

<u>Program No.</u>	<u>Description</u>	<u>No. of Sheets</u>
26	<u>Digital Clock</u> Approx 130 bytes Simple 24 hour digital clock (hours, mins., secs.). Nice demo of arithmetic and counter manipulation. Well commented but ties up processor 100%. By B C Winch	4
27	<u>Roadrace</u> Approx 900 bytes Steer your car home with minimum damage. Choice of speeds. Addictive. Well commented. By M Parker-Rhodes	11
28	<u>Decimal to Hexadecimal Convertor</u> Approx 120 bytes Nicely commented. Poor input validation. Positive numbers only. By G Harriman	2
29	<u>Life</u> Approx 750 bytes The ubiquitous simulation of life, using special characters to give an expanded Universe. Works well, very fast, good instructions, well commented. By J Haigh	8
30	<u>Moon-Lander</u> Approx 1000 bytes! Ingenious moon-landing program using keyboard as "crashpad joystick". Below 2500 ft display expands to terrain map, and when you land, look out for those boulders. Well commented, good instructions, teletype assembly listing. INMC games competition winner - object code listing in INMC issue 3. Submitted by N Ray	19
31	<u>Compact Ascii Editor</u> Approx 130 bytes Crude editor allowing Ascii characters to be located and changed. Well commented, good instructions. (Nice demo, not very practical). By A Fountain	2
32	<u>Carre Chinois</u> We have no idea what this game is or what it does (we ain't French is we?) Totally written (and presumably (?) beautifully commented) in French. By G Bochent	21