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THE HORRORS OF THE HOLOCAUST

Dear Sir,
I thought my Mural raiders were the most evil creations in Mistle Earth. That was before I discovered *Raid Over Moscow* by US Gold. What a tasty little morsel! The horrors of the nuclear holocaust all in the name of good fun. It's not as if ethics have been sacrificed for graphics and playability. I myself have played it and I think I'll stick to torturing Hobbies if I feel like a bit of fun.
Gordon
Moorer

WHAT WILL IT DO FOR PEACE?

Dear Sir,
After reading November's issue of CGWC, I was horribly shocked, indeed offended, that you had published your otherwise excellent magazine with such a tasteless and insulting advertisement as the one on page 133 — *Raid Over Moscow* by US Gold?

I don't doubt that it is, or maybe, an excellent game, but I do not wish to be drawn into another sick episode of this American hang-up with the peoples of Russia!

The advertisement, let alone the game, is provocative, insulting and harmful to what any peace-loving person demands for... and your acceptance of the advertisement indicates to me that you have no objection to the thought of bombing other peace-seeking Russians in Moscow.

I'm sorry — that sort of trash I can do without... and to think that a few years ago I used to think that a war with the Communists was totally

unthinkable and that Western governments were condemned with finding any sort of pretextual solution. Now it seems that war is inevitable... and we're preparing for it... and preparing our children for it!

BUT NOT MIND!
Just Scores
Dreadful
Shedful

THE GRAPHICS ARE GREAT ANYWAY

Dear Sir,
My wife on *Raid Over Moscow* is that it is brilliant. The made it if you give for graphics I thought was not low, though, I would give it 18. Despite the fact that, as you say, at the beginning it is difficult to learn how to control the game, once you have mastered it you certainly find it is worthwhile.

I personally think that if a game is too easy you will soon get bored with it. This game gives me a challenge and I will haven't blown up the second robot at the end yet — and that's at level one. Regarding your comments on the game being questionable and whether you were being hypocritical by criticising that aspect of the game, I think you are being hypocritical about it. I would never have thought of the game being questionable if I hadn't seen your comments on the box.

A brilliant game like this should not be marred by comments about whether it is questionable or not. You really must put a game and reality into their own perspective. The packaging describing the game is excellent and this one I think will sell as easy, if not more, copies

than *South-West*. The challenge is greater to attract more buyers. Keep it up, Brian Carver!

Andrew Wyles
Graham
Jancy

PS May I thank you for the best computer magazine you can buy.

DEVIOUS WAYS WITH DECATHLON

Dear Sir,
I've got some great tips for *Decathlon*. On the Long Jump, land just behind the jump line, then watch the man with the tape measure go super-bananas. My best on the long jump is over 43m. On most throwing events, throw the object at 45° but on the javelin, if you haven't got much speed, throw it at about 55°. On the Pole Vault, land the pole just behind the bar then just after the pole has bent half way up, let go. On the 1500, run up to 1000m with your speed just about in the people then up to full for the last 500m.

Melvin Perryman
Caterham
Surrey

A GAME BY ANY OTHER NAME?

Dear Sir,
Another magazine which I read did a review on the point of piracy. It didn't mention anything about the magazine. We all know what they are and curse the day we bought them. *Ultimate's* *Salvo War!* is just another example for *And Also*, and Melbourne House's *Moeb!* is a superb game but at a price too high for most people to reach (without saving). It would have been much better at around £100. The only game which I have seen which is worth the money

is *Big Kyle's* *First Kingdom Valley*, (thereafter known as TKV). I was astonished at the graphics which I saw on my friend's Electron. I was overjoyed to see the price when it came out for the Spectrum at the right price of £2.95.

The graphics are astounding — it must be the best game at the price. Even I say better than *Jet Set Willy*! Well it is, it's a must. If you thought the *Mob!* was good value, this must be dead good value!

This is why the games are copied. They are priced at much high levels that the only way to get one is to copy it. Thus is the law of games. I was thrilled to receive my copy of *Stinger Mouse* in *Ultimate's* *Twinkle*. My high score is 32,348. Can anybody beat that?

Thanks for a great magazine!
Cedric Fishburn
Oswestry
Surrey

PYJAMARAMA IS FOR THE 64 TOO!

Dear Sir,
In your November issue, you donate a large area for the review of *Pyjamarama* by Micro-Gen. Why do you not mention that it is also available for the C64? Please print this so other C64 users can delight themselves with the "Oh so excellent" graphics, etc.
Neil Manno
Kings Langley
Herts

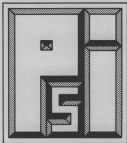
PS Please send me a 1-star (mediocre) or 1-star (pushing my luck a bit...) I've got two wives, 17 children, I live in a shadow in the middle of a motorway... the envelope is on EP, as what else can I beg with?

What do you mean I can't have a 1-star?!

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COULD IT EVER HAPPEN?



ADVERTS — YOU WIN A FEW

Dear Sir,
Thanks for a great November issue of C&MG, not least of all for adverts on a very much cheapened Atari 800. At well under \$100, it has to be the very best buy for home computer/games enthusiasts (if it wasn't already).

One problem with the old machine which I never could quite understand, was "artefacting", or rather how it never really was successful on British PAL system TVs. The machine's highest resolution mode GRAPHICS 8 is only capable of one colour and two luminances but, with artefacting, dozens of colours are available. This is a feature used on such games as *Dynal*, *A.C. Love Hammer* and *Hard Air Macie* which all perform dimly on British TVs.

It is not surprising, therefore, that there has been quite a bit recently with the emergence of modified versions of the games from West Germany, with full colour and which run perfectly on PAL systems. What I want to know is why this hasn't already been done for games dispatched to British consumers, by the respective companies?

Could you, perhaps, enlighten your readers on what exactly artefacting is, maybe with a list of arctefacted games to look out for?

One last request. I never quite seem to agree fully with your review section on some games. Why not devise a system whereby your readers review games, with a hint and tips section where readers can contribute.

Finally, if Atari also were have a machine

code routine which they wish to run directly from tape without entering DOS, they can simply restate it D00.575 and call it up by typing D05. Tony Coleman Doncaster South Yorkshire

ADVERTS — YOU LOSE A FEW

Dear Sir,
I have taken C&MG from the very first issue. Now I know you have to put in the ads in order to cover costs, but I am afraid the December issue was a bit too much.

There are more than a 100 pages of adverts, some in brackets of 16 or 20. I feel topped off. Skip for what few pages there were of interest to me makes me want to cancel my order.

A Reader's Workshop
Surrey/Sussex

Editor's reply: Sorry if you feel that there are too many adverts. Mr Haynes — but if you look back through our past issues I'm sure you'll see that the editorial/advert split has remained pretty constant. Maybe it's because so many advertisers are copying the way C&MG's pages look that you are noticing them more! And remember that saying about quality not quantity! But what do the rest of you think? Let me know.

WHAT ABOUT TUNNELS & TROLLS?

Dear Sir,
Regarding your article about adventure role-playing games in the November issue of C&MG, I thought that you had presented the methods of play used in RPG very well. At the end of the

article, though, in the list of the various games, magazines and miniatures — should horror — you had not included my favourite RPG, *Tunnels & Trolls* which, in my opinion, despite having played D&D which is weird, limited, consistently priced and over advertised, still comes out top, merely because it is ten times more flexible. It has a huge choice of weapons and monsters and needs only three simulated dice — as well as being a lot cheaper.

D&D has been stored since too often. Give T&T a chance.

Finally, I must commend you on your excellent books especially *The Wizard of Flinging Mountain* which was illustrated by my son-at-school, Sam Nicholson. Graham Presslow Norwich Suffolk

REVIEWS FOR THE ATARI? WHERE?

Dear Sir,
Congratulations in August's issue you actually printed four games reviews for the Atari. One of these *Space Inv* was game of the month! Were they meant to be printed in the same issue or spread over the rest of the year's issues?

In July's issue, there were 26 reviews and — SURPRISE, SURPRISE — none were for the Atari in this batch of reviews because you feel you are wasting your time reviewing them? After all, you've only got 500 to choose from. Out of those 26 reviews, eight were for the CRM 64. Anyone would think it was better than the Atari!

Also how about another Atari game in the Hall of

Fame? A game like *Deliverer* or any of the other brilliant games out for the Atari? Glen Hambley Malham Strick

Editor's reply: Sorry! But you must admit Commodore and Spectrum owners outnumber the Atari owners. Having said that, we will attempt to improve our coverage of Atari games.

MASTERTRONIC — THEY'RE NOT SO BAD

Dear Sir,
I was rather disappointed with the editor's attitude to Mastertronic's games in his reply to Mr A. Collins's letter (May issue). They aren't all that bad.

I own a CRM 64 and, although I do not own BMX Racers which had quite a bad review in that issue, I have seen of Mastertronic's existing range of Commodore games and at least six are of excellent quality, especially *Destination*, *Warrior* and *Spiral*.

Why not submit your reviewers to a month of the games listed above and note the reaction? Richard Conway Larkhallshire Scotland

PARKER ARE PULLING OUT

Dear Sir,
Is there any truth in the rumour that Parker are to produce a range of cartridges compatible with Intertec 32 bit, or, will Star Wars be included amongst them?

David Cottle Kingston Jamaica

Editor's reply: Parker have decided to shelve all future video and computer games.



a diamond can also claim his or her share of the Royalty Fund. **■** This grows with every copy sold up to a maximum of £1 million.

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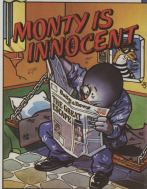
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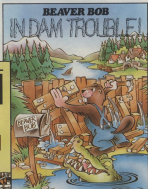
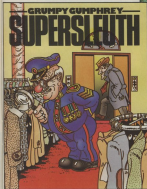
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Poor Bob! All he wants is to lead a quiet life and build his dam. But the peace is soon shattered when the local townsfolk find their taps running dry. Bob's dam is plainly no blame so as soon as he completes one, the locals blow it up! And that isn't the end of Bob's troubles either, for there are sharks, crocodiles and all manner of underwater hazards for him to negotiate. Help Bob in his never ending struggle to build his dam and avoid the predators that lurk in the deep.

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Details of cassette pack

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Commodore 64



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GRIDRUNNER ON THE CHEAP

Dear Sir,
Here is a small word of warning for Atari owners on the lookout for cheap software.

I purchased Gridrunner for the Atari on the 19th June. The game was dreadful. After hearing so many good reviews for this game on the Vic-20, C64 and Dragon machines, I thought the game would be rather special. How wrong I was!

The graphics were crude, your base being a small square block with a small bar sticking out of the top, the computer was not much better and loading and scoring instructions were non-existent. The game is totally unplayable due to the K.T. happens destroying you every time you take a shot at the gridrunner. As for the slogan "We pay Atari prices for Atari quality" — this is a load of rubbish. I would rather pay the extra for a decent game.

I have sent the complete package back to Mammoth asking for a refund.

Please publish this letter for the sake of all Atari owners in their quest to find cheap software.
Mark Hudson
Middlesbrough
WV Middlesbrough

C&VG DOES DOWN WELL DOWN UNDER!

Dear Sir,
I started buying your magazine this year (1984). Actually my first copy of your magazine was the one which contained the Book of Games. I was surprised to find the Book of Games and the magazine at a low price compared to other magazines. I thought the

Book of Games was a good idea and it should be continued. The paper quality of the magazine is extremely good and the colourful pictures were nice.

I would like to see the competition but longer because Australia and many other parts of the world receive their magazines later (here it is one month later). By then the competitors have usually ended and we don't have a chance.

I would like to see less of the advertisements, too, and more of the game reviews etc. Sometimes the layout of the Commodore 64 aren't too clear. I also think the helpful tips are useful.

I am determined not to miss any of the copies of the magazine because I think it is great. Keep up the good work!

Mr M George
Wellington
NZ Australia

ATIC ATAC MAP TURNS UP TRUMPS!

Dear Sir,
I have got a BBC model B and one of the things I would like to know is how to get over defined graphics with each pixel in a chosen colour. I can do normal graphics but coloured graphics look better. Can you help me?

Also, Adrian Palmer, a Spectrum owner, and myself managed to get through Atic Atac by using your plan. After four goes we managed to get to the other side of the door. As you said "a surprise awaits you". Well, you were right. We thought something brilliant was going to happen. Instead it said "congratulations you have escaped!" and the game ends.

In your review of Atic Atac, under the screen of

a room which is under the opening screen, it said "A wizard gets into a bit of a bother." When I looked, I noticed it was a Knight.

Anyway keep up the good work and I look forward to next month's C&VG.

Dean Croomie
Elin
Midlothian

COME ON C&VG — PLAY THE GAME!

Dear Sir,
In April I sent a game called Jumping Jack. In May I received a postcard saying that you had received the game. Since then I have made about six more games — a bit better.

I have decided to send one of my other games to you but not until I get a reply for Jumping Jack. So please can you tell me if you are going to accept my game or not?

I hope that you keep up the good standard of the magazine.
Richard Fennema
Munster

York
Editor's reply: Thanks for your letter, Richard. It gives me a chance to explain just what happens to all the games programs our readers send us.

First we send out a postcard saying it arrived safely. Then we send it off to one of our team of games evaluators who returns it a few weeks later with their comments — whether it's good enough to publish etc.

If we like it, your game goes into our "to-be-published" file. And I'm afraid because of the vast numbers of tapes we receive each week it can take some time before your game reaches the pages of the magazine. But never despair — we make sure that they are looked after while they are here!

SHARP OWNERS BEING SOLD SHORT

Dear Sir,
I own a Sharp M2-200 Drawers on the Green and everywhere I read your magazine you answer all questions from Sharp owners with "We will consider publishing games etc for the Sharp machine when this machine becomes popular with our readers".

All I'd like to say is how can it become popular when you don't do any business or games on it? We Sharp owners are getting a bit fed up with your replies which are just the same as any other magazine's replies. What other way is there to tell you magazine people "WE WANT SHARP GAMES REVIEWED" without writing in every time?

Sharp has fantastic graphics — 256 on keyboard and a further 256 hidden graphics — which have to be done by Poole statements.

Mr Woody Nelson
Ayrshire
Ayrshire

WHAT'S THE SCORE ON SABRE WOLF?

Dear Sir,
I am writing to you to ask if I am the first person to score 100% (yes it can be done) on Sabre Wolf? You have to score over 1,000,000 points and must go through the whole of the maze twice. If I am, could you please . . . please . . . send me one of your fabulous C&VG "The Champ" t-shirts (M). I scored 1,081,000 points — best that!

Oh, by the way, thanks for a great magazine. Keep it up.

David Lane
West Driffield
West Driffield

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In their press release, Acornsoft warned of their intentions — we are releasing a new cult game, they said. No thinking outside of Acornsoft, it seems. Need I tell you that the game they were pushing was *Elite*? For the benefit of those few Earthlings who haven't yet heard of it, that's the name of the game, not a description (although it would be an apt enough description too). Acornsoft have already been proved right — *Elite* is a character for a character destined to set a whole new fashion in space-war games. To play it is to be entranced, enraptured and enraptured. The only quibble I have is with the name. *Elite*, which seems rather pretentious. What if it had happened to be called "stratagem"? Perhaps they're thinking of calling the sequel *Snob*.

Like all the very best games, it's almost impossible to put it into a single category. It has elements of the arcade, elements of adventure and elements of strategy — all mundanely intertwined. The graphics alone are stunning. Knowledge of all shapes and sizes flows towards you out of the void with perfect precision. Although they appear on screens as wire-frame drawings, albeit with hidden-line removal, their skeletal nature is quickly forgotten as they twist and turn, roll and weave in smooth and flawless perspective. I think I spent a good twenty minutes just watching the title screen.

But, beyond all the seductive imagery lie deeper things. Although you have your very own spaceship to command, you're a rather small fish in a dauntingly large pond. Tactical action takes place in whatever solar system you happen to be in at the time. To boggy the old imagination even more, the galaxy consists of no less than two thousand solar systems. Needless to say, these are infested with pirates, many ships and most of all, for any self-respecting strategist, the police! Even the GMS would be put to shame by this particular manifestation of law and order.

Of course, you wouldn't want to be a smuggler, would you? At least, not until you realize how profitable it can be. *Elite* is all about profit and loss — albeit often as. There are two basic routes to wealth — you can trade or you can rap. At each port of call, there is a commodities market where you can buy or sell. Since the prices

differ from star to star for particular lines of goods, a savvy captain can make a good profit. On the other hand, the more trigger-happy with the gun, credits by firing their speed guns for the galaxy. An alien a day keeps the bank manager at bay.

Strategy, on a grand scale, is never explicit, but strategy on a personal level is quite important if you are going to do more than sit back and enjoy the lovely pictures. The way you behave as a starship captain strongly influences the way the other occupants of the galaxy regard you. Choose to indulge in smuggling activities and you will quickly find the galaxy police on your tail. Conversely, law-abiding citizens can be played by pirates. Every moment of the game you are forced to make intelligent decisions if you are to survive and prosper. Although it's certainly not a game for those who have difficulty facing the RETURN key, it's equally not a game for those who rely solely on their reflex reactions to put them out of tricky situations. *Elite* is a very mature game indeed.

THE LONGEST DAY

In honor of the weekend on which warplanes, the name Games Workshop will be as familiar to you as Parley's Kitchen. Now Games Workshop have released the computer software key with their brand new game, *Operation Whirlwind*. I got my hands on it recently and I must admit I was greatly impressed by both the quality and the quantity.

Operation Whirlwind is a player-level wargame, with units being individual tanks, guns, troops, leading craft and infantry groups. Four detailed scenarios are provided on the B side of the tape which represent "The Landing", "Breaking Out", "To Arrive", and "The Attack". The presentation in this package of games is superb. The map is colorful and clear, the order system, which depends on cursor control of your units, is easy to use and the tactical information is both concise and accurate.

One drawback for some is bound to be the two players only format of the game — I know there are quite a number of strategy gamers who can't find opponents to take the punishment they would dearly love to dish

out and who have to resort to making minicomes of their computers. Instead, for those who can find opponents and who have enough time to spare, *Operation Whirlwind* is not a quick game to play. In the middle of heated arguments, half-an-hour per turn (for each player) is not unusual and *Operation Whirlwind* is no exception.

Just two things strike me as strange about *Operation Whirlwind*. First, it is mostly in basic and second, there is no anti-cropping security at all. The Games Workshop manual even TELLS you how to save the entire game — not just the current data but the whole thing! I do hope no one takes unfair advantage of this but I do have my doubts!

WHIRLWIND

Operation Whirlwind is an American program for the IBM 584 and has some similarities to Games Workshop's *Operation Whirlwind*. Only one scenario is provided but once again we are encountering individual tanks, guns and so forth and infantry groups across a detailed tactical map. *Whirlwind*, however, has made a real virtue of tying the computer as your opponent. As you grab your units with the cursor and start moving them across the terrain, hidden enemy units will suddenly reveal themselves by firing at your advancing forces. You don't have to stop but the closer you get to the enemy positions, the more intense the bombardment becomes. Sometimes your foolhardy war simply loses strength but is able to continue, sometimes the enemy improves forces it to halt. If you are willing to sacrifice some units, you can advance rapidly, raising the quantity of enemy fire, but if you want to play safe you have to be content with making your way forward.

Another nice touch in the manual phase, during which your units can engage in hand-to-hand (or barrel-to-barrel) combat with the enemy and your engineers can rebuild broken bridges. In what, I hear you say. Well, suddenly you see all the enemy units that have revealed the situation (excepting) across the map in reaction to your attacks, in the event of making heads. *Operation Whirlwind* offers all the strategic complexity that you would wish for and none of the tedious that sometimes follows in its wake. A good strategy game and great fun.

G·A·M·E·S N·E·W·S



ACORN ZORK

The Zork Trilogy and some of the other Infocom classics have recently been greeted by a new band of players. Lucky Acorn users who have the second processor can buy these games in CPM format from Xitan in Southampton. Whilst rumours abound as to standard disc versions, nothing has appeared as yet.

FLY SPECTRUM TO FLORIDA

COMPETITION

A golden time at the Kennedy Space Centre and a visit to Disney World are just two of the things that could come your way if you enter the competition being sponsored by Spectrum Group PLC and Commodore Computers.

All you have to do is dip out the special features at your local Spectrum shop and fill out the competition entry form, to reach the sponsors no later than December 31st this year. Competition results will be announced at the end of this month.

To enter, you have to list, in order of importance, the following seven features on the new Commodore Plus 1 computer: a) Full size, full stroke keyboard; b) Four colour control (only of the 16 colours available for Basic programs); c) 16 colours at 384 x 256 pixel high resolution graphics; d) Two colour sound generator; e) Built in machine language monitor.

You then have a list of words which requires you to answer the following questions in not more than 15 words — "Why do you want to visit Disneyland?" And don't tell them you want to see The Mickey Mouse Club and round in a large plastic cup. Spokesman David Crowder says that if you aren't careful, you might find that Tim has actually won the competition, despite his age.

However, if you do win, you'll get 45,000 spending money and you'll be able to take three friends with you — wife, no doubt, will want to spend your money for you.

You'll all stay in style at the Sheraton World Hotel and the Sheraton Golf & Race and will also get to visit the beautiful Florida Keys.

Your teachers can't stop you going, since you are able to take your holiday during the first ten months of 1985.

Business up get prizes of 45,000 gift vouchers to spend in any Spectrum Group appointed dealer store in the UK.

MIDNIGHT AND BEYOND

What happens after Midnight? Doornank's Revenge that's what! At last, Mike Singleton and Beyond Software have released the follow-up to the now classic Spectrum Graphic Adventure The Lords of Midnight.

Doornank's Revenge continues the saga of Merik, son of Lord of the Moonlight who, in part, lost of the Midnight adventures, has been spirited away from the ill-fated Land of Midnight by the evil Shazeth the Heartstealer, daughter of Doornank — and twice as nasty!

Doornank introduces a new character to the Midnight set — Tenthel the Fey, a very close friend of the missing Merik. Luvor and Rothorn the wise are still around and — as you explore the realm where this Adventure is set — you discover many other interesting characters who will help or hinder your quest to rescue Merik and destroy Shazeth the Heartstealer.

The game comes with a booklet which sets the scene for the game in a story written by programmer Mike Singleton. As with Midnight you get a keyboard overlay which sets out the commands you can use to move the character around.

Some new commands have been included this time — like Check Place which gives information about the character's current location and Check Person which gives details of each character's physical and mental condition. Check Battle and Check Army are the two other self explanatory commands. Check Person is a useful command as people change as you play!

There are underground passages, objects to be found and battles to be fought with Unlike Midnight, there is only one way of winning, so Revenge mixes Adventure and strategy in equal portions.

Mike has managed to enhance the



graphics — so the land of Doornank comes clearly to life as you play — as you can see from the screen dumps on this page.

Watch out for next month's special book of Adventure, free with Computer & Video Games, in which our Adventure is Chief, Keith Campbell, will be bringing you a full review of this exciting new game.

And don't forget you can win a copy of the Commodore version of the Lords of Midnight if you enter our great Doornank's Revenge fighting fantasy competition which concludes this issue. Don't miss out!

THE QUILL, NOTHING BUT THE QUILL!

After a little detective work, I have discovered the truth about the BBC Quill! For some time now, Beeb owners have been awaiting the release of the conversion of this marvellous program for their machine. It will not exist. Fear not would-be writers! All is not lost. Two companies, Gilsoft and Code Writer Limited, have come to an agreement. The latter firm will write the program and market it under their name. Adventure Writer should be available in the new year and will cost £24.95 for a BBC disc.

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And with the free software pack, we think that's pretty good for starters.



AMSTRAD
 ONE GREAT IDEA AFTER ANOTHER

CPC 464 green screen YDA/DA/DA

Here are the others.

The CPC 464 comes complete with its own colour monitor or green screen YDA and built-in cassette data recorder. (Optional disc drives are now available with CP/M* and DR LOGO* supplied as standard.)

It has a typewriter-style keyboard and numeric keypad, 64K of RAM, 12K of ROM and a very fast extended BASIC with real time features.

And it costs a great deal less than the price of a comparable system.

The CPC 464 can handle the trickiest computer games (if you can).

CHRISTMAS

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Abstract

100

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Source: *Journal of the American Statistical Association*, 1997, 92, 1037-1046.

[illegible][illegible]



G·A·M·E·S N·E·W·S

THREE FOR ADVENTURE

THREE new adventures are just about ready for release from Acornsoft of Cambridge. The *Seventh Star*, *Quondam* and *Adelton* are the latest in the ever-growing Acorn range.

Adelton, the most expensive, just about £130.00, breaks new ground, as it is disc-only with over 400 locations contained on two floppies.

A LEGENDARY PACKAGE

The new internet *Great Space Race* (GSR), published on the *Quondam* market for Spectrum and C64, is aware, and is distributed solely by Micro Centre UK in a box made with software floppy legend.

The £14.95 game is Legend's follow-up to their highly successful *Adelton* which took off like a comet. Initially was distributed by Legend themselves, but in effect, Micro Centre is their first distributor.

GSR is an complete entertainment package, consisting of a landscape PVC box with pop-ups, stickers, a colour poster, cassette and change book made.

Peter Mathews, marketing manager, described GSR as being in two sections — the primary section and the new deal.

A great deal of hype and publicity surrounded the game's launch and rumors could be heard for miles around.

MSX, however, doesn't look as if it's going to shake hands with Legend, with the first launchings a disappointing affair on the new industry standard.

Asked if any plans were planned for MSX, he said, "None now." When asked why not, he replied proudly, "Because I have it fully, totally."

"The more machines that enter the market," he said, "the more work it is for us, catering for them. MSX sales at present don't warrant support from a title like Legend and there would have to be a major price reduction before we could do it. It's not our job to invest in the success of a particular machine."

So be warned.

MORE CREATIVE SPARKS

C&PG was granted a sneak preview of two games for the New Year from Creative Sparks, the Dagenham people.

There's a Spectrum game based on Rollerball, that futuristic ball game featured in the sci-fi film of the same name. Apparently the programmer went along to his local ice-rink and made a video of skaters in action — then he went home and digitized the movement to get an accurate representation of the skating movement. And believe us it looks great. The game looks good too.

Ice Palace for the 64 is a graphic adventure game set in an ice kingdom. It's a combination of real-time action and adventure — with joystick controlled commands featured on several option screens.

Mad Professor, again for the 64, is based on the Frankenstein legend. You play the Mad Prof who is searching for spare parts to make up a monster. He has to make a nice monster however — otherwise the villagers will turn against him, so these spare parts have to come from the right places!

The game features three-dimensional graphics and loads of locations. To my mind this is the pick of the bunch from Creative Sparks for the New Year. Watch out for it.

DESIGNER OF THE MONTH

NAME: Mike Singleton

BORN: Wirral, Cheshire, 1951

GAMES: Lords of Midnight, Doomdark's Revenge, 3-Deep Space, Shadowfax.

Readers of *Computer & Video Games* will know Mike Singleton as the man who created our game but not forgotten play-by-mail game *The Seventh Engine*. Since then Mike has gone on to create THE graphic adventure game for the Spectrum — the much praised *Lords of Midnight*. The sequel to *Midnight*, called *Doomdark's Revenge*, is taking up the C&PG charts even at the time. And Mike is already working on part three of the *Midnight* saga, called *Eye of the Moon*.

When he isn't programming, or writing for computer magazines, or running play-by-mail games, Mike actually enjoys sitting down to play a game! "I enjoy playing games," he says. "Go is my current favourite. I think it's a real classic game that will stand the test of time."

Mike is also a fan of war and strategy games — and writes a regular column for us called *With Colours*. Read it this month!



Favorite Food: Steak and chips.

Favorite Drink: Lager.

Favorite TV Programme: Dr Who.

Favorite Computer Game: *Lords of Midnight*, *Defender*.

Pets: Two cats — Kim and Kerry.

Countries Visited: France, Switzerland, Spain, Morocco, Holland.

Favorite Pop Groups: Pink Floyd, Deep Purple, Led Zeppelin.

Adelton: To write a classic game — the computer equivalent of chess — a game that people will still be playing long after I am dead and gone!

The one thing about computing that makes me want to throw up: Waiting for Sinclair equipment to arrive!



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Dean Software is available from selected branches of:

WOOLWORTH, WHISMITH,  LASKYS, Rumbelows, COMET, Spectrum Shops and all good software dealers. Trade enquiries welcome.

ALL THE BETTER FOR 40 COLUMNS

There seem to be more QL monitors than QIs at the moment. Three different companies have launched their alternative to using a normal TV with your new Sinclair micro.

If you're using the Quad word processor a lot, then a monitor is essential to read the full 80 columns. And if you're not, you'll still find it a real improvement.

Most existing monitors won't work properly with the QL as they lose the first and last few characters on a line in 80 column mode, as you must have noticed on a TV set. So special QL monitors squeeze the picture a little so that it fits in the screen. This means that using a QL monitor with, say, a BBC micro, you'll get an even more squeezed picture.

Microvite's offering (tel 0874 380011) is a 14 inch model finished in black plastic, designed to match the computer. It comes complete with a cable to connect it to the QL and costs £229. The display is crystal clear and rock steady. The official model recommended by Sinclair is made by Eaga, it costs £269 and is known as the Sinclair Vision monitor. With a 12 inch screen, it's slightly smaller than Microvite's but, having used both, I think that the Eaga display is not as good. The colours don't seem to be as rich.

Prime microproducts (tel 05-555 5577) has launched its own 14 inch QL monitor for just £189. Again, it's in black to match the computer and includes a carrying handle and detachable anti-glare screen.



Prime's low-price monitor for the QL. A 14 inch screen for £189 less than the official Sinclair model.

This is just one of the special QL monitors being launched at the moment.



The QL-style keyboard of the new Spectrum Plus. Not it's still the same machine underneath.

You get a 4-pack of free software worth over £50, too.

SPECTRUM PLUS WHAT?

Sinclair quietly launched the Spectrum Plus a couple of months ago. For an extra £50 on top of the £129.95 price tag of a 48k Spectrum, you get a better keyboard but not much else. True, it looks very smart, but still isn't in the BBC or Commodore leagues.

The manual has been rewritten. It's now thinner, but there's lots more colour and examples.

Early versions of the Spectrum Plus were recalled by Sinclair from shops when it was discovered that the keys had the nasty habit of falling off. This has now been rectified, though.

In line with the "old" Spectrum, you get a 4-pack of free software with the machine, worth over £50. But unless it's software which you can find a use for, it won't have much value.

It's worth saying that, on the inside, a Spectrum Plus is the same as a 48k Spectrum so all software and peripherals will be compatible.

SHARP INTERFACE

An interface to link Epson printers to the Sharp 106/108 series computers is now available.

The circuit board plugs inside your printer, which will then link it to a normal Sharp printer.

More details from Mike Harris associates on 08482 341.

EXTRA BITS!

NEW IMPROVED GOALS

No, it's not a new wonder cure for sick pets but a repackaged version of AudioGraphic's Commodore 64 graphics tablet.

Looking like a small blackboard, the pad connects to the back of the 64 and a special program is loaded into the computer to operate it. Then, as you write on the tablet with a fingernail or empty pen barrel, the corresponding image appears on the screen.

Other commands allow you to select densities and colors and to draw as thick as thin lines. You can plot circles and 3D shapes automatically. From now on, the pad will also come with Keyboardrater, a program to print out a copy of the screen to a dot matrix printer. You'll also get the instant programmer's guide, which tells you how to use the Goals pad as input to your own programs. Total cost of the package is \$19.95 and more details can be had from GIM 66666.

ELECTRON ARTS ANCH

Following the launch of the Plus 1 interface for the Electron, Action has announced the Plus 2. No, I don't get it either.

Anyway, you now have a single 5 1/4" disc drive plus interface which connects to the computer and stores 200k of data. It costs \$229, and the Plus 1 connects to the back of it, making you to run both interfaces. A Plus 2 is promised soon!

GO ON A327

ICL, usually known for their large mainframe computers, has launched a mini based on the Spectra QL Called QPD, or One For Desk. It costs around £1800 and includes a built-in multi standard modem and twin microdrives. The 4 Pascal packages are held in ROM so you don't have to load them from cartridge each time you want to use them.

The machine uses a different operating system to the QL, though,

so QL software won't run on the QPD.

Incidentally, Motorola have launched the first serious software for the QL. Their assembler/editor is the most sophisticated I've seen, and worth the \$89.95 price tag if you're into serious machine code programming.

Two languages, BASIC and MSP, are also available at the same price. QPD versions will follow.

ARMYMAN ARMOUR

A mouse is now available for the BBC model B micro.

For \$59.95 you get a Shrewsley Mouse, a ROM and software on disc and cassette. The mouse plugs into the user port and the ROM into any spare sideways ROM socket.

The extra chip adds enough commands to Basic to enable you to use the mouse in your own programs by taking the place of the cursor keys. You can also put a pointer on screens and use this as input to your own programs or any which use the cursor keys.

If it's not you like, you'll love the AME Art package which is also supplied. This uses a high mode 4 screen and lets you draw to your heart's content. The package is very easy to use, and you can create some stunning effects.

Well worth looking into if you have some spare Christmas cash.

It's all made by Advanced Memory Systems, who are on 0800 08007.

COMO MUSIC MAKING

If you want to play like Duran Duran, Commodore have made it easy for you with the Commodore 64 Music Maker. As well as one of the most sophisticated synthesizer programs available for the machine, you also get your very own plastic keyboard which sits on top of the machine and presses the appropriate key on the keyboard. You can even play 5 note chords.

The software plus keyboard and songbook costs just under \$40 and should be available from Commodore dealers.

IT CAN'T AS CODE

You must have read about the Unicorn modem. No? Oh, I'll tell you about it. A company called Unicorn reckon that they can produce a modem which works at 19200 baud speed, 300/300 baud and American Bell standards, all for \$49 + V.A.T. There's even been pictures of it in some magazines.

Be warned, though, there's no finished version of the modem yet, and the software for it is still being written. I'm sure that this wonderful device will appear, but don't hold your breath.

FULLER SAVED

I wrote last month that Fuller Microsystems had gone into liquidation. Nordic Keyboards has now bought the Fuller name and will continue to market the entire Fuller range.

Nordic make it clear that, although it has acquired the Fuller name, it has managed to shake off the delivery problems which Fuller had. Stocks are now available within 3 days.

There's some reasonably good news for anyone having problems with their Fuller F20 keyboard. Return it to Nordic with a cheque for £12.50 and they'll send you a replacement.

More details on 081 548 2220.

ABOUT YOUR BEEP WITH CRITIAN

Critian Marketing, the company behind the Rat remote control joystick for the Spectrum, has come up with another add-on good.

Mega-sound converts your Spectrum so that sound effects come from the TV speaker and not from the computer itself. So you can control the volume of the sound with the knob on the television. This is the way that the Commodore 64 works, and gives much clearer sound.

Unlike earlier versions by other companies, you don't need to take your Spectrum apart. Just plug into the user port and connect to the TV. More details on this £19.95 device on 01-280 6644.

Fuller's range of Spectrum peripherals, Nordic Keyboards has bought the Fuller name and will continue to supply their products, including the new executive keyboards. Delivery has been improved - stocks are available within three days.

If you have a broken F20 key-board, Nordic will replace it for £16.50. Details on 011 548 2208.



CROSSWORD

We proudly present another of our amazing CMAQ competitions — and this time even answers will get an amazing CMAQ "The Champ" inclusion. Just send your completed crossword to CMAQ, Crossword, Penny Court, 3032 Farrington Lane, London SE21 3JZ.

Clues — Across

1. American snip opens and completes game (3)
2. and 3. Down, theme based on H.G. Wells classic (2, 2, 4, 4)
3. Reaction to zero or original value (3)
4. Mario Miner's software house (2, 4)
5. The original arcade game (3, 3)
6. Damaging computer error (3)
7. Mr. Adventure's Adara (3)
8. All sector (anag) (4, 4)
9. St. George's niece? (3)

Clues — Down

1. Program failure (3)
2. Oracle's channel (1, 1, 1)
3. Get rid of program across (3)



4. Poisoned dwarf is 1. Across (4)
5. Rescue a pregnant? (4)
6. See 5. Across
7. Adventure stories (3)
8. Norse thunder-god (4)
9. Inset in game attack (3)
10. Units of rate of information transmission (3)
11. Two of a kind in cards (4)
12. Electricity that doesn't move (3)
13. Atlantic or Pacific software house? (3)
14. Units of potential difference (3)
15. Fractional total of 28 software house (4)
16. Psychic emanation surrounding those with magical power (4)
17. Commodore computer (3)

DOOMDARK'S REVENGE

There are 34 copies of Commodore 64 versions of Lords of Midnight up for grabs for readers who have completed the trilogy of Doomdark's Revenge fighting fantasy adventures written by Beyond Software's Clive Baker and Terry Pan.

For Spectrum owners, Beyond will substitute one of their Spectrum titles like Doomdark's Revenge or Shadow Fire.

At the end of each Doomdark's Revenge story, we've asked a question connected with the plot.

After part one, we asked which creature that Luzzar found was the most precious. After part two, we asked which of Thurlth's three spells

ruins proved the best ones. After the third part, on page 85 of this issue, we wanted to know which of Morlin's magical possessions proved the most important to the successful conclusion of his quest. The clues are there if you play the adventures properly.

Luzzar's treasure:
The Crown Road
The Crystal Ball

The Bell of Pao
The Clay of Dreams

Thurlth's runes:
The Moon
The Sun
The Tides

Morlin's possessions:
The Jew

Fill in the form below and send your answers to Computer & Video Games, Priory Court, 35-37 Farrington Lane, London SE21 3JZ.

SOLUTION



TARRANT-ULA!

Picture the scene ... Chris Tarrant of Tarrant fame is locked in a gorilla's cage and is, for once, at the receiving end of custard pies and buckets of green gungel.

Last month we asked you to send in your ideas for the whitest game around — it had to feature Chris Tarrant and I think almost everyone managed to feature flying pies, the Phantom Film Flinger and for some reason, Terry Wogan!

With 50 prizes of Chris Tarrant's video on the World's Greatest Computer Games up for grabs, the ideas you came up with were often hilarious and many beautifully illustrated.

We especially liked Tarrant-Ula from Ross Bryan Scott, Boris, who featured Chris armed with a French loaf fighting his way through a Mario Minetype screen to plaster a custard pie over the face of his Director.

Well done Ross — a copy of the video is on the way. Unfortunately we haven't the space to mention the remaining 49 winners, but prizes are being sent out and if you've won, a copy of the game will be landing through your letter box over the next couple of weeks.

DOOMDARK'S REVENGE COMPETITION

My answers are:
Luzzar's treasure:

Thurlth's runes:

Morlin's possessions:

Name:

Address:

Computer you own: Commodore 64 ☐ Spectrum ☐ (tick box)

Please mark the **OUTSIDE** of your envelope with the make of computer you own.

'PSSST!'

...ELLO JON GOTTA NEW COMPUTA'

Games Extra

Remember you've got a new Commodore computer: what are you going to do with it? We have the answer and it won't cost you a penny.

The January edition of **COMMODORE USER** has a FREE 36-page Games Extra. It contains six super listings for the 64, many written by professional authors for companies like Melbourne House and McGraw Hill. Sticker in Dracula's Nightmare, discover the North West Passage in Francis Drake's Adventure or dodge the avalanche in Everest.

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We're afraid of no ghosts! Are you? We bet you're not. C&VG readers won't be scared by a few paranormal creatures. And to prove it we're offering you the chance to become Ghostbusters!

We've got 50 copies of the new Activision game, based on the box-office smash hit movie *Ghostbusters*, to give away — 25 for the Commodore 64 and 25 for the Spectrum.

What we want you to do is write us a short ghost story. It could be your version of a ghostbusting mission undertaken by you and your friends, or it could be a haunting tale of things that go bump in the night — it could even be a true story of your own creepy experiences. We'll print the best story in a future issue of *Computer & Video Games* — suitably illustrated of course.

Keep your story short — about 100 words please — and make sure we can read your writing. Once you've completed your story, fill in the coupon, attach it to your entry and send it to *Computer & Video Games*, Ghostbusters Competition, Priority Court, 38-39 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 10th. Normal C&VG competition rules apply and the editor's decision is final — even where ghosts are concerned!

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C&VG/ACTIVISION GHOSTBUSTERS COMPETITION

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SURVIVOR Search the haunted rooms of Deadstone Abbey for the untold treasures left from yester years by. However, as you help Angus around the ancient building beware of the evil spirits who will chase Angus wherever he goes. All he has to defend himself is his trusty gun and poisonous bombs. Luckily for Angus there are various objects lying around the Abbey such as ammunition, money bags, and bottles of life giving elixir. There are 1000 various rooms all presented in remarkably clear and colourful graphics with beautifully smooth scrolling screens. Ahead lies a terrifying challenge for Angus and it's up to you to help him. Are you the sole survivor?

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Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

1 CYCLONE

MACHINE: Spectrum
SUPPLIER: Vortex
PRICE: £6.95

From Data Parady, the programmer who brought you the chart-topping *Parady's Low Level*, comes *Cyclone* — destined to become just as popular. It's already earned OASIS too for the basic screens of *Cyclone* is pretty simple. You pilot a helicopter on a mercy mission — flying around a group of islands threatened by a deadly storm — a cyclone.

Your job is to enter the danger zone, search the various islands for instantants awaiting rescue and pick up five crates packed with essential medical supplies. Then you must get your cargo back to base island and safely. There are low flying aircraft too, too.

The graphics are excellent and the screen display extremely well presented. You get a main view of the action — your helicopter and its surroundings. You can



also switch views, using a "view" key, from north to south.

Instrumentation includes, speed, altitude, fuel, time remaining — plus a wind speed gauge — with "danger" indicator which flashes when the cyclone is getting too close for comfort.

Once you've collected all five crates — and some

people, you get bonus points for them — it's back to base to prepare for a new mission.

Cyclone is a simple concept executed with style. It is extremely addictive and fun to play too. Great value!

• Graphics	9
• Sound	9
• Value	9
• Playability	9

otherwise you just won't qualify for the next "stage". Each "stage" is larger than the first and more complex — just like the real thing!

The screen display shows your view through the wilderness of the passing scenery — road junctions, trees, houses etc. Instruction is fairly simple. There's an old-fashioned speedometer, a clock to show you the time taken on the "stage" and an indicator which shows if the hand brake is on or not. Pretty basic you'll agree.

In the corner of the dashboard you'll see the steering wheel moving around as you steer.

There are also road reports flashed up at the bottom of the screen when you pass through time controls.

There's a leaderboard display which comes up at the start of each game and between stages to show you your progress in the tally — if you manage to get through the first stage!

Rally Driver is an addictive and challenging game — for those of you who enjoy racing games and fancy one with a difference.

You also have to act as navigator and driver, which adds to the challenge and gives a strategy element to the game.

Graphics are simple, but adequate and the sound isn't bad for the Spectrum. A great game for car fans.

• Graphics	7
• Sound	7
• Value	7
• Playability	7

2 RALLY DRIVER

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Hill MacGibbon
PRICE: £9.95

There are loads of motor-racing simulations around right now — but as far as I know none has come up with a second rally-driving game — well new that is.

Rally Driver from Hill MacGibbon is an effective and realistic simulation of competing in a motor rally.

You have three "stages" of counting to take over. You must successfully complete one to qualify for the next.

The packaging comes complete with an instruction book outlining the rules of rallying and a map showing the roads which comprise



each "stage".

Each "stage" has to be completed within a certain time limit — if you go over that time then you will have to make another attempt at driving over the "stage".

There are several different routes to take in each "stage" — you have to pick the fastest. You must drive your car through several time-controls in the correct order whatever route you take

3 THE KILLING

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Quickline
PRICE: £9.95

Johnny Alpha, 21st century bounty hunter and star of 2000AD, the science fiction comic, steps out again in Quickline's second game

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R·E·V·I·E·W·S



based on this comic can't hurt.

And I'm glad to report that this *Strenium Dog* game is far better than Quiksilver's first stab at a Johnny Alpha game. That was *The Death Gauntlet* for the Commodore 64, which left a lot to be desired.

Strenium Dog, The Killing, is a different can of worms. You control Johnny in a deadly mission on a strange planet where the Dictators stage a strange contest.

The issue at the most deadly killers from all over the galaxy to compete in an evil Olympics — the winner is the person who comes out alive! Now Johnny Alpha realizes that a trip to this planet at the time of the games is a good way to wipe out all the top criminals and save himself a great bounty-check into the bargain. This is where you come in.

The "games" take place in a miniature complex of rooms and corridors. Johnny has to explore the many levels of the complex, discover the alien killers and destroy them.

Sounds simple, but when you come to play the game, things get more difficult — as usual! The alien criminals are crafty and wait to ambush an unsuspecting *Strenium Dog* in the various chambers of the games complex.

The game is a boggle — and it's a good idea to have some paper and a pen to log your movements through the complex otherwise it's easy to get lost. You also have to work out different strategies to wipe out the various nasty alien criminals you come across.

The graphics are good — but the sound leaves a bit to be desired. Even on the Spectrum.

The Johnny Alpha character is well drawn and animated. You can actually recognize him as the 2000 AD character!

He is armed with three electro-flares and his trusty laser gun and gets five lives to complete his quest. The

screen shows you a display of Johnny and the rooms he is currently in, plus lead-outs of lives left, and the number of alien killers still around in the complex.

The Killing falls into the currently trendy arcade adventure style of game. I found it entertaining to play and kept coming back to explore more rooms.

Two annoying things about the game. One is the fact that you keep having to come back to the intro screen before restarting a new game, and all your lives are lost. Although this is nicely drawn and quite entertaining, it becomes a bit irritating after the twentieth viewing. But if you get really good at the game, you're not going to see it much anyway are you?

Second, the instructions could give you a bit more information. I know it's nice to have a bit of mystery about a game — but personally I would have liked a bit more documentation.

Maybe if you are a 2000 AD reader, you could — as Quiksilver suggests — dig out some back numbers and read again a *Strenium Dog* story called *The Killing*. I liked *The Killing* and will be going back to read as soon as I've found those old copies!

• Graphics	8
• Sound	7
• Value	7
• Playability	7



4 BOULDER DASH

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Front Runner
PRICE: £7.95

We've already gone into fits of ecstasy about *Boulder Dash* on the 64. Now we're about to do the same for the Spectrum version of this great game from Front Runner, the Stone Waver people.

The Spectrum version features Rockford in all his glory. It has the 16 *Boulder Dash* caves, packed with boulders, gems and other nasties. Each cave has five difficulty levels making *Boulder Dash* not just one game but about 80!

The object of the game is to help Rockford search through the caves in search of gems. Each cave has a fixed target

of gems for Rockford to find and there's a time limit on his search too.

Once he's collected the required number of gems, Rockford has to find the exit to the last cave — which only appears once he's reached the target number of jewels. Each cave is different and features odd things like amoebas, butterflies, turtles and other obstacles.

You have to master the "physics" of the game — discovering just how those rocks roll and fall — to collect the gems. You also have to be good at working out patterns and strategies to be in the right place at the right time.

The programmer has made a brave attempt at converting the sounds of the original music, falling rocks and jewels. The graphics are adequate — but the game is spoiled somewhat by the slow screen scrolling. Rockford can dash off the screen while



the rest of the graphics are trying to catch up!

This is annoying — but doesn't detract from the incredible playability of the game. *Boulder Dash* is firmly addictive — don't start playing if you've got anything else to do that day. If it's not a number one hit it's not a number one hit! Get my joystick! Rush out and get it, you won't regret it.

• Graphics	8
• Sound	7
• Value	8
• Playability	10

R·E·V·I·E·W·S

B·Z·O·N·E TANK DUEL

MACHINE: Spectrum
SUPPLIER: Bartoszone -
Quicksilver: 3D Tank
Duel - Realtime
PRICE: £8.95 (Bartoszone)
£5.30 (3D Tank Duel)

Bartoszone was originally an Atari arcade game.

You are in charge of a tank and your mission is to destroy the enemy tank.

Like the original, the graphics on the Spectrum version are made up of straight lines which are used to draw all the tanks and missiles.

Some clever programming means that the objects come towards you in 3D, with the computer performing what's known as hidden line removal. This means making sure that if one side of a tank is obscured by something, the inside part is not drawn on screen.

With Quicksilver's game, the graphics are all drawn in green on a black screen with the background the same colour. At the top, the score panel is in purple but still on black.

Realtime's version is called 3D Tank Duel and has different background colours for the land and the sky.



BATTLE ZONE

The 3D movement is the key to a good version of Battlezone and I found Realtime's the smoothest. Both games have blocks which you can use as shields and moving in and out of them produced some good effects.

Realtime's also has some special features. Pressing the 4 key will keep the screen to a printer which will give you a print of the high score table if you want one.

Control for both games is via keyboard or joystick. You look at the table at the top of the screen and manoeuvre your tank accordingly. There are four keys used to move the tank — two for each track. Each can be moved forwards or backwards so to turn round at double speed you move one track in each direction.

So which one to buy? Firstly, I think that Realtime's 3D Tank Duel just comes out on top and, at £1.45 less than the official Quicksilver offering, it's better value.

3D Tank Duel Battle zone

• Graphics	5	5
• Sound	7	7
• Value	5	7
• Playability	5	5

VOLCANO

MACHINE: Spectrum
SUPPLIER: Computer
Magic
PRICE: £7.95

Volcano, the new release from Computer Magic, starts off with a good idea. You have to escape from a maze-like city — which has underground and overground levels — before time from an erupting volcano covers everything with a molten blanket.

Nice idea, shame about the game. It's really a simple maze game — like the ones you play with pencil and paper in puzzle magazines,

but transferred to computer. You move your shadily drawn character around the "streets" of the city — collecting dynamite, eating food and avoiding monsters — en route for the level waiting to carry you away from the volcano.

You need dynamite to blast your way through obstacles which block your way and you need food to stay alive. You get five at the start of each game — and they disappear at an alarming rate. You really need to make a map of the different locations as you move using a pencil and paper — the small map that accompanies the cassette doesn't really give you any

useful information.

Maze, a wrong move and you could end up trapped in a dead end without any dynamite to blast your way past the walls which have fallen across the path behind you. Game over!

You also sometimes fall into a trap. There is no indication of this happening to warn you — just a message which says you've lost a life. That's where your own map would come in handy.

If you are really unlucky, you might fall into the underground passages with graphics like those ancient "3D maze" games you used to play on your Dotti. There appears to be no way out

unless you have a match and can use it to see the old map you apparently have with you.

A nice idea — but the graphics are crude and the game eventually gets frustrating to be much fun.

I know that games are supposed to have a bit of mystery surrounding them and that the documentation shouldn't give too much away — but I felt that Volcano needed a bit more explanation for the player to make the most of the game.

• Graphics	5
• Sound	5
• Value	4
• Playability	4



Reverend: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your stereo knock you half-way across the room? The C&VG review team don't judge games with their ears plugged up, we can tell you!

5 DARK STAR

MACHINE: Spectrum
keyboard or joystick
SUPPLIER: Design Design
PRICE: £7.50

The blurb for Dark Star claims that it is the longest program ever written for the Spectrum. I can well believe it — the game takes around five minutes to load. No super fast loaders here!

It's well worth the wait. Once you delve into the Dark Star galaxy, you'll be hooked.

The scenario is simple. You are in control of the Lari, a heavily armed space ship, on a mission to liberate the Dark Star galaxy from the Evil Lord's tyranny. To succeed, you must wipe out all the Evil Lord's bases on planets within the galaxy.

You fly around planet-hopping and zipping through faster space gates to jump from sector to sector blasting the bases and ignoring off attacks from enemy space ships.

You fight in space and across the surface of occupied planets — so you begin the game flying through space. A Tactical Sector Map displays the whereabouts of the enemy bases. You can call up the map at any time. It shows the position of your ship and the military installations — and is a really pretty bit of graphics programming!

The map also has an amazing information readout about the planet you are flying over — with details of atmosphere and comments like "Even wetter than Manchester" or "Hate it". Great stuff.

Your job is simply to shoot up the enemy installations and then get off the planet to resume your quest for ultimate liberation.

The real joy of this game is the extensive user definable menu which allows you to change virtually every aspect of the game to suit your needs.

You can change the screen

display, sound effects, set levels and keyboard controls. Talk about user friendly!

The graphics are simple but extremely effective. The 3D star field — with planets and stars appearing to fly — is very pretty. I sat and just watched it for ages!

If you get your hands on one, try switching to wide-angle mode and sitting in a dark room. You'll think you are on the bridge of the USS Enterprise. Try pressing the accelerator button at the top. A real visual treat.

Dark Star is the first part of the "Forbidden Planet" trilogy. I'm waiting with interest for part two.

Graphics	9
Sound	7
Value	8
Playability	9

5 COMBAT LYNX

MACHINE: CSM 64
SUPPLIER: Dural
PRICE: £7.95

Combat Lynx isn't a flight simulator. But then it isn't a straightforward shoot-'em-up battle game either. It's an interesting combination of the two — action and strategy combined in one shiny package.

Combat Lynx is a "real-time" battle game in which you become the pilot of a sophisticated Lynx helicopter.

The blurb on the packaging tells you that Westland helicopters, the people who make the real Lynx battle-robots, aided Dural's programmers in the development of the game. And I can well believe it.

The controls are very complex — but not impossible to master. You can either use two joysticks or a combination of joystick and keyboard.

The basic idea is for you to defend your bases and troops from enemy attacks — destroying enemy installations and attack forces as you fly.



You score points for each "kill", but perhaps of more interest to the wargame fan is the possibility of waging a strategic campaign against the attackers and coming out on top!

The screen display includes a heads-up view of your helicopter and the surrounding terrain, instrumentation telling you your altitude, speed, fuel and weapon status etc. The display changes when you enter the weapons mode. You see an "infra-red" display of the terrain and your gun-sight appears. You can also call up a map of the battlefield which shows the position of enemy and friendly troops.

The Lynx is armed with various weapons of destruction and you have to select which to use against the various targets.

At the start of each

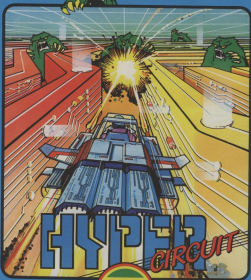
mission, you can either allow the computer to arm your Lynx with a standard set of weapons — or you can choose to arm the helicopter yourself from an extensive menu of equipment. A nice touch this.

Combat Lynx isn't a game that you can plug in and play right off the shelf. You need to have time to read the comprehensive instructions that came with the game — which is also available on the Spectrum.

There are four skill levels and a high-score table for all your competitive types. Watch out for C&VG's special Combat Lynx competition.

Graphics	8
Sound	6
Value	8
Playability	8

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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro screen appears? Could you spend hours locked away in your bedroom with it?

It takes 50 says the suits for *Flyer Fox*, a flight/combat simulation from Tynesac, a company new to the pages of C&EG.

Well, your Commodore does make a brave attempt to sound like a jetfighter's radio — but ends up sounding like someone trying to speak with a mouthful of rice crispies. But don't let that put you off the game. *Flyer Fox* is a playable shoot-out style game with nice graphics. Same story the sound.

The scenario is pretty basic. You are put in the pilot's seat of a jet fighter according to a jumbo jet airliner through hectic plays. Your job is to defend the airliner against the attacks of enemy fighters.

The screen shows your view of the outside world through the cockpit plus instrumentation, which includes a radar screen — to show where the enemy jets are, an artificial horizon — to show your jet's attitude in flight, an altimeter and compass to help you relocate the airliner after a daylight with the enemy.

There's also a readout which tells you the damage status of the airliner plus a fuel gauge. Your fuel gets replenished only if you complete a level by successfully fighting off all the enemy and protecting the airliner from any critical damage.

To shoot down the enemy jets you have to lock your sights onto their retreating tails and blast them. But it's not as easy as it sounds as those enemy jets don't hang around waiting to be blown up. They dodge and weave around the ray making your task pretty challenging.

The "soundtrack" says things like "Break away!" — as the enemy attacks — I think. But I couldn't quite catch the longer messages.

There are several levels of play with the jets coming in groups of greater numbers. You score points for blasting the jets and get a bonus if you



FLYER FOX

MACHINE: C64
SUPPLIER: Tynesac
PRICE: £1.95

complete a level quickly with fuel left.

One criticism I have is that you have to wait around a bit too long for the enemy jets to attack. After all, when you've got an airliner to protect you're not going to rush about looking for them are you?

Don't buy this game for the promise of sound synthesis. But if you enjoy a straightforward shoot out you could do worse than *Flyer Fox*.

• Graphics	7
• Sound	6
• Value	7
• Playability	7

Vs

FIGHTER PILOT

MACHINE: C64
JOYSTICK or keyboard
SUPPLIER: Digital Integration
PRICE: £9.95 cash.
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Fighter Pilot is regarded as a classic for the Spectrum — and is a classic on the Commodore 64.

The Commodore version has all the elements of the original chart-topping game with the added advantages of improved graphics and sound.

The game is based around the USAF F-4J jet fighter — and the screen display shows some of the instrumentation you'd actually find inside one of these hi-tech fighter aircraft.

The game is quite simply an accurate simulation — within the limitations of the Commodore of course — of what it's like to fly one of these jets, with some combat options thrown in for good measure.

The menu has several options which take you through an essential flight training program. Beginning with landing practice the options then move on to flying training, air-to-air combat training, actual air to air combat — where the enemy fires back! — and a blind landing sequence. You can also add crosswinds and turbulence to make your life even more difficult and there are skill levels ranging from novice to ace.

Once you are up in the air you can call up a map of the area you are flying over to check out your position or the positions of enemy aircraft if you are in combat mode.

Documentation on the cassette may be good and you'll need to spend time studying it and the game before really getting into action in the combat zone.

Fighter Pilot is definitely not one of those games you can load in and play immediately — unlike *Flyer Fox*, the other flight game for the 64 reviewed here.

Graphics are up to standard for the 64, although I would have liked instrument graphics to be bigger and bolder.

And who added the dreadful music which plays while the game loads and continues over the title screen? I think the game would definitely do without that!

Fighter Pilot is a game for flying addicts or simulation freaks who like a game which they can really get their teeth into.

• Graphics	8
• Sound	7
• Value	8
• Playability	9



FIGHTER PILOT



FLYER FOX

Reviews continued on page 181.

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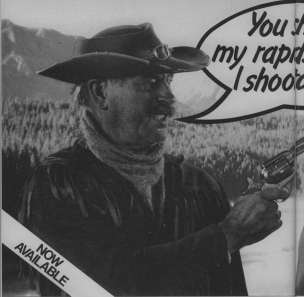
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Shoot the Rapids

AUTHOR - PAUL BLUM

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This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, *Shoot the Rapids* is probably the best sports action simulation game devised to date. Available from any good software store for just £7.95.

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ZORK

Even ace Adventurers have games they just can't get enough of. And C&VG's Adventure Wizard, Keith Campbell, is no exception. He has a passion for the giant Zork trilogy. Here Keith takes you on a tour of the Great Underground Empire and reveals why he thinks the Zork trilogy is so fantastic!

Way back in the May 1983 issue of C&VG, I devoted a small corner of my column to a review of a game called Zork. The game was little known at that time simply due to the fact that it was, and it still is, available only on disc.

With the advent of cheaper drives and conversions to more machines, all has now changed and Zork is played and enjoyed by many Adventurers.

For those unfamiliar with Zork, it is a very large text Adventure that comes in three parts. It must be played with the disc in the drive, since it is so complex that there is not enough memory in the computer for all of it to be loaded simultaneously.

The Zork programs therefore read text and other data from the disc as and when they need to. In fact, there is so much text that playing Zork is almost like reading a book — but the "happy-ever-after" ending is not so easy to reach!

Zork is an adaptation of the original Decar Dungeons available for mainframe and mini-computers. The adaptation is not an exact copy, since in Dungeons all the locations are contained within one game. Obviously, in the Zorks they are not and the plot changes slightly, too. It was playing Dungeons on a mainframe that inspired Scott Adams to create Adventures on a microcomputer and, with Zork now running on microcomputers, the cycle is complete!

Zork is produced by Infocom for a wide range of machines: Apple II (32k-16 sector), Atari 800/800 (32k-810 disc), IBM PC (440k), TI Professional, DEC Rainbow, NEC PC-6000 (58k PC86), NEC APC (CPM 88, CPM (440k 8" disc version 2.0 and above), and PDP-11 (RT-11, R000 disc or under RT-11 emulator).

Zork 2 and 3 are also available for VHS-80 Model 1 and Model 3 (32k disc), whilst Radio Shack have exclusive distribution rights for Zork 1 for those machines. Similarly, Commodore have exclusive distribution for all three Zork Adventures for the Commodore 64.

It is true to say to C&VG 64 owners that, at £11.99 per Zork, compared with about £30 plus for other systems, you get a game whose complexity, excitement and humour far outweighs any other Adventure game you are likely to be able to buy for more than double that cost — it, indeed, there is one.

With disc drives for the Commodore costing little more than the price of the computer itself, then if Adventure games appeal to you, it really is worth considering buying a drive to access this software.

Zork is situated in a huge caverns under a breathtaking canopy of rock, more or less in the west of the Aragon Falls. The Great Underground Empire, now extinct and in a state of decay, is inhabited by fearsome Gnomes who are likely to attack under the cover of darkness.

This is the land where all the Zork adventures are based. They are among my favourite Adventure games of all time — and here I'll attempt to tell you why! Firstly, I will describe The Great Underground Empire — and then give you some useful playing hints gleaned after hours playing this mega-series. Be warned — if you start playing Zork you may never want to stop!

Once ruled by the great Lord Dweeth Flathood the Executive, the empire boasted an advanced technology long since decayed and fallen into obscurity. Examples of some of the awesome engineering here of the Zorks are a magnificent aqueduct and a mighty dam across the Frigid River.

The intrepid explorer can still take a tour of the dam, although



water now flows over the top. Similarly, the aqueduct is worth viewing, though whether its masonry mone trough is worth inspecting at close quarters is a matter of much debate!

So proud were the Eternals of their achievements that they even built a technology museum. Only three exhibits now remain, but one of them is in surprisingly good shape for its age. Unfortunately, its purpose has long since been forgotten, although many an *Adventurer* will no doubt discover how to operate it — possibly to his cost.

These technological marvels were enhanced and augmented with the magic of the day. Many advanced products were marketed by Froboom, a company specializing in magically operated devices. Some are still to be found lying around and can even be used by *Adventurers* clever enough to

Lord Derwit Flathead The Eccentric.



J. Pierpoint Flathead.

discover how.

Froboom products ranged from large devices, such as a Magic Wall, to the day-to-day consumer goods like Magic Cork and Grass Repellent — an irrefutable aid in tiding light.

Zork had its economy well organized, the local currency being the Zorkmid. A 16,800 Zorkmid piece was a priceless coin, being octagonal in shape and bearing the legend, "In Frobo we trust". The fiscal system centered around the great Bank of Zork, where the portrait of its law founder, J. Pierpoint Flathead, can still be found hanging above his desk. A somewhat controversial character and endowed with more Zorkmids than were good for him, J.P. wrote an autobiography entitled "I'm Rich and You Aren't — So There!"

Although the bank itself is now defunct and somewhat vandalized, the security system still appears to be operative, as anyone foolish enough to try to remove valuables from the premises will discover. Needless to say, the vault was supplied by Froboom.

Exploitation of the man in the street by vested interests doesn't seem to have changed much throughout the ages, as the *Adventurer* will likely discover that the excessive Flatheads, discredited as they were, had a magic amulet going. This had the effect of lining their own pockets at the expense of the Bank's customers.

The Zorks had their religion, too, its beliefs now forgotten in the passing of time. However some evidence still remains. For example, their Commandment No. 12990 held a stern warning for those "... who go around saying unto each other 'Hello Sello!'"

The aristocracy of Zork enjoyed the good life, with well laid out gardens complete with topiary and lawns bordered with roses (some of them perfect). A favorite pastime of the excessively rich and idle was to take tea in the summer house. Such occasions were responsible for the birth of legends, for it is said that more than once a Unicorn had been spotted by an observant Zorker whilst taking tea.

The Great Underground Empire is dead. Or is it? In the shadowy hillside, faint footpaths can sometimes be heard. Looking in a dark corner is a small thief, ready to pounce.

A mysterious Viking boat looms silently up out of the mist on the Flathead Ocean.

A young girl weeps quietly to herself, imprisoned in a cage. Fresh blood drips from a sacrificial altar ...

Things are a-stirring down there — will YOU be brave enough to enter the Great Underground Empire?

PLAYING ZORK

To play the game of Zork gives the *Adventurer* a chance to visit and enjoy all the historic and legendary places in the Great Underground Empire, should he be so bold. For the G.U.E. is not for the faint-hearted.

Not only Grass, but fierce trolls and fire-breathing dragons now roam the land. Many an *adventurer* running from pursuit, may meet a hungry and lost forever in a maze.

An additional hazard is the very weakness of the rock strata in which Zork is situated, being prone to seismic tremors. Even a small explosion could cause a maze collapse within the cavern, making whole areas impassable.

To explore the depths of Zork, for it is a deep game, you will need all



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side of the trilogy. Although each is complete in itself, it is more satisfying to play them in sequence. However, the games are not spoiled by playing all three over the same period of time. If you get stuck in one, then you can press on with another in the meantime!

Zork I takes you into the Great Underground Empire, should you



A Gnom.

be observed enough to discover its entrance. Treasures must be collected and stored in a large trophy case. However, some points are awarded for solving the puzzles and obtaining the treasures, as well as actually solving them.

In *Zork I* you will, among other things, have to carry out maintenance work at the dam, visit the mine, and go into the Temple where the Gnomes worshipped. Travel the Fright River, cross the Rainbow and enter Hades — if you can!

Zork II, although once part of the same Dungeon, is a game that seems to have a different character. I found it slightly more interesting — but certainly no easier! Here you will meet up with the Wizard of Frobozz, who appears unexpectedly in cast one of his spells on you. You may be lucky, for as wizards go he is rather

incompetent.

He will quite often walk away with an embarrassed look on his face and groins pouring out his the cheeks of his cloak, having had no effect.

You will have to do battle with the dragon, answer a riddle, and then solve another puzzle. . . . Well, I will leave you to figure it out for yourself.

The third, *Zork III*, poses a particularly sticky problem, but perhaps the climax and high point of the Adventure begins when you enter the great bank of *Zork* itself.

Zork 3 is entirely different. Here you may well be dashed to death on the rocks below the mighty Flat-head cliffs or meet an untimely end at the sword of a mysterious hooded figure.

In *Zork 3* you must learn how to become the Dungeon Master and possibly this one holds the greatest fascination of all. Will you discover how to steal the cosmic jewels, or find the purpose of the beams of red light? How will you see a very strange key, whose shape is constantly changing?

All parts of the *Zork* trilogy accept

complex sentences as input commands and allow for other expressions such as GET ALL, VERSION (to always get the maximum text), SUPER-BRIEF (the opposite), and SCRIPT (to record play via the printer). The programs are in machine code, but some delays are noticeable when the disk is being accessed.

I played *Zork I* on a TRS-80 Model 3, and all three *Zorks* on a Commodore 64.

One annoying feature I found on the 64 version was that, occasionally, when I died, the computer announced END OF SESSION and locked up, requiring a reload (1-2 minutes from disk). Otherwise, as far as I could tell, both versions were identical in play — the responses were identical, word for word and I assume this goes for all versions.

If you like a meaty adventure, then *Zork* will certainly give you more to chew over than practically any other Adventure I can think of. *Zork* will amuse, entertain, baffle and frustrate you for months and months.

THE BOOKS

Zork was written by Mark Blank and Dave Loring, who also wrote Infocom's *Dungeons & Dragons*. The original *Dungeons* was written by Steve Meretzky, who has also written three books based on the *Zork* theme.

These are entitled *Zork I — The Forces of Evil*, *Zork 2 — The Masters of Doom* and *Zork 3 — The Great and Powerful*. They are multiple-choice adventures' stories featuring Bill and Jane who find a glowing sword under a bush. "An ancient sword of which worthiness!" says Bill. Before long there is a blinding flash and . . . you've guessed it!

A stroke of action is offered every two or three pages and the reader is directed to the appropriate follow-on page. The stories don't really follow the Adventure games, in fact, but nevertheless, a few clues might be picked up, such as how to get into the dungeon.

Possibly a useful introduction to *Zork* for young children, the books are published by Putnam, priced at \$1.25.

Wizard of Frobozz.



PROFESSOR VIDEO'S



GAMES WORKSHOP

Hi there, games fans! This is me, Professor Video, announcing the arrival of a brand new feature in *C&VG*. My very own hints and tips page! Each month I'll be picking out the best of your game playing tips and printing them on this page. The top tip each month earns the sender a crisp £5 note! So if you can't resist the bribe, send your tips off today to Professor Video's Games Workshop, Computer & Video Games, 30-32 Farringdon Lane, London EC1R 3AU. We kick off this first column with tips on *Acronaut's* mega-game *Elite*, currently riding high in the charts.

ELITE

These *Elite* tips come from G. King from the city at the centre of the universe, Croydon! His King is the first *C&VG* tipster to get the Prof's seal. He kicks off with a warning about a trap.

- When a trade will net more than 5000 credits, the program grossly undercalculates. While you can carry 100 kg of Plutonium, you won't get the price on resale. Hope for 80 credits on resale and buy only 80 kg.
- While direct assaults on space stations have predictable results, attacking *business* ships in the safety area can bring the Vipers out too! Even if you manage to wipe out all the Vipers you won't be allowed into the space station. You'll break up when you hit the doors of the docking bay! You should guess this when your docking computer malfunctions.
- Some obvious points regarding the display. On the short range chart the "circle" represents your fuel line. Escape pod pressure is denoted by a shift from green and yellow to blue and white.
- If you haven't already guessed, the alien items you "steal" are Thargoids from the alien mother-ship — floating around after the mother-ship dies.
- Farties for all Pirates and police escape pods if "accused" are "slaved" but, unlike alien items, count as normal baggage.

TACTICS

- 1) You are a trader first and foremost as a ship with a large cargo bay is the first priority.
- 2) Fuel, repairs, computers and narcotics are THE items to trade. Precious gems and metals are a sideline.
- 3) Find a good trade area to work — and work it for as long as you can stand it!
- 4) Mr King is currently working on galaxy chart four which includes Qulus, Kulus, Sanderis, Aterndris. All except Sanderis are poor agricultural planets. Sanderis is a rich hi-tech planet. All are fairly safe planets except maybe Aterndris which is in a state of anarchy.
- 5) To deal only in narcotics is very foolish. Hide it under some furs or computers. 30 tons of narcotics can be moved about fairly easily. 30 tons never arrive!
- 6) Crimes are soon forgotten and "ulterior" status is normal. But don't shoot at the police until they shoot at you!

Thanks Mr King! You can add £5 to your credit total.

Elite players are being encouraged to send their scores to Acronaut and each month a specially convened Order of Elite committee

selects the best player to date, judged not only on points but also on skill factors used and dangers encountered. The monthly winner gets £20 and a silver Order of Elite badge.

Acronaut are also planning a tournament for the best players to compete against each other. Watch out for details in *C&VG's* Games News page.

AVALON

Following up the map of *Avalon* which appeared in our December issue, F.R.B. Pearce wrote in with a list of hints to increase your enjoyment of the game.

- You may have found a large key in the Gatehouse Level. Use this to open the locked door which leads to the Wayroom. Give the key to the wizard who appears and he will give you a pile of gold coins.
- Take the coins to the room in the corners of doors where you received the Waystone spell and give them to the wizard you find there. He will give you more coins which you need to get another spell once you reach the House of Madness.
- Went to the room with the everglazing mushroom in another room with a bottle in it. This bottle can be opened with the axe which can be found nearby. For you could be in for a surprise if you open the bottle! You can also use the axe to open a chest — but not in the way you think.
- Some doors will not appear until you have solved a particular puzzle has been solved.
- Once Maxco has the missile spell, he can use it to destroy goblins and Guardians. Later you may discover a device that will destroy all your enemies.

UNDERWURLDE

One of Professor Video's most astute students, known only as Des Clappole from Peterborough, has been hard at work beating Ultimate's *Underwurld* and has passed on a few tips to an amazed Prof.

Des says that there are four weapons — a catapult, a bow, a knife and a burning torch. The Saboteur can only carry three at once but — never fear — help is here! Des says to drop the catapult as it has no specific purpose. You'll need the other weapons to deal with specific monsters.

In the *Underwurld*, you often have to use a rope to descend a long way — but never use a rope to go up. Always use a passing bubble. That way, if you get knocked off, you can always grab at the rope as you fall. All the ropes obey the basic laws of physics. A long rope will swing slowly, a short one quickly. You can use this to your advantage. While hanging from a long rope, set it swinging — then in one movement shorten it and let go. If you have timed it right, you will be hurled most of the way across the next screen.

The various diamonds lying around not only add to your score when picked up but also add to your percentage and make you invincible until the counter on the screen ticks down to zero.

The Prof will bring you more from Des in the *Underwurld* next issue!

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COMPUTER & VIDEO GAMES

TOP 30 SOFTWARE



THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	ARC 26	COMMODORE 64	ELECTRON	ATARI	DRAGON	DARC	MSX	OTHER
1	1	1	BALLET THOMPSON'S DESTRUCTION	OCEAN	SPECTRUM	•		•						
2	—	1	SHOOTING STARS	ACTIVISION	COMMODORE 64			•						
3	18	1	BRIGADE LORE	ACTIVISION	SPECTRUM	•								
4	2	6	ELITE	ACTIVISION	MSX				•				•	
5	2	8	BALLET THOMPSON'S DESTRUCTION	OCEAN	COMMODORE 64	•		•						
6	—	1	SMOOTH TALKING		SPECTRUM			•						
7	18	1	BALLET THOMPSON'S DESTRUCTION	OCEAN	SPECTRUM	•		•						
8	18	13	BRIGADE LORE	ACTIVISION	COMMODORE 64			•						
9	2	2	BRIGADE LORE	ACTIVISION	COMMODORE 64			•						
10	—	1	QUESTPROBE	OCEAN	SPECTRUM	•								

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[illegible]

Look out for the brand new "Top 10" in the Saturday edition of the DAILY MIRROR.
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Information compiled by N.O.P. Market Research Ltd.





WHODUNNIT?

Aboard the ship *Zinderneuf*, bound for New York, one of the 10 passengers is murdered. A web of mystery and intrigue must be unraveled and, as you are a famous detective, you must live up to your reputation and do this before the ship docks at its destination. In fact, you have 10 game hours, or 30 minutes real time, to come up with an accusation.

Murder on the Zinderneuf is a whodunnit in the classic style, set in 1930. Made not strictly in the *Adventure* format, it is certainly a mind game, and has features in common with *Sherlock*.

Sherlock is one character you can't be, although there are eight detectives to choose from. Each has his or her own inimitable way of interrogating a suspect and the approach taken will determine the success of your questioning. The detectives are blemish characters, so how will you decide who to choose? Miss Agatha Marbles may be smart, sympathetic, helpful or polite, whilst Archie Marlow, the *SWISS* detective, has a different attitude but, Oh, so you do know about them after all!

The game proper commences by announcing which of the passengers has disappeared: "Daily News has vanished. The honour of the fleets is in your hands!" for example. No prize for guessing I had chosen to be the clumsy *Baroness*.

Next a plan of the ship is displayed. This is along various plan, only a section of which fits on the screen, and so movement of the figure of your chosen detective is achieved by joystick control. As you approach a boundary, so the plan scrolls up or down accordingly.

Each passenger has a separate cabin and these may be entered and searched for clues. The passengers, of course, are not restricted to their cabins and move around the ship's corridors, visiting the lounge and dining room, and possibly even each other's cabins.

The passenger list is very colourful. For example there's Felicity Deacon, a sweet young thing of 18 and daughter of Margaret Vandergelt, also on board. Felicity, always surrounded by suitors, was educated at boarding school at Brighton —

Scottish, no doubt! Her mother, meanwhile, is divorced and twice widowed and a patron of another passenger, Vincent 'Ray' Wente, a



somewhat effeminate artist. So the list continues, unfolding a complex web of relationships linking them all — better guessed for motives indeed!

The choice of whether to ignore or accuse a suspect, or to question them about what subject and in what manner is made from a "pick list" which is highlighted and the joystick moves the highlight. Selection from the list is made by pressing the

button and this I found to be a very effective way of operating the game.

Zinderneuf's different every time it is played. It has a Cluedo-type approach — the victim, the murders and, of course, the motive, vary from game to game. As the game is on-disc only, the suspect's replies and various clues are well varied, since each replay reloads data from the database. Before play can recommence. During play, however, all is in memory and so there are no disc reloading delays.

Coming from the States, the packaging, needless to say, is superb. It includes a comprehensive booklet, giving a complete rundown on the curriculum vitae of the detectives, plus the characteristics of and relationships between the passengers. The game is easier and much more fun when you are familiar with them. The booklet also gives detailed instructions and tips on how to question suspects, how to search for clues and, in particular, how to discover one key clue called the "motive clue".

Murder on the Zinderneuf is for the Commodore 64 from Electronic Arts.

A PRICE FOR THE SPECTRUM!

Adventurers often gather together to get their wits against a common enemy — the programmer! However, in *The Prince*, you will find a game in which such a group are wined and wined.

This is a four-player game with a very original approach. The objective of each player is to be held at four cubes, then win an audience with the Prince to claim the title of Lord Master. In order to do this, he may not upon the help of a personal Monk and Spy. A March, in case you didn't know, is a charming suggestion!

The adventure window takes the form of a sheet of parchment, upon which words are displayed using a medieval character set. The game opens offering each player in turn, a choice of three different characters in each trade. These are displayed graphically and their ability is described in some detail. Eight fairly looking characters come as too!

Next, each player may spend money on a selection of objects, then play commences. *Legal* is in plain

English, as is a normal *Adventure*, but there are some very unusual commands. You may call upon the services of your Spy and Monk to do your dirty work. Then, you can steal objects carried by your opponents and do all sorts of other nasty things to hinder your opponents. In addition, in all this, you may confer with any or all of your fellow players to decide a strategy. You can swap objects or perhaps gang up to plot the downfall of another!

Each player is given his own pass code, so no player is allowed to watch the others during their turn at the keyboard.

I have only two points to criticise. First, you must have four players for there is no option for less. Second, the instructions and rules, which are necessarily quite complex, are printed on an oblonged one sheet of the rules. These really warrants a small booklet in which they could be laid out in a more easily referenced form.

The Prince is for 48k Spectrum from Caves Computer Simulations Ltd.



ANOTHER AZTEC!

One could be forgiven for wondering why *Aztec Tomb* is so called, certainly in the early stages of the game, for it commences in the dining room of a very ordinary house in an Amazon rain forest. There's nothing like doing a little research before setting out to write an *Adventure* game, so a Teztlit for the first person to write in and tell me what doesn't ring true!

Back to the game! You set off from the dining room and a ladder offers a route up to a loft, whence lies a wooden chest — locked of course!

Naturally, your instructions tell you that there has to be something fairly essential inside and so you set about finding a key. This involves a thorough search of the house and offers a little luck, or the adventurer's tendency to stress out easily.

Although the problems at this stage are fairly simple, they are nicely placed so that the player is led back and forth in search of objects not hidden, because they weren't needed at the first pass through.

Aztec Tomb has instant graphics that are passable but not special, although they do display instantly. They also react to the game, so that if a drawer is opened, it will be shown as open. This saves the poor adventurer getting confused, as he can decide at a glance whether or not to negotiate a door without first opening it.

Commands are of the two-word variety and most of the necessary words are included in the program's vocabulary. The method of displaying the text response is quite unusual. Without scrolling, four lines command is huge on the screen and you start to enter your next one. This is a point all too often overlooked, but an important one. During the player's pause for thinking, it is all too easy for him to forget his previous command, especially if it was a move — quite often he will want to return whence he came.

There is a sometimes-quite-helpful **HELP** feature and a useful **EXAMINE**. When used in the right circumstances, **EXAMINE** nicely reveals further hidden clues and objects that a more superficial game will not disclose. In fact, without obtaining

AZTECS EVERYWHERE!

"Games with a little bit more," reads the slogan above the title *Aztec — Hunt for the Sun God*. This is a game whose text input is by single keywords, decided by using a single strip overlay above the top row of keys on the Spectrum. The commands covered are **TURN** (left and right), **MOVE** (forward), **BEING ALONG**, **LEAVE BEHIND**, **EAT/DRINK**, etc.

Movement is on a 16 by 16 grid from which you can see a widening perspective view in a forward direction. To the right of the view is a pictorial list of objects carried, an updated compass showing north and a sun which slowly sinks, timing you out. Below is a text window which retransmits your abbreviated commands in full and gives you the relevant replies.

Your objective, as a young Aztec copperworker, is to find the sun which hasn't risen this day over your village.

The Aztecs, since they're into sorcery, might be expected to have use of spells and indeed there are various of these at your disposal. To use them, you must refer to a special chart supplied on a poster contained in the pack.

The game is primarily intended as an introduction into adventure for children.

I found that a great deal of concentration was needed to keep track of my whereabouts on the grid. You are

advised to draw out your own blank grid and plot your way around. I certainly wouldn't have managed without taking this advice, so it is, perhaps, a pity that a pad of printed grids is not supplied.

Once on the move, I found it difficult to relate the pillar which limits movement to the scenario described in the instruction booklet — it just didn't have the feel of the village and mountains described. Although the mode of movement and display of graphics is similar to that in *Lands of Mystery*, there is nowhere near the feeling of wide open spaces imparted by *Mystery*. Whereas *Mystery* gives the feeling of infinitely variable control, *Aztec* movement is in discrete "chunks". In fact, it plays more like a perspective maze Adventure, such as *Arctan*, but nowhere near as devious.

Nevertheless, it is a well-produced game that should give considerable enjoyment to children, for whom it is primarily intended. The aim is to teach spatial awareness and logical reasoning. I wonder if they need this educative approach? Seems to me that many kids are quite capable of finding their way around and solving the most complex Adventures without any warnings!

Aztec — Hunt for the Sun God is for the 48k Spectrum, priced £1.95 and Commodore 64 priced £3.95, from MS MacGibbon.

things carefully, you will not get very far.

All in all, despite the discrepancy, I liked the way the game played.

By contrast, *Aztec Tomb Revivited* (Part 2), is a completely different animal. It turbo-charges and first announces its arrival into your Commodore by telling you who is responsible for the "games design and coding". Oh dear! No T-shirt for that one!

The game features a formatted screen containing neat boxes for command, extra game response and location, inventory and visible objects. There is also a box telling you how much cash you carry, (how do you spend cash in a tomb?), and, believe it or not — amongst all this, a graphics window! I measured the graphics box and, on a 14 inch TV

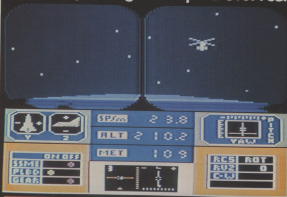
screen, it was all of 4.8 x 6.95 feet. That you will infer that any "picture" shown is just a representational blur.

In Part 2, the vocabulary is sparse too GET, only TAKE, for example) and the last command is wiped clear as quickly as the processor can do it. The locations seem to have no cohesion continuity and — worst of all — I innocently took one of the directions listed and was rewarded by the immortal words **YOU HAVE WALKED INTO THE TRAP**. Well, I should have been more careful, shouldn't I?

Part 2 is not for me, I doubt it is for you.

Aztec Tomb Parts 1 and 2 are for the Commodore 64 from Alligata Software, priced £1.95 each on cassette, £11.95 each on disc.

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Dear Bughunter...

Having problems with your micros? Are you still trying to debug that game which you've been trying for ages to write? Well, help is now at hand. Bug Hunter will be taking some time off every month to answer the questions for GATO's very own problem page.

So don't suffer alone — drop him a line.

Dear BH,

Since the release of White Lightning, we have been endeavouring to provide our customers with the best possible support. You may be interested to learn that there are now two official user groups in the UK which offer help, advice and newsletters to all White Lightning users. The addresses are:

Mr T Eddy

The Model Shop (Bathurst) Ltd
10-16 Queens Street
Bathurst

Mr M Richards

South West W L Data Group
c Victoria Road,
Keele
Cannock

Casio Software also have a micro-drive version of the program. Send a cheque for £4.00 with your data tape and they'll send you the microdriving cassette.

WLF/Gamer

Marketing Director

Cosco Roberts

Thanks, WLF. And don't forget that there's a full survey of programming systems like White Lightning in our new 1985 GATO Yearbook.

Dear BH,

I own a Commodore 64. If I experiment with the peak and poke commands, will it harm the computer in any way?
M Schoof

Boston Globe

Stought

No, Mr Schoof. You can't harm your micro by playing around with basic commands.

The only exception which I know of was in the very early days on PETs, where pointing to a certain location might actually have made the machine crash first! Under-

standably, there aren't many of these machines still around.

Dear BH,

Please could you tell me if there is an auto-run poke for the Spectrum?

Reading

Sea Cliff Road

Scarborough

North Yorkshire

It's easier than you think! When you save a basic program, you can instruct the computer that the program should auto-run when loaded.

To do this, use SAVE "program" LINE 10 to save your program. It will now auto-run from line 10 whenever you load it. You can change the 10 to any number you like, so that the program starts at the right place.

If you want to load a program, save this with BASIC 101 and it will auto run, clear the machine and then use MERGE instead of LOAD.

Dear BH,

I don't know what turbo. My Commodore has worked out on me. It says turbo doesn't work properly unless you load it before 9-11 o'clock that it's found some problems. Please help me, before I stop the program the light comes on. Do you think that I should?

Oops... have did that get by hope?

Dear BH,

I have had a Commodore 64 for about six months and I have lots of games. I am thinking of buying a disc drive. Is it possible to copy cassette games onto a floppy disc?

P Hill

Devon

Clyved

M Wiles

All you have to do is to break into the program after loading it from tape and then SAVE it to disc. But seriously, software houses will protect their games to stop you doing this, otherwise you will be depriving them a sale.

Some companies may allow to copy your game on to disc if you send them the original tape. Alternatively, there are some special programs around which will copy just about any professional cassette game onto disc, though

legality of these programs is doubtful.

Dear BH,

Could you please find out if a Microcon 650 link will be available in the future for the Atari home computer?

Christine Newman

Worley Close

Walswood

I've spoken to Microcon and they say that there are no plans at present to build an Atari database. This means that there won't be any Atari telesoftware on the system. But there's no reason why you can't log in and read the general news and information as well as all the rest of Frontal. You'll need an Atari 800 interface box plus a modem. Silver Shop in London should be able to supply.

Dear BH,

I have had a Vic 20 for a year and a half now and I am interested in buying a printer. A starting point was that Spectrum makes one which can be used with the Vic with an interface.

Do you know about it?

P Charleston

Scarborough

Leam

The Spectrum range of computer chips is just one of the stockists of the Alphatron 40 printer. This costs £80 and comes complete with an interface which will plug directly into a Vic or a 64.

It's a thermal printer and prints all Commodore graphics just as they appear on the screen. For around £25, you can get other interfaces which just plug into the printer. Versions for BBC, Dragon and Atari are available.

As for print quality, we use one of these printers to produce our Commodore listings.



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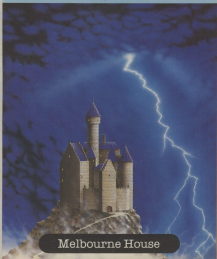
Castle Of Terror is a superb graphic adventure game set in the 1800's when and where "Disco" stories abounded. You are in a village near a large Castle in which the secretive Count lives. You must travel about the village, collecting items which may be of use to you on your bold mission.

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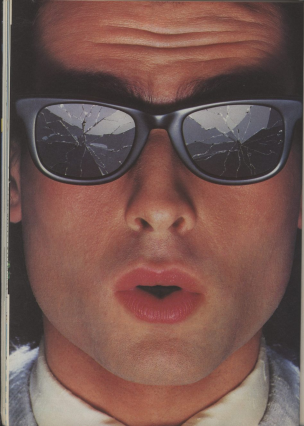


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ARCADE



The industry has been saddened, if not surprised, to learn that one of the great names of pinball, is no more. Mylar has closed its doors, which effectively means the demise of B. Gottlieb & Co.

Pinball has much to thank Gottlieb for. In November 1943, they introduced a machine called Humpty Dumpty which was to change the game of pinball overnight. Quite simply, Gottlieb had invented the flipper. In 1960, they manufactured the first Add-a-Ball game, suitably named Flipper. In 1971, they gave us 2001, a machine which had taken the humble drop target, invented by Williams, a stage further. Gottlieb had put them side by side, thus the Drop Target Band was born.

All through the sixties, Gottlieb produced fine titles, featuring that jokes cartoon artwork and good innovative games. During the early seventies, it was games with lots of drop targets and flipper skill shots. Sadly, in the late seventies, their troubles began.

Eventually, Coca Cola took over the company and renamed it Mylar. The idea was that the old pinball idea would be produced, but the big money would be put into the development of laser disc games. Next came the mighty slump in video games.

Next month, I will be looking at Billy's Sky Hunter, the last two games from Gottlieb and a long overdue comeback from Dave. Also I shall reveal how the amazing Williams designers have done it again.



ALIEN ROBOTS ON ALL SIDES!

Along have learnt a lot since the days of Space Invaders and have decided to attack your base from three different angles. You'll need a fairly steady trigger finger if you want to come out on top with Squares from Sega.

You might guess at the thought of another space shoot-'em-up where your aim is to protect your base from a series of attacking aliens and no one would blame you. However, Squares isn't quite run of the mill — it's fast, smooth scrolling and easy to get into.

You play Squares, one of an elite team of robots used to protect the base in times of war. Alien robots attack from three levels, on the ground, underground and from the air so keep your pilot's license with you at all times. When you're in the air fighting off the monstrous hordes, it would be well to remember that these aliens on the ground are also shooting upwards. The earth-based aliens are wicked delight in hiding in the shadows of buildings waiting to be ambushed, so be warned.

Robots that have found their way into a maze of underground corridors deep in the bowels of the base carry four types of super weapons. If you can kill these robots and collect their guns, you will be made. They are not just ordinary lasers but ones which enable you to fire bullets that will zig-zag, fly round in arcs and do



everything short of turning a corner. Armed with this incredible arsenal, Squares should experience no difficulties in converting the robot aliens to melting piles of metal.

Squares is not original by any means but it has some interesting features that make up a very enjoyable game. Watch out for this one.

GAMES WITH A SPORTING CHANCE

The last year has seen many changes in the arcade industry — times have been hard and companies are doing their utmost to tempt people back into the arcades. Consequently, there is a greater variety of games available and the industry has seen some revolutionary changes on the games front.

Take of most conventional video games have continued to tickle in and arcade operators have bought games which, through monitored test periods, have proved to appeal to a wide spectrum of players.

Over the last six months, regular players of arcades will have noticed a definite change in the type of games available. Less than six months ago, it was all shoot-'em-ups — now there is an ever increasing trend for sports simulations.

The first simulation of



sports was Pong, a hot and hot game which took off in its own small way a number of years ago. It was soon forgotten with the space invaders boom — after all, tapping hundreds of green marbles has got to be more exciting than bouncing a ball off a wall.

Perhaps the first really successful sports simulation was Duck & Field, released by Konami to coincide with the Olympics. This was surely a major contribution to its almost instant success.

Field Carnival and Hyper Divergence followed soon after — also by Konami and within in the Trust & Field while where you have to take part in a series of sporting events against a number of people or the computer. Playing with friends tends to generate a competitive atmosphere and the game becomes more exciting than just competing against the computer.

PD Field Flight, an American Football game from Irem Corporation, also hit the streets at about the same time and became popular amongst those ardent enthusiasts who insist on staying at home on Sunday evenings to watch a bunch of beefy american types kicking the ball out of each other at the Superbowl. For one or two players, it's great fun and even includes a fairly voice simulation about

ACTION



ing with obscure instructions as "Four, Four, Four, Four, Hunt, Hunt!"

VS. Tennis from Nintendo was launched, safely, just after the Wimbledon finale this year, if it had hit the streets a month or so earlier, it would have given more people the chance to enter into the famous tennis championships. As it was — many missed out. Still, it's an unusual game for two players incorporating two screens in 3D.

Punch-Duell, also from Nintendo, has proved itself very popular and simulates a boxing match in which you have to take an furious stance. **Glass Joe, Bald Bull** and, eventually, the mighty Mr. Sandman. If you're fast enough. The game has been produced in an unusual way in that you view the match through the eyes of a spectator. Your book is composed of linear graphics and you can see your opponent through it quite clearly. At first, the effect is rather confusing but you soon get used to being a partially invisible man. The sound effects are excellent with shouted instructions to throw left or right punches or to go for knock out.

If you've never played ice hockey but have yearned to try — now's your chance. **Bat Fighter** from Sega is a new game and was launched at this year's Preview '88



exhibition. It's a one or two player game against the computer and the object is to score more goals than your opponent within a set time limit. The instructions, translated from Japanese state "When the puck was deprived by the opponent, take a back by body checking" and goes on in a similar unintelligible vein. I hadn't a clue what they meant, but at least when the game reaches the credits the instructions should be clearer. You should enjoy this one.

Golf from Nintendo is an unusual game to feature in the arcade and one which, I imagine, will be popular amongst only a dedicated



few. The object is to get round nine holes with a score that is just for the course — or better still, under par.

A game to put the **Hudson** **Gladiators** to shame is **Super Street Ball** from Konami. It's another team game, of which the Japanese seem to be so fond, and faithfully simulates all that makes basketball so exciting. The rules are hard and fast and even govern free throws when the players line up to watch your skill with the ball.

And finally... the advent of laser disc games last year was supposed to do for the industry what no game did for



BIGGEST MATCH



VS. THE CHALLENGER

"HARDCORE" HONORARY

the arcade. Unfortunately, they couldn't open the tin.

Sales of laser disc games have never taken off in this country, probably because of the high costs and the problems of maintenance. It is hoped that the current interest in sports simulations will revive the ailing industry and lure the passers by back

DEFENDER

How to stop the action. To freeze the screen on **Defender**, you must get all the **humans** underneath you and then put them all on the planet's surface. As long as you keep your fingers off the thrust button, the game stays still. When you press thrust the game starts playing again.

GALEA

Make all the bugs stop dropping bombs for the entire game.

On the first screen, shoot all the aliens except for the bug on the bottom left side. For the next five 30 minutes, let it fly around while you dodge the bombs. It will then stop shooting. Let it pass by **FOUR** times and shoot it...

JOUST

Score over 200 million points.

On wave six, pass all the lower right hand ledges. They the structure and hit the knight's except one. Let this one both of slightly different jump button.

HINTS and TIPS

are get caught by the Lava Tent.

Position yourself on the bottom floating rock or platform. The **Tentacle** will start coming out. Simply face the direction they come from and they will run into your lamp every time.

You can build up over 1000 extra men (only works on old machines).

heights. If you land on the lower ledge of the two without putting your feet down, you can slide along the ledge and instead of bouncing off the higher one, you fall through the gap.

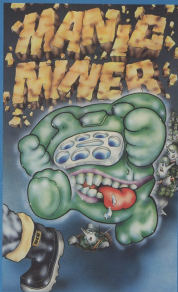
MR PAC-MAN

Win 84 two games. This is for first as well... You must be able to complete the 137th screen. However, this is like no other screen... All the characters will be right side up, but the maze will be upside down, but all the dots are in the right places. Once this screen is cleared 75% of the time 85 two games appear. It will also give you a borderless maze of dots.

GENERAL CASTLES

Score 140,000 bonus points.

On wave one, run around the left side to the back of the structure and hit the knight's except one. Let this one both of slightly different jump button.



MINE MINER is available on Spectrum, Amstrad, BBC, Dragon, CMI 64, Oric/Atmos, MSX.



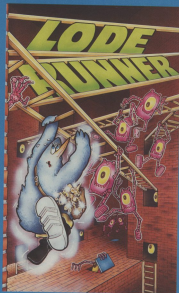
MINE MINER, while presented as a game, has many of the features of a simulation, being designed to simulate the mining experience, for those existence of a real simulation for the superior to our own, which need information to dig deep into the Earth's crust to supply the essential raw materials for their advanced technology. After centuries of peace and prosperity, the civilisation was torn apart by war, and spread into a long dark age, abandoning their industry and their lives. "Nobody knows" through all the mine robots to dig, looking, and through control how some they had already accumulated a large number of valuable metal ore and minerals, and **MINE MINER** contains that to give you the opportunity to make the best use by finding the most precious veins. In order to move to the next chamber, you must collect all the building keys in the room while avoiding enemies like Poisonous Pandas and Spiders and Mines and several of all. **MINE MINER** includes, where you have all the keys, you can enter the portal which will save the building. This game really where you have found "gold" or silver heavily these times.

The above screens are from the BBC version.



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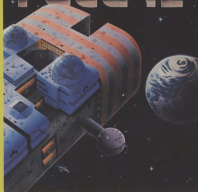
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DI'S BABY

MACHINE: C64
SUPPLIER: Bad Taste Software
PRICE: £8.95

Two of the latest platform games for the 64 are loosely based on the Royal Family and Prince Henry.

English Software have launched Henry's House, a well written, multi-screen game with superb graphics. Bad Taste software, on the other hand, have received much national publicity with a game that really lives up to their name.

Called Di's Baby, it features Charles & Di and their latest son. There are five screens, involving nappies, colic, dashes to the hospital, syringes and worse.

The graphics are crude, the music abysmal and what comes out of the tortured parties I just don't like to mention. But it bears a close resemblance to the quality of the game.

Henry's House is superb. There are eight screens, each totally different and with some of the most intricate graphics I've seen on a 64.



The idea is that Little Henry, as far's known, has got out to discover the secrets of the hidden rooms in the Royal household.

He starts in the clothes cupboard and has to find gloves, hats, ties and the like.

Then, after all that dust, it's into the bathroom for a good wash. There's a beautifully drawn tap on this screen, with drops of water falling into the bath.

At the top of the screen is the plug and, if you pull it, the bath empties, revealing even more objects for Henry to collect.

The kitchen is next, complete with electric tin opener and Kenwood Chef mixer. But watch out for the toast flying from the toaster!

A useful thought for the programmer means that, when you are out of lives, you start your new game at the last screen you finished and not back in the clothes



cupboard. You can go back to the start, though, if you wish.

This is the first of English Software's games to feature a control system known as Ramping Over Ya Anglesome Ladders.

Quite what it means, I haven't a clue. But I imagine that the initials were chosen first and then they thought of the words to fit round them!

You'll love Henry's House.

Wherever you see Di's Baby, though, should be locked up in the Tower for a long time!

	Henry's House	Di's Baby
• Graphics	10	7
• Sound	8	8
• Value	9	4
• Playability	8	8

JOHN JENI

MACHINE: C64
SUPPLIER: Monomega
PRICE: £8.95

Another neo-classic arcade game which involves you as the young hero-good looking bloke, no doubt trying to liberate the Golden City from the clutches of the ghostly fiend, whose magical spells protect the city and its palace (screams).

But far as fiend's pomp, he can be subdued. You

have your magic carpet which enables you to travel air-thruster or air-sound, but nonetheless, everyone also has the same idea, and the locked result is like air traffic control gone wrong.

This game reminds one of the rush-hour, with people and objects rushing in from all sides to knock you out. No wonder do you head towards earth than some bright spark gets the same idea and sends you crash landing into a horrible, melted looking heap. From that point of view, the graphics are pretty good and

you are given a rather becoming torban to wear while on your toasts.

There are five cities, and to travel around them, you press the fire button. It gets monotonous, unless you like that kind of thing. If you're lucky, you'll get as far as the courtyard wall and hopefully a window will open to let you in, but watch out — the enemies may just put your ladder away and send you flying.

On top of all this frenzied activity, you must light your torch and set off to find the magic jar, the only object

capable of evicting the evil fiend. But first, you have to find and free the Wise Man — only he can enlighten the Magic Jar.

Complicated and good fun, if a little expensive, this game is at least original and not guaranteed to bore you to death. The graphics have been carefully done, and it's good too to use a joystick as the action is pretty fast.

• Graphics	8
• Sound	7
• Value	8
• Playability	8

ALIEN

MACHINE: C64
SUPPLIER: Argus Press
Software
PRICE: £8.95

Based on the now infamous film, this game is a real disappointment, with appalling graphics, sickly colours and very little action.

You choose from seven different personalities, who all reside in the Neomans, a space ship. The idea is to command the crew and stop the Alien reaching earth. Easier said than done, since the characters have a habit of losing themselves in one place and not budging an inch, no matter what you do, while the alien darts around all over the place — usually cockwinkle, but sometimes antitochwinkle, depending on where you shove the joystick.

You are supposed to be able to move your characters through the three decks, collecting weapons as you go — the only problem is that if you select 'MIDDLE DECK' you are liable to find yourself on 'LOWER DECK' instead. Your characters will have a habit of disappearing without trace while your Alien shows distinct signs of hyperactivity and frustration, unable to find a thing living in sight. Poor Alien. You end up feeling more sorry for him than for the characters, especially since his aim is survival and he needs unsuppressing people to jump on.

What is supposed to be vaguely frightening background music sounds more like an old Coke can clanking on a perfect to roof — irritating, to say the least.

Meanwhile, the bottom of the screen is a little more helpful and tells you what mode is like as well as who else is in the vicinity — it reports on your character's progress.

For some reason the characters in this game are practically immobile, or just plain lethargic — it seems odd that the joystick will move the alien but not the character, giving an overall impression that the game would be better called *Clump*.

The last straw is the occasional written information that comes up on screen. This is impossible to read, as the characters are so ill-defined and in different flashing colours, which bleed



JUMP CHALLENGE

MACHINE: C64
SUPPLIER: Mamech
PRICE: £7.95

The Commodore version of the official Eddle Kid game follows much the same game plan as the Spectrum version. Followed here. But the graphics and sound are superb — crushing the Spectrum game by miles.

Eddle and his machine are drawn and animated perfectly — and the imposed graphics make the game much more playable. The crashing routine is great — with an ambulance siren sound wailing away in the background.

Your computer also flashes up encouraging messages — like 'I hope you like hospital food' when you've bitten the dust for the umpteenth time. The Commodore Eddle Kid Jump Challenge is well worth getting on your bike for!

into the black screen background, giving the impression of a psychedelic rainbow rather than written information.

If you're in the Lab or the Living Quarters and you remove the grill, your character will disappear altogether and perhaps leave a lone cat leaping aimlessly around the screen.

Even the Alien gets scared and has to be found from time to time — I eventually located him cowering in the Infirmary.

• Graphics	8
• Sound	8
• Value	7
• Playability	8

JUMP CHALLENGE

MACHINE: Spectrum
Keyboard & Joystick
SUPPLIER: Mamech
PRICE: £8.95

If you've ever wondered what it's like to jump over a row of cars on a high-powered motorcycle then the official Eddle

Kid Jump Challenge could be the game for you. Mamech got a lot of help from Eddle while programming the game and they have included a competition to win a Black bike, motor and colour T-shirt with the game. All you have to do is jump over more cars than anyone else.

You start your jumping career on a bicycle just to get a bit of practice — leaping over barriers. Once you've cleared the bar you move

on to the bike proper. You have to judge the distance away from the ramp in order to get up enough speed to clear the cars. Each time you clear the row of cars more are added.

A crucial skill to master is the control of the rider's stance on the bike. To make things a bit more difficult there is also a random wind conditions feature. The rider has to allow for the breeze when going for the jump.

That's about all there is to the game. It's simple, but quite addictive if you're a bike fan. The graphics are simple but effective and the bike sound effects pretty good. I particularly liked the crashing pneumatic routine.

Versions of the game are also available for the Commodore and BBCi Desktop.

• Graphics	8
• Sound	7
• Value	8
• Playability	8

actually get.

Programmer Paul Camsey may have had good intentions but he certainly doesn't do justice to the film, with the game's Alien behaving more like Tinkerbell in Peter Pan than a monster that gets inside one's digestive system and fights its way out when it feels like it.

• Graphics	8
• Sound	8
• Value	8
• Playability	7

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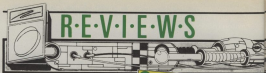
MIND GAMES

CD-ROM CORE 64 - £7.99



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PSI WARRIOR

MACHINE: CSM 64
keyboard or joystick
SUPPLIER: Beyond
Software
PRICE: £9.95

Hot on the heels of Pytron comes Psi Warrior — Beyond's latest computer superhero.

It appears that the Earth is threatened by a race of strange Psi creatures. You'll have to read the Psi Warrior's story in the 25-page booklet which comes with the game to find out all the details — but just haven't got space here!

In any event, the Psi Warrior's job is to go to the disused underground site in the Nevada desert where the Psi creatures have their base and destroy the mysterious Source — the centre of their power.

The Psi Warrior is armed with a special anti-Psi weapon and a Hover Board to get him around the many levels of the site. He has to eat the Psi creatures and their skeletons, the 10 creatures, and also look out for Phages — humans transformed by the Psi into mental energy.

The screen display shows your Psi Warrior crouching around the site on his Hover Board. He can also move from level to level using lifts and ramps. His board can be damaged — so you have to watch where you are hovering!

It has the capacity to repair itself — but this is limited and you could end up stuck half way down the site with no means of movement if you are not careful.

The faster you go, the fiercer the Psi creatures get — but if you are clever enough, you can gain extra powers on your way down to the Source which will aid your quest — powers like invisibility and levitation. The Psi Warrior can also teleport himself out of trouble.

The game concept is extremely complex — as you'd expect from late Ocasu and Paul Soley, the people who brought you Pytron — and you need to read that 25-page booklet thoroughly before playing the game.

The animation of the Psi Warrior and his Hover Board is excellent — and playing the game is strangely very relaxing.

However, noting the Psi creatures and finding your way down to the Source — which is very difficult — just doesn't seem to be enough to like something more to be happening on screen. The instrumentation is confusing, too. Overall an interesting game, but just not exciting enough!

■ Graphics	6
■ Sound	7
■ Value	7
■ Playability	7

JUNGLE QUEST

MACHINE: CSM 64
joystick or keyboard
SUPPLIER: Solar Software
PRICE: £7.95

Hot another Pitfall rip-off, I thought — as Solar's Jungle Quest dropped onto my desk. With a slightly anti-leading 1-1 loaded, the game up and came away extremely surprised!

Jungle Quest has elements of Pitfall, but the game is still pretty original. The basic idea of the game is to help Jungle Jim escape Jane from the cannibals' cooking pot — breaking many jungle dangers along the way. He begins his quest being chased by a lion while unseen slaves throw spears at him. He has to duck and jump the spears while keeping ahead of the roaring lion (a real sound effect!) — who wants to take a bite out of our hero.

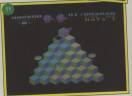
Then Jim has to swing over a teeming stream with man-eating plants, swim a river full of evil looking crocodiles,

climb a mountain dodging falling rocks and then finally take on the cannibal witch-doctor who is putting poor old Jim in the pot for his evening meal!

Jungle Quest is addictive and very playable. The graphics are pretty and the sound is nice too — a great version of I Must Be Like You from the Jungle Book movie plays over the intro screen and the theme of Babylon links away as you play.

One minor point of criticism, I did find it difficult to spot the spears coming at me in the first of the two screens. A different colour choice would have made all the difference.

Overall, a nice looking game with that extra added mystery ingredient — playability!



■ Graphics	6
■ Sound	6
■ Value	6
■ Playability	6

CRABT

MACHINE: Amstrad
SUPPLIER: Microdisks
PRICE: £5.95

At last! some decent software for the Amstrad is appearing.

In this Crabit game from Microdisks you have to guide our long-nosed friend round the screen, hopping from cube to cube. As he hops on to a block, it changes colour. Change all the blocks on the screen and you move to the next page.

On early levels, it only takes one hop to change the cube, but on harder levels you'll need two or three jumps on to a square before it

R·E·V·I·E·W·S



becomes the right colour.

Like the original arcade version of the game, there are various obstacles chasing you round the screen and, if you touch one, you'll lose a life.

Goly is a snake while Boris is a Gorbis. If you manage to catch Boris's banana you get double points.

There is a strange-looking hat with a helicopter blade on top. If you get this, you can fly up or down the screen by two levels to 40-60 gpe the approaching alien.

The game has a choice of six levels, each with four different screens, so it should keep you amused for some time.

The graphics are good on our colour monitor but, like all Amstrad games, it's lost a lot on a green screen.

Sound is average, though you can't of course turn it down if you want.

Grifort is certainly among the best of the limited range of Amstrad software currently available.

• Graphics	6
• Sound	7
• Value	6
• Playability	8

MUTANT CAMELS

MACHINE: Atari
SUPPLIER: Linusoft
PRICE: £7.50

In this conversion from an original game for the Commodore 64, you have to save the earth from an invasion of giant camels.

We make no apologies for digging out this game. We haven't had any new Atari software in this office since September. Talk about the machine time forgot! Anyone got any new Atari stuff out there?

Some decidedly unfriendly aliens have perfected their genetic engineering to form a normally friendly camel into a so fast high monster.

These camels are shielded

12 GRAND PRIX

MACHINE: BBC
SUPPLIER: Software
Version:
PRICE: £9.95

This offering almost became the official Amstrad Grand Prix game but, for reasons best known to their selves, Amstrad chose the version programmed by the author of Avalon.

Software Invasion's Grand Prix is yet another more driving game, although the graphics are better than most.

Your car is drawn in 3D on graphics at the front of the screen, complete with rear counter, speedometer and gear indicators.

Using keyboard or a joystick, accelerator and shift into first gear, then car begins to move forward. Giving you a driver's eye view of the road, as you steer left and right, the view of the road changes but your view of the car stays the same.

Straight away I noticed that your car takes up the whole width of the road. So to overtake another car, you have to drive with half the car on the grass!

This is no real problem, as the program lets you drive most of the race on the grass, but there are occasional obstacles which will hit you unless you move back to the main road.

As far as scenery goes, there are some mutants on the horizon which move from side to side as you go round bends. Most of the race takes place on straight lengths of road, though, which can get boring if they are too long.

Changing gear involves pressing the fire button on the joystick while pointing the trigger either up or down. Moving left or right will steer you in the relevant direction.

Graphics are good and sound effects are included. A volume control is provided by



use of the 7 and 8 keys, which is useful as the sound doesn't come from the TV speaker.

Not the best game I've seen for the BBC, and slightly overpriced. Unless you're a fan of road race games, save your money.

• Graphics	6
• Sound	6
• Value	6
• Playability	6

POSITION

MACHINE: BBC
SUPPLIER: Amstrad
Version:
PRICE: £7.99

Computer games are very like films. Every now and then a real classic, something really special, comes along which shocks critics into raptures of praise.

The film industry has been plagued for years with re-makers and endless sequels to successful movies. Pole Position too, was acclaimed as a classic computer game — one of Atari's shining successes. Sadly, their version for the BBC has about as much punch as Son of Rocky IV.

When you load the game up on your BBC you are given a frozen view of the racing car and track. Everything

looks fine, just like the Atari version. Unfortunately, when the game starts, any resemblance to the Atari Pole Position disappears utterly.

The game uses four different keys to control the racing car, the space bar is for changing between low and high gear, the A and S keys act as the steering wheel and the return key as the brake.

As you steer left and right, the view of the road changes, but instead of the smooth animation and movement I'd expected, the sides of the track begin to break up and the mountain scenery in the background begins to flicker.

The game also appears to be very easy to play. There's no real challenge and passing slower cars at a time, speed on corners, is not a difficult task as the cars very rarely try to change lanes.

The graphics are good, but soon fit the flapping.

The game comes in the usual high quality packaging you would expect from Atari and includes a manual which allows you to follow the fortunes of your Grand Prix horses over the season. There is only one small problem — the start is for last year's season.

• Graphics	7
• Sound	7
• Value	6
• Playability	6

by neurons and have in-built lasers as defense.

In control of your tiny righte-plink, you must fire at the beasts, whatever there will they can go on no longer.

Attitude is a side-scrolling game, stretching over ten screens. At the top of the current screen, a small representation of the whole game is shown so that you can work out your position and the distance to the nearest enemy.

The group is gradually marching towards the side of the screen and, if they make it, the planet Earth will have been destroyed and you are branded a failure. But score enough hits and the beasts will be wiped out one by one.

If you've wished that you Atari could have the same games as your friend's 64, then now's the time to start catching up.

• Graphics	9
• Sound	8
• Value	8
• Playability	7

MAZE GOLD

MACHINE: Vic 20/
keyboard or joystick
SUPPLIER: Visions
PRICE: £6.95

Maze Gold is a very basic maze game with very basic graphics and game play which is basically very frustrating. You

control a little chap who has to work his way around the many rooms of a Caper-style maze picking up bags of gold. There are nasties out to get you as you go for gold — which make life even more frustrating as they move in for the kill pretty swiftly.

Control is a very exciting game. There's better about — even for the pacifist.

• Graphics	5
• Sound	5
• Value	5
• Playability	6

MAGIC R ABOUT

MACHINE: Spectrum 48k
SUPPLIER: CRL
PRICE: £8.95

Dougal was in the Enchanted Garden of the Magic Roundabout. As always, he was trying to find some sugar lumps to eat, when someone had scattered over the ground.

"Look!", said Dougal. "Someone's left all this sugar around. It's just what I need to keep my strength up while I'm trying to build my house."

Brian arrived. "Hello Dougal," he said. "Hello Brian," said Dougal. "Don't touch me", said Brian, "or you'll lose a life. That's what happens in these computer games." "Pardon?", said Dougal. "Do you mean that I can't touch anything that moves?" "Get it in one", said Brian.

Mr McFerry shot past on his bike. "Can't touch me either!", he quipped. Emmettrude appeared. "Well, hello dear!", she said. "I hope you're all enjoying the game. Whoever drew me is pretty good with computer graphics."

Dylan arrived. "Hey man, what's all this excitement?", he said. "Can't I get back to sleep?" Dougal appeared. "I don't know why you're so happy!", he said to Emmettrude. "You may have

been drawn well but I take big a too brush. And the screen scrolling is awful. Now, if you'll excuse me I've got a house to build. And I'm almost out of sugar."

Florence appeared. "Hello everyone", said Florence. "Hello Florence", said Dougal. "Are you in this game as well?" "Yes", said Florence. "Gee, we all are."

"I told CPE that I could have done some better sound effects for this game!", said Dylan. "But they wouldn't listen. Now hear what they've done to it. It's awful."

"Bother!", said Dougal, rushing past. "I'm out of sugar and I've used up all my lives. I lost the game and now."

He heard a springing sound, and looked up. "Time for bed", said Deborah.

• Graphics	7
• Sound	6
• Value	6
• Playability	7

This issue we introduce a new feature — a rapid round-up of new releases for computers that are NOT Spectrums or Commodore 64s! For those of you with other machines, it might just seem that they are taking over the world — but there are software houses writing games for other machines too.

AMSTRAD	Level 9 Computing Addictive Games Computersmith Caves Computer Simulations Along Software Amsoft	Return to Eden Football Manager Robot Army	Software Projects		Ledgerman Enchanted Crypt Capers Pulse Position Tides Family Quiz The Dale	
	Microbyte Software A&K Alligata Amsoft	War Zone Flight Path 137 Alpha Attack Quark's Jack Round on the Run It's a War! Number Painter Blagger Son of Blagger Punk Machine Amsoft Hi Soft Pascal 47	ELECTROM		Microbyte Software Century Software	It's a War PCW Games Collection Starfinder
VIC 20	Software Projects Software Projects	Patty Henry Ravages of the Quads	MSX		Ecstasy Software A&K Microcom Comms Ltd	Hot Shoe Number Painter Waffle Swamp ICI MSB — IT Superheroes
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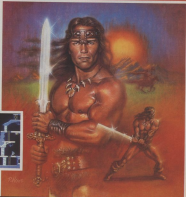
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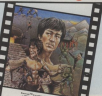
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Doomdark's Revenge

Part 3

PART 3 MORKIN'S QUEST

In this episode of *Doomdark's Revenge* you take the part of Morkin, son of Luxor the Moonpriest. To play you will need two dice, a pencil and a rubber. You should also take a glance down these simple rules.

BATTLES

If you have to fight with Morkin or his 10 Fey Warriors, this is done by using the dice. Battles are fought through a character's skill rating hits against his opponent's stamina.

So, if your character's stamina is 8 and his opponent's skill is 7, every time his opponent throws 7 or under with the two dice, your stamina goes down by one point. If it reaches zero, you are dead. Stamina is not replaced.

When the Fey warriors go into battle, their stamina is equal to their number. If all 10 are alive they have a stamina of 10. Each drop in stamina means one warrior less.

MAGICAL POSSESSIONS

Morkin has three magical possessions which he carries in his backpack: an axe (Dragon Slayer) which adds one to his skill in battles, a Ball of Fire which can give off tremendous heat and The Cup of Dreams which will revive a whole platoon of men.

Turthel rescued Morkin last issue but now he sets off on his own quest across the inhospitable land of Inermark.

This is the last in this series of *Fighting Fantasy* novellizations based on Beyond Software's best-selling *Lords of Midnight* and *Doomdark's Revenge*.

Can you help Morkin survive the rigours of Inermark...? Turn to *Competition* page 28 to win Commodore 64 versions of *Lords of Midnight*.

THE CHART

The chart below enables you to keep track of the game. Every time a possession is lost it should be crossed off, every time a man is killed, he must be removed. You should also cross off lost stamina points.

FROM THE ARCHER

Among your troop of 10 warriors is an exceptional archer known. He may be of great use in the quest and should be kept alive if possible.

SKILL

Morkin starts the game with a skill of 8 and a stamina of 8. His warriors have a combined or individual skill of 9 and a stamina of 10 (one point for each of their number). Skill can be used in all sorts of situations - not just battles.

PLAYER CHART

Morkin
Skill 8 Stamina 1, 2, 3, 4, 5, 6, 7, 8
Weapon: Sword or Dragon Slayer (the Axe which adds one to Skill)
Possessions: Axe, Ball of Fire, Cup of Dreams.

The Fey
Score: 2,3,4,5,6,7,8,9,10
Skill 4

1) Turthel, aided by two magic and a band of goodly Fey warriors, has rescued the proud Morkin from his imprisonment in the Pit of Alastoria. Morkin learns that his father, Luxor the Moonpriest of Midnight, is also in the land of Inermark.

Luxor and Korthen the Wise are even now raising an army to try and defeat the mighty Shards the Heart-shield, Emperor of Inermark. Shards is war who imprisoned Morkin to tempt Luxor into Inermark, there to trap and defeat the Moonpriest.

Morkin decides to send Turthel back to the Forest of Fangrim with most of the Fey troop to rally armies to Luxor's banner.

Now take the part of Morkin as he embarks on his quest with the archer Inerm and turn to number 1.

2) Before you rise the great and treacherous peaks and icy passes of the Kaborthary but you have heard tell of an underground passage through caves beneath the mountains which should bring your small party out on the other side. The Pit of Alastoria, where you were held captive, is a small collection of caves out in the side of a deep chasm.

There are passages which lead off from the bottom of the gaping hole, cut by the Deavres and possibly still inhabited by this secretive race. Looking down into the pit, you notice that there are some small, fluted steps cut away, leading down through almost sheer stretches of wall.

Inerm recommends that you use the ropes they brought with them from the Forest of Fangrim to scale down the depths.

• Do you take his advice and use the ropes? Turn to 12.

• Do you decide to risk the steep? Turn to 18.

3) Over the next series of peaks and at last you come to the end of the mountains. Beneath you lies a great pass leading out onto the plains of Clovance. On the plains mass two huge armies. From the distance you recognise your father's banner flying proudly on one side with massed ranks of Fey and Kaborthans. There are even some Ewervish contingents pressed in among them.

Morkin



On the other side of the plains lie the scrubbed ranks of Shaseth's armies with lookouts and sparse legions of giants. These too are the Dwarves, ready to fight against their brethren. The two armies seem well-matched.

Suddenly you notice a great commotion and the pass below you fills with a great contingent of giants. Many ride the huge sides of the mountains. They look a powerful and determined force, capable of matching either side already on the battlefield and their banners and shields sport heady dwarven profiles of a woman's head.

•Do you instruct your archers to open fire? Go to 33.

•Wait and see which side of the battlefield they head towards? Go to 14.

•Try to push boulders down on their heads? Go to 43.

•Use the Ball of Fire (if you still have it with you) by hurling it into the snow on the mountainside? Go to 24.

4) Nothing for a long time and then a harsh whispered voice ahead of you breaks the quiet.

•Do you light the torches and rush forward, ready to do battle? Go to 28.

•Throw a torch ahead of you and shout after it, asking who is there? Go to 28.

5) The mountain is frozen over and a long jet of water is caught in mid-air. In its basin, you can still its life-giving waters below the ice.

•You can use the sword to break through the ice. Go to 51.

•Use the ball. Go to 35.

6) The main passage follows its path northwest and now starts to climb steeply. You travel on for many miles and eventually find the walls of the passage are studded with lit torches. Lesser passages lead off on either side and great stairways lead the main path ever higher. A new chill in the atmosphere suggests as and to your underground solace at the end of a day and night's travelling. The party emerges into the light of day from a gateway built high in the mountains and covered in Dwarvish runes.

•Go to 14.

7) You bring forth the cup and there is enough for one sip of its health-giving brew, for each of your party. The cup then magically disappears. But it has done its work — you all attack the mountain with new vigour.

•Go to 48.

8) There is a darkness all around and the men get restless on the ledge. Calling for a light is heard, you lower it on the end of the rope and notice it flashes 30 feet above the rushing torrent.

But, in the light of the flame, you see that an opening has been cut in the rock just before the rope's end and a short swing will carry a man in to it.

•Go to 11.

9) The ridge looks down on a battlefield where two mighty armies are swarming into position to do battle. A commotion draws your attention back to a huge host of giant hobbits surging through the pass below you. The dragon snorts at their bloodred banners, painted with the profile of a

woman, and makes to leap off the ridge to rescue his lay.

•Do you order your men to help the dragon by firing arrows into the chest? Go to 23.

•Tell the dragon to wait and, instead, try to create an avalanche? Go to 40.

10) Holding shields tight against the bitter winds, you begin a slow descent down an icy path into a wide shallow valley. But after only two hours marching, the valley ahead swarms with undated banners and the ice echoes to hoofbeats as a mighty and well-equipped army approaches. On seeing your men, a small party of riders hurries ahead and confronts you.

Hopefully outnumbered — there's over 1,000 riders in the army — you allow yourself to be brought before a fierce warrior commander. He sits astride a great black charger and his booted helm is decorated with the horns of the mighty ice-elves which mark the mountain pass.

Introducing himself as Brennare, leader of the Frozen Empire, he asks who you might be and what quest you pursue.

•Do you tell the truth, admitting nothing? Go to 47.

•Pretend that you are mere adventurers searching out Dwarvish treasure in the mountains? Go to 41.

11) Barely above the water you collect your men and your wife in a damp passage, chipped from the hard rock. The men seem uncertain whether to light their torches in case it draws attention to your presence in the cave. The all-pervading feeling is that unseen eyes, none used to the darkness that yours, watch from the dark recesses. Whispered voices echo nervously around from the Gap.

•Do you light the brands? Turn to 45.

•Do you decide it is safer not to draw attention to yourselves and proceed by running fingertips along the passage walls? Turn to 13.



12) The Fey make their ropes wet. You drop down to a ledge deep in the pit but the darkness still envelopes before you and the ropes may not be long enough. A shout goes down and claims he can hear rushing water. He suggests that he jump down to the bottom.

•Do you agree and let him try his luck? Go to 54.

•Order him back while you think of something else? Go to 5.

13) After a short while, the passage begins to feel less cramped. The last man steps slightly from the wall and with a yell, stumbles and falls. Then silence. You order the torches lit and to your horror, discover that a chasm has opened beside the path as you progressed. There is no hope for the fallen man and he must be struck from the list.

Spinning around you also see two Skolkin blinking and rubbing their eyes in amazement. One holds a sword at you but his aim is well off. The two creatures then turn and race off. You draw your sword and give chase and surprise seven such creatures around the corner.

•Do you order your men to attack? Go to 16.

•Draw the axe Dragon Slayer from the pack? Turn to 33.

14) They rush out and slide with Shazeth. Too late, you send arrow flights after them.

There is no way now that you can influence matters only sit and wait and hope.

•Go to 54.

15) At his signal, his men fall upon you. With a mighty blow you manage to strike Beodaine down but your men are overwhelmed. The quest is over.

16) Beodaine is swift but Innon is swifter. His shaft stands proudly in the lord's chest and the mighty figure tumbles onto the ice. With a unanimous roar of rage, his troops fall upon you and your party's quest ends here.

17) Raising the axe above the sleep-

ing creature's long neck, you notice what a shabby state the creature is in. The axe comes sweeping down and bites deep into the creature's neck, the body immediately springs to life, heaving forward as though to crush you. But you leap clear and within seconds the dragon's death-throes are over.

•Go to 5.

18) The steps prove treacherous and the climb down is long. The deeper you get, the more dark they become. The sound of water drifts up from the bottom. A rich green algae coats the steps and you stare up for the man above you to be careful. But inevitably one man slips and falls. There is just a chance that your footing is good enough to risk trying to catch his cloak as he passes.

But the fall below is still long and the water's distant roar is ominous. Dare you risk your own life and the quest for him?

•You try to catch him. Turn to 31.

•Your instant dives you in against the wall and out of danger. Turn to 32.

19) Your men were half prepared and rush into the trap.

The Skolkin have a stamina of 4 and a skill of 4. Take off one man for every stamina point you lose.

•Turn to 6.

20) The lord's stamina is 35 and his skill is 17. The two of you must battle to the death. If you win then go to 38.

If the lord wins, the quest ends here.

21) You can bring down two giants for every man left in your command before they reach the end of the pass. If Innon is still alive, he will bring down an extra two. The next battle their way through to the plains and side with Shazeth and the battle commences. There is no way you can join in the action but only sit and wait and hope.

•Go to 54.

22) You manage to reach the Dragon which opens one sleepy eye as you make the last two yards. Your sword whistles through the air and rebounds off the creature's horny shell. With a roar it hatches both flame and your quest ends as a blackened spot in the snow.

23) The dragon manages to bring down some 30 giants before it succumbs to their huge spears. Each man left alive in your command can bring down two before they reach the end of the pass and Innon (if he is still alive) will bring down 4.

•Go to 54.

24) He drops into the darkness and there is a splash. Then nothing. If he cried out, the roar of the waters drowned his call. Strike one man from your party.

•Go to 6.

25) The ball of fire disappears into the snow on the mountainside and a great mist begins to form both, making it hard for the giants to see their way onto the plains. Some 30 are left scrambling around in the pass. The rest rush to join Shazeth's sides as the two great armies meet in the middle of the plains. You cannot now influence the battle but must merely hope Lancer prevails.

•Go to 54.

26) In the light you can see a chamber with seven Skolkin blinking and with weapons drawn. Hearing a shout, they disappear, running off into a tunnel which would appear to lead east.

•Go to 6.

27) The energy-sapping climb takes its toll and on one treacherous stretch, one of your colleagues slips and falls to his death. Three are dice and if it comes up one or two, then it was known whose talents you can no longer call on.

Either way you must cross one more man from your command.

•Go to 48.

28) Turning a corner, an arrow whistles past your nose and imbeds itself in one of your colleagues. Before you stand seven Skolkin.

Your command must be reduced by one man.

•Do you reach into your backpack for the great axe Dragon Slayer? Turn to 33.

•Order your men to attack the Skolkin. Turn to 19.

29) A great pink tongue licks out of the dragon's mouth and drags into the Cup of Dreams. Swiftly, his eyes become fully awake. Looking down into the cup, you realize that every bit of goodness has been drained from its bottom and looking up you see a fully refreshed dragon roaring above you. "If you be a lover of the Giants, depart now and be spared." Its voice blazes out at you.

"Is that all I thank I get?" Leaning back on your sword, you stare up into its stormy gaze.

"Know you gany one that I have just fought with the great giants, Beodaine, Thengrad and Uthgar among them. I've now they rare their armies to Shazeth's aid in the battle on the Plains of Chormare and I must go back to prevent this. My race has no love of glantish folk and be sure they will grow strong on this victory. For the Barbarian and Fey races have ranged themselves against Shazeth."

Questioning him closely, you discover that Lancer has arranged his armies on the plains to the west and Shazeth's force is bearing down on him there. A huge force of giants is rushing to join the battle now through these very mountains. He aims to try to sow to the top of your ridge and fly to



halt the giants' progress onto the battle field.

"Shareth" you mutter, "Would that the were also passing beyond that ridge."

"The lone lies within that fountain," shouts the Dragon. "If you can leap through its maelstrom, those long jets of ice are The Ice Shards. They are all that remain of the Ice Empress' mother, smugged out of her by a loyal lorded after she had been turned to frozen water by her daughter."

• Do you try to break the Ice Shards off with your axe, if you will leave it? Go to 38.

• Use the ball of fire to break through them? Go to 33.

33) The dragon grabs the Ice Shards in his forepaws and swings out off the ridge and over the plain. But as he approaches Shareth's position on the field, he is hit by a spear and falls to his death, dropping the crystals.

• Do you let it fall and hope it will strike Shareth? Go to 38.

• Go under them if he still lives to see at the crystal as it drops? Go to 32.

31) As he drops past you, your instincts take over and you grab blindly at his cloak.

Luckily you succeed in getting a good grip and the cloak's catch is strong. Throw against your skill to see if you succeed in bringing him in. If you can throw it with two dice, he is saved. If you throw a 12 you too fall to your death with him and the quest is over. If he still falls, strike one man from your command list.

• Turn to 11.

32) Inevitably, you throw under his skill to hit the shards which are falling at a fast rate and at the very limits of his range.

• If he misses Go to 38.

If he scores a hit, the ice shatters and breaks into 1,000 needle-like points. These crowd together as though with a life of their own and with low impact twist in the air and hit themselves at Shareth. A 1,000 tiny shards plummet into the Ice Empress and, pinning her white skin, begin to worm their way towards her frosted heart. As she falls, her army stands in dismay.

• Go to 34.

33) The axe glances in your hand as you draw it from your back pack. Bending forward, you launch into a mighty swing aimed at the Scyllian band. Throw against your skill to see if you have managed a hit. If successful, two Scyllians suffer the full consequences of the blow and the rest scatter.

• Turn to 6.

If unsuccessful, you miss with your strike. The axe slams into the rock wall and you must throw one die to see if it survived the impact. A one or a two and the blade shatters.

• Turn to 13 as your own join the fray.

34) You give up the axe and be pro-

ven as good as his word. You are free to go.

• Go to 44.

35) The ball slips quietly through the ice, releasing its life-giving waters which are eagerly consumed by your men. The ball has disappeared.

• Irrespective, you move onto 3.

36) The crystal drops and smashes into the ground close to Shareth, causing confusion in the ranks of her army, but leaving her unscathed. Helpless now, you sit on the ridge and await the outcome.

• Go to 34.

37) You drive yourself hard against the wall and barely manage to escape, being knocked off your perch by the falling figure. Throw one die and if it comes up a 1, fate has decreed that even the archer has been lost and you must proceed without him. Either way, strike one man from your command.

• Go to 11.

38) The axe swings in the cold air and smashes into the icy jet which shatters into a trillion tiny shards raining down on you and your companions. Realizing you have

failed, "They lose little enough of it as I hear. Go on and fare them well in thy quest."

• Go to 44.

43) The dragon takes off and plunges into the battle. His swoop seems destined to finish stop of where Shareth commands her legions, but your precautions hold on his scales makes it impossible for you to retain your seat on his back and you are sent spinning off and down to earth. The quest is over.

43) The lightning proves impossible to shift and the giant horse makes its way onto the plain, riding with Shareth. You cannot influence the battle now but must sit and wait and hope.

• Go to 34.

44) Traveling on, the glacier finally comes to an end and a road leads upwards into the pathway through mountains. Your men have now been travelling continuously for several days and are feeling tired. You urge them to continue.

• Do you decide to offer all a drink from the Cup of Dreams? Go to 7.

• Or exhort them to greater



numbered it useless, you decide to ignore the shards and rush up to the ridge on which the dragon already sits.

• Go to 3.

39) The lorded lies dead and his captain rushes forward to confirm this. Finally, he turns to you. "We will return him at last to burial. He has been away too long. Go now and quickly. M'lord would have wanted it thus."

• Go to 44.

40) The fountain is frozen with a jet of water caught four feet in the air. But below the surface you can see its life-giving waters. You can crack open the ice with the sword and risk waking the Dragon or see the ball of fire burn down into the water at the base.

• Use the sword. Go to 51.

• Use the ball. Go to 35.

41) "Dwarves have more treasure than I could stomach," agrees the

underground? Go to 21.

42) Lighting the brands seems to revive everyone's spirits. The passage quickly closes down and you move on in single file. Gradually the rear of water is left behind and the alliance is only broken by your shuffling feet. After what seems like an eternity, you hear a soft clang ahead. You halt the Fey but there seems nothing else to do but go on.

• Do you douse the lights for a sham spell? And wait straining your ears? Go to 14.

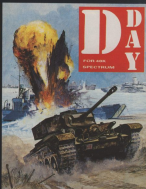
• Do you proceed as before but with weapons drawn? Go to 18.

• Do you douse lights and proceed? Go to 52.

43) The Dragon's body appears covered with bruises and cuts. As you approach, it raises one weary eyelid and glares dully at you. This close, it looks past help and also past the point of being a danger, except for a small trickle of smoke, wailing

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from its one open mouth.

"Would death be a blessing to you, creature of the Mountains?" you ask solemnly.

"Life would be more welcome," it answers breathlessly, to your surprise.

•If you will have the Cup of Dreams, you could now hold it under the creature's nose. Turn to 39.

•Or you decide the treasure is more badly needed for your own men (or may have already used it) and put him out of his misery. Go to 3.

41) As you take upholds, it is clear the Mountains know nothing of Sharah's designs on Midnight, or even of your father's entry into the land and his raising of an army to do battle with Sharah.

His anger grows and he obviously takes each insult to Sharah, his opponent, personally.

Eventually he erupts: "No more of this, intruder. Know you that I, Mountains, had from Midril, and left my lady's side three years hence to discover the Ice Shards and destroy them before enemies succumb them and use them against her." He draws a mighty sword: "Now I will destroy you the same way."

•Draw your sword and agree to take part in combat with him. Go to 32.

•Pull your axe Dragon Slayer to do battle. Go to 58 (if you still have the axe).

•Order Isen to bring him down before he can strike. Go to 18 (if Isen still lives).

42) Finding a large overhang above the pass, all your men put their weight behind it but it is only when the dragon breathes on the snow beneath it that the great slush gives way and topples down into the mountain pass. It takes tons of snow and rubble down with it and, by the time the last boulder has fallen, an impenetrable barrier has been laid across the pass. In conclusion, the giant slushy back (this is worth 500 at the end of the game).

As the warriors close, the dragon seems prepared to fly in and join the battle.

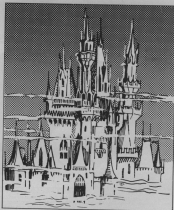
•Do you ask him to wait while yourself and your archers climb on board? Go to 42.

•Or give him the Ice Shards and tell him to drop them on Sharah's head? Go to 30.

43) Looking down into a valley, you see a great dark shape lying beside a gleaming fountain. Being down into the vale, it quickly becomes clear that the shape is a Dragon which appears asleep and the fountain is frozen. You manage to get quite close without waking the huge animal.

•Do you decide to try and get closer and kill the creature with your sword? Go to 32.

•Decide to kill it with the axe (if you



still have it in one piece)? Go to 17.

•Or Decide to leave it where it lies and sneak past to the fountain? Go to 40.

•Step boldly forward and up it finally on the snow? Go to 45.

50) The axe glances in your hand. At the first clash the Ice-maid's blade shatters beneath its blow. He stares in admiration at the axe. "That axe is magical, is it not?" You nod. "I must have it for my Empress. Give it to me and I will let you go free. Otherwise, I will order my men to attack and take it from you."

•Do you give it up? Go to 34.

•Do you refuse? Go to 15.

51) The sword gradually does its work on the ice and eventually the waters bubble up and your men thankfully drink the sparkling clear spring water.

•Impressed, you move on to 3.

52) The passage opens into a chamber and you are suddenly met sprawling by a rope tied across the floor. Some sixth sense sends you rolling out of the way of a sword thrust in the darkness. Only the clasp of the blade on the stone floor bears witness to its existence, where you had lain just a split second before.

A colleague is not so lucky and the sound of his agonies is followed by his death-cry. Ordering lights, you see yourself faced by seven armed skeletons.

•Do you reach into your backpack for the axe Dragon Slayer? Turn to 31.

•Order your men to attack the skeletons. Turn to 35.

53) The ball of fire is brought from your backpack and held against the base of the icy ice. Without so much as stopping you, it rapidly glows red-hot and the chunk of ice drops into the arms of your companions.

Cracking the Ice Shards in your clasp, you follow the dragon up the mountain-side to where he has settled on a ledge overlooking a pass.

•Go to 5.

54) Congratulations on surviving the third part of Deverdark's Revenge. Score a point for every giant whom didn't smash the final battle and double it if Sharah was killed.

100 points. Excellent.

55-65 points. Very good.

35-55 points. Fair.

25-35 points. Could do better.

Under 25 points. Don't call us.

Now try the final set of questions based on this trilogy.

FILM

You fans of science fantasy films have had a field-day lately, with numerous different films flooding the cinemas between autumn and Christmas.

The science fantasy bonanza started on October 5 when *Electric Dreams* came out — and there were more to come. *Conan The Destroyer* quickly followed and, by Christmas, *Ghostbusters*, *Gremlins* and *The Last Starfighter* arrived in British cinemas. The last one out was *Dune* which waited until January 11 before making its appearance.

Some of the films have games, some not. But it was unanimously decided in C&M's office that some, we think, should have.

Electric Dreams was the product of Virgin Films and 20th Century Fox, the story of a naive university in love. Think you know the feeling? You haven't heard anything yet — at least you're not snuggled up in motel rooms.

Brought by shy young architect, Miles Randall, Selzer the micro develops an interest in Miles's colloquial neighbour, Madeline. It copies the songs she plays on her radio and plays them back to her, making her believe that Miles is really a talented musician who is just too shy to admit it.

Meanwhile, Miles appears to have talent in other directions and soon turns his beautiful neighbour into his girlfriend. However, the micro gets extremely jealous and shows its displeasure by locking Miles into the house when he should be at work, playing rock music full blast when he isn't there and even using its voice synthesiser to insult the neighbours when they complain about the din.

Often computers love songs by Madeline, at Miles's request, and is heartbroken when she thinks Miles made them up instead. In the end, the poor machine can't bear it any longer and decides to go away, having learned how temperamental love can be.

Filmed at Pinewood and in San Francisco, the \$8 million film is aimed at 13-18 year olds but virtually anyone else can go and see it as its PG (parental guidance) certificate is practically meaningless and does not require an adult to accompany you, no matter how old you are.

The movie was directed by 37-year-



Top left: *The Mephisto*, the ghostly creatures in *Gremlins*
Bottom left: *The Ghostbusters* in action!

Top right: *It's a Wonderful Life*
Bottom right: *Conan*

old Steve Barron, who has two children himself and is responsible for the Michael Jackson *Billie Jean* video as well as various videos for Adam and the Ants. As you may suspect, the music in the film is aimed to come — a reminder that Virgin is, first and foremost, a music company.

Meanwhile, co-producers Barry Lomax and Larry de Mar, who also coproduced the film *Yentl*, released *Electric Dreams* in the US in September where it did very well.

Dune was slightly more expensive to make at around \$40m and is basically a science fiction film based on Frank Herbert's book, with spaceships and monsters, but not a Star Wars-type film at all.

It centres around the planet Dune, 10,000 years into the future, where a huge battle is being fought. On the depressing side, it is described as "a world of the future that is disturbingly like our own". But on the plus side, the cast features the amazingly good looking Sting, as a cruel and cowardly adversary. That is itself should be enough to sell 50% of the tickets, including my own.

Made by Universal, the film is distributed by United International Pictures (UIP) who are made up of Paramount, Universal, United Artists

and MGM. There are no plans as yet to turn it into a game, and the rating is again PG, with the film being pitched at 15-year-olds. Directed by David Lynch, that Academy award nominee for *The Elephant Man*, the film was produced by Raffaella de la Laurencia (see if you can spot that backword with your eyes closed).

Ms. de la Laurencia also produced *Conan The Destroyer* a sequel to the film *Conan the Barbarian* and based around the Conan comic books. It features well known stars such as the voluminous Arnold Schwarzenegger as Conan, and singer Grace Jones as Tula, who slinks around looking characteristically feminine.

Filmed on location in the beautiful country of Mexico, as well as in Mexico City, it is again pitched at 15 year olds. The story is about a loveable Conan who wants his girlfriend back (he can't miss her that much though, since he is having a fling with someone else).

He meets the treacherous Queen Taramis who promises to help win his girlfriend back if Conan goes with her uncle Wikkus (where to find a magical key that will unlock a vast treasure). In discovery, however, would have hidden dangers — such as death. From the start, things



FANTASY

Right: Atari copilot Greg in *The Last Starfighter*
 Right: Bruce Jones as Zilla in *Clash: The Destroyer*

get unbelievably complicated as rather that explain, maybe you ought to find out the rest for yourself!

Unfortunately, the film has no computer game but *US Gold* do have one for the original *Comet* the *Destroyer*, part of their *Fantasia* range of games, which also includes *Dallas Goodward Bruce Lee*. The game runs on the *IBM* and *Atari* and costs \$9.99 on cassette and \$14.99 on disc.

Indiana Jones and the Last Kingdom, as in the movie, is also coming out for the *IBM* at \$29.99, to remind you of the film which has been out for almost a year now from Lucas Film.

The Last Starfighter, another Christmas goodie, is a Universal/Leinster production, directed by Nick Castle and produced jointly by Gary Aeksten and Edward G. Donahue. As yet, no game is out for this, but a spokeswoman for the film tells us there may be an *Atari* deal in the US shortly, which would indicate something happening here too.

Centred around Alex, a video games player who finds himself taken off to the strange planet *Bylon* to become the last starfighter, the film may not endear itself to 50% of the population, to the female half.

For all its special effects and great graphics, it is a crushing disappointment in that the girl, Maggie, is left to moulder her toes at the trailer park where she lives with Alex, while he whizzes off round the universe, leaving an amazing tale.

But although Alex gets all the action, you'll be glad to hear that he's not your typical master twerp. He already comes across as quite an interesting person with a mind of his own, not completely obsessed with impressing his girlfriend. He goes home, decides he wants to return to earth, and does so — only to take off again, this time with Maggie.

Crumb, from Warner Brothers, gets a thumbs down and several large raspberries for being unnecessarily bloodthirsty and edgic. Its imagery, in particular, is questionable, reminding you more of black magic films and gory horror than a film for general entertainment.

One of its executive producers is Steven Spielberg, well known for his box office hits. However, if you loved *ET*, it's highly unlikely you'll like this one, and as that may seem.

It all begins when an Iranian returns from *Chinatown* with an unusual present for his son, Billy. The present concerned is a cute-looking pet, otherwise known as a *Mogwai*, which the family calls *Chase*. However, there are stringent rules for looking after the pet, namely: keep him away from water and don't let him get wet, keep him out of bright light or it will kill him and, most importantly, never feed him after midnight.

If the *Mogwai* is fed after this time, creatures will appear that look exotic at best, with reptile-like appearance, red eyes and very large, sharp teeth which they continuously stick into terrified human beings.

They also do other charming things such as evaporating dissolved old ladies through plate glass windows, dipping their claws into other people's mouths and teachers and leaving blood all over the place. When water touches the *Mogwai*, it results in big, burning blisters the size of, with all the agonising sound effects that go with it. Ugh!

Although a US rating has been slapped on the film, its content makes most *K-rated* movies look like

pastimes. In other words, you can get in if you're over 13, but hold onto your stomach and ask yourself if you really want to see a rather sick movie.

Mystery surrounds the question of whether a game exists for *Crumb*. If it does, *Atari* TE say they haven't heard of it — or the film. However, John Scatch, marketing manager at *Atari* in San Francisco, California, confirmed that *Crumb* already runs on the 3800 video machine over there, and that a computer game based around the film is planned for the American market this spring.

Finally, those of you who prefer straightforward games may have noticed that *Ghostbusters*, a Columbia picture, went on general release at the same time as *Crumb*. With its PG certificate, it appeals to a wider audience and promises more light-hearted watching.

There is lots of action and humour as three young parasitologists in New York use a ghost and decide to set up a ghost-catching business.

For the unalighted, parasitology is the study of things that go bump in the night and those three become real experts at seeking them out, making money out of people's fears.

Anyone who fancies copying them could try the game, out from *Activision* for the *IBM* and *Spectrum*. It involves tapping screens, using mathematical weapons, ghost traps, ghost bait and energy detectors to help you. Your job is to search the earth and store ghosts, ghosts and the *Manhattan Man*, with the aid of a New York street map.

Prices are \$19.99 for the *IBM* cassette, \$19.99 for the *IBM* disc and \$29.99 for the *Spectrum* cassette. Versions for the *BBC* and *MSX* machines will be out at any time now.

Directed and produced by Ivan Reitman, *Ghostbusters* was filmed on location in New York and Buffalo, California. It's been a great success since it was released in the US last summer.

If you've been to see any of the films mentioned here, you'd like to know what you thought of them, and maybe how you could have done them better. Why not drop us a line and give us your comments? Meanwhile, happy watching!

PLANETOID



WILLIAM MOORE

- 1) Alexander Morris, Jesmond, Newcastle — 1,240,340
- 2) Noel Wyllie, Welwyn, Herts — 1,189,900
- 3) Gerald Poon, Newark — 783,473
- 4) Paul O'Malley, Boreham, Essex — 684,538
- 5) Richard Thompson, Sandown, Bucks — 99,490

ATIC ATAC

- 1) Graham Peters, Billingham, Essex — 4,491,776
- 2) Gary Watts, Bishopcleeve, Hereford — 1,734,400
- 3) Carl Thomas, New Ferry, Wylod — 995,000
- 4) D P Murray, Darnley, Manchester — 982,832

PSYTRON

- 1) Clive Richards, Monks, Penkridge, Staffs — 354%
- 2) Stuart McIntosh, Bishopcleeve, Glasgow — 348%
- 3) Clive Richards, Monks, Penkridge, Staffs — 304%

JET PAC

- 1) David Russell, Stanley, Kent — 43,884,900
- 2) Carl Rowles, Weymouth, Devon — 41,333,330
- 3) Sanjay Sharma, Redbridge, Essex — 35,846,895
- 4) Simon Caswell, Pontypridd, Dyfed — 30,846,978
- 5) Steven O'Brien, Kingswood, Hants — 20,510,710

HALL OF FAME

Name

Address

T-shirt size am ☐ med ☐ lge ☐

I scored

Time taken

Game

Computer

Witness's signature

OUR HALL OF FAME GAMES

Eliza are relaunched our Hall of Fame with some new games, your favourite names still leading in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's Starbike — the space game with a difference from the edge — Atomrak's Eliza, a very sophisticated trading game and Micro-Gem's Pyjamarama — a sort of Jet Set Willy!

DIAMONDS

Michael O'Malley wins a £250 diamond for his 3,987 high score on Diamonds, English Software's other big game — Jet Set! Just for the Atari computer and 48 — and now replaces Diamonds in Hall of Fame.

JET PAC

My Jet Man across the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the barrels are now available on Atari, Vic 20, 48, and Ti9900 from Atlatart.

MANIC MINER

The easy 3D screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 50 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WOLF

Similar to Atic Atac but twice as tough and three as pretty.

PSYTRON

Support's first big hit for the Spectrum. The Psychon is a computerised defence system for the planet Delta 1.

ELITE

AtariSoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge premier a gold BBC title to the highest scorer on their own game.

JUMP CHALLENGE

Edie Klot's brand new computer game which features lures, barrels and bikes. Even Edie found it difficult!

PYJAMARAMA

Willy steps into a nightmare — and into our Hall of Fame.

PARSEC

- 1) Richard Dwyer, Crowthorne, E. Sussex — 1,000,700
- 2) Nicholas Hall, Hull, North Humberside — 1,539,400
- 3) Dylan Wilson, Chesham, North Wales — 992,000
- 4) Jonathan Pavey, Newson, Wiltshire — 333,300
- 5) Keith Jayaraman, Chalfont, Bucks — 281,000



NICHOLAS HALL

STARBIKE

- 1) Steven Routledge, Hayes, Middlesex — 146,145
- 2) Gerald East, Westbury, Leicestershire — 144,330
- 3) Gerald Newton, Greenfield, Beds — 133,880
- 4) Scott Mortimer, Hayes, Middlesex — 133,980
- 5) Paul White, Wincal, Merseyside — 116,600

MANIC MINER

- 1) Marcus Cornall, Sutton, Hull — 38,448,334
- 2) Anthony Carr, Sunderland, Tyne & Wear — 18,785,880
- 3) P Mutton, Beckley, Northants — 10,344,130
- 4) Edward Southwell, Hyde, Cheshire — 7,348,548
- 5) Ulfar Mathiasen, Colindale, London — 5,930,183

ELITE

- 1) Jason Watton, Chesham, Bucks — 100%
- 2) Anthony Rogers, Portsmouth, South Wales — Dangerous
- 3) James Cameron, Glasgow, Scotland — Dangerous
- 4) Kevin Reed, Cogenham, Essex — 2,785,920
- 5) Paul Maguire, Doncaster — 1,384,930



ANTHONY ROGERS

SABRE WOLF

- 1) Clive Hales, Rugby, Staffs — 4,006,383
- 2) Kevin Murray, Alderley — 3,960,370
- 3) James McAlpine, Cardonald, Glasgow — 1,948,400
- 4) Kevin Reed, Cogenham, Essex — 2,785,920
- 5) Paul Maguire, Doncaster — 1,384,930

PYJAMARAMA

- 1) Edward Cadden, Litchampton, Sussex — 100%
- 2) Edward Tiffin, Westoning, Beds — 99%
- 3) Ian Paul, Ayl, Kentford — 98%
- 4) Tim Johnson, Exch, Kent — 98%
- 5) Adrian Watson, Beckton-on-Tees — 92%

HALL OF FAME

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COMPETITION

THE LAST STARFIGHTER

If you haven't seen this great movie yet then you don't know what you've been missing. And you'll kick yourself if you miss the chance to enter C&VG's great Starfighter competition. It's totally out of this world! So if you want to find out how to win a bunch of Starfighter goodies, just read on.

Want to join The Last Starfighter on his mission to save the universe? Well, the first step is to get your hands on the very special *Computer & Video Games Starfighter Survival* kit.

The kit consists of a Last Starfighter picture book, an exclusive Last Starfighter t-shirt, The Last Starfighter soundtrack album - plus a Starfighter movie poster so big that your parents won't have to bother about wallpapering your room!

Be the envy of your friends and try to win one of 50 Starfighter Survival Kits which we're teleporting down from the planet Elysia specially for Computer & Video Games readers.

All you have to do is answer three simple questions about the film and a Survival Kit could be yours! If you read the last issue's features about the movie then the answers to these questions will be so simple!

Once you've answered them, fill in the coupon and rush it to Computer & Video Games, Starfighter Competition, Priority Post, 30-32 Farringham Lane, London EC1R 3AG. Closing date for entries is February 18th. Normal C&VG competition rules apply and the editor's decision is final.

THE QUESTIONS



2

What is the name of the Starfighter's incredibly smart like co-pilot?



1

What is The Last Starfighter's real name in the film?



3

What is the spaceship which the Starfighter uses to fight the misquy Bo-Dan battleship called?

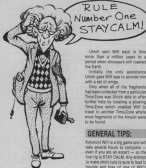
COMPUTER & VIDEO GAMES/LAST STARFIGHTER COMPETITION

My answers are:

1. _____
2. _____
3. _____

Name _____

Address _____



KOKO

Which sent Will back in time more than a million years to a period when dinosaurs still roamed the Earth.

Initially, the only assistance Which gave Will was to provide him with a set of wings.

Only when all of the fragments had been collected from a particular Time-Zone was Which able to offer further help by creating a glowing Time-Zone watch enabled Will to travel to another Time-Zone where more fragments of the Amulet were to be found.

GENERAL TIPS:

Kakodons Will is a big game and will take several hours to complete — even if you are an expert — so the first tip is STAY CALM. Any attempt to make short cuts is sure to lead to trouble and loss of one of Will's precious lives.

Secondly, there are a number of Kill-Colours in the game, and objects of these colours can be harmful to Will so be very careful when manoeuvring around yellow, purple and cyan obstacles, however innocuous they may at first appear.

Thirdly, all moving objects, animal or otherwise, are out to prevent Will from recovering all the fragments of the Amulet. Teach them at your peril!

SPECIFIC TIPS

Although it's possible to start Koko and Will on either Time-Zones 1, 2 or 3 by depressing the appropriate

key before commencing play, we'll assume that we've started on Time-Zone 1.

Will is easily controlled by just three keys which move him left and right and up. Repeated pressing of the "Up" key can be used to make Will hover and the skilled player can with practice learn to fly well into and out of some pretty tight corners.

Time-Zone 1

This is a doozie to the practiced player, but can present enough problems to the beginner to warrant a few tips.

Screen 1: Will starts at the top left of the screen and floats down safely unless told to do otherwise. The fragment of the Amulet here is positioned just over the plant-dragon's nest.

Don't venture into the nest — those baby flying dinosaurs can frighten a lot of Will!

Screen 2: Shouldn't present a problem, just watch out for those dinosaur's tongues!

Screen 3: Hover over the top of the flying dinosaur and as it flies underneath let Will fall under gravity. You should now be showing three items collected on the screen.

Screen 4: Take Will over the first of many cave openings. Most of the stalagmites, they can give Will an awful headache. Collect the fragment and exit this screen by falling under gravity down the

tunnel at the bottom left hand corner.

Screen 5: Fall under gravity down the extreme left-hand side of this screen if you want to truly Will avoid losing another precious life.

Screen 6: Of the two entrances to this screen from the left the safest is the upper one.

Also immediately you enter the screen and fly over the dangerously placed stalagmites on the screen floor. Recover the fragment by entering the tunnel via the horizontal passage.

Screen 7: Can be tackled now or left to later, either way it has to be completed before Which can create the Time-Slate which will allow Will to travel to the next Time-Period. Collecting the fragment is easy, but if you're a little slow getting out of the pool you'll be trapped by the fish. Best thing to do here is flip to the right and wait for the fish to retreat. Passing the man-eating plant requires some considerable firmness of finger. Try hovering immediately beneath the stalagmite, as the plant begins to fall, fly up and over to the right, this will take you to screen 8.

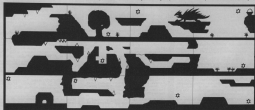
Screen 8: Requires Will to accomplish a tricky little manoeuvre to recover this piece of the Amulet, hovering between the jumping plants is advised.

Screen 9: Can be a tricky one. After flying past the ceiling birds, Will's best plan of attack here is to fly over

LEGEND has it that several hundred years ago in a province in Northern Europe there existed a great Magician who was known by the people of the time as Which.

Which discovered that there had once existed a legendary Dragon Amulet, the fragments of which had become scattered throughout time. Which resolved to recover all the fragments but by the time of his discovery had become too old and infirm to undertake the task by himself.

So Which commanded his athletic protégé Kakodons Will, to recover all of the fragments for him.

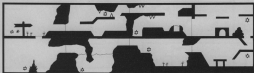


Time Zone 1 (B) 18000000

TONI WILF



Time-Zone 3 AD 1000



Time-Zone 3 AD 1467

the predestiny and fall under gravity down the right side of the screen. On reaching the fragment, a diagonal flightpath should get Wilf safely out of reach of the droolard very quickly.

Screen 18. Requires Wilf to fly in from the left so that he avoids the pacing wolf. The highly toxic mushrooms on this screen are also not a recommended part of a healthy diet for 1993.

Screen 19 is Wilf's last part of act reporting him to initiate his steps through screens 1 and 2 to reach AT Screen 12, is reached by entering through screens ten and eleven and should not present any problems to Wilf.

By now, the screen should be showing *Teeth Collected - 12* if it isn't, Wilf has forgotten to collect one of the fragments from a screen he has visited. When that tooth fragment is recovered (and not before) which requires a Time-Gate to enable Wilf to travel to the next period where more fragments of the Amulet are to be found, The Time-Gate is located on screen 3 and flashes, demonstrating that it's

different to a fragment which is similar in appearance.

The simple act of making contact with the Time-Gate enables Wilf to travel through to the next Time-Zone.

From here on, it isn't necessary to describe every screen in detail, so a few general comments about the important screens on each Time-Zone should provide all the help required.

Time-Zone 2

The fragment on screen fourteen is obviously placed behind the anchor. To reach this, walk through the horizontal passage at the base of the castle to screen fourteen. Note that, with care, Wilf can reach screen nineteen by swimming down through the most on screen fourteen. Also it's useful to know that screen eighteen can't be reached from screen seventeen because a monk guarding the left entrance to screen eighteen will not let Wilf through. The Time-Gate on this Time-Zone is located on screen seventeen.

Time-Zone 3

The cause of all those phone calls if you thought getting off Time-Zone 3 was impossible, don't worry, you're not alone. Answering the phone to all the people who got stuck at this stage must have occupied us for about half of the month of September! The solution is very simple really. There's a secret passage on screen twenty-five at the top centre of the screen which allows access to screen twenty-four without the need to try squeezing past the 'impossible' bird guarding the corridor between screens twenty-four and the adjacent twenty-three. Screen twenty-seven seems to have caused a few headaches too. The best way to retrieve the fragment on this screen is to go under the bird protecting the Amulet and, having touched it, turn immediately upward and to the right in order to escape before it returns. Passing the Babes Tooth Tiger in order to reach screen twenty-six is best achieved by hovering under the nose of the Tiger then, as the cloud

passes overhead, flying up and left at top speed before the cloud comes back. You won't be too surprised to learn that the Time-Gate to Time-Zone 4 is located on the elusive screen twenty-seven.

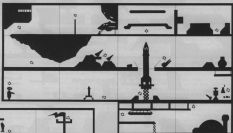
Time-Zone 4

Time-Zone 4 is another of the larger Time-Zones, with twelve screens set on an old Tall Ship. By this stage, few of the screens should present Wilf with insurmountable problems. There are no secret passages on the ship. However, some of the fragments are not readily accessible and require Wilf to take a detour as in Time-Zone two. Of particular note are the fragments on screen thirty-three and thirty-four which must be reached via screens thirty and thirty-one respectively. Screen thirty-six is noteworthy, although it appears to be accessible both below, any attempt to pass the bird and the sailor on screen thirty-seven is doomed to failure. The only way into the screen is via screen thirty-five. The Time-Gate to Time-Zone 5 is to be found on screen thirty-one.

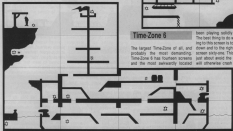


Time
Zone
5 AD
1964

Time
Zone
6 AD
2001



Time
Zone
4 AD
1784



Time-Zone 6

The largest Time-Zone of all, and probably the most demanding, Time-Zone 6 has fourteen screens and the most awkwardly located

been playing widely for 5 hours! The last thing to do when descending to this screen is to fly diagonally down and to the right as you enter screen sixty-one. This way you will just about avoid the shuffle which will otherwise crash at full speed

Time Zone 5

By the time Will has reached this stage in the game, few of the obstacles should be a major cause for concern. Passing the control tower on screen forty-one requires pixel-perfect manoeuvring, but is possible with practice. The birds on screen forty-three also appear to present a difficult hurdle, but keen eyes will identify a 'safe' area between their flightpaths which

Will should aim for. Once lowering safely in this area, Will simply waits for the appropriate opportunity to 'sneak' and collect the fragment. Screens forty-six, forty-seven and forty-eight feature a character familiar to all arcade adventure game players, 'Mantic Billy' or, in this case, a spacer riding Mechanic Billy. You won't be surprised to find that the penultimate Time-Zone is located on the demanding screen forty-three.

Time-Zone 4 of all (well, what did you expect on the last Time-Zone?). The most important thing to be aware of here is that Will will need as many chances as you can give him to recover the fragment on screen fifty-seven and then touch the Time-Zone that appears on the screen, so don't go making unnecessary sacrifices at this late stage. Screen sixty-one can catch you off-guard especially if, by the time you reach this stage, it's 1.5am and you've

ris the side of an unsuspecting Will.

On making contact, the final Time-Zone will transport Will to a screen which reveals why Ulrich sent him to collect all the fragments of the legendary Dragon Amulet. Under no circumstances should you touch any of the keys when guiding Will to the last Time-Zone as this will have the effect of ending the message and returning Will to the last Time-Zone.

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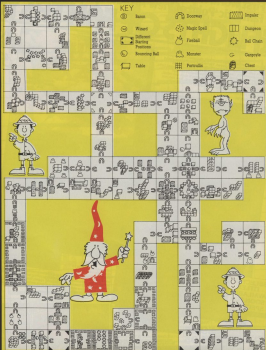
Commodore 64 and Atari



A really impressive...
Commodore 64 and Atari

One of the most...
Commodore 64

A multi-level...
Commodore 64 and Atari





100

hairline. When you want to keep a long way from the "old" way of the better tomorrow, you will make you to be a father than a son. Especially, note when you are not a father!

UNDERWURLE

The Underwurle contains the largest playing area that Ultimate have so far devised — nearly 400 screens. These screens are laid out on a grid 30 deep by 10 wide. Levels 10 and 11 above contain tastefully furnished rooms while the remaining levels (17-22) are made up of a complex maze of caverns.

To complete the game, you must locate four weapons, three of which will see off the three guardians of the Underwurle. This will give you access to the exit at the top of the maze — the object of the game.

At the start of every game, each weapon except for the catapult will be placed randomly around the maze. The catapult, which is always to be found on the start screen, is of no use against the guardians but can be used to dispatch the various creatures which you will come up against on your travels. Most of the possible sites for the other weapons are marked on the map and these must be used in the following way — the dagger will kill the guardian on level 21, the bow must be used against the guardian on level 19 and, finally, you will need the torch to kill the guardian who resides on level 17.

Contact with guardians, lesser creatures or plants will only prove fatal if you are pushed or jugged off down a chasm. Eagles, who appear after the first guardian has been dealt with, will pick you up and then drop you, often down the nearest chasm. So be careful and keep your digit firmly on the fire button — it saves repeats.

Jumps made across chasms to ledges or ropes are automatic if the correct direction key is kept pressed down. However, on certain screens above

Key to the UNDERWURLE

S Start & Catapult

E Exit

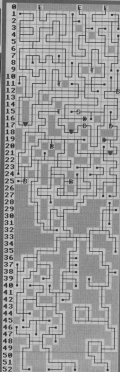
B Bow
D Dagger
T Torch

T Guardians

level 10, this map causes you to lose a life because the computer generated jump will not connect with a ledge. In this case, you will need to calculate the position to jump from yourself. When down in the caverns it is often necessary to cross a deep ravine. To do this quickly, first leap up and grab the rope. Then, by pressing alternately on the left and right direction keys, try and build up a decent swinging motion. You should now, by pressing the rope-release button at the appropriate moment, be deposited on the opposite side of the chasm.

The blue gems which are to be found scattered around the caverns will not only increase your score but also allow you to survive any fall. This provides a far safer alternative to using the ropes for downward travel. However, care should be taken as the effects of the gems are only temporary. The white statues which appear on some screens are extra lives and should be collected if possible.

The areas below level 10 seem to be devoid of anything necessary to complete the game, unless of course, you know better. At any rate, armed with the above information, you should now be able to escape the Underwurle. Good luck!



BUG HUNTER

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CHANGES CHANGES

This is the last Bug Hunter page that I'll be writing from the C&VG office. As from this month, I'm moving to pastures new.

But we can't let Bug Hunter disappear, so I'll still continue to bring you all the best hints, tips and information for your machine as I have been for the last eighteen months.

I won't be in the C&VG office any longer, but you can still contact me. If there's something you'd like to share with Bug Hunter readers, write to the address at the top of this page, or leave me a message on Microsoft. My number is 012 760 586.

Alternatively, call my answering machine on 01-251 5633 any time, 24 hours a day.

Naturally, there will still be someone in the office during the day to help you if you have a problem with a listing in the magazine. Call on 01-251 6222 and ask for the C&VG editorial department.

C&VG's own problem page, Ask Bug Hunter, will continue every month from now on. So if your micro's getting you down or there's a program that you just can't get to work, drop me a line. Amongst our 380,000 regular readers we're bound to find someone to help you.

DECATHLON

Derek Hutchinson from Tyne and Wear writes to say that Daley Thompson's *Decathlon* for the 64 can be played with the keyboard if you don't have a joystick.

Use the CTRL and Z keys for left and right and the space bar to jump.

MANIC POKES FOR THE 64

For all those who have asked whether there are any pokes for the Commodore version of *Manic Miner*, the answer is yes.

Here they are, courtesy of Iain Fenmore from Bristol who receives £10 for his efforts.

First, you'll need to wind past the

leader on the tape. The best way to do this is to load the game as normal and, when the first part of the program has loaded, turn the 64 on and off. Now the tape will be in the correct position.

Type LOAD ""1,1 and, when it's finished, enter these pokes.

POKE 16419, the number of the screen you want to start on.

POKE 16424, the number of lives you want.

The screen can be between 0 and 15, while you can have from 1 to 255 lives.

To start the game, type STX 16384.

ATARI PROBLEMS?

If you're having trouble loading 128 games into your 40k Atari 800, Brian Solley from Co. Antrim suggests removing one of the 128 memory pacts from your machine. He says that without this fix he can't load *Bruce Lee*. Removing M6, though, lets the game load perfectly.

MICRONET CONTACTS

The Bug Hunter account on Microsoft can also be used to contact Keith Campbell, the magazine's *Adventure* wizard.

Send a mailbox to 012 358 556 and I'll make sure that it gets to Keith.

Same goes for any other department of C&VG.

INVISIBLE SPECTRA

If, like me, you saw an advert in *Electronic C&VG* for a company called Spectra Imports, you were probably rather surprised at their offers. A BBC model B for £187? A Commodore 64 for £95 and a 40k Spectrum for £97? Too good to be true? Well, it appears that the company doesn't actually exist and a warning has appeared in the press and even on some TV programmes.

If you have already sent money to Spectra, you may find that the police have managed to get back your cheques. If you are still thinking about sending money, don't.

YEARBOOK '85

The C&VG Yearbook is now on sale, with a scene from *Dragon's Lair* on the cover.

In keeping with tradition, the Bug Hunter again takes a fancy to the Texas living and refused to let the printers see the last part of it.

We have some photographs of the missing portion at the office and, if you send your name and address, we'll get one whizzing off to you.

DALEY BUGS

Simon Solow from Birmingham tells me of yet another bug in Daley's *Decathlon*.

If, on the long jump, you jump too early and land close to the right hand side of the take-off line, you will score a jump of around 80 metres!

Also, he asks if anyone has noticed someone in the crowd bearing a striking resemblance to Miler Wilby.

ANCIPITAL CHEATING

To cheat on Commodore 64 games which have turbo loaders, you'll need a reset switch fitted to your machine. If you have one, pressing it with a game loaded will reset the game, allowing you to enter the magic pokes.

If you don't, you'll just have to keep practising on that you can cheat the game without any extra lives.

To see what happens when you reach the end of *Amiga*, use these pokes in conjunction with a reset switch:

POKE 22343,ST: POKE 22344,ST: STX 92384

Next month, I'll tell you how to be able to walk through walls.

See you next time.

If you uncover a bug during one of these almighty programming sessions, don't save it till morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the beep."

BY ROBERT SCHIFFREEN

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TABLE 1. Summary of results for all 1000 simulations (see text for details).
 (a) Mean and standard deviation of the estimated parameters.
 (b) Mean and standard deviation of the estimated parameters for the 1000 simulations.

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1000

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WOW!

Heyyyy look everybody! The Hairy One has just come back from holiday and he's going to tell you all about his amazing experiences among Peruvian llamas. Jeff Miner, the man who brought you *Revenge of the Mutant Camels*, *Sheep in Space* and *Amcital*, has journeyed to the land inhabited by some of his favorite creatures — and C&VG has managed to get hold of Jeff's holiday snips. We'll be bringing you an exclusive report on his adventures in the Land of the Llama.

Super-supplement

More freebies with the next issue of C&VG! Keith Campbell has been hard at work in his Adventure-lab high atop his mist-shrouded tower somewhere near Brighton to bring you the *Book of Adventure III*.

This is the follow-up to last year's highly acclaimed super-supplement — and will include up-to-date news of all the latest and greatest Adventureware, a round-up of all the Scott Adams' classics, plus lots more great reading for Adventurers everywhere. So grab your trusty broadsword and hack a crimson path through those marauding Orcs who will be gathered around your newspaper's front door on February 16th and snatch a copy of C&VG before everyone else does!



If you enjoyed this month's *Book of Games* then you won't want to miss out on our regular games listings for the Spectrum, BBC, Atari and Commodore 64 next issue. We've got some neat games for you — so don't miss out!

Joystick Jury

The Joystick Jury resumes after a long recess to bring you their verdicts on a new batch of joysticks for all the popular micros. The jury has put the sticks through a tough series of tests and will be announcing their sentence next issue. Don't miss this courtroom drama!

Future Games

What games will you be playing in five years time... or even in six months time? The future holds many surprises — and *Computer & Video Games* came up for the first in asking them on your front cover: we start a short series of features called *Futuregames*. We'll be telling you what the computer game trends will be bringing you in the months and years to come. Some things might sound fantastic, but believe us most of them could happen tomorrow — or are already happening. That's the case here as we bring you the lowdown on a hi-tech sci-fi fantasy game called *Planet Photon* which has been causing quite a stir in the USA. C&VG's American correspondent, Marshall M. Rosenberg, joined the Photon Warriors to get the inside story...



Star Warriors!

Video games got a look in too next issue when we give away some brand new cartridges for the Atari VCS, thanks to our friends at *Bliss Shop*. Yes, someone is still producing games for the good old VCS! Plus a look at some of the long awaited new releases.

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Make sure you get your issue of *Simplex* User next month by placing an order with your nearest store.

Please receive a copy of *Smarter Kids* for me next month/every month.

Abstract

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Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the looking-glass flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your faithful Knight!

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