

GAMES CONVERTERS

1. Want to earn top money working from home?
2. Are you competent in machine code on the Spectrum, C64, Amstrad, ST or Amiga?
3. Interested in converting games to your computer. Making games up on your computer or a graphics artist wishing to make up screens on your computer? If your answer to these three questions is yes then write to us at the address below, including some examples of your work and we will get straight back to you.

We are constantly looking for new games to publish on any subject. If you think you have a game good enough to publish why not send it to us to evaluate. We will reply as quickly as possible and undertake not to copy your game in any way shape or form. We offer top rates for games and if we do not like the game maybe we can put you in touch with a company that will. Write to us at the address below.

To obtain our latest strategy games catalogue FREE, write to the address below enclosing a large S.A.E.



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**All features cannot be
guaranteed on all versions.**

FEATURES

STRENGTH:

A BOXER'S STRENGTH AFFECTS THE POWER OF HIS PUNCH, THE DAMAGE DONE TO HIM BY HIS OPPONENT'S PUNCHES AND HIS ABILITY TO GET UP AFTER BEING KNOCKED DOWN.

STAMINA:

YOUR BOXER'S STAMINA IS REDUCED EACH TIME HE IS HIT. IF IT REACHES ZERO HE WILL FALL OVER. IT IS INCREASED DURING A COUNT AND MAY GO BETWEEN ROUNDS, DEPENDING ON THE ABILITY OF YOUR TRAINER.

SKILL:

THE HIGHER A BOXER'S SKILL, THE MORE PUNCHES HE WILL LAND ON HIS OPPONENT. IT IS REDUCED IF A BOXER IS BADLY INJURED.

IMAGE:

YOUR BOXER'S IMAGE AND THAT OF HIS OPPONENT ARE USED TO DECIDE THE AMOUNT OF PRIZE MONEY ON OFFER. IT GOES UP AND DOWN ACCORDING TO YOUR BOXER'S SUCCESSES AND FAILURES.

IQ:

YOUR BOXER'S IQ AFFECTS HIS DECISION MAKING. IT IS REDUCED EACH TIME HE RECEIVES A BLOW TO THE HEAD AND SHOULD NOT BE ALLOWED TO REACH ZERO.

THE PROMOTER:

THE PROMOTER USES A COMBINATION OF YOUR BOXER'S CURRENT STRENGTH, STAMINA, SKILL AND IMAGE SCORES TO DETERMINE THE LEVEL OF OPPONENT TO OFFER HIM.

WRITTEN BY IAN WILLIAMS

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