

SOFTWARE

One of the most common complaints from our readers is the shortage of software for the Aquarius.

In this issue of Aquarius User, we are pleased to announce the availability of TWENTY games for the unexpanded Aquarius—on cassettes. Eight of these games are provided on CUSP1, and are reader-contributed games. The other twelve are commercial games, produced by Add On Electronics. They are available on cassettes, called "game pack" 1, 2 and 3.

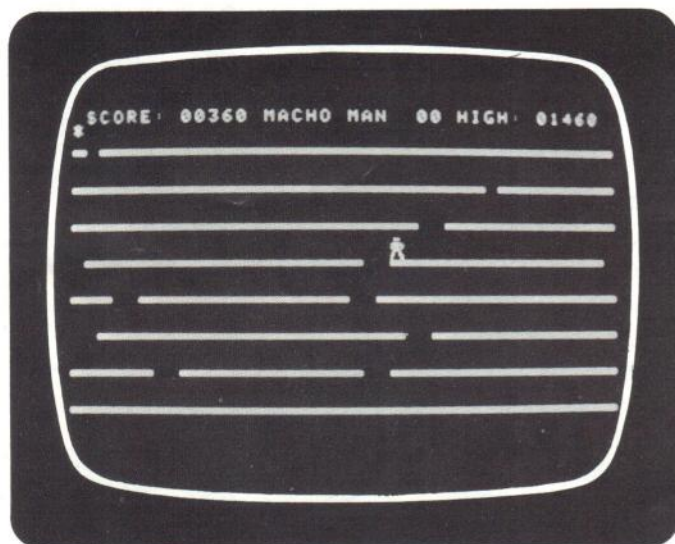
Each cassette contains four games, and at £6.95 each, they represent very good value for money.

Whilst the games are familiar in concept, it is nice to have them available for the Aquarius. Each cassette is nicely packaged, and will make a worthwhile addition to your software library.

All the games are written in machine code, which means that they run very quickly indeed, and also have very good graphics and colour. The general quality is good, although there are some lapses from the normally high standard of presentation associated with "sold on" products.

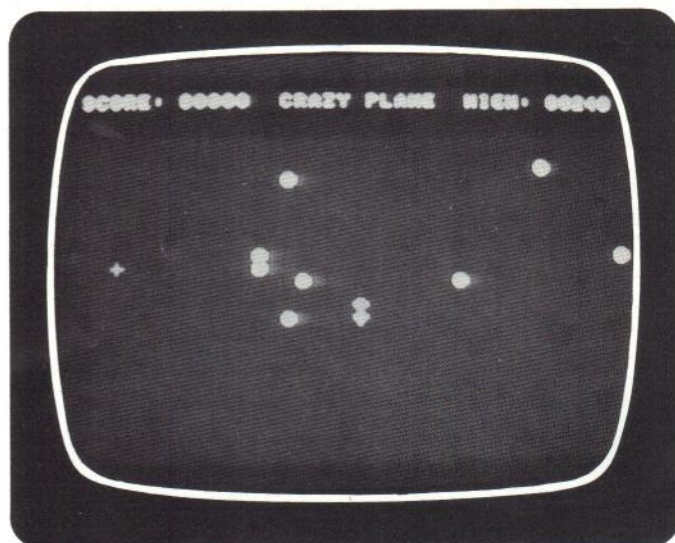
These are the games:

GAMES PACK 1



This cassette contains "Stalagtites", "Macho Man", "Othello" and "Mutants". "Stalagtites" will be familiar to you all, I am sure, "Macho Man" involves moving a man through gaps in a moving "floor" and getting from the bottom to the top of the screen. "Othello" is a neat version of the well-known board game, and "Mutants" involves manipulating a gun to shoot down creatures from outer space.

GAMES PACK 2



This cassette also has four games, which are generally speaking more difficult than those in Pack 1. The games are "Crazy", which involves using a plane to collect red crosses whilst avoiding clouds of poison gas; "Torment" is a more unusual game, which involves "killing" aliens, whilst "Rick" is a simulated soccer game in which you have to score three goals. Altogether a worthwhile pack.

GAMES PACK 3



"Mad Mould" is the first game on this cassette. It is a good game, based upon a good idea—to avoid getting the plague by killing the spores which make the mould that could kill you.

This game has a peculiar feature: there is no instruction on how to fire! (Actually you use "SPACE".) "Outline",

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the second game on the cassette, is very good and highly addictive. Although in principle the same as any "dodging" game, in "Outline" you have to uncover hidden shapes. "Aliens" is another good game—different from the "Aliens" in pack 2. The best game is the last, "Cubes". This is a version of the sliding blocks puzzle and has a number of levels—from the very easy to the very difficult.

Since all our games come in packs, we will summarize our ratings in packs.

	Presentation	Colour	Graphics	Addictive
<i>Pack 1</i>				
Stalagmites	***	****	****	*****
Macho Man	****	****	****	***
Othello	***	****	***	***
Mutant				

Pack 2

	Presentation	Colour	Graphics	Addictive
Crazy	***	****	****	*****
Torment	***	****	****	*****
Alien	***	***	***	***
Rick	***	***	****	***

Pack 3

	Presentation	Colour	Graphics	Addictive
Mad Mould	**	***	*****	***
Outline	***	***	****	****
Aliens	***	****	***	***
Cubes	****	****	****	*****
Maximum	*****			

Club Offer

If you are a Club Member you can get any two Games Packs for £10.50—a saving of £3.50.

You can also get File Form for £15.95—a saving of £4.00.

Write to: Acme Electric Company (Finsbury) Ltd.,
Hyde House, The Hyde, London NW9 6LG.

To take advantage of this offer—which is open until 31st August, you MUST quote your Club Number with your order.

COMPETITION

From this issue we will have a regular competition for Aquarius Users. The prize this issue is the Aquarius Printer worth £100 (see picture). We can't guarantee to reach this level all the time, but it's a good one to kick off with. The competition is open to all Aquarius User subscribers, but we must have your entries in by 31st August. The editor's decision will be final and regretfully we can't offer a cash equivalent.

In this issue, the program on page 18 turns your Aquarius into an Electronic Organ. All you have to do

for our competition is to add to this program so that it will make your Aquarius play a tune!

Some simple rules:

1. The program must run on an unexpanded Aquarius.
2. The basic program should not be changed in its essentials.
3. The tune can be any well-known tune.
and
4. You may change the colour patterns to match the tune.



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