



## Prime Opportunity



ASSOCIATED PRESS

In this game you are the Prime Minister of Great Britain in the year 1984. Your aim is to stay in office for as long as possible, and your popularity is determined by your success in balancing the country's books.

At the beginning of your term you have to make various financial decisions. To help you there are eight economic indicators, including the rate of inflation and unemployment, etc. At the beginning of each year a graph shows how any one indicator has changed during your years in office.

Your first decision is to determine the minimum lending rate, which sets the interest rate for the year. You then have to negotiate the pay

increases for the Civil Service, the Public Sector and the Private Sector. If you give too extravagant a pay settlement you will be asked to resign!

After the wage settlements, you must decide on the levels of spending by the various Government departments and ministries. Finally, you can announce your budget, which gives you the opportunity to raise money for taxes. At the end of each year of your five-year term an opinion poll tells you how popular your policies were, and will contribute to your ultimate goal of re-election at the end of the game.

1984 is available for the BBC Micro and Spectrum from Incentive Software.

## GOLDEN HARVEST

Corn Cropper, available for the Spectrum, Electron or BBC Micro, from Cases Computer simulations, simulates the running of a large wheat farm. You begin the game with £50,000 in cash and the aim is to run the farm so that after five years you have total assets of £250,000.

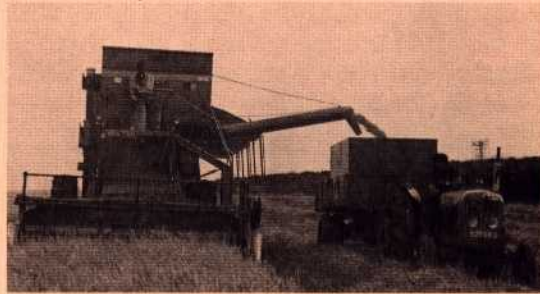
Initially, you have just 30 acres of land that have to be planted. To do this you need to buy seed, hire a tractor and labour to do the planting and pay for irrigation if there is not enough rain. At the beginning of each month you can see the rainfall and temperature forecasts, and so decide whether to plant or not.

As the months go by, you have to keep an eye on the 'crop status report' — a kind of calendar that tells whether any of the wheat is ready to harvest.

If it is, then you will probably need to hire some extra men and a combine harvester to harvest the wheat quickly.

Other hazards can strike: rats might eat some of your seed; if you have not sprayed the crop then insects will attack it; and frost can also cause considerable damage. To increase the yield, fertiliser can be applied, but it has to be applied at the right time.

As the game progresses, you aim to earn a steady income from selling the harvested wheat, so that you can re-invest in more land and seed. It's quite difficult to increase your assets much above about £100,000 — especially as you are not allowed to overdraw at the bank. As a last resort you can always sell off some of your land to raise some more money.



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1984  
A GAME OF GOVERNMENT MANAGEMENT  
BBC MODEL B

BBC Model A and Model B  
AIRLINE  
STRATEGY GAMES

BBC Model A and Model B  
CORN CROPPER  
STRATEGY GAMES

BBC Model B  
DALLAS  
STRATEGY GAMES

**Armchair Management**  
These home micro business games use simulation techniques to put you in charge of an airline, a wheat farm, an oil company and the British economy. The degree of realism varies according to the number of control factors that the game supports, and the complexity of the game's factor-interaction models