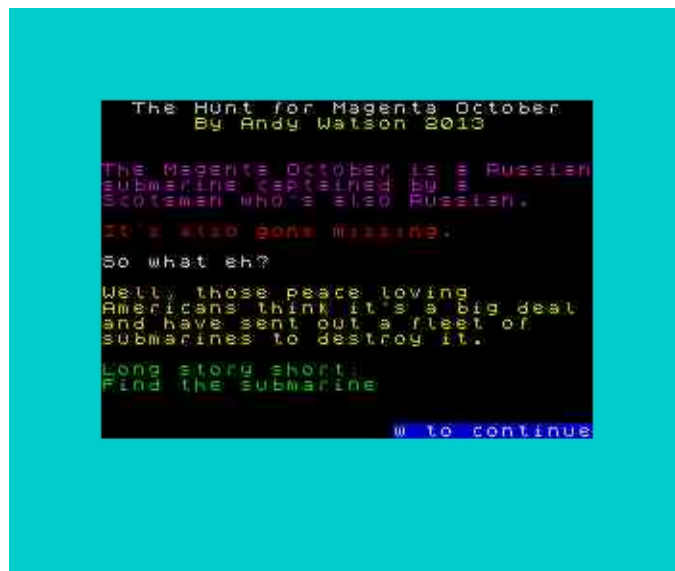
## The Hunt for Magenta October (2013-09-23 13:24)

By Rebelstar without a Cause

Genre: Strategerine

This little beauty from Rebelstar marks our 75<sup>th</sup> entry so far, and as we are approximately  $\frac{3}{4}$  of the way through the year we *mayyyyy* just manage the big 100 this year.

Let's see.



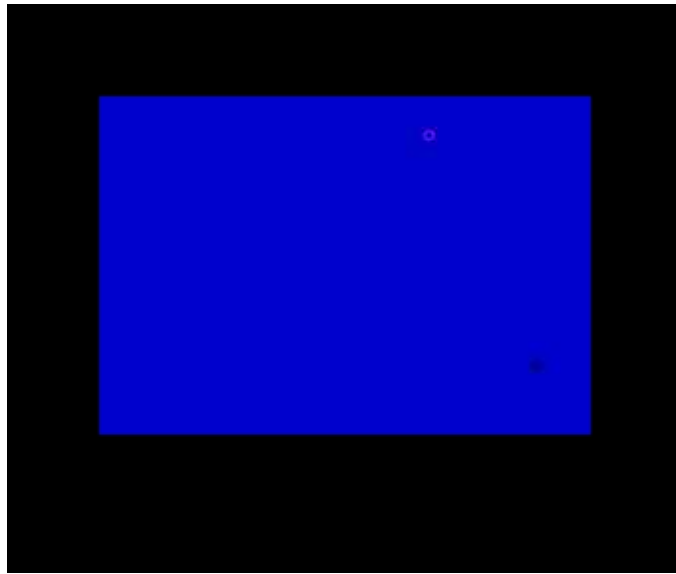
THFMO (*short for The Hunt for Magenta October*) is an advanced strategy game with a sub-maritime theme, if that's a word.

Picture the scene, a Russian submarine captained by a Russian who's also Scottish, has gone missing.

An American sub is after it for some reason or other.

Sound familiar?

It should, as this game is clearly based on the hit submarine based film starring Gene Wilder - *Crimson Tide*.



You press 'W' to start and quickly realise there is an intense turn based strategy game ahead.

Some may find the screen layout a bit too minimalist - there is no text and the game doesn't even bother with UDGs, in this case our submarines are represented by the humble 'o'.

But for me it aids the tension, you can *literally* cut the water with a knife.

To play the game you move around the screen using QAOP and occasionally (or every 5 keystrokes if you prefer) the magenta sub surfaces so you can chase it.



When you finally reach your quarry there is a world of possibility – well one, and don't get your hopes up too much.

Thankyou Rebelstar!

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdem150WJPOS1Ddnc/edit?usp=sharing>

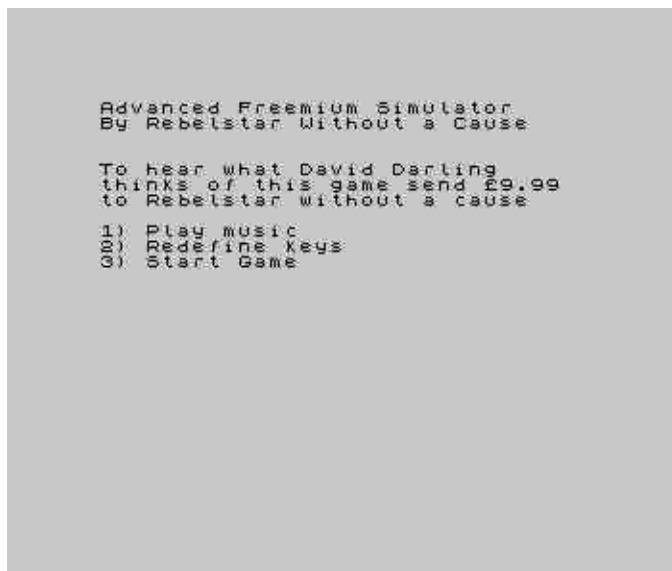
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## 1.10 October

### Advanced Freemium Simulator (2013-10-07 20:04)

By Rebelstar without a Cause

Genre: Crippleware



Ah yes, freemium.

That wonderful combination of free and premium, what could possibly be wrong with that?

Well, anyone that's used anything like *Mediafire* to host files will know exactly what.

Basically there's the free version that's intentionally impaired in some way, and the *ultra delux paid for version*, that isn't.

Good fun.

Thankyou Rebelstar!

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdNEtyTW9SdVVRNXc/edit?usp=sharing>

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## 2013 Football Manager (2013-10-07 20:07)

By ardentcrest

Genre: Strategy: dicaniator



Don't know much about footy, but even without the lofty position of hindsight Paulo di Canio seemed a bad choice of manager (for posterity PDC was recently fired as the manager of Sunderland football club, after a 3-0 loss to WBA (West Bromich Albion)).

More of a loading screen than a game, but thankyou ardentcrest!

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnlUdb0hMNE0tZHNvejQ/edit?usp=sharing>

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## Advanced Junglist Simulator (2013-10-15 19:24)

By Lee Spoons

Genre: utility: bass und drums



Booyakabooyakjunglist Massif.

I remember spending a rather splendid few weeks mapping the drift geology of that spot during the mid 90's.

I'm joking of course, because this is referencing the parlance of the old school jungle, a subset of the 'drum, *and* base' musical genre.



On loading AJS jumps into Lee's demo, which is actually sounds exactly like the youtube vids I found while researching, oops – I mean jiving, to jungle.

Then you get the chance to record your own version.

There is a record and play mode, and you have a choice of 8 sounds that epitomise jungle – “Wicked”, “Booyaka”, “Junglist” massive to name a few.

Why not have a bash yourself?

Booyaka!

Great fun, and actually very good at what it does!

Thankyou Lee!

[1]Download here.

I don’t think Lee quite captured it in his demo,[2] so I had a go (space to play).....yup, still got the magic.

HACK SACK: Timmy provided the following:

125 REM

135 GO TO 100

RUN

1. <https://docs.google.com/file/d/0ByxiMYbPnIUdMDIwQjBxbkNmVk0/edit?usp=sharing>

2. <https://docs.google.com/file/d/0ByxiMYbPnIUdYUZjWG94bWlWMEU/edit?usp=sharing>

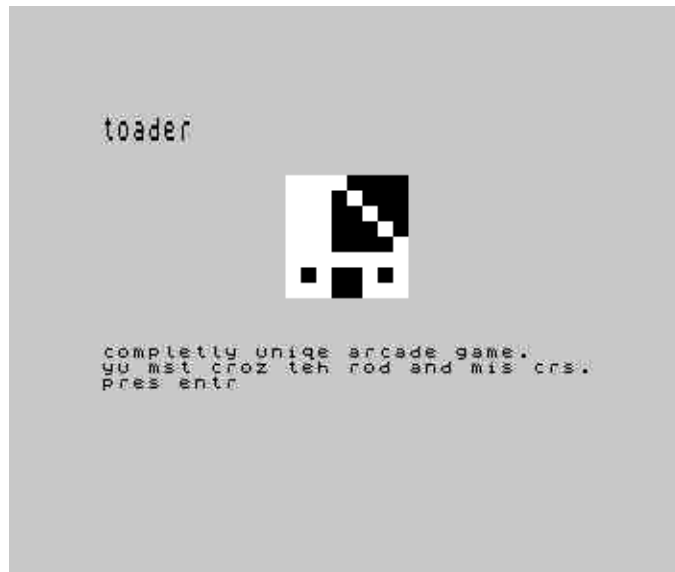
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**Toader (2013-10-16 07:57)**

By Yoshiatom

Genre: Dogger

Here we have Yoshi’s second entry to the CGC, this time authored with the powerful utility that is C.G.D.

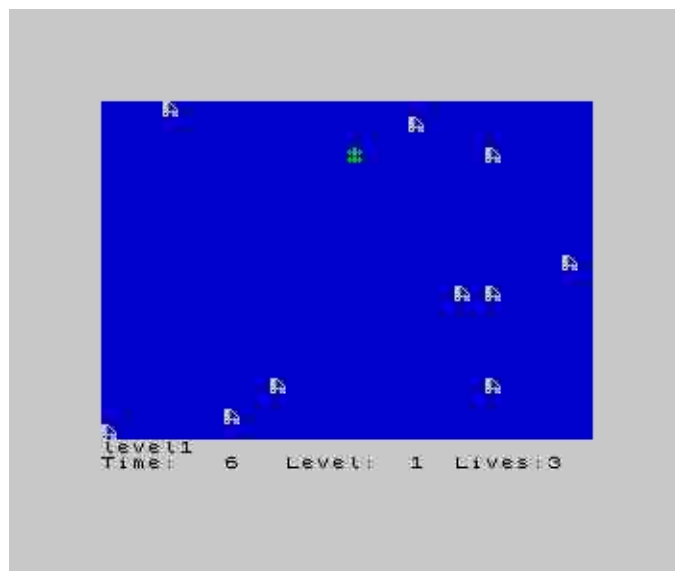


As the title screen suggests this is not any old frogger game, it has a story to tell.

Toader shows a dystopian future, in which sea levels have risen to the point that humans have evolved into some kind of grotesque amphibious creature.

Technology has taken over, resulting in luxury flats\* stalking the waterways trying to devour you.

To begin with they are slow enough to deal with, but soon enough, they become self aware and turbo loaded – resulting in an unplayable load of carp.



100 pounds\*\* to anyone who completes all 3 levels without cheating (*I'll know..*)

Thankyou Yoshi!

*\*there's an outside chance they might be cars.*

**\*\*not really.**

[1]Download here.

1. <https://docs.google.com/file/d/0ByxiMYbPnIUdYUNpMmw2ZUhaWnc/edit?usp=sharing>

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## **Karingal loses his ban hammer (2013-10-18 11:40)**

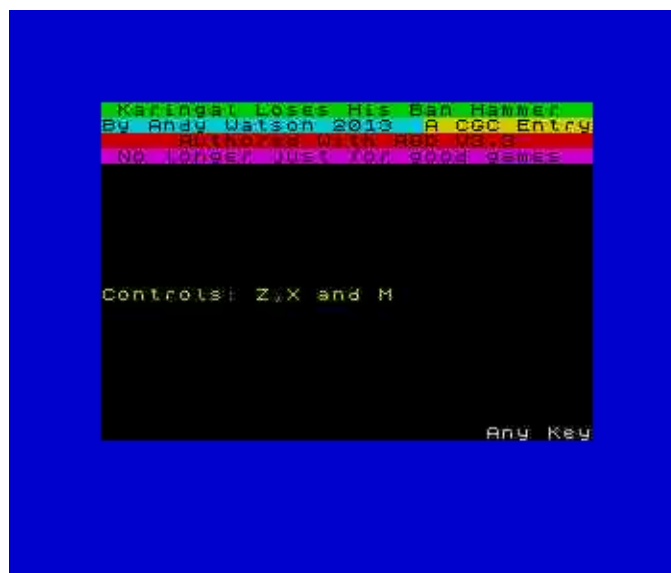
By Rebelstar without a cause

Genre: Arcade: shatform

Quite a polished entry this one, the main reason being that it was authored in [1]A.G.D.

In K.L.H.B.H you play the part of Karingal, a moderator on the World of Spectrum forums and at the ripe old age of 45, officially the world's oldest ZX emulator author (Spud).

Rebelstar provided the following instructions:



\*\*\*\*

Karingal Loses His Ban Hammer.

Luckily he has several more stashed about his mansion. Collect them all, in order to banish the commode worshipping heathens who have invaded Wos.

\*\*\*\*



T

he game is sadly silent, and a few farty BEEP noises on jumping and collecting would have made a world of difference.

I love the game though, it has an early 1980's feel similar to that captured by Sid Spinners.

The graphics are basic, but charming, apart from poor Karingal - he looks like the pilsbury dough boy with a dicky leg!

It also has the worst offender **ever** in game design – a room with invisible platforms.

Not only does Rebelstar deserve banning from the competition for this malfeasance, he deserves disembowelling.

Thankyou Rebelstar!

[2]Download game.

[3]Download game map.

1. <http://arcadegamedesigner.proboards.com/>

2. <https://docs.google.com/file/d/0ByxiMYbPnlUdRTlzRmRVUONOX28/edit?usp=sharing>

3. <https://docs.google.com/file/d/0ByxiMYbPnlUdWlItQVdfc3JMUW8/edit?usp=sharing>

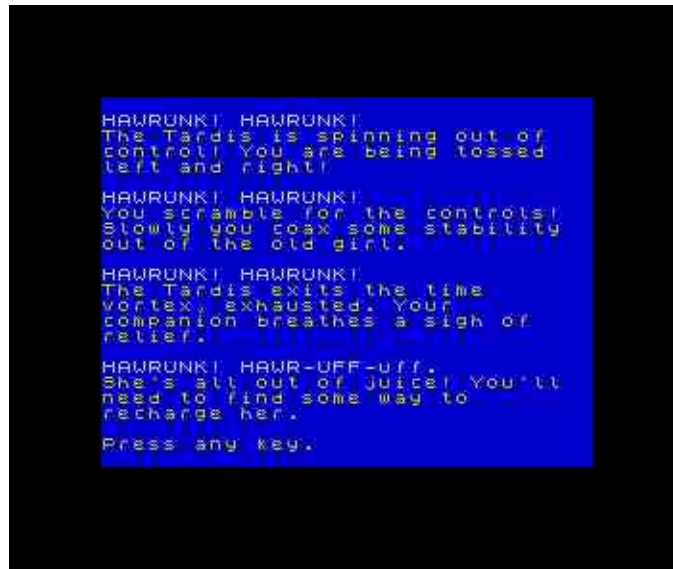
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## Dr Who Adventure (2013-10-28 20:57)

Dr Who Adventure

By Steve McCrea

Genre: Text Lords



Oh No!

The tardis has spun after control after a heavy session of Galiferian whistling angel juice, or something.

Unlike Steve's other games this one is programmed in C and despite being probably impossible without reading the tips/walkthrough it is rather good (*I say probably impossible, but that might just be because I'm rubbish at text adventures*).

You don't have to be a Dr Who expert to recognise the chilling scream of the Dalek – "EXTERMINATE", superbly rendered using BEEPFX.

Have a bash & see how far you get (*clues are cunningly hidden in the text*), then read the tips and see if you can solve it.

It has some crap qualities but at its heart is a well designed puzzle with some depth to it.

Also put your hands together to Steve's entry number 21, equal to the record of most CGC entries in one year.

Thankyou Steve!

[1]Download TAP [here](#).

[2]Download tips [here](#)(recommended!)

1. <https://drive.google.com/file/d/0ByxiMYbPnIUdcm5CQXJXQXNJMVE/edit?usp=sharing>
  2. <https://drive.google.com/file/d/0ByxiMYbPnIUdRHRJQ05jNDdLWTA/edit?usp=sharing>
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## 1.11 November

**Maggie Thatcher: Milk Snatcher (2013-11-04 20:02)**

By Steve McCrea

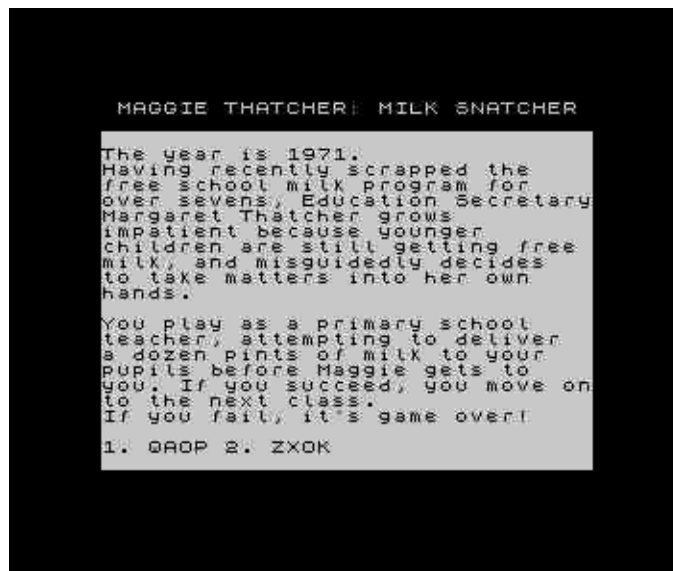
Genre: Arcade: Rickets



Firstly, congratulations to Steve on his *world record* 22<sup>nd</sup> entry to the CGC.



This entry takes us all the way back to 1971, and you are a primary school teacher trying to evade the milk snatching talons of Margaret Thatcher.



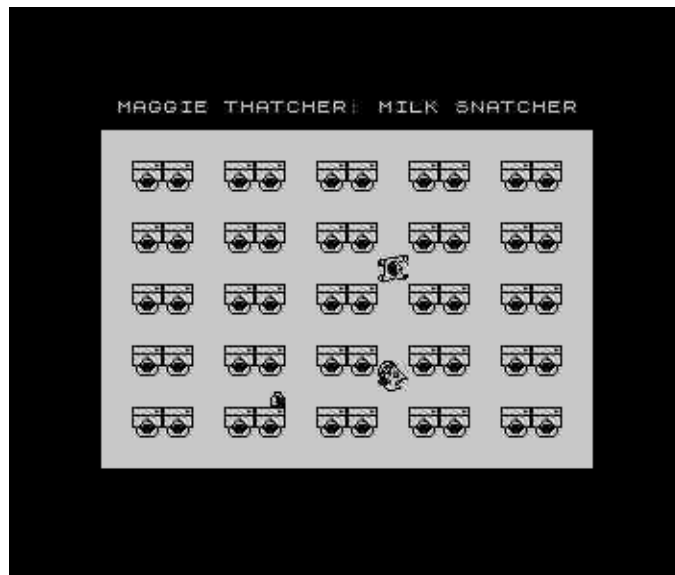
It's actually a pretty nice maze game, the object of which is to run around the school desks collecting milk and giving it to the pupil most in need.

Instead of the traditional symptoms of malnutrition, this game demonstrates need for milk by the sprite flashing on and off!

Once delivered, another carton appears elsewhere in the maze (*you can only carry one at a time naturally*) and you continue until you've done 12 pints or Maggie gets you.

The further you progress in this maze Maggie seems to become better at chasing you, to the point that it does get

pretty frantic toward the end of each level (*Steve informs me Maggie uses A\* pathfinding!*).



MT:MS has plenty of crap qualities but I must confess to being disappointed to have completed it so quickly, so it can't be that bad eh?

The game is silent, apart from when Maggie *does* catch you, and you hear her utter those terrifying words... "*I want milk*".

(*either that or 'I like pomme frites', I can't quite tell*).

Thankyou Steve!

There'll be an appropriate prize with your name on it at the end of the year.

[1]Download here.

1. <https://drive.google.com/file/d/0ByxiMYbPnlUdNUQ3X045ZTFWckE/edit?usp=sharing>

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## Monkey Doo's Fruit Salad (2013-11-09 15:45)

By Retromad

Genre: Arcade: Fruit flinch

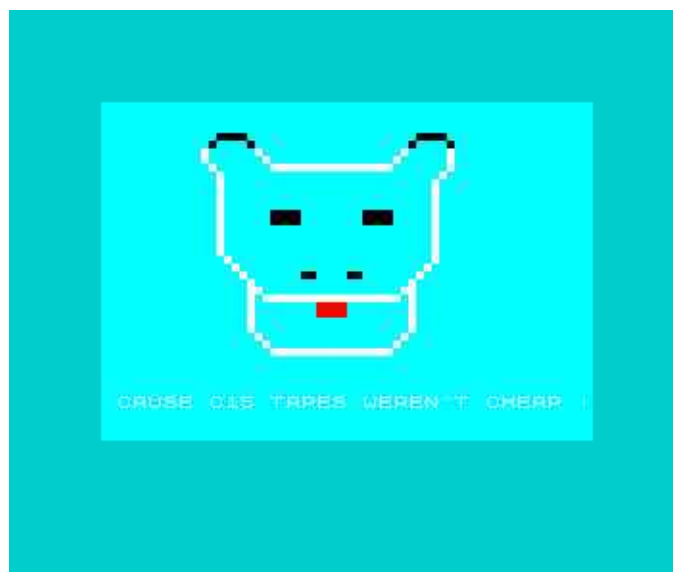


This ace BASIC game features Monkey Doo, remember?

Everyone's favourite t-shirted manky, mange ridden Monkey puppet from the 80's?

No, well maybe that's because Retromad failed to keep copies of his earlier C15 tapes, or one of the big software houses failed to spot a smash hit when it dropped on the doormat.

No matter, as Monkey Doo is now available again for the ZX-Spectrum, and this time it's the full package – game, inlay *and* hit single, yes, I said hit single.



Monkey Doo's Fruit Salad gets off to a great start as it is supplied as a z80 file on which you have to type RUN to start.

Then follows a loonnnnnnggg intro with piccies, beeps, references to the Grattan catalogue, and some instructions along the way.

The aim of the game is to make Monkey Doo 8 fruit salads, not just any old fruit salad mind – it has to be composed of an apple and a orange and a banana and a cherry (different to the one on the inlay which appears to be festooned with Monkey stools, or perhaps blackberries).

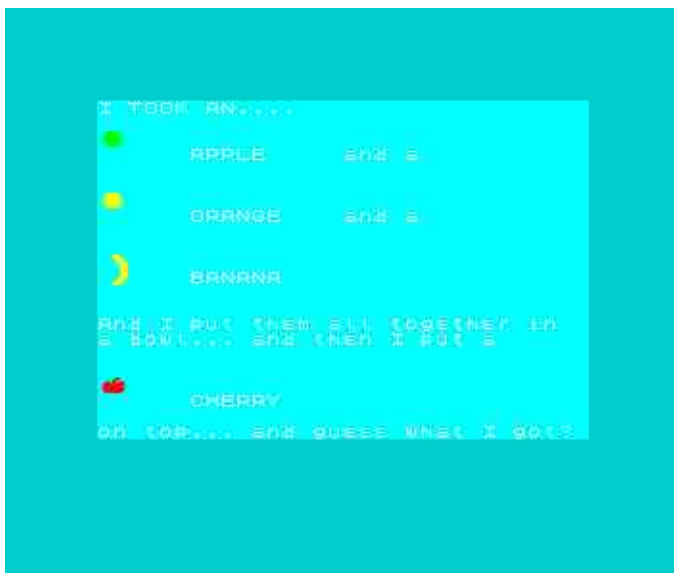
There must be no fruplicates (*that's shorthand for fruit duplicates in order to save time*) and you have to think quick – if you don't press the right key in time the game is over and all the fruit salads are lost.

1 fruit salad is manageable but each time it speeds up.

Press A for Apple, B for Banana, C for Cherry and O for Orange, when a *fruplicate* appears press D to discard.

Sounds complicated?

Don't worry if so, because Retromad has supplied a catchy hit single to help you remember what to do.





MDFS is both crap and brilliant.

It encapsulates a lot of emotions, it looks and sounds like an early 80's bit of homebrew but there are no bugs and it's addictive to play.

I found myself wanting to get to the next level, but mind and body don't always seem to collaborate fast enough, each time I read the words "HERE COMES THE FRUIT" I was genuinely nervous about completing the level.



So far I can only make a pathetic 5 fruit salads (poor Monkey Doo), but for the person who completes the game there is a prize – just jot down the London phone number and give the code.

Yes I've peeked at the program to see that, and yes I was tempted to ring the (probably made up) number and give the code.

I could of course be wrong and there is actually an amazing prize – but there’s only one way to find out – **GET PLAYING!**

Thankyou Retromad!

[1]Download game here.

[2]Download Inlay here.

[3]Download ‘hit’ single here.

1. <https://drive.google.com/file/d/0ByxiMYbPnLUdY3dwd2FqR3FVcVE/edit?usp=sharing>

2. <https://drive.google.com/file/d/0ByxiMYbPnLUdcW9laHlCb3F2c00/edit?usp=sharing>

3. <https://drive.google.com/file/d/0ByxiMYbPnLUdZ1N6X2FBeWNuRU0/edit?usp=sharing>

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### Cheerful Chicken (2013-11-13 20:35)

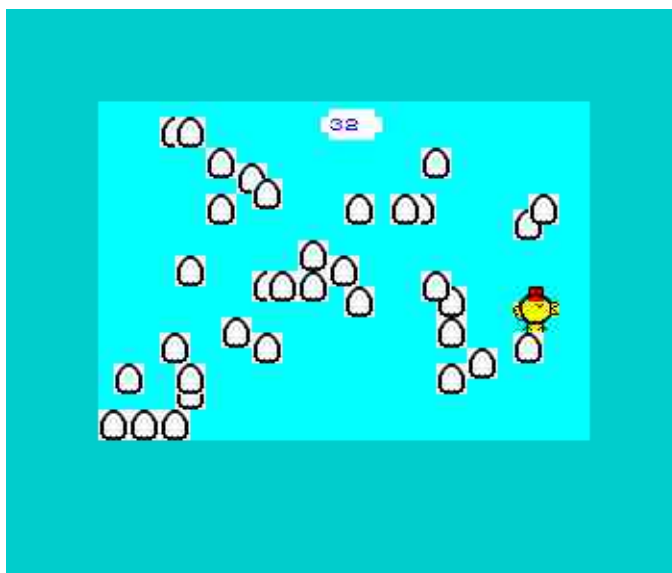
By MykeP

Genre: drop ‘n’ don’t hatch



This is more, or less, based on the modern game character of a similar name. Those familiar with it will know it involves button (or pad) mashing in order to lay as many eggs as possible, and that this version bears little to no resemblance whatsoever! The ever increasing number of sprites to be drawn on the screen presents a problem for the spectrum coder: how to maintain game speed and keep pushing those pixels around? Well, with some lightening fast machine code, clever game design and general use of nifty tricks it is more than possible to make a playable version for the good old ZX-Spectrum.

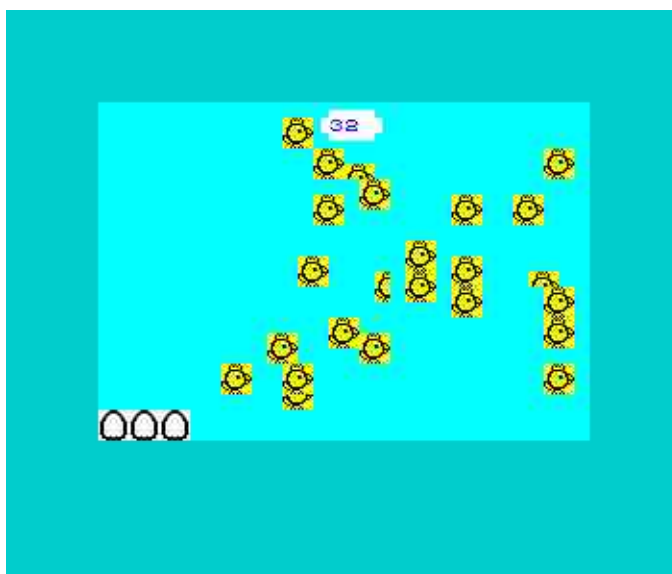
But this is the CGC, and thankfully MykeP has used none of the above!



Fans of loading screens be sure to turn off turbo load and appreciate the lovely easter eggs hiding under the attributes. This chicken based game is programmed in BASIC and marks an excellent first entry from Myke.

I've not played any modern version, but I think I've got to grips with the gameplay here. Press *the* any key and the chicken lays an egg, fail to press a key before a random counter winds down and they hatch. It is not actually so much about button mashing, as button holding, as that suffices to keep the game going!

The number of eggs on the screen is your score. So naturally it is fairly easy to accrue a large number of eggs, and equally naturally the spectrum slowly grinds to a halt giving [1]S.N.A.I.L a run for its money! I suppose in this sense the biggest challenge is one of inner strength, how long can you bear to keep mashing a key and watching your poor spectrum get tortured?



Nice presentation, lovely beeper music, and an unplayable load of old carp that is most welcome in the competition!

Thank you Myke!

[2]Download TAPE here.

1. <http://csscgc2013.blogspot.co.uk/2013/09/snail.html>

2. <https://drive.google.com/file/d/0ByxiMYbPnLUdUVhnd1VxUFZZSDQ/edit?usp=sharing>

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### Dearest Urinals (2013-11-30 12:38)

By Steve McCrea

Genre: Text: typing pirates



Garrrr!

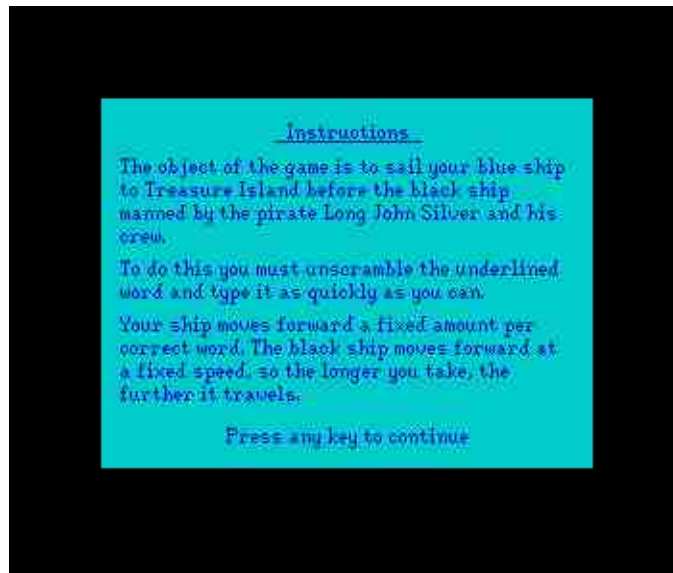
Come 'ere Jim laaaad, come sit on Cap'n Long John Silver's knee, I ahzz a deal for ye.

See this in my chest me hearty?

That be a ZX-Spectrum, the finest booty I've ever swagged during my sweet trade, from a bald pated lubber while aaat port o' Cambridge.

Let's be playing a grand game, called dearest urinals - that be an anagram of the finest story evarrrr told me hearty.

This cassette I be holding here has but one and twenty kilobytes of text from it, some fine graphics to boot and makes fine use of the [1]F, the Z and the X.



Now then matey, here's what we do.

Said Speccy be quoted a passage from said book and you must unjumble them there letters as quick aaazz you can, the longer you wait the further me and my gen'lmen o' fortune go.

First one to treasure island wins, or rather Jim laaad, if the jolly roger gets thaaar first, the squiffies aboard your swaggy will experience a keelhauling they'll never forget.

Thankyou Steve!

(Now pass the grog)

[2]Download here.

EDIT - reading that back I realise at some point I lost 'Pirate' and took on 'Cornish'

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0028171>

2. <https://drive.google.com/file/d/0ByxiMYbPnlUdXzMtV21TbWRoUlk/edit?usp=sharing>

## 1.12 December

**Super UDG FighterZ 2 Turbo (2013-12-07 13:42)**

By MykeP

Genre: Arcade: Wear you down.



It's fair to say we have a game here of epic proportions.

In part it is a rework of a game written in 1998, and with its 2 sided tape, introduction, great graphics and numerous characters with backstories it's going to have to try bloody hard to be crap.

Thankfully it doesn't disappoint.

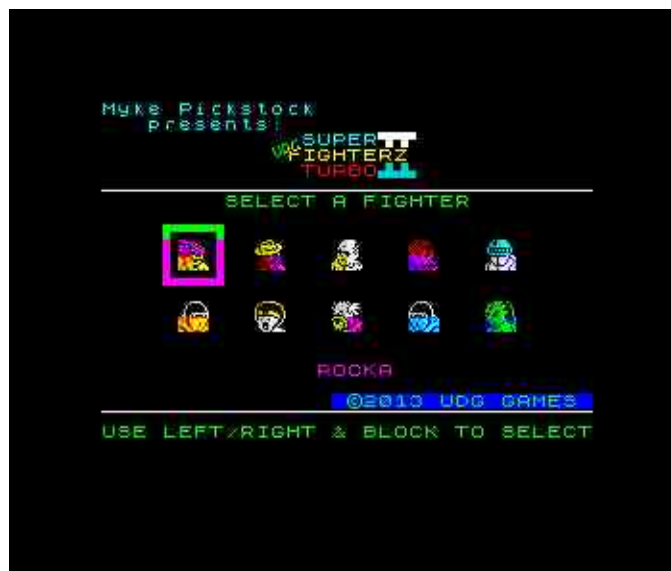
You start naturally enough with side 1, which following an excellent loading screen (*with some more chortleworthy easter eggs*) gives us game and character info.

You may notice that SUFTT bears a *passing* resemblance to some classic coin op beat 'em ups like Street Fighter, and like most of them it continues the tradition of barmy backstories and stupendous mismatches (*a cowboy versus an alien?*).

The 10 characters weave a tangled web of various grudges of one type or another, and the only solution is *obviously* to have a fighting contest where you kick and punch each other into submission.



It's worth mentioning that SUFFT pushes the spectrums memory to the limits (*which the total of 9 minutes loading attests to*), and Myke had to drop 2 characters and the redefine keys option to save memory.



Onto side 2 and the game itself.

There are so many nice touches here, great graphics, logos, menu screen – so good that it *nearly* doesn't belong in the competition.

But like so many other games it comes good (*well, crap*) when it comes down to the gameplay.

We can probably get Myke on the trades description act for having the audacity to have the words 'turbo' in the title!

Once you have selected your character you have to win 3 bouts each against 2 randomly selected opponents, then you fight your nemesis.

If you make it that far, win or lose you get a victory or failure message specific to the character.



The fight is a fairly simple affair, and the same graphics are used every time (*though there is a lovely detailed backdrop*).

The moves available are flying kick, punch, kick and block.

Which move is successful depends on how many character cells you are from your opponent.

Like a lot of beat 'em ups there are certain moves that do more damage than others and the player can easily win if relying solely on them.

The AI is actually quite good so if you play 'properly' you will find the game surprisingly challenging, and dare I say it – enjoyable (*especially if using an emulator you crank the processor up to 14MHz*).

So, Super UDG FighterZ 2 Turbo is definitely worth a go, but steel yourself for a potential physical and psychological beating, especially if you get to hear the deadly putdown by ZX-8100.

*"It looks like you've got jam all over your face"*

Ouch.

Thankyou Myke!

**Tipshack** : win every fight – walk into your opponent and hold down 'P', you will take some hits but will always land more yourself.

[1]Download side 1 [here](#).

[2]Download side 2 here.

1. <https://drive.google.com/file/d/0ByxiMYbPnlUdTzIwU0dCODNDbW8/edit?usp=sharing>

2. <https://drive.google.com/file/d/0ByxiMYbPnlUdcG1RY3AxM3hDRVE/edit?usp=sharing>

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## Mountains of Ketchup (2013-12-07 16:52)

By Rebelstar without a cause

Genre: Adventure sauce

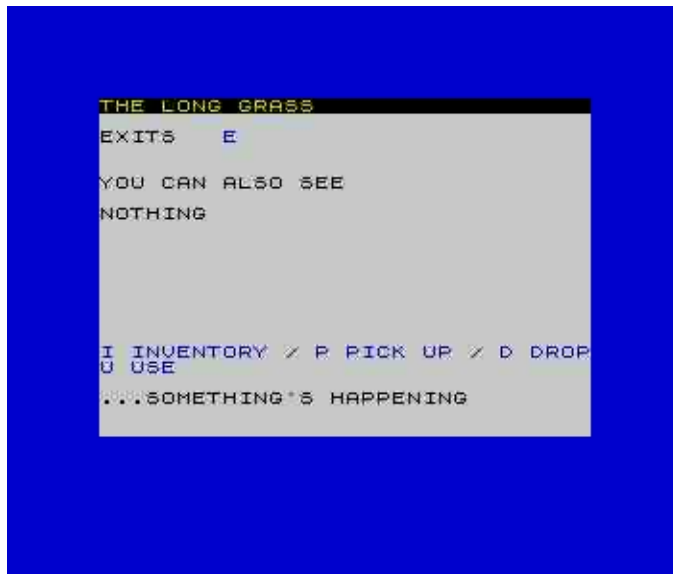
Mountains of Ketchup (*a pun on the ZX Spectrum adventure classic Mountains of Ket of course*) marks Rebelstar's 15<sup>th</sup> entry to this year's CGC.

First impressions suggest a rather simple poorly presented BASIC adventure (*though is faithful to Ket's layout*) but don't be fooled – still condiments run deep.



I like the use of action keys instead of typing commands, and the fact there is no limit on how much you can carry (*though I'm not sure if I could carry a lawnmower and a mine detector at the same time in reality*).

I'm not going to spoil the surprise but in addition to the simple text puzzles, there are some built in arcade style mini-games embedded in MOK which brought the biggest smile to my face.



Mountains of ketchup is tinged with tripe but is an excellent kernel of an idea that I'd love to see expanded upon.

I have to say I was disappointed it finished so quickly!

It's crap, but play it, really – it's great.

Thankyou Rebelstar!

<What the hell are the slippers for?>

[1]Download here.

[2]Download Game Map.

1. <https://drive.google.com/file/d/0ByxiMYbPnIUdTzJuMlNpRHF5b1U/edit?usp=sharing>

2. <https://drive.google.com/file/d/0ByxiMYbPnIUdSFh5WG5FQTZqcUU/edit?usp=sharing>

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## Crisp Snatcher (2013-12-08 13:22)

By Steve Broad

Genre: Arcade: Catch the crisps.



Crisp

Snatcher was apparently created in 1984 with the intention of setting the blossoming games market on fire.

Steve presumably just never found the right software house, but perhaps he should have sent a copy to The Power House, the company that saw [1]SQIJ fit to unleash on the world because Crisp Snatcher is a confusing buggy howler of a game!



Once we start the game we are assaulted by a gaudy display that would have William Burroughs running from the telly, and we encounter the first bug .

Like SQIJ, Crisp Snatcher has a keyread bug!

They are supposed to be 6,7 and 0 but for some reason occasionally they just don't register - Excellent work!

Once you manage to engage with your rubber keys you can begin.

Yellow crispy like blobs descend from the sky and you must catch them in your bag, but beware the green errr thing, that travels from left to right occasionally dropping crystals of glass.

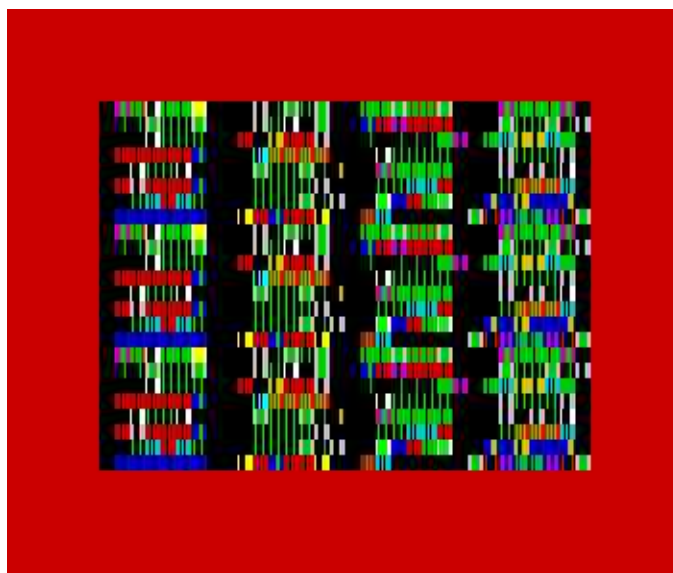
Of course it does.

The crisps fall too quickly and you move too slowly to be able to catch them, and it's not clear what the laser even does!



Or am I doing something wrong?

A really nice touch is that after the inevitable GAME OVER message, when you try to restart the game crashes!



A *superb* piece of crap gamesmanship.

Well done and thankyou Steve!

[2]Download here.

1. <http://www.worldofspectrum.org/infoseek.cgi>

2. <https://drive.google.com/file/d/0ByxiMYbPnlUdMGNNb09xZ3FJUGs/edit?usp=sharing>

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Chris Walsh (2013-12-12 15:38:06)

Nope! Couldn't get the keys to work. Even with SQIJ I worked out that you had to BREAK the program, toggle the CAPS LOCK and CONTINUE in order to use. Not sure with Crisp Snatcher!

Dave (2013-12-12 16:29:25)

Yeah it's weird, I looked for the CAPS LOCK thing too but it's not that (the system variable has the 'non caps' value), it would have been a superb inclusion in a CGC entry though. I'm a bit short of time but I tried looking and I can't even find the key read bit of the code! How the bloody hell do you hide that?!

### **Jet Rocket v 2.0 (2013-12-12 15:05)**

By Iceman (Darken)

Genre: Shoot 'em left

Here we have a piece of not so abandoned-ware, as it first made an [1]appearance in the 2010 CGC and work began on it some 25 years ago!

So after all this time and refinement this game had better be *pretty bloody perfect*.



One of the biggest differences is that this version was done in asm rather than compiled, but the thing is I can't tell any difference between the two!

The aim of this game is to protect your rocket from the advancing sentient boxes (sorry, robots), or something.

To do so you use the keys 6,7 for up/down and 0 to fire your fearsome laser against the random alien assault.

The position of the rocket towards the left means you don't have *that* much time to move to the correct row and shoot the robot, especially if you cock up the keys which I don't find that intuitive.

I'm not sure what your space suit is made of but you have 3 lives, but if just *one* robot hits the rocket it's game over.



There's a lot of attention to detail in this game, from the advanced loading screen to the in game animations, well animation.

While it's a lovely animation, the thing is you see it every time you complete a level, and without a skip function it can begin to grate.

In fact I'd swear blind that Iceman has timed it so that it's not long enough to take the mickey, but not short enough to avoid frustration.

Genius!

Though it probably should be said that the graphics are a bit simple (let's call them rustic).

Would be programmers may want to check out some of the support material, of which there is an astonishing amount.



The Hi-Score challenge starts around 6820, I'm sure I could do better but can't face seeing the animation again.

Lovely little game, nice to see it (again).

Thankyou Iceman!

[2]Download TAP.

[3]Download game and supportmaterial.

[4]Download Loader hack

HACK SACK:

GROUND ATTACK ONLY:

Poke 30517,62; 30518,20;30531,75

NUMBER OF LIVES:

Poke 28978,x lives (0-255)

1. <http://csscgc2010.zxlife.net/Games.aspx#L38>
2. <https://drive.google.com/file/d/0ByxiMYbPnlUdc19KMmVFODNTTOU/edit?usp=sharing>
3. <https://drive.google.com/file/d/0ByxiMYbPnlUdVH1XemtKSHoWMFE/edit?usp=sharing>
4. <https://drive.google.com/file/d/0ByxiMYbPnlUd0XdfUmctemYzSWs/edit?usp=sharing>

Iceman (2013-12-13 16:48:39)

Here is a loader hack if you want the hack sack pokes in the loader.

This hack only works with Interface I disabled.

```
clear 24400
load ""
clear 50000
poke 23756,10
poke 23760,0
poke 23761,0
```

breaks merge protection by deleting a bad line and therefor a invisible line until poked

```
poke 24218,0
delete line 15
```

23804 start of machine code

$23804 + 366 = 24170$  start of protection

Hack 1

66,92 23618 (2) Line to be jumped to.

68,92 23620 (1) Statement number in line to be jumped to.

```
poke 24171,20
poke 24172,0
poke 24174,66
poke 24176,33
poke 24179,0
poke 24198,0
poke 24202,62
poke 24203,1
poke 24204,50
poke 24205,68
poke 24206,92
poke 24207,251
poke 24208,201
```

In line 20:

```
poke 30733,33:
poke 30741,0:
poke 30744,0:
poke 30796,0:
poke 30803,0:
border 0:
clear 28671
```

In line 30:

```
rand usr 30720
```

In line 40:

rem Your pokes here

In line 1000:  
rand usr 28702

save "JET-ROCKET" line 10

Hack 2

poke 24175,0  
poke 24176,33  
poke 24179,0  
poke 24198,0  
poke 24202,251  
poke 24203,201

poke 30733,33  
poke 30741,0  
poke 30744,0  
poke 30796,0  
poke 30803,0

save "Loader"code 30208,1152

Then write a basic loader for it, like:

10 clear 28671: load ""code: border 0: rand usr 30720  
20 rem Your pokes here  
1000 rand usr 28702

Iceman (2013-12-13 16:55:37)

Forgot to add in hack 2:

poke 24203,201

RUN

poke 30733,33

Dave (2013-12-13 21:20:10)

Apologies I forgot about that! I've updated the main article.

Iceman (2013-12-14 06:29:41)

No problemmo. There is a hack #3 that is possible. It would be a good idea to modify the length of the warning buzz before proceeding but otherwise I leave it as an exercise to the reader.

## Burndown Takeout ZX (2013-12-13 22:57)

By MykeP

Genre: Arcade: Reckless driving



This Race 'n' shunt game marks MykeP's 3<sup>rd</sup> entry into the competition, and what a late spurter he's proving to be.

For those in the know BDTOZX is based on a modern game of a similar name, in which (*after a bit of research*) you need to drive in a *frightfully* unsafe manner, crashing into other cars in order to cross the finish line first.



I actually thought that with the release of [1]Rally Driver in 1984, there was nothing new that could be added to the genre, but how wrong I was.

If RD offered sweaty, palpitating, touch sensitive action, BDTOZX can be described as being at the opposite end of the Spectrum.

And it is from the get go, because as soon as it loads you are treated to an incredibly long pause while it loads, populates, randomizes\* and initialises.....stuff.

Though as it turns out this pause seems unfortunately brief because after it comes the 'music' which I gather is by 'My Chemical Romance' and 'Lady Gaga' (as Myke calls them).

While it may be accomplished, it hurts.

A huge amount of work has gone into this game (which I'm not sure I'm doing justice to here), which has numerous nods to modern gaming events like 'unlockable games' which of course, fail to work.



It's amazing how slow Spectrum BASIC can be sometimes (thankfully I had a mountain of ket\*\* delivered last week), and I'd say Myke has pushed in all the stops to make it so.

For this game to be exciting in any real sense you have to crank the emulator *right* up.

But at a pedestrian 3.5MHz you take on a zen like understanding of the world, where you can see everything, and/or nothing, happening all at once.

And while a nicely drawn (and it is nicely drawn) explosion can pump up the adrenaline at faster speeds, it takes on a more poetic, contemplative angle at the snail's pace BDTOZX was intended to run at.

Good fun this, crank up the emulator, have a look through the code at all the references, and be generally impressed with an accomplished piece of absolute carp.

Great work and thankyou Myke!

[2]Download here.

\* *why did the speccy ROM use 'z' in randomise, for shame?*

\*\*chup

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0018868>

2. <https://drive.google.com/file/d/0ByxiMYbPnUdSGk00WF2MExZbEU/edit?usp=sharing>

---

MykeP (2013-12-14 19:38:51)

What an incredibly generous review - the glass is clearly half-full with this one. :)

What happened with UDG 'flames' the in-game screenshot - where did "Spectrum Spectrum" come from?

The 'music' is "I'm not okay (I promise)" by MCR which featured in the original PS2 game and which I painstakingly converted note-by-note using an iPad Piano app and a printout of the BEEP conversion table from the Speccy manual. Now I know I'm making that sound enticing, however, so tedious was this task that I gave up about 2/3 through the song and fiddled the code into an infinite verse-chorus-verse-chorus loop.

75p and a packet of Rolos to anyone who can tolerate listening for the full 3m08s duration of the original song. :)

Dave (2013-12-15 21:17:10)

Not sure about the UDG flames, but the SPECTRUM SPECTRUM text is my fault. I loaded from the 128k 'Tape Loader Option', and used that for the screengrabs. Certain 48k commands on the non48k 128 relate to the different commands. Sorry chef.

Welllll, I do like my rolos, but not quite that much...

## **The Half Ashes (2013-12-16 21:37)**

By Steve McCrea

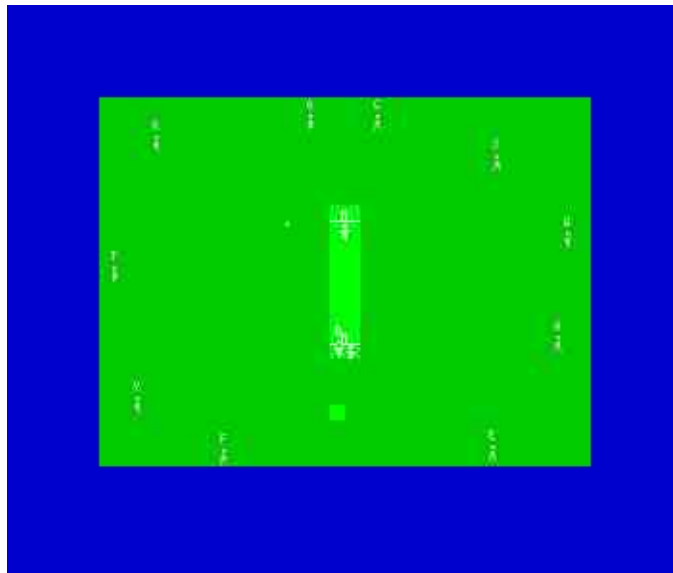
Genre: Sport: fine legs and silly sods.



Oh wow, I'm so pleased my excessive bleating about there being too many football games has paid off – this year's CGC *finally* has a cricket game.

It's an especially well timed one too, because at the time of writing England are about to launch the most heroic sporting comeback resulting in them winning the 2013/14 ashes 3-2.

The Half Ashes is here to help us celebrate this *historic* victory to come.



Programmed in C, and like so many of Steve's other CGC games, this has so much to it.

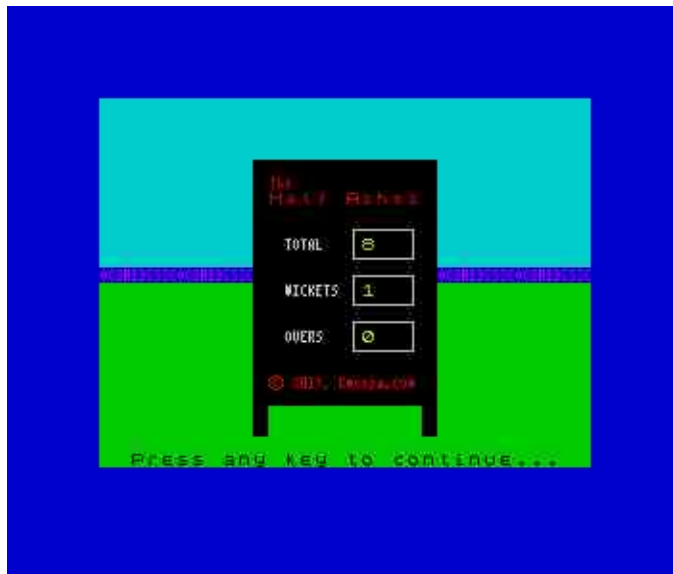
Going by most people's standards T.H.A. is a crap game, mainly as the graphics are simple but I would say the spectrum's palette was heaven sent for a cricket game.

You take control of the fielding side, and unsurprisingly have to bowl out 10 batsmen within 30 (rather unorthodox) overs.

At first glance the keys appear a little unwieldy but bearing in mind you need to control 11 men they are actually excellent once you get to grips with them.

Once you have set (*your ideally unorthodox*) field you get to the task of bowling, the speed and aim of the ball can be regulated by bowler position and the rate you toggle keys 'C' and 'M'.

It is possible to get a batsman out in the usual ways, run outs being most common, then being bowled, followed by catching least.

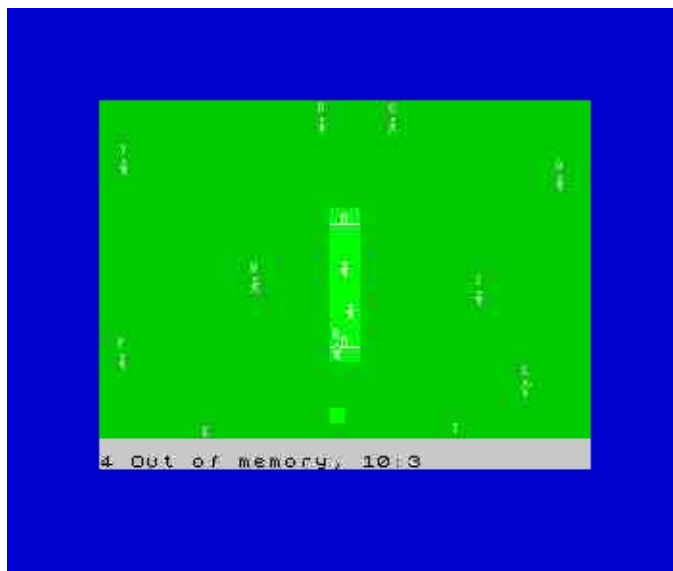


Cricket is not everyone's cup of tea, so for those people The Half Ashes will be just as tedious as the long Wednesday afternoons spent standing around playing pocket billiards on the boundary during P.E.

But for people who enjoy such a profound game as cricket it's a real treat.

As said, there is so much to it – setting fields, getting the ball right, stopping the ball hitting the boundary.

Absolutely fascinating, and I will keep returning to this game.



At least I would, if it was a bit more stable.

I managed to make it return to BASIC (Out of Memory Error) *and* crash over about 1 hours play.

So Steve has just about saved face with these rather irritating flaws.

But if he sorts the bugs and gives it a bit more polish (*starting with a nice wicket clattering noise*), this would probably be the best cricket game for the Spectrum ever!

Thank you Steve, and as Geoffrey Boycott so often says:



*"My Grandmother coulda programmed that wi' a stick o' Rhubarb."*

[1]Download TAP here.

[2]Download support files(remote link)

[3]Download my RZX playing it,until the unfortunate ending.

1. <https://drive.google.com/file/d/0ByxiMYbPnlUdbU1TVTB1YmZFU2s/edit?usp=sharing>
2. <http://www.kweepa.com/step/games/csscgc2013/HalfAshes.zip>
3. <https://drive.google.com/file/d/0ByxiMYbPnlUdeDFCcWMxelFONU0/edit?usp=sharing>

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**UDG Strip Snap (2013-12-20 17:33)**

By MykeP

Genre: Catch the Camisole



UDG Strip Snap marks Myke's 4 entry to his trilogy and the second strip snap game in the 2013 competition.

While Andrew Greene's version pitted your twitching digits against the might of Sam Fox, UDG strip snap caters for the full range of tastes.

So to begin you select your opponent from the handsome Hank, tasty Tina and the er..KT 81 for the technosexuals I presume, which is a thing apparently.

You also get some lovely nudey UDG graphics and animations, which I can in all honesty imagine my much younger self getting frightfully excited about.



It's standard strip snap rules, last to say 'SNAP', or press S in this case, removes an item of clothing.

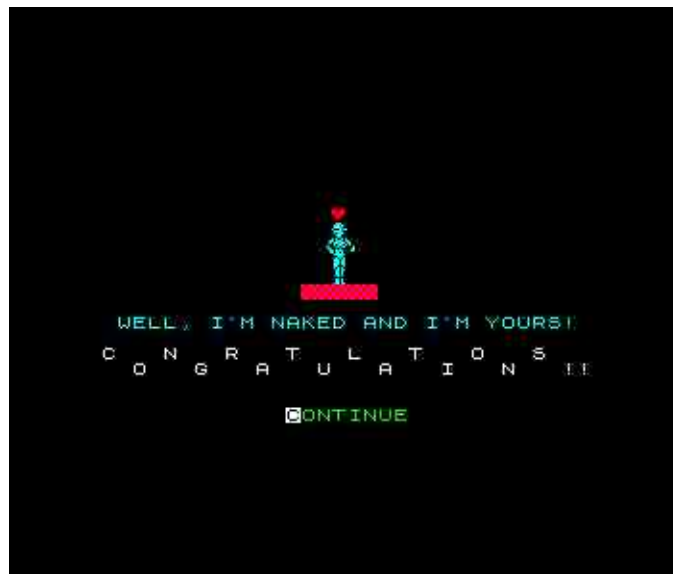
This version has a financial aspect where items of clothes are sold back when a mistake is made, reducing the tally.

Easy mode really is easy, to lose that round you'd need to be virtually catatonic, but intermediate provides more of a challenge.

The Expert setting is bugged (*see hacksack*) and has the same time settings as BASIC (*bonus points there*).

There is a really smart in game easter egg, press 'E' on the intro screen and you'll see what I mean.

Speaking of easter eggs there is a hash scan thingy hiding under the attributes on the loading screen, since I lack the technology to read where it leads I hope someone else can help out here.



They say the brain is the biggest erogenous zone (*and after my genitals that's true*) which is good because you'll need a bit of imagination to get aroused by this game!

(and yes, you do get to see everything)

Thankyou Myke!

A lovely 15<sup>th</sup> anniversary update to the original version.

[1]Download [here](#).

HACK SACK:

Fix EXPERT setting: LINE 2180 change betspeed to 0.7

Very long pause: change betspeed to 10.

1. <https://drive.google.com/file/d/0ByxiMYbPnIUdSWlpailkV0FtdVU/edit?usp=sharing>

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## Advent (2013-12-20 18:19)

By Steve McCrea

Genre: Christmas Cack

"What's for Christmas Ma?"

"CARP!"

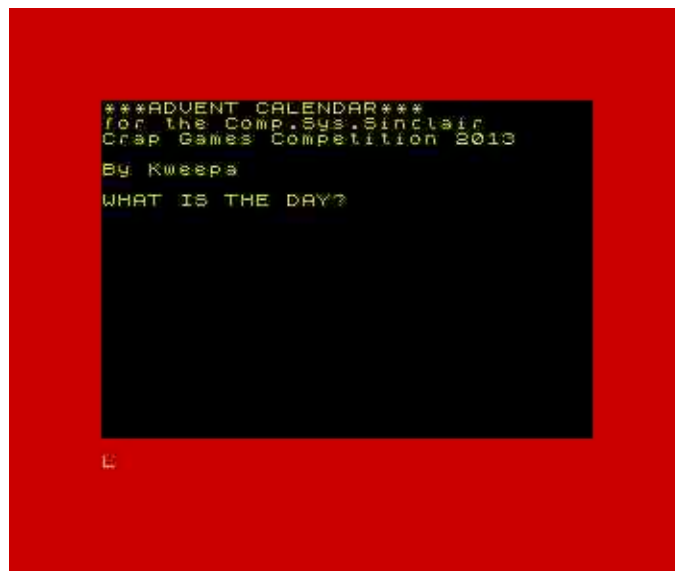
Picture the scene – it is December 1983 and you scamper down the stairs 4 at a time in your dressing gown to open the next door on the advent calendar.

What delights may it contain? A prayer? A nice picture of a festive scene?

A captured dream?

Mostly though one hoped for a chocolate to have on the bus to school.

But while chomping on this low quality confection you may have wondered, “is it possible? could the excitement of the advent calendar *really* be captured on my ZX-Spectrum?”

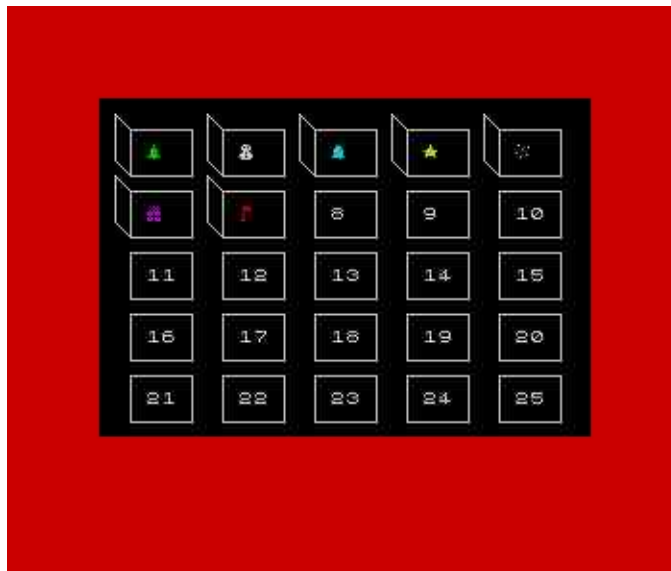


Well you probably didn't wonder that, but Steve has created it anyway.

Here we have a computer version of the advent calendar, each day giving a new treat (or UDG if you prefer, and speaking as a UDG addict it *is* actually a treat for me).

Steve admits this is a quick one by his usual standards, though he still couldn't avoid it being a charming little erm, utility?

Perhaps if released during the 80's it would have set the world alight (*and I dare say a few Christmas trees, as youngsters left their Spectrums on overnight to save time in the morning...*).



I think some mornings would be less disappointing than others though, as I can't even tell what the bloody hell the 22<sup>nd</sup> is meant to be.

It's more compact than Steve's other 24 entries, and if I didn't know better I'd say it was a shameless attempt to bump his total entries for the year to a round 25.

Thankyou Steve!

[1]Download here

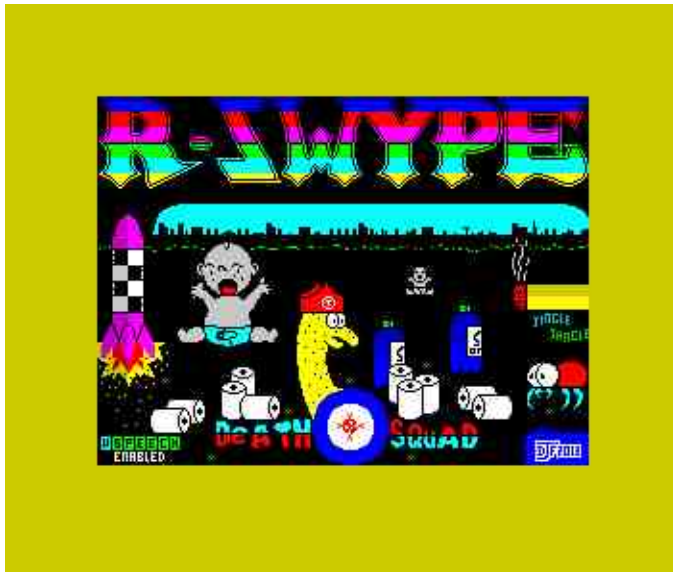
1. <https://drive.google.com/file/d/0ByxiMYbPnlUdb2lEbGFJRGtYYm8/edit?usp=sharing>

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**R-SWYPE (2013-12-22 16:14)**

By daveysludge

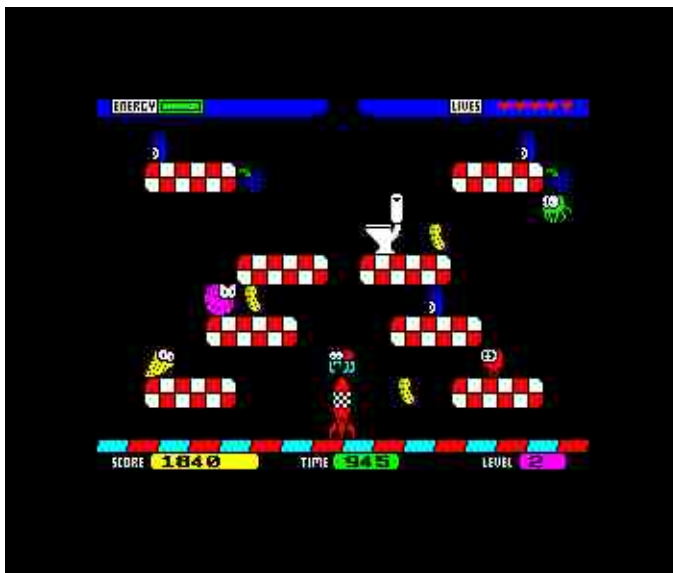
Genre: Christmas Crapper



With R-Swype, davey has completed his copro-trilogy and also coined another excellent poop-pun.

It bears more similarities to Dung Darach than Thunderturds, though it's not a mere rehash – it has some pretty nifty new additions.

It should also be pointed out that like his other games, it is programmed in machine code, features great graphics making clever use of the spectrum's attributes, is very playable and far too good for the CGC! However, as we approach that time of year in which many of us spend a lot of time working on a hearty yule log, it is well timed.



The aim of the game is to guide Mark Barton Dung around and ram 3 poops down the bog, at which point Scott Faeces appears (announced by a bit of BEEP FX digital speech) and you must collect the Omega Cider which fuels the rocket out.

There is a nifty bit of gameplay in the later levels with the bog roll, which Mark Barton Dung can shift but Scott Faeces cannot.

So you have to think ahead to allow Scott to access the cider, and ensure the rocket is not impeded by the bogroll (hmm, what sort of rocket can't go through paper?).

The time limits often prove prohibitive (see hack sack) but what can I say, this game is fantastic – play it.



Not crap at all, an afternoon consuming great game.

Thankyou davey!

[1]Download TAP

[2]Download inlay1

[3]Download inlay2

HACK SACK:

Oodles of time: P OKE 53499,x

Infinite time:

POKE 53581,0

1. <https://drive.google.com/file/d/0ByxiMYbPnlUdaVRuQW1yaWRGaTQ/edit?usp=sharing>
2. <https://drive.google.com/file/d/0ByxiMYbPnlUdYk5Nb1Z2YmRSXzA/edit?usp=sharing>
3. <https://drive.google.com/file/d/0ByxiMYbPnlUdb3hXS3dKcXhJODA/edit?usp=sharing>

## Lucky Bird Shit Dude (2013-12-29 22:01)

By Wookiee

Genre: Shart Interceptor

LBSD marks Wookiee's third entry into the competition and this time he's had help, from a certain Mrs Wookiee.

I don't know which of the two were responsible for the C: Nonsense in BASIC error that results after loading (*before even starting the game*) but it gets bonus points.

I am however, deeply concerned that daveysludge's toilet humour syndrome is contagious.



EDIT >> Oops apologies, Lucky Bird Shit Dude is a 128k only game, use the Tape Loader option on a 128K model and you'll be fine.

LBSD follows the classic formula of so many catch the cash games, but with a ploppy twist, and the cultural inclusion that having a bird crap on you is in fact good luck\*.

Use 'O' and 'P' to move laterally and catch the poop from the bird, which leaps 3 character squares sideways on every release (*some kind of googly?*) for some reason.

Every successful 'catch' increases your luck by one, and every one that reaches the lawn does the opposite.

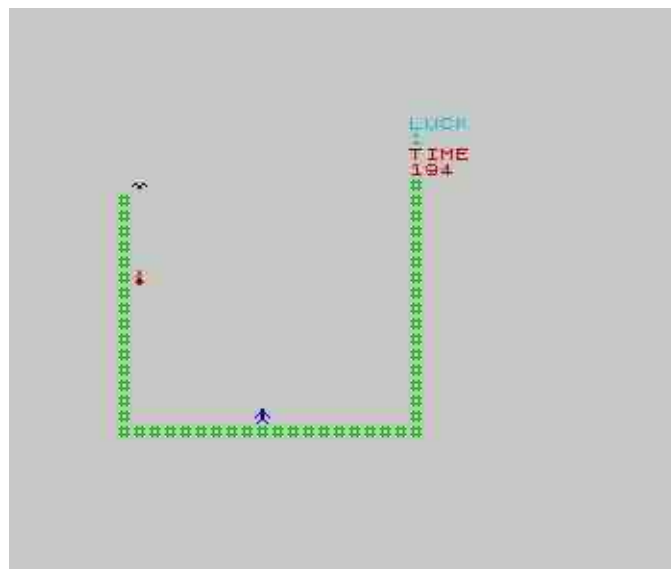
The aim of the game is, I presume, to last until the end of the time limit and accrue as many poo-butts as possible.

With hacking it looks like the best possible is 14 in the allotted time.

\*E.g. China and the more sophisticated parts of France.



I can't find any trace in the code or game of the 'used johnny' hazard as promised by the intro screen (*but then I am demob happy and have been at the xmas sherry*), so I'm going to put this down as a lazy, incomplete, rush job that is exactly what this competition is looking for!



Like Wookiee's other releases you have to be impressed with it, as it's totally in BASIC and uses a mix of classic UDGs and ASCII.

Qualities that render this perfect Cassette 50 material.

Thankyou Wookiees!

[1]Download here.

1. <https://drive.google.com/file/d/0ByxiMYbPnIUdZnlaSjJRSEVCNXc/edit?usp=sharing>

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## Irate Avifauna (2013-12-31 14:50)

By MykeP

Genre: Arcade: Pig Pester

This marks number 5 of the quadrilogy.



I'm probably in the minority in that I've never played the original game on which MykeP has based his Spectrum version, but I'm going to assume any similarities are cosmetic.

Using a complex engine that emulates gravity and power accurately would make a very playable game, and Myke's version applies neither of these properties.



Like his other games it's a visual treat (*especially the gorgeous loading screen*) and an audible assault, as the intro screen displays.

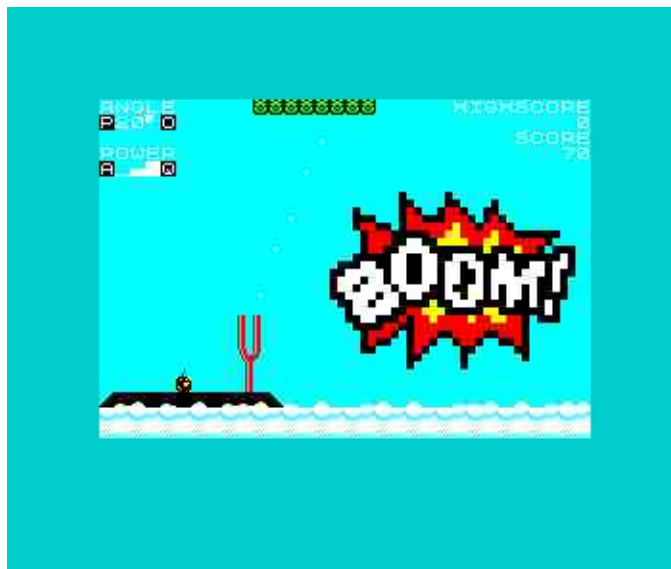
To my great surprise this game operates at a playable speed!

Using QAOP to control angle and power, the aim is to hit the green blobs (*oops sorry – Pigs*) at the top of the screen.

Unfortunately the angle can only be shifted in 15 degree increments, and there are only 3 steps of power.

I may be missing a trick but as far as I can tell each screen is impossible to complete as a result!

(*though if someone manages it please tell me how*).



There are some lovely success screens throughout this game, but unfortunately I've only managed to see them via hacking rather than playing.

Thankyou Myke!

EDIT > The game is actually playable, I made the mistake that you were aiming for the pigs at the top of the screen. You are in fact aiming for invisible pigs off screen to the right. To get you started (as per the Excel sheet) to beat screen 1 in one go fire 50 degrees and power 2.

[1]Download TZX here

[2]Download Excel pointers here

HACK SACK

[3]Download unlocked version

1. <https://drive.google.com/file/d/0ByxiMYbPnIUdUThIMF94VkJpTlk/edit?usp=sharing>
  2. <https://drive.google.com/file/d/0ByxiMYbPnIUddE5vYl85ckI4WkE/edit?usp=sharing>
  3. <https://drive.google.com/file/d/0ByxiMYbPnIUdY18yUX1lR0hpbVk/edit?usp=sharing>
-

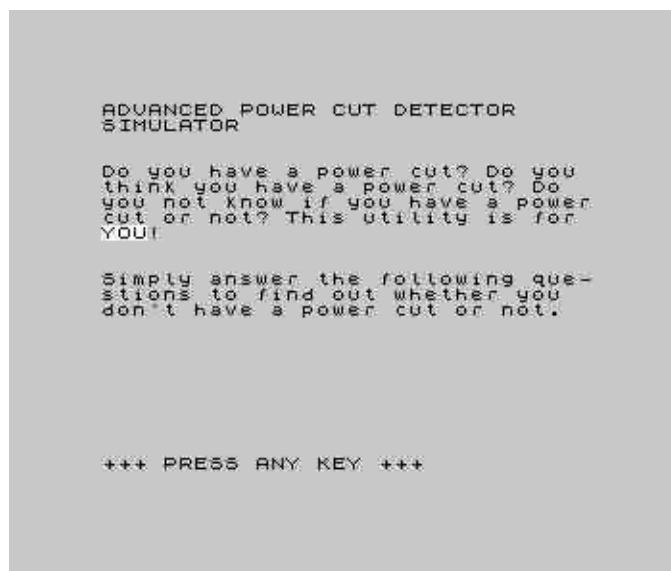
## 2. 2014

### 2.1 January

#### Advanced Power Cut Detector Simulator (2014-01-01 10:19)

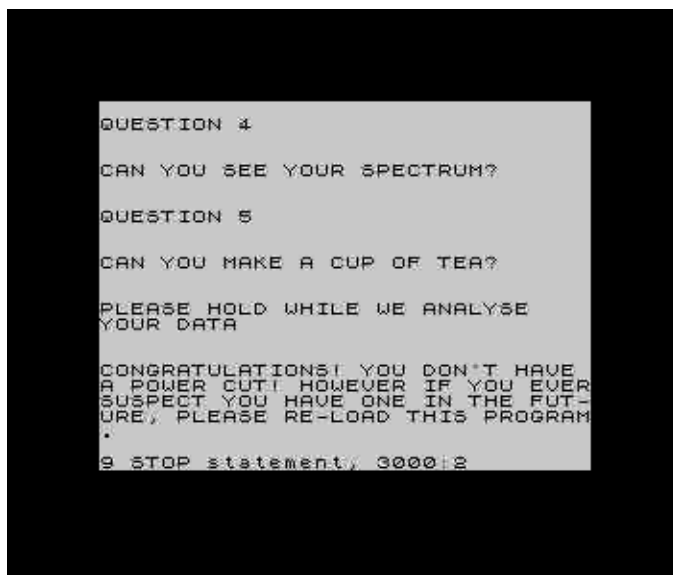
By Lee Spoons

Genre: Utility: Chocolate Fireguard



This utility was inspired by the unfortunate weather induced power cuts over the festive period.

We were unaffected in our locality, and were jealous of those without power, who were set free from the restraints of the grid – just imagine the things you could do: play scrabble by candlelight, eat raw meat, write a poem, contemplate a wall and so on.



So to use this tool simply load into your real Spectrum, which unlike your PC can run on the [1]chuntesy alone in the absence of proper juice.

Simply follow the questions and after the rather nice interlude music, it will decide and tell you if you have a power cut and how to act accordingly.

[2]Download here.

1. <http://www.worldofspectrum.org/cssfolklore/#chuntesy>
2. <https://drive.google.com/file/d/0ByxiMYbPnLUdaWdDakdFaklpR28/edit?usp=sharing>

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## Advanced Anticlimactic New Years Simulator (2014-01-01 10:20)

By Lee Spoons

Genre: Utility: It's so true!

As a brave new year approaches, Lee has submitted (*hopefully at the thin end of a bottle given the time*) this rather compact bit of code to the competition.

```

10 REM advanced anticitimactic
New Year's simulator
11>INPUT "What is the year?"y
12 LET z=y+1
13 PRINT "Wait until 31st Dece
mber "y" at 23:59 and 50 second
s and then press any key"
14 PAUSE 0
15 CLS
20 FOR f=10 TO 1 STEP -1
30 PRINT AT 0,0;f;" "
40 PAUSE 50
50 NEXT f
60 CLS : PRINT "Happy "y;z

```

K

AANYS is a work of genius because it is ahistorical\*.

Whether past, present or 100 years hence, people can count down to a new year in which everything will be better, and it might be.

HAPPY NEW YEAR EVERYONE!

*\*apart from the computer bit but, y'know.*

Thankyou Lee!

[1]Download here.

1. <https://drive.google.com/file/d/0ByxiMYbPnlUdemtESFh3d0NOV1U/edit?usp=sharing>

**(2014-01-01 10:22)**

The CSSCGC deadline will be extended to midday\* on Saturday 4th January. Results will be announced very shortly after.

UK time

**Murk Alfa (2014-01-02 22:04)**

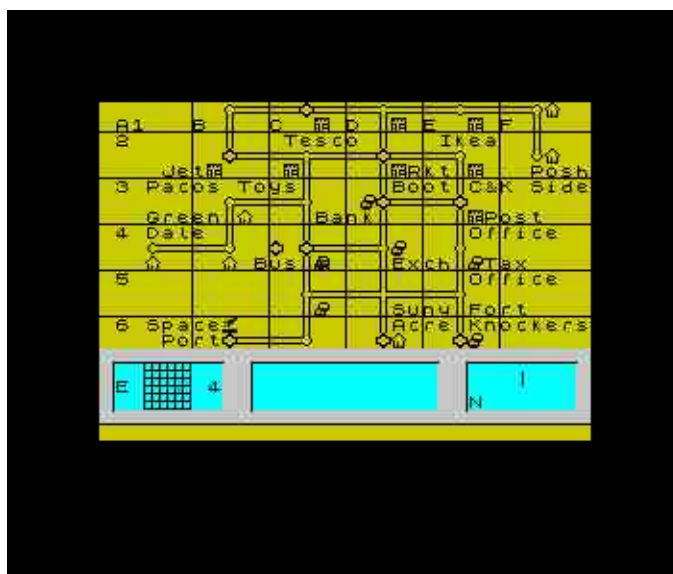
By Jason Railton

Genre: Vexing vectors



Murk Alfa (*a Star Wars reference?*) is Jason Railton's third entry to this year's competition and this one is a jaw dropper. It features wireframe graphics and brings great games and demos like 'Escape from Targ' and 'Hunter' to mind, and they were on the more powerful Amiga.

EDIT > It's been pointed out that it is in fact 'Mercenary: Escape from Targ' and there was a perfectly good [1]Spectrum port available. Not sure about 'Hunter', and short of doing a quick web search for it there is literally nothing I can do.



Jason provided the following info:

\*\*\*\*\*

## MISSION BRIEFING

Due to an impending meteoric catastrophe, an entire but obscure

planetary system has been entirely evacuated.

Your task is to

infiltrate the capital trading district of one of the wealthiest

planet's major cities and steal the largest diamond in the history of

the universe for your shady employer.

You arrive and leave via the

city's Spaceport.

Due to automated security systems still in place, you

must procure all the materials to complete your quest from within the

city itself.

## CONTROLS

O and P - turn left / right

Q and A - step forward / back

W and S - sprint forward / back

SPACE or M - Fire / Select

To enter a building, walk under it, stand on its lift pad and press

FIRE, then B or 1-9 for the floor, 0 to exit.

When you have a suitable ticket, stand at a bus stop and press FIRE to

summon the bus.

When you have obtained a city map, press M to view it.

Press I to view an inventory of collected items.

With a suitable transport device, press E and D to move faster, but only

along roads.

With a suitable flight device, hold FIRE to gain altitude.

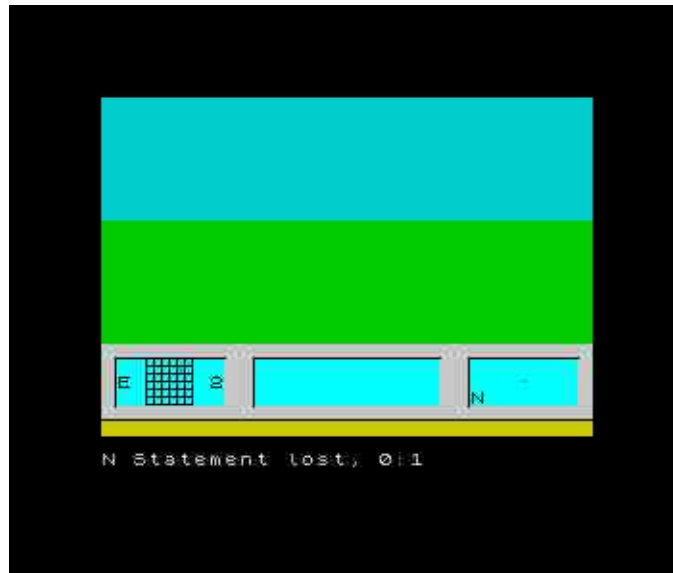
\*\*\*\*\*

So far so good, in fact you might be wondering why this game isn't in the *best* game 2013 competition instead.

Well, as good as Murk Alfa is there are a few *tiny* drawbacks, firstly the speed is buttock clenchingly slow (which is understandable because there is a lot going on), secondly the upper screen clears as it is redrawn, so you get a blinking effect when moving, third I can't seem to solve any of the puzzles or make lifts work and fourth it returns to BASIC quite a lot.

With this in mind I began to suspect that Murk Alfa is not *quite* the finished article, however Jason gave his assurance that this is "*a fully complete technical marvel, and has in no way given up because MCoder III runs out of memory trying to compile it.*"

Ah.



Nevertheless, Murk Alfa is a tantalising glimpse of a (potentially) amazing game, so whack your emulator *rightup* and watch your Spectrum throw some astonishing wireframe shapes.

And erm if you can solve any of the puzzles let me know...

Thankyou Jason!

[2]Download here.

1. <http://www.worldofspectrum.org/infoseekid.cgi?id=0003126>
2. <https://drive.google.com/file/d/0ByxiMYbPnlUdbDFSekdlbEJUcTQ/edit?usp=sharing>

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### **Real Miner (2014-01-03 13:17)**

By Arda

Genre: Ore-full Maze

It gives me great pleasure to announce that Arda, host of the [1]2012 CSSCGC and author of [2]Drawlander, has been bidding his time and entered a sizzling little maze game.



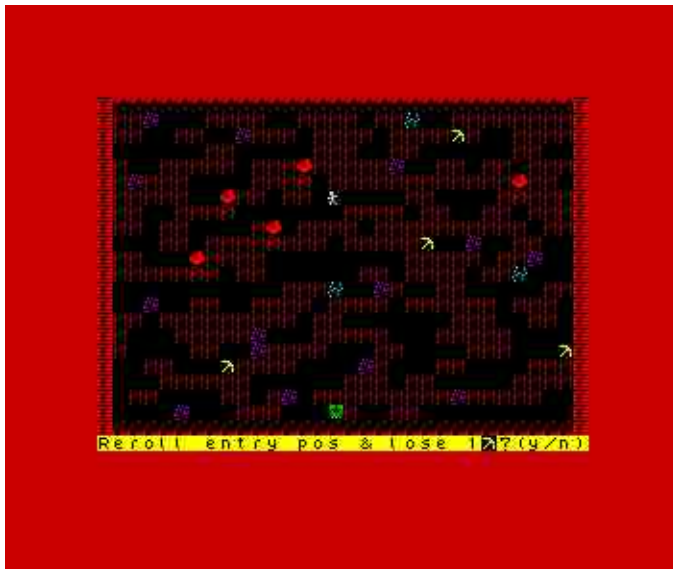
Done completely in BASIC, it brings to mind the joys of ScrapYard Scrapes, and I'm pleased to say I've enjoyed Real Miner just as much.

The aim of the game is to get to the green exit and get as much ore as you can en route.

You can move through bright red material and, Charles Atlas style, push the rocks that are larger than you.

To move through diamond and rubble you must use your pick axe, which appears to be made from substandard material as each one is capable of doing only one hit!

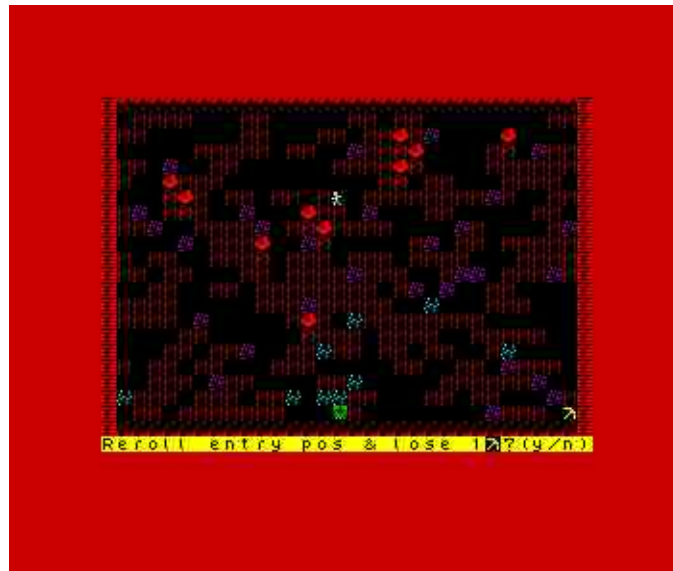
Mercifully, like any real mine it is scattered with equally unserviceable pickaxes in sealed pockets throughout.



R

Real Miner offers a nod to some modern gaming styles with its 'Career Mode', in which you play a preset game and follow a real life emulation of what it's like to be a miner (*and what an uncanny representation it is!*).

Alongside this, more fun can be had with the random game and coded game, the screens in real miner are generated cleverly using procedural generation.



What's crap about it?

For some the UDGs, it returns to BASIC for the random and coded game (see HACKSACK), the career mode *may* be impossible (though I'm not sure – more play needed) and random generation of impossible screens.

I love it to bits though, and it would sit nicely on the Cassette 50.

You might be wondering why it's called real miner.

Well during play you may be sent into a mine with no pickaxes or in impossible traps and it becomes clear just how hazardous the life of a miner can be.

Arda's game is clearly a call to arms for better working conditions in the mining industry.

Thankyou Arda!

[3]Download here.

HACK SACK:

[4]Download bugfixed versionhere.

*More pickaxes* : Line 3000, LET pf=X, where 'X' is number of pickaxes.

[5]

1. <http://cgc.zx.gen.tr/>
  2. <http://www.mojontwins.com/csscgc2011/arda-drawlander/>
  3. <https://drive.google.com/file/d/0ByxiMYbPnlUdUjgyVnIyTkcwREk/edit?usp=sharing>
  4. <https://drive.google.com/file/d/0ByxiMYbPnlUdT2JnZ015UENNT2c/edit?usp=sharing>
  5. <http://www.blogger.com/>
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## Agatha Christie's Parrot (2014-01-03 14:05)

By Jason Railton

Genre: Arcade: Swoop 'n' Snoop

Jason points out that the idea for this game was conceived decades ago "*when a children's nature programme on BBC TV asked viewers to send in wildlife-themed computer games*", but only now has he realised this vision.



We can breathe a sigh of relief in that unlike Jason's other entries, Agatha Christie's Parrot doesn't attempt to be a technical marvel.

The first 'flaw', as Jason points out, is that it doesn't actually even feature a Parrot – it is in fact a Scarlet Macaw (*Ara Macao*)!

As a keen birder of course I recognised this instantly as I keep several in my study at any one time.



These instructions were provided:

\*\*\*\*

*In this you take on the role of the famous crime-solving bird, flying high and swooping down to collect important clues to solving a great murder-mystery.*

*Press any key to dive, and try to collect more clues than you miss in order to solve the mystery.*

\*\*\*\*



It's actually quite fun!

As you press the any key, the bird follows a nice character spaced swoop (*perhaps Agatha Christie's Peregrine would be more appropriate?*) down onto a passing clue and upon acquisition you are one step closer to solving the mystery.

The bird animation is great, as are the UDGs, representing typical clues you might see in a murder mystery, like the dagger, the cocktail, the bomb, the train (?) and the err teddy bear.

Barmy, funny, simple and a bit crappy.

Ticks all the boxes for me.

*Ah mon ami, ze little grey beak 'az eet all .*

*Merci beaucoup Jason !*

[1]Download here.

1. <https://drive.google.com/file/d/0ByxiMYbPnLUd0G02ZVV3QmcwLUk/edit?usp=sharing>

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Komal Sharma (2014-01-08 13:30:37)

Nice post, Parrot is special type bird that can speak or copy of speech of any person. it helps also in astrology. now you can get lovely parrot at online pet store.

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[1]<http://www.dogbazar.org/>

1. <http://www.dogbazar.org/>

Dave (2014-01-10 20:25:07)

Indeed Komal! The Parrot is a special bird that has a place in all our hearts, though I don't know about the astrology side of things.

I assume the above post, and online pet store is fully endorsed by Jason as part of his CGC entry, so I will leave the link live.

**Daniel (2014-01-04 12:28)**

By Paul Equinox Collins

Genre: Arcade: Existential flinch

This marks Paul's second entry to the competition and it's another introspective one.

Done in the 1990's the game is based on a bonus stage from Super Mario on the GameBoy and named after his then best friend at school, Daniel.

Through Paul, Daniel met and is now married to one of Paul's exes, and they are now committed Christians.

Paul said he didn't have time to weave this tangled web into the game, but I would suggest that given the themes explored here – luck, fate, life, death, purpose, longevity, in a way he already has.



Ready or not, on loading you leap straight into the game (*no introscreen or wait for keypress here*) and have to work out what to do.

You randomly appear on one of the 4 platforms at a disarmingly fast rate and must press a key to 'get' the object on that platform.

Objects are green crosses (lose a life), clocks (extra time) and yellow boxes (extra life).

There is no scoring to speak of, unless you count the number of goes as such. The speed of change is too fast to properly target anything, so it is at best guided, at worst random which item you get.

So like life, Daniel is a game of chance.



I tried to play through to the magic number, 256 goes, but annoyingly lost all my lives at the last few tries after plain sailing for ages.

Then it was game over and reincarnation straight back on the trampoline...

Thankyou Paul!

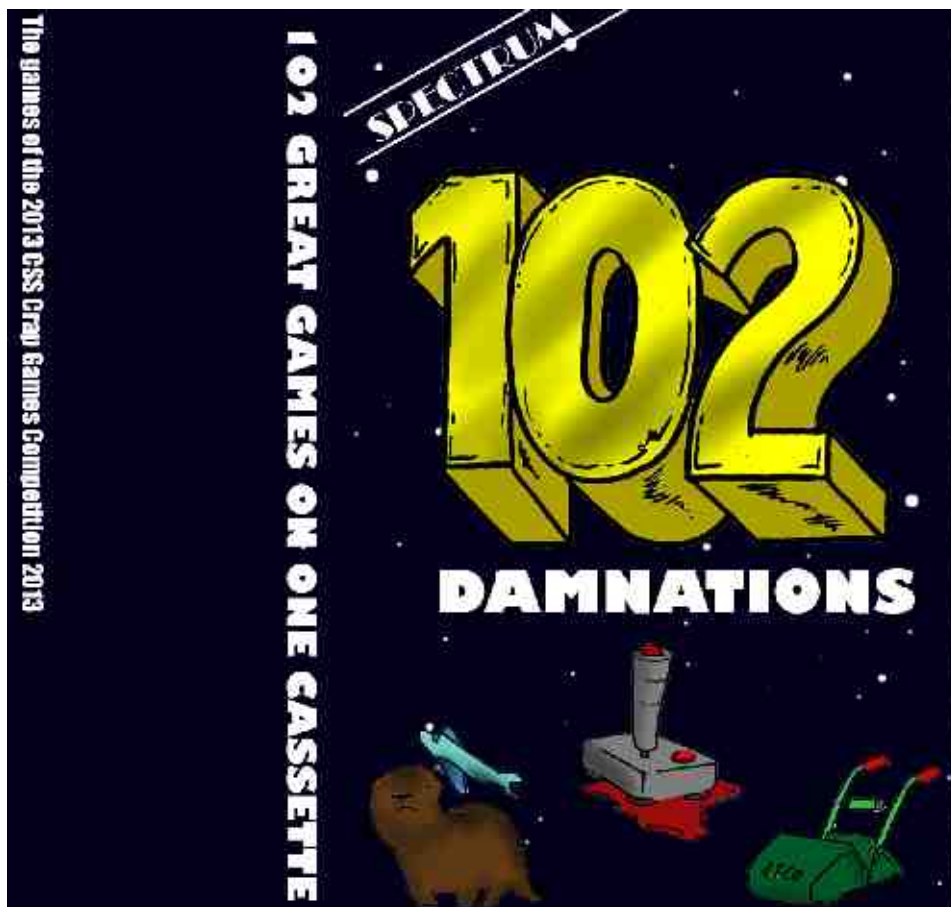
[1]Download here.

1. <https://drive.google.com/file/d/0ByxiMYbPnIUdSD1TUGVLV3dGQ00/edit?usp=sharing>

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## **!!CGC 2013 RESULTS!! (2014-01-04 18:09)**

Well it's judging time I'm afraid, but before that give yourselves a big cheer for the final tally of 102 CRAP GAMES!

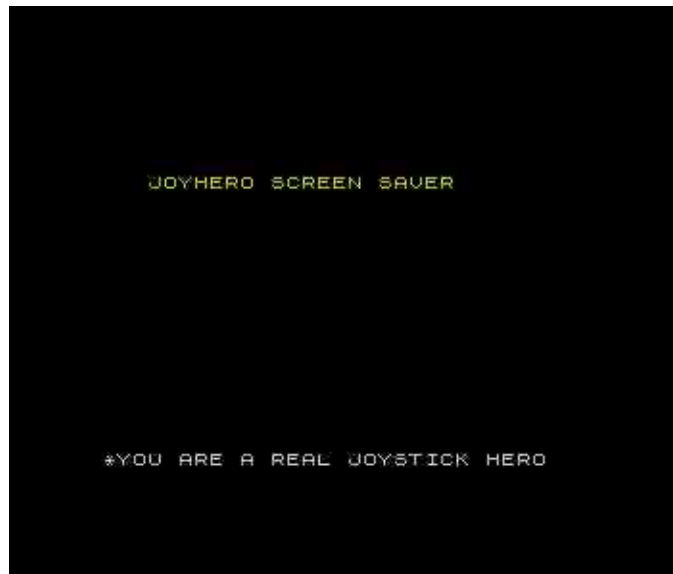


Damnations joke (c) RebelstarWAC :-))In judging something so subjective as this I've let the chuntey guide me almost entirely. If I could say before announcing the winners/losers I'd like to say a huge thanks to everyone who entered and joined in the banter on the way, it's been great fun.

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OVERALL WINNER (Crappest game)

Joystick Hero by pgyuri



I'm pleased to announce you get first prize of a 75p and a packet of rolos, plus a bonus Cassette 50!



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OVERALL LOSER (one of the best games and next years host)  
Super UDG Fighterz 2 Turbo by MykeP



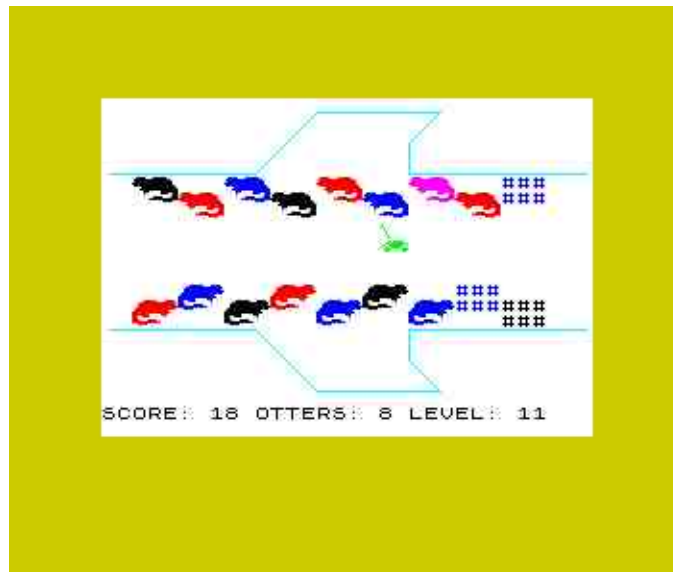

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LAWNMOWER MINICOMP  
ALS Tactics by Jason Railton




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OTTER MINICOMP  
Otters on a Plane by Anders Carlsson



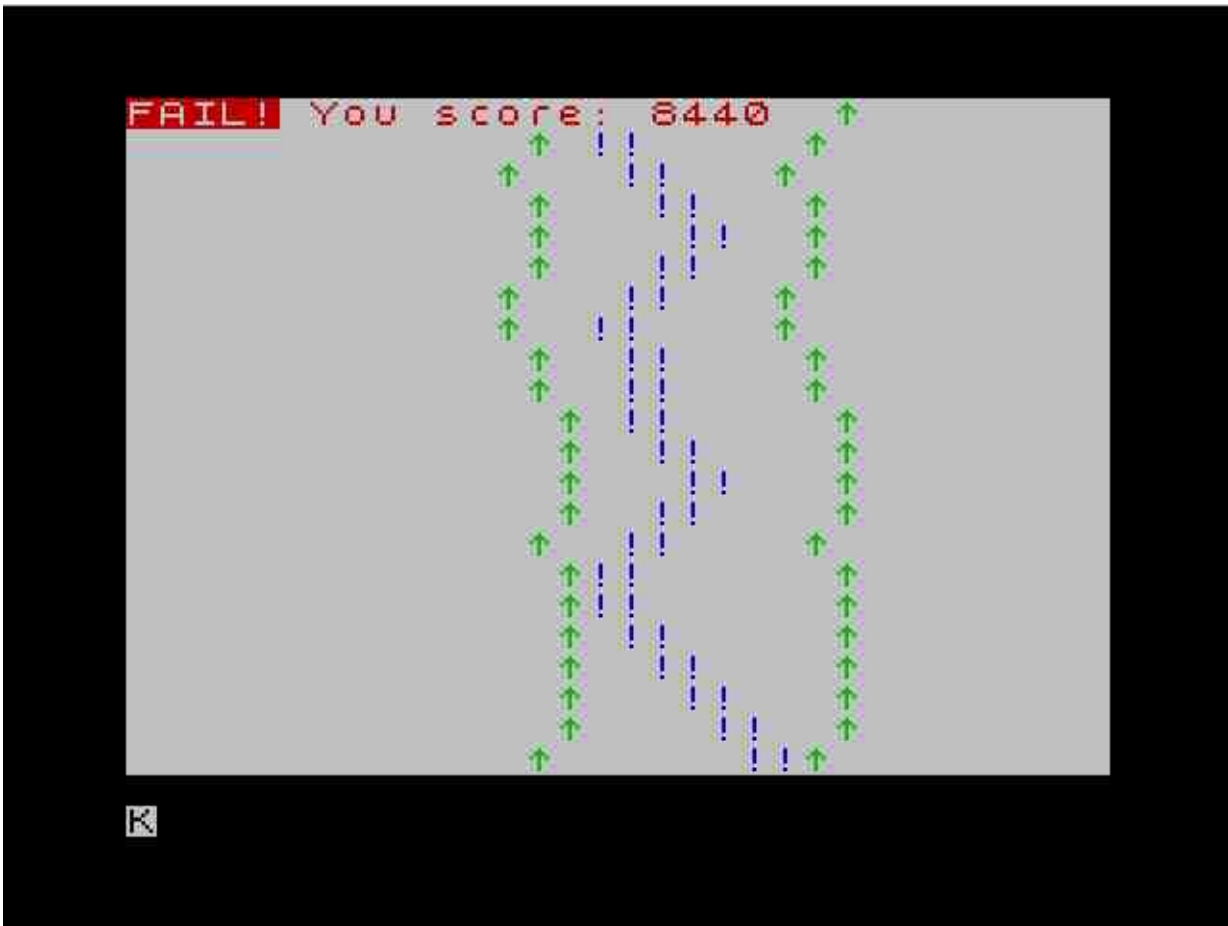
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PEASANT'S PRIZE

Mental Disorder Pacman by Paul Equinox Collins



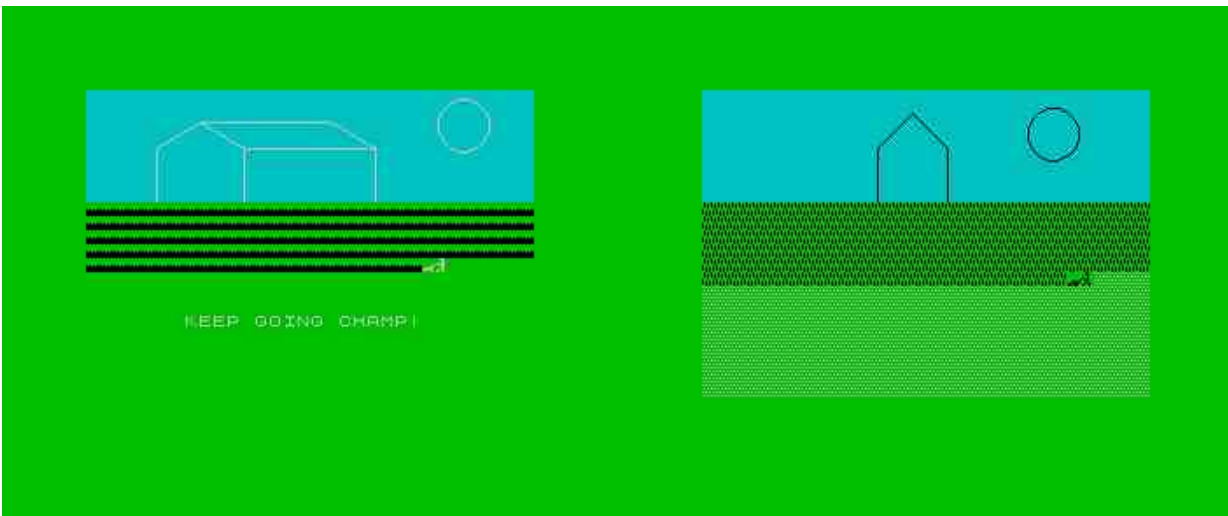
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BEST TYPE IN

Mega Ski by Shaun Bebbington



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HARRY S PRICE BURSARY

Noah and the Mower by RebelstarWAC



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BEST MUSIC

Advanced Junglist Simulator by Lee Spoons



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BARMIST GAME

Vaticania by apenao



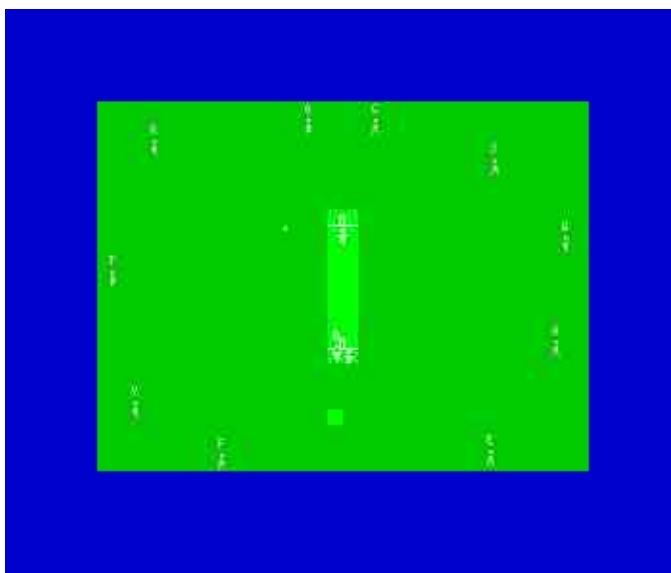
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SMARTARSE AWARD  
Chromatrons Attack by guesser



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TROOPER AWARD and BEST CRICKET GAME  
Steve McCrea for his 25 entries!



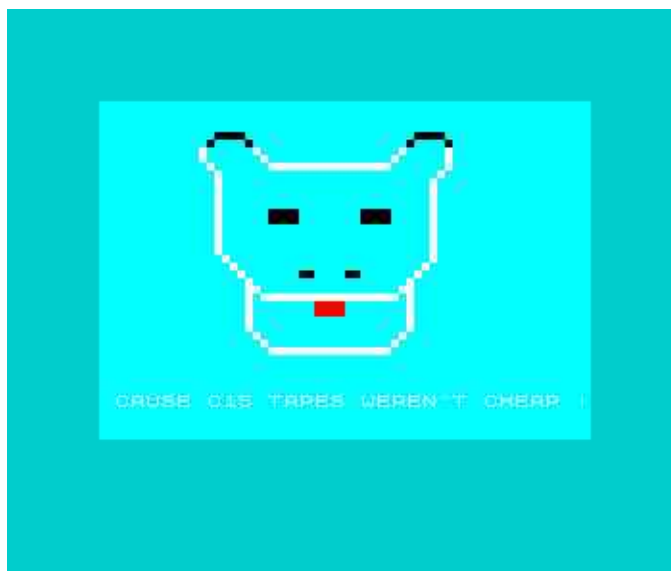
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SLOWEST GAME  
S.N.A.I.L by Wookiee



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BEST SUPPORT MATERIAL  
Monkey Doo's Fruit Salad for the hit single by retromad



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SQIJ BUGGED GAME AWARD  
Crisp Snatcher by Steve Broad



Thanks again for all entries, it's been an absolute treat and honour to host this competition, it was exciting every time a new game appeared in the inbox.

Congratulations to pgyuri, commiserations to MykeP!

Good luck to MykeP in hosting the 2014 comp, and I will be getting my own back on him with a crap game or two of my own!

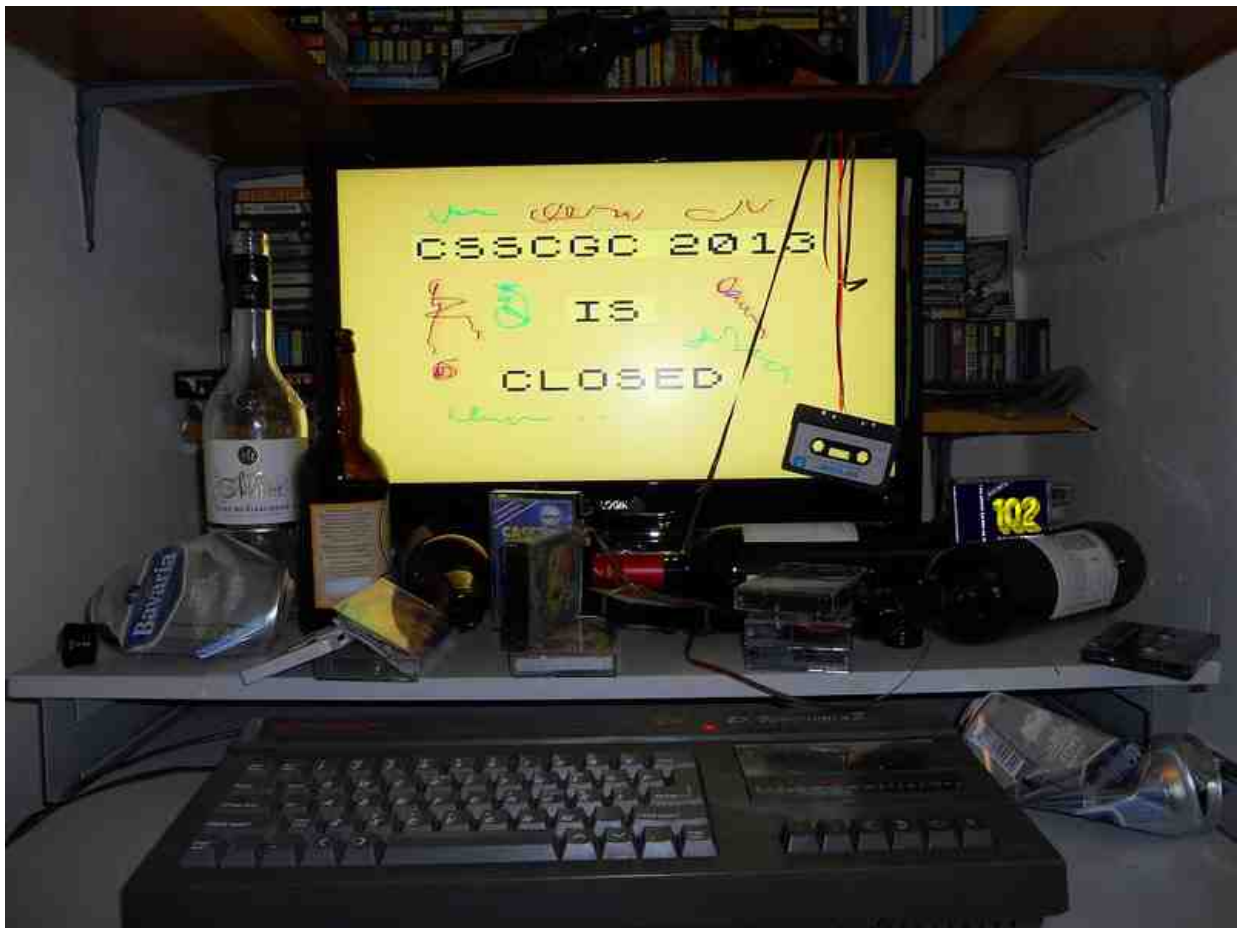
Disagree with any of the decisions? Why not leave a comment and we can have a chat about your favourites.

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Bebbers (2014-01-06 23:22:03)

Glad to see Steve McCrea be recognised. Some of his entries were a little less carp (mis-print) than they should have been. Loved the Milk Snatcher one especially.

(2014-01-04 18:13)



There's something in my eye...

EDIT

[1]ALL FILES NOW AVAILABLE IN ONE ZIP.

1. <https://drive.google.com/file/d/0ByxiMYbPnlUdN3FFTlFfdlpVaDg/edit?usp=sharing>





BlogBook v1.0,  
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