A new age dawns! The arrival of LASER BASIC: first in a powerful range of development tools for fast programming, brought to you with the combined skill and resources of Ocean and Oasis – (producers of "White Lightning".)

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LASER BASIC adds 100 new commands to Sinclair Basic. These extended commands are semi-compiling so graphic animation is extremely fast. LASER BASIC includes, extended interpreter, sprite/graphic designer, fully documented program and 2 sets of pre-defined sprites.

- Up to 255 software sprites can be defined, each with its own user selectable dimensions (up to 7 screens wide!)
- Operations can be carried out, on or between screen windows, sprites and sprite windows.
- Sprites can be block 'PUT' or can use one of three logical operations – AND, OR and XOR.
- Sprites and screen windows can be pixel scrolled in any direction, mirrored, enlarged, spun, inverted or cleared.
- Procedures with local variables and parameter passing.
- TRON and TROF (trace facility).
- 16 bit PEEK and POKE.
- RENUMBER and REM remover.
- Non destructive MOVE with 2 frame animation.
- Collision detection and pattern recognition facilities.