

you've no weapons to speak of. As you limp slowly home through reacherous iceberg-strewn waters, you become aware that an enemy thip is tailing you. Strangely it can detect you but not the icebergs, so your best chance is to lure it into hitting one.

Your computer will print a grid showing the position of your ship
(Y), the enemy (Z) and the icebergs
(\*). You can move one space North,
South, East or West each go. The
enemy moves towards you by the
most direct route (it can move
diagonally too). If you move into any
of the 8 positions surrounding the
enemy, you will be captured, and if
you hit an iceberg you will sink.

Can you escape?

PRIME

