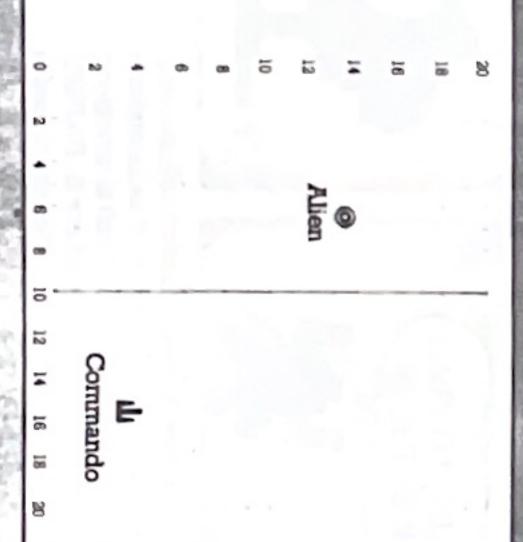


quiesto h m work out their next the computer how far apart and the

How to play

the commando has caught the alien. than 1.5 space units (i.e. squares) apart, their new positions. When they are less right. Each turn, they can move two diagonally and then give the computer squares up, down, sideways or The alien starts in the left side of the grid and the commando starts in the For their secret map, each player draws a grid of 20×20 squares and numbers them as shown on the right.



does not need a semi-colon he BBC micro

On the ZX81 you have to type 10 PRINT "GIVE ME A NUMBER"

INPUT

How it works

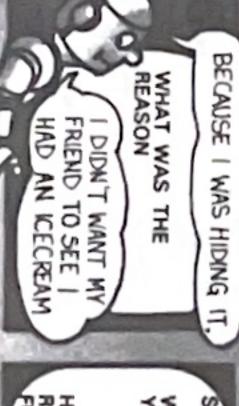
END

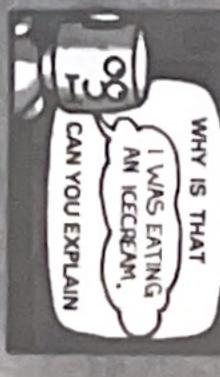
TOFF FELL DOWN A HOLE RUN
I WOULD LIKE TO
TALK TO YOU
TALK TO YOU
TALK TO YOU
TALK TO YOU
HAPPENED TO YOU
THIS WEEK? OFF MY FINGERS.



YHW







SOTHE REASON YOU TYPED
I FELL DOWN A HOLE
WAS REALLY GIVEN BY
YOUR ANSWER
I DIDN'T WANT MY
FRIEND TO SEE |
HAD AN ICECREAM HOW ODDI RUN ME AGAIN FOR FURTHER ENLIGHTENMENT