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1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Figure 1 consists of four bar charts labeled (a) through (d), each showing the percentage of respondents for different age groups across various demographic categories. The age groups on the x-axis are 18-24, 25-34, 35-44, 45-54, 55-64, and 65+.

- (a) Gender:** Shows the percentage of respondents for each age group, categorized by gender (Male and Female).
- (b) Education:** Shows the percentage of respondents for each age group, categorized by education level (High School, Bachelor's, Master's, Doctorate).
- (c) Income:** Shows the percentage of respondents for each age group, categorized by income level (Low, Middle, High).
- (d) Employment:** Shows the percentage of respondents for each age group, categorized by employment status (Full-time, Part-time, Unemployed, Retired).

Heavy Count: 14-15 (approximate)

[illegible]

Figure 1 shows a 3x3 grid of small images. Each image is a square with a pattern of white and black squares. The patterns vary in complexity and arrangement, possibly representing different levels of abstraction or complexity in a visual task.

INTERVIEW IN VIDEO TAPES (with a new introduction by the author) is the first major book to discuss the use of video in the courtroom. It is written by a leading expert on the subject, and is a must-read for all those involved in the legal system. The book is written in a clear, concise, and accessible style, and is a valuable resource for all those involved in the legal system. It is a must-read for all those involved in the legal system.

Downloaded by [University of North Carolina] at 11:58 11 May 2015

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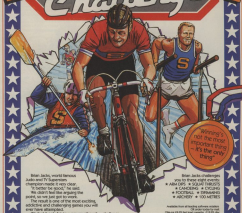
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Classical and Map Algebra

BRIAN JACKS SUPERSTAR Challenge



Brian Jacks, world famous
Audi and TV Superstar
champion, needs it even more
"to better be good," he said.
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FULL OF HIGH SPIRITS!

Dear Sir,
I am writing to inform you that I have won the Activision game *Ghostbusters*, after just a day of continuous play.

When you win the game it congratulates you on winning the Portal of the Spirit World and gives you a reward and you hear ghost screams. I wish to complement Activision on bringing out a game which was sure to be a Christmas hit.

The graphics in the game are superb, as is the sound, and the speech is amazingly human. I would suggest that anyone with £15.00 to spend should rush down to their local computer dealer and purchase a copy of the *Game*.

Incidentally with my reward I ended up with 20,000 dollars in the bank. S. Merryweather
Pace
New.

PS Could you tell me whether I am one of your test readers to complete *Ghostbusters*?

Editor's reply: You are the first we've heard from, Mr. Merryweather!

GHOSTBUSTERS GETS BUSTED

Dear Sir,
I do not know if I am the first to do so, but I have completed *Ghostbusters* by Activision. I achieved this on 18 December at 8.45pm.

My total amount of money was \$25,000 with an additional number of 10 you wish to grant 50,000,000.

I will send a photo of the final screen to you as soon as it is developed, but in the meantime here are

some tips. Don't worry about *Spectre* too much at the start, they are very slow. Always get a 1000 *Flare* with *Chameleon*, *Image* remember, *Close* traps and a *Close Vacuum*. When *PLC* money sets to around 8000, keep your finger on the B key as the *Masterblaster* Man may begin to turn.

Here's how to get into 2000. Move your *Chameleon* to bridge up the screen and position him at the center of the door. As the *Masterblaster* Man is on his way back from the night, go in.

James Mitchell
Hindfield
W. Sussex

PROGRAMMING HINTS FOR THE TI?

Dear Sir,
On behalf of all the Texas owners in Australia I would like to congratulate you on your fabulous magazine. Your support for the TI continues unabated and the quality of your magazine never falters. One suggestion — how about putting in some TI programming hints?

Also, one thing that really chafes me off is that the variety of software for the TI and other computers is not constant throughout the world. What I really become annoyed when I read software reviews for TI games which I have never seen or heard of in Australia.

In this age, when one can travel from England to Australia in less than 24 hours, why is it that it sometimes takes software six months to travel the same distance?

Keep up the good work and support for the TI.
Anthony Reynolds
Sydney
Australia

SCORING HIGH ON ARCADIA

Dear Sir,
A day or two ago I was reading my way through my old copies of *Crash*. As I read the reading of your September issue, I found that Alan Webster of Colliers had scored 2nd points on the first sheet of *Arcadia*. He also stated: "How about letting everyone hear about this challenge?"

Well, I looked into the far corners of my video games cupboard and found a certain game named *Arcadia*. I loaded a new my ZX Spectrum and started to practise tapping the spirit's resources. I found that it was a very different task to get a high score as the first sheet, but I managed to get a score of 113 on that number one sheet. How about letting everyone hear about this challenge?

Davey Lewis
Alder Gifford
Ardara

EUPEKA! WHAT A LET DOWN

Dear Sir,
After reading the review on *Carabos* from Domark Ltd, I decided to buy it — well actually the £20,000 reward had a more than partial influence in my decision. However, I can only describe the game as disappointing for reasons which I will now explain.

First, the arcade game that provides each *Adventure* is of poor design. The colours are such that it is very hard to see the character you are controlling and the characters are avoiding. Also the instructions say that the object of the game is to collect floating objects and

return them to base, but the instructions fail to say where base is. Later I found base to be the place where the character you control first starts off, but again the colours are such that when the game starts you are left frantically trying to locate your character while it happily wanders off, clattering into the other characters and losing money due to the fact that the character is constantly moving. When the game starts, you have back of where he starts, so you lose the base.

Another annoying feature is that when you pick up an object by moving next to it and pressing the fire button (assuming you have a *Comptel*), the character pauses for around three seconds but the other characters keep moving.

But the one thing that really shows the IQ of the designer is the lack of a save game feature during your *Adventure*. This reduces the game's appeal by making it a challenge of patience instead of problem-solving and logical thinking which are the essence of *Adventure*. Being made to restart an *Adventure* from scratch after half an hour of play is not my idea of fun. Two features would have made the game a lot more playable and these are:

A) A save game feature for the *Adventures*.
B) A better joystick/keyboard routine for the arcade section, by which I mean, instead of the character constantly moving, you should have him move only when you keep the joystick pushed in the direction you wish to go, and when the joystick is released or the keyboard is inactive, the player will be stationary.

I can understand the author's reluctance to dish



out \$1,000 paid by adding these problems, but when I bought *Darkin* I expected the relative to give me the problems, not poor design.

One more point before I bid you farewell is that the graphics are described as "innovative" in the review, but careful examination reveals that when the graphics are drawn halfway across the top of the screen, the rest fall in either a mirror image or exact copy. Now this is excellent in saving memory but is disappointing to look at. The "cannons" therefore are so called because it is not possible to draw a "wide screen"

presentation using the mirror image of itself.

Anyway, after getting that off my chest, I think it will be a long time before the prize is won. It, however, is completed before the closing date of 31st December 1988, I think it will be by an unemployed musician.

Darren Owen
Worcester
Worcestershire

DIFFICULTIES WITH DANGERMUSE

Dear Sir,
Having just bought *Dangermouse*, I have found that it is impossible.

On the easy game, I have saved the world about three times, but on the fourth time it is impossible. The game only gives you about 34 minutes (which is actually only about 1/3) intended to do the three chapters in. When I got to the fourth time of saving the world, I didn't get off the first chapter, I still had trouble to go when the time ran out. The game graphics are good and I liked the little questions which they gave you to fill in.

I can't wait till more *Dangermouse* games are in

the stores. One thing I don't like about the game is that there are not more game varieties. There is only the hard game and the very easy game. Another thing is that on the easy game you don't get a bonus even after getting past saving the world three times.

Robert Elman
Bedford

Editor's reply: Can anyone help Robert in his quest to "save the world"?

HIT LIST FOR THE SPECTRUM

Dear Sir,
I think it is a great idea to have a top ten worst games and here is my list for ZX Spectrum:

1. *Mad Martha* — Mike Oen
2. *Jumping Jack* — Imagine
3. *Mr Winger* — Ocean
4. *Nightlife II* — Harewood
5. *Nightlife* — Harewood
6. *3D Space Wars* — Harewood
7. *Space Raiders* — Palco
8. *Golden A Game* — CDS
9. *Back* — DE Tronics
10. *Centipede* — DE Tronics

Mark Cooper
Eastbourne

JET SET WILLY BITES THE DUST

Dear Sir,
As Jet Set Willy has been solved, I thought you readers would be interested in the following program for the Spectrum version. It gets rid of all moving objects (apart from arrows), allows you to fall from any height and gives you unlimited lives.

First, remove your tape and type: MISC25 and start the recorder. Once the first program has loaded, stop the tape and

type NEW. Then type in the following program:
10 CLEAR 32768:LOAD
*** CODES

- 20 FOR A = 40960 TO 49920:POKE A,0:
NEXT A
- 30 FOR A = 49920 TO 49934:POKE A,2:
NEXT A
- 40 POKE 32767,1:POKE 32768,2
- 50 RANDOMISE USE INT

Once completed, RUN the program and start the cassette recorder. Once the machine code has loaded, there will be a fairly lengthy pause as the program above is carried out. Once it has finished, carry out the game in the usual way. If during a game, you get into the endless loop in which you keep losing lives then press CAPS SHIFT and BREAK and the game will reset.

I'm sure you readers will find this program very useful.
Steven Edwards
Southampton



BUT THE BUGS ARE IN THE CELLAR!

Dear Sir,
Who do Software Projects think they are? Here I am, a proud owner of a CBM4, laughing at poor little Spectrum owners because their programs are so bug ridden, laughing loudly at the notorious Jet Set Willy and its epic bug. I tell my Spectrum-owning friends

that CBM4 programs are flawless, but what happens! You've guessed it. Software Projects release Jet Set Willy on my machine and I find, to my sheer horror and disbelief, that the CBM4 version is also impossible to finish. Not because of the atrocious time, but the wile odious. You that's right, you can't get to all of the objects.

Someone should do something about these bugs! I've wasted my breath but, most of all, my hard earned cash.

Yours Angily
Sheva Chantson
London

PIRATES MAY WALK THE PLANK

Dear Sir,
I write on the well-known subject of computer program piracy. I do not wear an eye patch or have a parrot. Neither do I make myself in "yo ho ho" and "shiver me timbers" or other such pirate-type phrases, but I am undeniably a pirate.

In my possession I have a positive Axiom Division which I find casual planned programs. To be sure, I do, somewhat regretably, own some unowned, uncopyrighted, data I use it. Purchased Software, software which one may find the legendary file which is not particularly rare.

Unwittingly I looked on the exorbitant sum of \$12.99 for the aforementioned program. This seems like Star Board actually paying for a gold sovereign, but one must never oneself occasionally, even if it is to the benefit of some megalomaniacal organisation. All the remainder of my expensed software has not robbed my pocket (because cheap)

because it was donated by various fellow-owners. There have, of course, been copied and distributed to lots of my associates who also own an Acorn Electron.

Yes, sir, I am a pirate. Hang me from the gallows if you will, I'm going to write the code of Copyright laws and leave the software houses laughing (all the way to the bank, I have no doubt at all, cutting me in on my prize. See my merry ship of crime. Yet with my last dying breath I would stop the pirates of Mastertron who, next to C-Thick, stole some of the worst commercially available software, at a price which makes it expensive and wonderful to behold, and even a word or two of praise to Fredrik, good old Mr's spin-off, who appear to be producing the software at an almost reasonable price.

It is these, sir, that will bring about the death of piracy. Threats and laws have no such effect upon hardened pirates such as myself, but lowered prices are a definite threat to the future of my beloved life. And so, I sail away into the troubled sea of piracy, armed with my supply of blank C-60s and tape-to-tape recorder, wondering if my days may be so numbered by dreaded lowered prices. Will it no longer be profitable for me to rob the famed software houses, to rip off the hard-working authors, to deprive them of their much earned royalties?

Alas, fellow pirates, the pirate's life may soon be over, as make the most of our (possible) last few days of law breaking.

Mark Bl
John Graham Peck
 Leeds

WHAT ABOUT ALL THE OTHERS...?

Dear Sir,
I am just writing to give my views on your comments about the game *Raid Over Moscow* in the December issue of C&VG.

Having recently bought it for my Commodore 64, I have to agree with you on the point that it is a superb game.

Nuclear war is horrible but quite a few other games have been made on the subject. A prime example of this is *Atomic Command* which, although it says that you are defending another planet, is quite obviously American vs Russia or NATO vs Warsaw Pact. Another example is *Arkon*. Arkon's game called *R-I-N* Nuclear Bomber in which you have to pilot a B-1 through Russia's defences and then destroy your pre-selected target. *Arkon* will also make a game called *Nuke War* in which you decide what strategy of defence to take, such as build ICBMs or build shelters. There is an Arko game for the Spectrum in which you have to survive after a nuclear war. And what about *Creative Space* computer version of the film *Wargames* which is available.

Computer War is this you have to stop America's missiles being launched accidentally against Russia. As well as these games, there are about a dozen more games involving nuclear war. I didn't see any criticisms about them.

The whole object of *Raid Over Moscow* is to stop America being obliterated by Russian nuclear missiles. Nothing wrong with that, surely? Destroying the Russian defence centre at the end of the game is done only to ensure that Russia cannot launch any more missiles. It's not as if the Americans stop Russia launching her missiles and then obliterate Russia with their missiles because they, as the instructions explain, were devastated in accordance with the SALT treaty.

The tone of the game is more defensive than offensive. Previous America by destroying installations vital to the Russian missiles. If the game was more on a "nukes Russia to hell" idea then I certainly wouldn't have bought the game and would agree with you.

The game is marketed by US Gold which is, as is suggested by the name, an American company. The fact that the two countries involved are super powers is quite important. You could hardly have a game

in which your sole objective is to destroy the Canary Isles' missile systems or some other equally unrealistic objective. Perhaps we should put the political questions aside and enjoy what is a superb game.

Finally *Raid Over Moscow* is a game — a simulation if you like. It does not say that nuclear war is pleasant. This game doesn't make nuclear war seem any less horrible than it already is or any more imminent.
Paul Wilkins
Sutton
Surrey



...AND WHAT WILL THE CHILDREN THINK?

Dear Sir,
I have been a regular reader of your excellent magazine since issue one in November 1981, when I owned a sharp MSX-802.

Since very few commercial programs were available, I typed in all of your games.

In July I bought my Sharp in for a Commodore 64 and continued to purchase your magazine for reviews. I saw your exclusive review of *Raid Over Moscow* and bought the game. It was better than I had dreamed — much better than the excellent *Search And* which was my favourite game.

Anyway, I would like to say that I cannot agree with the editorial comment as the nuclear weaponry involved in the game is being stopped and this must be good as children will think the nuclear weapons are evil.

I would also like to point out that only three levels exist and not the five you stated.

Please keep up the good reviews as it is these that help my friends and I

choose the best games.

Mark Haydon
Dunelmire

A QUESTION OF COPYRIGHT

Dear Sir,
I know that if a copyright is on a game, by law you can't copy it. But if a firm goes out of business does copyright still exist?

Mark Haydon
Camden
Chalfont

Editor's reply: Yes, Mark, the copyright belongs to the author of the program.

A MEASLY HANDFUL OF ACORNS!

Dear Sir,
You are doing it again — severely neglecting the poor old Acorn Electron! You have reviewed a measly handful of the dozens of decent Electron games. Even the BBC games you review have flaws, the major one being that your reviewers do not seem to check if the BBC game has an Electron version too. *Elind Chant* are also biased, with games such as *Chin and Dagger* mentioned in the Electron column when they really should be!! Any Electron owner would think that there was no software for his machine when there was really a game at hand for it!

Please, please mention Electron software. Magazines such as yours could take a machine like the Electron off the market by reviewing only the bad games and mentioning nothing of the others.

St. Latham
Stoke-on-Trent
Staffs

THOMPSON TWINS ARE GREAT!

Hi there everybody at C&VG!
I would like to thank you very much for your great Thompson Twins Adventure program. Today it arrived, after I had given up hoping it would ever reach me. It's great and I enjoy playing it. I regularly read your fantastic games magazine and I think it's the best in the world. I particularly enjoy the very interesting games reviews with the clear valuations.



I also want to thank you for your great Yearbook 1993 especially Trashbox for the 64.

I have a question. Is it possible to order your good looking Christmas Adventure after 30th November? I would like to order it, but your December issue arrived so late here that the date was over.

Jon Edman
Schwerte

Hi Jon
Editor's reply: Unfortunately we can't carry the offer on after November, Jon. Maybe next year!

COMMODORE AND VIDEO GAMES?

Dear Sir,
I am writing about your software reviews because most of them are for the

Commodore 64 and Spectrum. Your magazine should now be called Commodore 64, Spectrum and Video Games.

Most Commodore 64 games are available for the Atari, but you only ever put the Commodore 64 version. WHY?

In your November issue all but two reviews were for the Commodore and Spectrum and the other two were for the BBC. Also when are you going to put some more listings in for the Atari, as there have been none for a few months? Apart from that, C&VG is one of the best magazines available. Thank you.

Carl Mason
Pewsey

Editor's reply: If you look through your back copies Carl, you'll see that we devoted three whole pages to Atari games in the

recent past. Your point about Atari versions of Commodore games being available is a good one. We'll try to include these details in our reviews.

THESE ARE THE REAL PIRATES!

Dear Sir,
I have over 80 copied games which I wouldn't have thought twice about buying. If I had bought the games I have copied I would have had to pay a sum of £120 or more. I can't afford things like this. I'm sure many people would agree with me about this.

I have also dished out over £20 on original tapes. People like me won't be pirates, so don't get on at us, but at the real pirates who are copying them in for them off to someone

at half-price for their own profit.

Mark Dwyer
Cumbusall
BRING BACK THE BUGS!

Dear Sir,
I am complaining about something that was missed in December's edition. The thing is that I looked down the contents and didn't find what I was looking for. No games for guessing. Well wondering? Here's the answer to the brain boggling question: THE BUGS.

What ever happened? You shall be shot at dawn! (Signed) James Fortnum
Hemel Hempstead

Editor's reply: We're giving the Bugs a rest for a while. Careful, but watch out for something new coming your way!

CALLING ALL PEN PALS!

The image most people have of a real computer nut is of a haggard figure who spends hour after lonely hour hunched in front of a TV set attempting to be the first to solve the latest hi game. Now your favourite computer games magazine is offering a unique chance for all those people to get in touch with each other.

If you see a letter from someone you'd like to get in touch with, write to us and we'll forward your note.

Mail it to us at Computer & Video Games, Pen Pal Page, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Dear Sir,
I have a little problem. Everyone probably knows that's games junk and the Beastsale. My problem is I can't get through the second screen. I have tried nearly everything, but I just can't click any of the bricks at the bottom. If anyone knows what I should do to get through that screen, please write to

me, using the address listed later in this letter.

I own a 486 Spectrum and I would like to write in an English Spectrum user. Anyone who wants to write to me should use this address:
André Holte
4840 NORMANDYBOOE
NORWAY

At last I want to see something about C&VG I

think this computer magazine is the best on the market today. The best part of the mag is the software reviews.

Thank you for a great magazine. Continue with this excellent work.
André Holte,
Hemmenesveik,
Norway.

Dear Sir,
I am interested in how people are getting with their Atari computers overseas. I would like to make contact with Atari clubs in England to swap programs and ideas. Any interested people or clubs can contact me through C&VG. I am a student in the Royal Australian Air Force, currently studying electronics with emphasis on microprocessors, and have done several modifications to my 1050 disc drive and 80081 computer which I would like to share with others.

I have been playing Galaxi Driver and have struck a halting problem. I cannot get past "charging" Jones's trading post, ie, I can't find the flashlight to search the basement of the store, so any tips on this would really be appreciated.

I would also like to tell all those Kang-Pu champions of a law in Bruce Lee. Make sure that you are well clear of walls when jumping off a ledge or you may end up stuck in mid-air.

I have several favourite programs that I play regularly to improve my scores, so let me know how you other readers of C&VG fare on games like Decathlon, Summer Games, Trade and Runaround.

I hope to hear from British Atari Clubs soon! Steven Lomas,
Victoria,
Australia.

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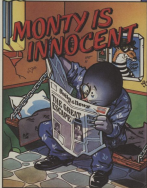
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**IF YOU
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WHA**

SAM STOAT
SAFEBREAKER



At the dead of night Sam leaves his lair and makes for the large houses where, with the aid of some everyday tools and a good measure of cunning, there are wealth and riches for his delight (not to mention his pocket). It couldn't be easier... sneak into the house, find the safe, light the blue touch paper and stand well back. Then out into the night with the ill-gotten gain! But Sam has reckoned without one or two adversaries who are more than a little determined to get the better of him...

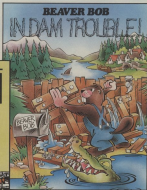
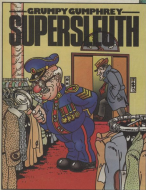
OTHER GREAT TITLES FROM ORCHILIN

Suicide Express	CBM 64 £2.99
Monty Mole	CBM 64 £2.99
	Spectrum 48k £6.99
Petty Pigeon	CBM 64 £2.99
	Spectrum 48k £6.99

A cry of national outrage! Poor Monty bastinado for life amongst murderers, arsonists, the lowest of the low. Fear not, this Mole is innocent, and plans are in hand to rescue your Superhero. Who is the mysterious masked rodent willing to challenge death for his lifelong friend? What are the evil forces working in Shadowed Prison?

YOU'VE NOT GOT THE MILINS, YOU DON'T KNOW WHAT YOU'RE MISSING!

Ex serviceman, Gilbert Gumphrey, drummed out of the Army in 1946 because of his acute short-sightedness has been struggling to hold down his job as a store detective for the last thirty nine years. But things are heating up for Gilbert, known to all as "Grumpy". Now that times are becoming harder and staff more redundant, he has to perform all kinds of tasks, not only catching thieves, but chasing the gorilla, and tidying the warehouse, otherwise he might find himself surplus to requirements too! Can Gilbert hang onto his job? You can help him, but be warned — this is no ordinary department store!



Poor Bob! All he wants is to lead a quiet life and build his dams. But the peace is soon shattered when the local townsmen find their taps running dry. Bob's dams are plainly to 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 dams and avoid the predators that lurk in the deep.

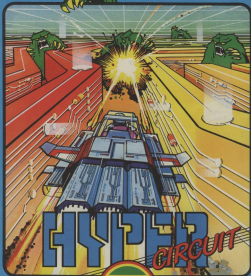
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G·A·M·E·S N·E·W·S



CHIPS COMPLETE ELAN MENU

Now that Enterprise's graphics chip is working, the long-awaited Elan games computer should be making its appearance in your local shops soon.

The £249 machine was originally announced in September 1983 and, after subsequent announcements in April and September of 1984, Enterprise admitted at the Personal Computer World show in September that the machine wouldn't be ready until after Christmas.

The finished result should be a main competitor to MSX machines, with most of the initial software coming from Quicksilver. By March, Intelligent Software will have launched a dozen programs and a further 18 will appear from other companies, with prices expected to be around £7 a go.

One such game is Intelligent's *Jungle Run*, a maze game (all Intelligent's games are written in machine code).

Based around a macho Taranis type, whose labyrinth is captured by headhunters, the game is said to be quite gruesome. "People who like torturous things would really enjoy it," said Keith Elkin, Intelligent's software editor.

Nightmare Night will be their first Adventure game, with the second offering class us to what's going on, while *Space Cowboy* entails acting as master of the fleet, searching planets for various materials. *Heat Attack* promises to be a good laugh — you are supposed to shrink to the size of a microbe before being attacked by various things in the bloodstream.

As if this weren't enough, you are also responsible for repairing the heart and controlling other diseases in the body, too.

Once you've recovered from all this exhaustion, you could try out Quicksilver's bestsellers, which they are converting for use on the Elan (otherwise widely known as "The Plan").

The Basic for the machine will come on a 16K cartridge and is said to be faster than that of the C64 and Spectrum, although a little slower than the BBC's. Also, the ROM has been increased to 48K.

The fact that the Elan has networking capability should be a great source of fun and games. Already, a dungeons and dragons game is being developed that can network up to 32 different players in various parts of the country — watch this spot.

ETHIOPIA APPEAL!

C&VG is appealing to all those with a social conscience to think about the crisis in central Africa, where famine continues to threaten many thousands of people. The famine is spreading in large numbers — not just in Ethiopia, but in surrounding countries too.

We're asking you, our readers, to send us any translated software you no longer want which we can use to raise money for those people. We're also looking for cash donations, as well as your ideas on raising further money.

So look through your cupboards and under the bed. Take a scrabble through the dust and see what you can find.

FACELIFT FOR ATARI

Having set up shop at Atari, where 95% of total office employees are ex-Commodore people formerly caught up in the notorious 1984 shake-up, owner Jack Tramiel is making soothing noises to the British home market.

In the process of raising a cool \$180,000 to rejuvenate Atari, Tramiel — founder and former head of Commodore — says he will do for Atari what he did for the latter.

As you'll no doubt remember, he slashed the price of the 80081 from \$197 to \$125 in time for Christmas, declaring: "We're producing for the masses, not for the classes."

A relaunch of the XL range is

planned for next month, and this will be followed by Atari's first business machines. A £200, 16 bit offering will be unleashed in the summer with a 32 bit version following on in the autumn.

Despite this, Tramiel remains adamant that he will be faithful to the games market and intends much of the new Atari software to be written in the UK. On the subject of AppleSoft, though, he wasn't so convincing.





G·A·M·E·S N·E·W·S



Statesoft freeze-up!

Statesoft, the company that launched the best-selling American game *Amstraduck*, have a chilly summer in store for computer addicts with their newest game — *Ice Ice Works*.

Yeah ... I know, yet another damn *Finger Guns*, but, apparently, *Ice Ice Works* promises to be an original and successful game in the world of its forerunner *Amstraduck*.

Your task in the game is to survive through ice floes in search of the pieces of a dismantled machine. On your travels, you'll have to keep an eye out for

strawful skeletons, which come raining out of nowhere to kill you also.

Statesoft are also releasing a Commodore 64 version of the fantastic 1982 game *Avak*, written by *Amstraduck* Software. (Like Statesoft's Commodore 64 games for the Spectrum and *Ice Ice Works* for the MSX computers and the Spectrum).

All the programs should be available from the beginning of February, costing £7.95 for the Spectrum and £8.95 for the Commodore.

SPECTRUM GOES FOR A HIKE!

The highly successful *Backpacker's Guide to the Universe*, a three part graphical Adventure, is to be followed up by a new and improved version for the Amstrad computer.

Backpacker's has already sold almost 30,000 copies in its first month on sale for the Spectrum. Fantasy Software are confident that the Amstrad game will be a great improvement. Paul Dyer, director of Fantasy Software, said of the Spectrum, "We couldn't display everything we wanted on the screen" and added, "The Amstrad's more advanced facilities will give us lots of scope for improving and changing *Backpacker's*."

Unfortunately, the game won't be available for the Commodore 64 in the foreseeable future. "The competition is too tough. You have to give everything you have to succeed in the Commodore market, something we're not willing to do," claimed Dyer.

The first part of the *Backpacker's Guide to the Universe* will be on sale towards the beginning of March and will cost £7.95.

GOOD CLEAN FUN!

An hour — on Adventure, game that entails running off with somebody's clothes! But things aren't as kinky as they sound and this book/software package promises a good (clean) laugh for those with a wicked sense of humour.

Written by author and playwright, Alan Paterson, *The White Feather Clock* is based around a piece involving the clock's thief.

The story involves two gammas, *Bain* the *Bold* and *Grindle*, *Grindle* runs off with the king's white feather clock while *Bain* is given them. He does get kidnapped on route, but, undeterred, he finally retrieves the thing and runs off, thinking he's killed *Grindle*. But a choice! *Grindle* isn't dead and he comes back to seek revenge, the kidnappers *Bain*, finds him to rescue for the clock and then the game to release poor *Bain* again.

Produced by London publishers Gower Handwriting, this package should be around £12, initially for the Spectrum and later the CMM 64 and Amstrad.

DESIGNER OF THE MONTH

NAME: Hanan Samara

BORN: Bagdad, 1955

GAMES: *Special Delivery*, *Jinn Jinn* and *Spectrum Boulder Dash* conversion



Female games programmers are thinner on the ground than male players. Apart from Carol Shaw at Activision, the only active female programmer we've discovered is Hanan Samara, the female behind such games as *Special Delivery* and the recently released *Jinn Jinn* for the CMM 64.

Hanan's background is in maths and operations research — but now she runs her own software company called *Delish Software*.

Hanan came to England from Bagdad in 1970 and her most recent job was with Thomson EMU where she worked for over two years before leaving to start her own business.

As well as bringing out *Jinn Jinn*, which is being marketed by Microcomp, Hanan has worked on the Spectrum *Boulder Dash* conversion, which we've already noted about in earlier issues.

Hanan is an *Amstrad* fan and likes to program on that machine — *Jinn Jinn* was originally written for the *Amstrad*.

She is quietly confident about the new year. "The games industry is growing up,

it's gradually becoming more like the movie business. You need a graphic artist, sound experts and a couple of programmers to create a game these days. You've really got to get your act together in order to succeed."

Favourite Book: Anything Arabic.

Favourite Drink: Scotch and coke.

Favourite TV Programmes: I don't really get much time to watch TV, but I really like cartoon.

Favourite Computer Game: *Boulder Dash*.

Countries Visited: Middle East, USA, Europe.

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11. *Journal of the American Medical Association*, 277:1225-1226, 1997

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L N B R I F F

Creating moving patterns on your fully screen to match your favourite music is the latest knowhow from Jeff Minter, Pink Floyd fan and owner of Glomph.

Psychodelia, as it has been christened, is a light synthesizer for the CRAM64, Vic 20 and C64/16. The CRAM64 version is more expansive on EPROM, while the other two are 16. It consists of a set of instructions that you use with your mixer, but if this sounds like a lot, don't be dissuaded. The program looks like being one of the greatest entertainment programs ever and it must be only a matter of time before hordes of people own Martin's idea.

Even born cynics will be impressed — I was. In fact, I went off and raved about it for weeks.

PLAY FOR LIFE

Traditional playthings that encourage creativity and "love for all life" are the name of the game as far as Play for Life is concerned.

If this sounds rather tame, why not stand back and ask yourself if you really feel fulfilled napping alone in the sun.

Free for Life is an organization which members the Peace Pledge Union and Ecology Party among its members. It offers computer games among its wares but, unlike the more, these are based on co-operation rather than competition. Mostly for the CIBRA, Spectrum and BBC, some let you create pictures or music and titles include *Whodunnit* and *The Snowman*. Dr Raymond Brown.

The company's catalogue, pitched at people aged between five and 75, makes great reading with lots of original and old-fashioned things like paper aeroplane pads that give instructions for eight paper planes. Other things include an origami pad, teddybears, Fun with Magnets, Skits and even the Fish and Board Puzzle.

Contact Play for Life at 215 Ipswich Road, Norwich NR2 2LN (Tel: 01603 620000)

You can create the most beautiful patterns in 121 colours that are guaranteed to win over all those colour-hating people out there. Basically, you program the shapes to match your favourite music and the end result reminds you of a sexy much-used phrase — "hearing colours and seeing sounds!"

Just store the shapes and their colours and, if your habits are similar to Mister's, you can even get *Flashing Hamon* and *CND* shoes.

Minster himself sees it as the best way to get your own light show off the ground. "A hippin' baby could sit there with a joystick and still make something nice out of it," he says.

Conversions for the Avestan, Sogdian and Achaemenid will be out next day also.

COLECO ARE LEAVING THE COUNTRY

The gradual demise of the dedicated video-game machine continues with the announcement that Coleco — manufacturers of the ColecoVision video-game machine and the Coleco Adam computer — have decided to pull out of the business.

There should still be some software about as the Hyde Park Clothing Company is reported to have taken delivery of 100,000 game cartridges and 25,000 consoles. Presumably they will be able to handle all the rest.

But never fear. Those of you with Atari VCS machines languishing under your beds will be able to enter a very special software competition in this issue of C&VG.

[illegible]

- Despite Chinese rumors that Simlai's (in China Simlai and known's) (Gile) Perry have been leaving the staffing out of each other in Cambridge since here, trained CMT/rapist report that the pair have since been jilking it up together at one or two parties, and generally looking like the best of friends. *Amazul*

- As usual, lots of new games are out for the Commodore 64, with some being available on other machines too. *Dragonware* and *Dragon-Slaying* both \$9.99, are out from Bantam, with *Dragonware* featuring 30 dragons, the seven elements, and the evil Sorcerer to defeat (and, yes, multiple endings).

Typical: *Conduit* (the Japanese version) is due for £14.99 or tape for £19.99, and *Superman's Escape* (rated unrated) is public too in Chinatown, is £19.99. The makers promise it isn't obvious.

On an entirely different note, for the above results to hold, it is almost clear that the labor market must be fairly competitive, as well as the fact, it

- **Spectacular offerings:** The month's picks include *Planet of the Apes* (R) and *Gladiator* (R) (TV-14), both from FoxVideo, while *Love Jones*, a good example of the ERBBA, has been made available for the first time on the Universal HomeVideo



Large's husband is partly retired too. The second oldest in the family, he does the

spans to the FBI federal courts instead of clearing them. What, if? The game will tell you how the FBI will and will not be released or charged and FBI confidence too.

- [illegible]

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POLE

64

POSITION



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complete with colour monitor and cassette



Free software worth over £100 is the name of the game.

Along with your new CPC 464 (colour monitor or green screen VDU) you'll receive a software starter pack of 12 (yes, twelve) cassettes absolutely free.

There's something for everyone. From Roland-on-the-Ropes to East-Amazon word processing.

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revision for exams, cataloguing and budgeting.

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Amsoft. A ton of software.

Yes. Now there are over 100 titles from Amsoft and independent publishers. And the list is still growing.

Arcade games, educational programs and business applications - they're all designed to make the most of the CPC 464's impressive graphics, stereo sound and processing abilities.

And with Amstrad's speedloading capability, even complex programs can be loaded quickly. The optional disc system will load a game in around 6 seconds.

When you feel the need to upgrade your Amstrad system to disc drive, just send your favourite Amsoft cassettes to us and we'll send you back the same Amsoft programs on Amsoft disc (or just £4.95 per cassette, the price of a blank disc).

CPC 464 green-screen VDU (left)

Here are the others.

The CPC 464 comes complete with its own colour monitor or green screen VDU and built-in cassette data recorder. (Optional disc drives are now available with CP/34* and DR LOGIC* supplied as standard.)

It has a typewriter-style keyboard and numeric keypad. 64K of RAM, 256K 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).

Join in the fun.

Our CPC 464 User Club is a must for all owners.

As a member, you'll be the first to know about the additions to the range. Hardware and software.

We'll provide you with your own privilege card and send you free, a year's subscription to the Amstrad User magazine packed with programs, features and information.

You can enter competitions for valuable prizes and keep up with all the latest Amstrad developments.

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



AMSTRAD
ONE GREAT IDEA AFTER ANOTHER

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Greens John Menzies RUNDELOWS spectrum
WHSMITH WICKFALLS WOOLWORTH

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I'd like to know more about the exciting CPC 464 complete computer system. Please send me literature right away.

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ADDRESS

POSTER

To: Amstrad Consumer Electronics PLC, Brookwood House, 100 King's Road, Brookwood, Essex CM8 4EL

PLEASE COMPLETE AT TIME OF ORDER TO ORDER, NOT ALL STORES STOCK ALL PRODUCTS.

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Welcome to the second instalment of CBIF's very own agony column. If your FORKs are painful on your program wants to R&R, before it can with, you need advice from Bug Hunter. Write now, before it's too late.

S. Ward from Sheffield has around 150 Spectrum games on cassette and would like to make back-up copies. He wants to know the best program to buy which will let him do this.

There's nothing wrong in making a back-up of a tape, Mr Ward. It's yours — you've paid for that cassette and you can do what you want with it. Except, of course, make a profit from someone else's hard work by giving away or selling any back-ups that you make.

Because of this, most software companies protect their games with routines in the program that make them hard to copy. No matter in 1984, secure, thought, and in the classified ads of most mags things you'll find programs advertised that allow you to make copies of your software, or convert it to run on disc, or whatever, depending on what sales you have.

Things are odd of ways of protecting programs, so I suggest that you put a couple of these addresses and ask separately whether their product will copy the games that you have.

As for your question of staying an edge, well your games in the computer and being able to search that list for a particular game, you'll need either microdrives or discs to do this. Cassette based storage and indexing is just too slow.

Dear RH,
Recently I purchased an Interface 1 and microdrive for my Spectrum. As first programs loaded quickly and smoothly. Nothing has been tampered with and no effort has been spent into the slot but I can no longer save/load/verify programs. Usually, the drive just spins for about ten minutes and then stops. What can I do?
David Frost

Problems with early versions of the Microdrive are quite common. Try cleaning the head of your drive

gently with a dry cotton bud. Also, get a fresh cartridge and see if you have any joy. If not, there's obviously something wrong and you are entitled to a replacement or a refund from the place you bought your drive.

If you went through a shop, take back the drive and explain the situation. If you ordered through mail order straight from Sir Clive then there's no alternative — you'll just have to pack it up and send it in Cambridge with a letter explaining what's happened. Then, just wait. And wait.

Dear RH

Could you help me? I have written a game and want to get it published, but I don't know whether I need to have copyright in the game before submitting it. If I do, how do I go about getting it?
C Thompson

You already have copyright. It's your game so you have the right to make copies of it which is what copyright means.

If someone looks at your game and then copies the idea, though, it's not the same as them copying the actual program that you wrote.

The whole area of copyright law is rather complicated, so the best thing to do before you send off your game and pay to a software company is to get some advice from your local Citizens' Advice Bureau.

Dear RH

I have an old Vic cassette recorder which ate up my new Commodore 16.

I have recently bought a new Reed, Son of Blagger and Frazer. Made but then don't load. I heard on a TV programme that some old cassette recorders may not work, so can I get a refund on the Blagger or will I have to buy a new cassette recorder?

Robert Russell

It's not the fault of the software companies that these games won't load, so I'm afraid that there's nothing to make them give you a refund on the games.

If you've only had the recorder for around a year or two, you could complain to Commodore that this is an unreasonable time for one of their products to last. Failing this, it looks like you're going to have to ask Reed for a new cassette recorder next year.

Here's the last of our batch of legal letters, which should cover some of the problems that you may be having with the Christmas music.

E. M. Brown bought a 'Vic starter pack' at Christmas 1983. There was a problem with the screen, so he returned it to his local Lacey's, where it was bought.

Three months later the video drive gave in. The music was not heard again but the wrong loads were in the box. Then, the cassette recorder failed and the power pack didn't work.

Mr Brown has now returned his money four times. Can I exchange it. He asks, for a different make? The shop is only willing to do a straight exchange.

It's useful to remember that if you buy something in a shop and that product goes wrong, it is the shop's responsibility and not the manufacturer's. So any shop that tells you 'It's not our problem' is mistaken.

Meanwhile, what can Mr Brown do?

Well, if you take a faulty micro back to the shop for the first time, you are entitled by law to a new model the same model or your money back. You do NOT have to have it repaired or be given a credit note.

If you choose to have a repaired item machine and then the goods wrong, you are only entitled to replace/repair/return then on. You have given up your right to a refund. Therefore, the shop is correct in offering to replace the faulty machines. You could always try asking in the town of Commodore, asking whether the average Vic needs replacing four times before a good one is found!

Dear RH

Is it possible to get Mode 7 on an Electron so that I can run a modest John Warner

The Electron doesn't have the necessary chips to give a Mode 7 vibrant display like the BBC micro.

At the last PCW show, Sir Computers of Cardiff had a prototype Mode 7 adapter for the Elk which, coupled with an ME112 interface, would let you drive a modem.

If you're mainly interested in communicating, it may be cheaper to get a 16S Spectrum and a VT42000 modem which will get you into Perpet, Microsoft and more, including my own VILR bulletin board on 01-656 1000.

A PERFECT COUPLE

Just like ham and eggs and peaches and cream, Commodore User is the perfect companion for your 64 or Vic 20. Every month Commodore User is packed full of the latest new games reviews, special projects and business computing, plus the latest software charts, Tommy's Tips for your tricky computer problems, and much much more. Commodore User, the perfect magazine for Commodore owners, at your newsagent on the first of every month. All for only 85p.



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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?

STARSTRIKE

MACHINE: Spectrum/
keyboard or joystick **SUPPLIER:** Realtime
PRICE: £5.95

Realtime's Starstrike is simply the best translation of the Star Wars-style arcade game seen on the Spectrum — with some new twists.

It's a do-or-die-themed space shoot 'em up with excellent graphics and a playability rating that goes off Carl's scale — well it does if you're a fan of the arcade machine, like me!

The scenario for the game goes like this. You are the pilot of a Starstrike space-fighter on a do-or-die mission to destroy the massive bases of an alien race known only as The Outlanders.

These bases inside hollowed out moons are protected by squadrons of Outlander fighters — and the surface of the huge moons are covered in laser towers and other defence systems.

The only way to destroy the bases is to fly down the equatorial trench and fire a well-aimed shot into the reactor chamber.

Your Starstrike fighter is armed with lasers and protected by force shields — but these are depleted by enemy fire or collisions with the canals which span the trench. A readout on screen tells you the condition of those shields — if it reaches red, then you're in big trouble.

If you manage to dodge through the canals and avoid enemy laser fire without being ripped out, then you get a crack at the reactor. This is actually more difficult than the arcade machine version, believe me!

If you destroy the base, you progress to the next difficulty level — where different features, like the big laser towers, appear.

Starstrike's 3D vector-style line graphics are excellent and so is the presentation of



the game. You get a brief pause in the action between screens as a battle-computer read-out flashes up-telling you what's going to happen next. A pause that you need at the rightest level!

If you've ever waited one of those Star Wars arcade games at home, then you'll love Starstrike. It's a brilliant game destined to become a classic — and a Carl's Hall of Fame game!

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

FATTY HENRY

MACHINE: Vic 20/**joystick**
SUPPLIER: Software
Projects
PRICE: £3.95

Software Projects continue to support the ageing Vic-20 with a range of reviews which included Fatty Henry.

You play the part of an octopus destined to become a tasty dish for some snooty diner in a top restaurant. You have to help him avoid that fat boy collecting droplets of condensation from the roof of the pan

where he is being cooked and dropping them on the hapless Fatty Henry.

There are other hazards — such as spinning food, oven foam and the restaurant's pet dog, Fat Henry, who is galled to a bit of squid. Survive 10 ovens and you escape being eaten!

An original theme and fairly playful — although the graphics could be slightly better.

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



3 CADCAM WARRIOR

MACHINE: IBM 486
SUPPLIER: Tapeset
PRICE: £9.95/\$13.95

This brilliant game from Tapeset runs on the Commodore and is based around a Computer Aided Design (CAD) interface which gets wrong.

You'll have to beat 8,192 hostile screens to win the day and this could take some time, so you'll have to be dedicated — but it's fun and very addictive. In fact, for £9.95 (casualist) or \$13.95 (idiot), you could have yourself quite a bargain.

The graphics are extremely good and very clear, reminding you a bit of the drawings architects are supposed to do all day. The sound is also unusual and convincing, a real change from the ruck of them, zap-bang-crash style sound effects.

The idea is that our environment is increasingly planned and constructed with and by machines, and so it is up to the software and operating systems of those same machines to interpret the rules by which we want to live.

Once you've loaded the tape, you press FIRE to start, before getting pursued by what look like giant sponges and Sony Walkman headphones.

The action always give you something different and you can use the keyboards or a joystick.

The story itself centres around the 25th CADCAM International Show, where the guys from a company called Envoiro Ltd have booked most of the first floor's space.

The game patches you directly against the design machine, and you control the great MAND-2, whose task it is to find and repair the memory bank containing human needs.

He can only get to the final screen by finding his way through all the nasty environments the machine designs,

and how he does this is up to him.

He must somehow remove everything, with some rules being short cuts and others a total disaster. Interestingly, he has a habit of disappearing down holes, but you can always find him, as he is the only object to look like a big teddy bear.

If he isn't careful, he lies down and gets shot at, but he's quite a good shot himself if you get a decent joystick. All in all, Cadcam Warrior is fast, very playable and even moreish — rare qualities for games these days.

■ Graphics	9
■ Sound	9
■ Value	9
■ Playability	9



and how he does this is up to him. school safe before it comes to the attention of the headmaster.

The combination of the safe consists of four letters known to the headmaster and the masters. To get the combination, Eric has to first hit all the school shields — hanging around on the walls of various rooms — and get them flashing. This is more difficult than it sounds, you have to work out different strategies for different shields.

Once you've got all the shields flashing, the masters become strangely disinterested — stop their own and they'll reveal their part of the code. All except the history master that is who has to be persuaded in a

camoon-style voice bubbles which appear as the various characters "speak".

Poor old Eric really has a hard time at school. And you really get into the character as you play. Each of the masters, and Eric's school-friends, have their own characteristics too. You learn about them as you play!

A nice touch is the feature which enables you to change the names of Eric's mates and the teachers to suit yourself. You can populate the game with all your least favourite teachers and your best mates. You can also make yourself the hero!

The graphics and animation are terrific and the sound isn't bad either.

Overall, School Daze is an entertaining and amusing game that worth the asking price — but don't let it stop you doing your homework!

■ Graphics	8
■ Sound	7
■ Value	9
■ Playability	9

3 SCHOOL DAZE

MACHINE: Spectrum/Amstrad
SUPPLIER: Microphone
PRICE: £5.95

They say school days are the happiest of your life. Well, that may be so — but what I know for sure is that School Daze is the most original and entertaining game to be released for any age. Just watching the demo is like viewing a whole series of Grange Hill at one sitting!

And that should give you a clue to what the game is all about. It's set in a typical school, with typical pupils and typical teachers — all of which you'll recognise from your own experience.

The hero is Eric. Now, Eric has heard on the gaspeline that his and of some report is not all it should be. So he wants to get it out of the

different fashion which you'll have to find out for yourself.

Once you've got all the letters, you still have to work out the combination — and get to the safe in the staff room!

While Eric attempts to get his school report, the life of the school continues independently. Eric has to go to lessons too — which interrupts his quest, if he isn't in the right place at the right time he gets fined! Over 10,000 lines and Eric is expelled.

The other characters in the game — like The Devil, the Bully and Angelique — also give Eric a hard time. They attempt to hinder his quest for that school report by getting him into trouble with the masters, with friends like that...

The entire game is like an animated version of the Beaver's Ruck. Screen kids sleep — complete with

LABYRINTH

MACHINE: BBC
SUPPLIER: Acornsoft
PRICE: £9.99

Several companies in the software market have consistently produced first class software over the past few years. Acornsoft at one time could be included in this elite group. Then, inexplicably, the quality of their games went downhill.

But Acornsoft seems to be back to their old winning ways with their newest release of games. Their most recent, Labyrinth, is no exception.

Although it's a maze game, with a strong influence of Dungeons, it looks more at its ingenuity or attraction in its eyes.

The graphics are very good as is the animation with no hint of flickering — a very common fault in many Acornsoft games, especially JCB Gigger.

R·E·V·I·E·W·S



You control a little character called Mori, who is trying to find his way through a huge labyrinth with sheer dangerous and magical levels. You have to have a good memory to guide him through this monster maze and a good deal of skill to manoeuvre Mori, and the boulder he uses to crush the monsters and ghosts, around the maze without being killed or running out of energy.

Before Mori can move onto the next level, he must capture the magic crystal which opens up the gateway to the next floor of the labyrinth.

The maze is filled with nine different types of monsters, all of which act differently and have to be killed in a multitude of different ways. Some of them, like the evil threashers, change colour, multiply and leave a trail of poisonous mushrooms behind them.

The easiest way to kill the monsters is by crushing them with Mori's boulder, but you'll have to make sure that none of the monsters crush you with the boulder.

You'll have to keep an eye on your energy level which is displayed in the top corner of the screen. If it suddenly turns red, Mori will die, losing one of his three lives unless you eat some energy-giving fruit straight away.

Labyrinth is a well thought out and designed program — definitely up to the standard of Acornsoft's Elite.

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

4 VIKING RAIDERS

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.95

Viking Raiders is just one of the flood of games from Firebird — British Telecom's software spin-off who have entered the budget price games market. And a nice little

game it is, too. You take part in a battle between two Viking overlords. Four human players can fight it out — or any combination of human and computer players.

The battlefield features foods which freeze over as the game progresses making the movement of armies easier, although you can use all the gold you have in the



550 — Viking Savings Bank slipped — to buy longboats, armies and catapults.

The aim of the game is to move your forces around the battlefield and conquer your opponents' castles — before they do the same to you.

The characters — like Odin the Odious and Wotan the Wicked — have their own specific characteristics, and are amusing too! There is even a wicked lady Viking warrior — just as tricky as the men.

The program is well presented, with lots of useful prompts which flash up at the bottom of the screen during loading and play. The documentation is good — backed up by good instruction screens within the game itself.

The graphics are not much to write home about — but who cares when you can get an entertaining game for just £2.95. Good value, Firebird!

• Graphics	7
• Sound	6
• Value	9
• Playability	8

BLUE MAX

MACHINE: Cbm 64
SUPPLIER: Synsoft
US Cost:
PRICE: £9.95 (cash)
£14.95 (dial)

You become a World War one strider on a desperate mission of destruction behind

But overall if you feel the need for a 'bombing mission' game I'd go for World Warstrider time.

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

MUTANT MONTY

MACHINE: Spectrum 48k
SUPPLIER: Amic
PRICE: £6.95

This is yet another fantastic minor clone, though better than most.

Monty has two aims in life — to get rich quick and to be a hero.

There are 40 rooms in the game and he has to collect all the piles of gold in each one before he can move to the next. Unlike most games of the kind, there's no jump button. Monty can move up, down, left or right and that's all.

At the end of his mission, once he's become rich from all that gold, he can rescue the damsel in distress.

If you can't actually get that far, there's a bulletin board to show you what you're missing.

During the game, the Spectrum plays a selection from various classical pieces of music, as only a Spectrum can. Not quite hooked On Classics but better than nothing.

There's an assortment of stories trying to prevent Monty achieving his ultimate ambition. One such beast is the beautiful but fair Quantum Leap. There are also the dreaded perils of the Pit of Eternal Slime.

Monty has five lives and you play against the clock. Not an easy game by any means.

Amic's have to wait for the second price numbers to come in. Shouldn't be long.

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

enemy lines in Blue Max — one of the latest US games to officially reach these shores.

It's a River Rasthyle game with enhanced graphics and sound. You have to fly your biplane around bombing enemy targets and shooting down enemy planes. You also have to land and take-off at friendly airfields. You be required and later on more fuel. And that's about all there is to this game — which I found unoriginal and eventually with dull.

The overall handles really nicely — you get a real impression of controlling a plane in flight. The graphics are quite good, the sound is adequate and the program presentation is good. But all this didn't save the game for me.

A considerable touch is the "out-of-bat" command messages. The display at the bottom of the screen changes colour to tell you if you are flying too low, at the right level to attack enemy planes, at the right level to make enemy positions on the ground etc.



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?

MOTO CROSS

MACHINE: CMM 64
SUPPLIER: System 3
PRICE: £7.95

Driving games used to be about cars, but motorbikes seem to be taking over.

This game has you on a bike, trying to complete a course marked out on the screen by two rows of trees. Above the horizon, mountains and scenery float past as first demonstrated by Enduro on the Amiga.

At the top of the screen, a large set of hand-drawn icons contain all the various stats which give details of your speed and fuel.

But while all this is happening, there isn't much action going on. The graphics quickly take up the tale and if you aren't too hot and there's no scenery or obstacles which go past as you ride round. Poor Position on two wheels this certainly isn't.

If you hit a tyre, you fly off the machine and land in the road. Careful use of the joystick can usually get you going again, but sometimes I found this impossible. If you crash just behind a tyre then, whatever you do, you'll always hit it again when you try to get up.

There are six different levels in the game. On some, the track is narrower than others. Also, you can decide whether you wish to ride alone or have other bikes on the track to chase.

Graphics are smooth, if nothing else, and sound is good. The engine sounds are realistic and the title man who comes on to waive the starting flag is cute. There's also a horrible scorching sound when you hit a tyre.

A reasonable buy, but nothing special.

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

HUNCHBACK

MACHINE: Amstrad
Joystick only
SUPPLIER: Ocean Software
PRICE: £6.90

A conversion of one of Ocean's best selling games, this version runs on the Spectrum and Commodore 64.

While Camerado yells from the safety of her tower, you can expect to fall off walls and crash into things resembling giant trifles while trying desperately to reach her. Is it worth it?

Not unless you're masochistic enough to really get into all the hassle this game offers you. As Quasmod, you behave like a little-boy Tarzan with supernatural energy, swinging over pits and dodging fireballs and arrows, you must remember

of its own, always swinging everywhere — except towards you.

If you're lucky enough to complete a wall, you pick up a bell — so that if you reach your woman, you'll sound like a cross between a reindeer and the London Philharmonic Orchestra. Let's hope she likes it.

Five bells give you a Super Bonus and this will show up on the screen along with the number of lives you have left, plus your current score.

As you hang onto your joystick for dear life, you will soon get used to negotiating over various obstacles, but if you don't make it over the most... well, let's just hope you can learn just that there aren't giant trifles lurking in the world.

• Graphics	8
• Sound	7
• Value	8
• Playability	4



to keep in front of the chasing knight, who, hopefully, is also busy falling off walls and making an idiot of himself in front of Camerado.

Although there are 15 screens, each more difficult than the first, you'll be lucky to get past the second, which involves grabbing all a very elusive rope which would take you across the moat to your lady in distress. However, you may as well forget it, as the rope appears to have a mind



of its own, always swinging everywhere — except towards you.

The one thing about this game which I haven't been able to work out is why it is called Sim. After that challenging puzzle, the game seems more than a little-bit in comparison. The game has everything a good software company



been and his cat are always on the look out for a quickly way to make a few bucks. Recently a large part of the industry has been on a 'state of the art graphics' trip, totally forgetting that there's more involved in making a good game than how appealing it looks.

Themes, playability, ingenuity and innovative tale have all been thrown out of the window during the latest bid for the game with the latest graphics. A good game, in my opinion, must have a well thought out and strong plot or theme and excellent playability as well as interesting and realistic graphics.

Sim shows every sign of the new direction that a lot of software companies are taking. The character that you fly about the maze is difficult to control and the layout of the game is so badly designed that you die every time you enter a new screen.

At the beginning of last year, Sim would have stood a chance of impressing people but the game market has moved on a lot since then and I'm afraid that companies like Viper won't last if they don't rethink their approach.

• Graphics	8
• Sound	8
• Playability	5
• Value	8

continued on page 106

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GIFT FROM THE GODS

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Games writers everywhere seem to be diving into the classics to get new ideas for software — we've had Quo Vadis!, Macbeth, Tristan and Isolde and others.

Now Ocean have dipped into the weird and wonderful world of Greek mythology to bring you a game of epic proportions! Gift from the Gods is based on the legend of Cronos who has to fight his way around an underground labyrinth beneath the palace of Mycenae in order to regain his kingdom from the evil clutches of his treacherous mother Clytemnestra.

You can read our review of the game elsewhere in this issue of C&VG — but we're here on the competition pages to bring you an exclusive C&VG contest!

Along with our friends at Ocean we've come up with a very special competition with a very special prize. Details of the prize later — first here's what you have to do to win it!

We want you to draw a map of the labyrinth our hero Cronos discovers in Gift from the Gods.

The best map will win a specially created GfG from the Gods — a sort of 3D model based on the game. This diorama will be hand-made and all the figures hand-painted by modelling experts, so it's a really exclusive prize.

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mind how big or small you make your map — or what materials you use to create it. The entries must be accompanied by the form below and will be judged by representatives of C&VG and Ocean. Normal C&VG competition rules apply and the judges' decision is final. Closing date for the competition is April 16th — we're giving you an extra month to work on those maps and we're looking forward to seeing them!

Send your entries to Computer & Video Games, Gift from the Gods Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 3AT.

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Instead of ten aliens, C for his Commodore

What happened ne



Saturday morning.

Walked into my local computer shop.

Packed as usual with masses of kids enjoying the arcade games.

Surely I could put my Commodore 64 to better use. Helpful assistant suggests a Commodore Communications Modem.

Tells me it comes with a year's free subscription to Compunet, a new network service, saving me a cool thirty quid.

A bargain not to be missed, so I bought a Modem.

If I knew then, what I know now, I'd have thanked that assistant more.



Saturday (one week later).

Fantastic.

My Compunet membership came through this morning.

Hurriedly plugged the Modem into my 64's cartridge port, and hooked up to the telephone line.

Can't wait.

At last I can communicate with other Commodore 64 Modem owners and giant mainframes.

What's more, I can also access databases

throughout Europe and the U.S.A.*

This is what home computing's all about.



Sunday morning.

Raining.

Tapped in my Compunet I.D.

and personal password.

Wow, what a directory!

Decide to pit my wits against other Modem users by entering Main User Dungeon, an interactive on-line game.

Should stretch the old grey matter a bit.

Then a quick look in 'The Jungle'. This is an open area where other Modem owners display messages.

See a Commodore user in File wants to sell 'U-boat' for £3.00.

Leave message offering him 'Mighty Gork' on a straight swap.



Monday evening.

Move on to the Compunet Software Park.

What a choice. Loads of high quality bargain programs.

Particularly interested in educational software, so I call up 'The Study'.

Download free physics package to help with my exams.

Clive bought a Modem for his Commodore 64.



Next changed his life.



Tuesday evening.

Dad's turn.
I don't get a look in as he's

busy teleshopping.

Actually it's amazing what bargains turn
up. He even finds a new house.

Mum said she doesn't want to move and
anyway his dinner's getting cold.



Wednesday evening.

Discover I can join BLAISE,[®]
the computer service for

the British Library.

Their catalogue of books dates way
back to 1950.

Should give me an interesting edge over
my school chums.



Thursday evening.

She has a go.
She keys into Prestel[®]

Imagine, over 300,000 pages of information
and news.

What does she choose? The lonely hearts
section.

She's disappointed. Couldn't find Simon
le Bon's private number.



Friday evening.

Yippee! Receive a reply from
the guy in File.

He fancies taking on Gork.

What's more he's written a program he'd
like my opinion on.

He transfers it direct, using the free user
to user software.

I've made my first computer pal.

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Software companies grow on trees... at least that's the way it seems from the number of new companies springing up every week!

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What it doesn't give you is the locations of the 128 hidden and magical treasures, the traps, the wandering characters or details of their quests, which vary each time. He does offer to the kind of reader you might expect to want Moria to be released so those still plump to discover for yourself.

Good luck, Warriors of the Ice — Professor Jones rides with you!

KEY TO SYMBOLS

- Plains
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- ▲ Hills
- Lake
- ▲ Tundra
- Pit
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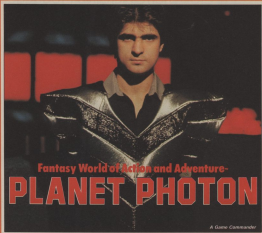
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Fantasy World of Action and Adventure- PLANET PHOTON

A Game Commander

Tim always relies on luck. He'll run right out in the open, as go around a corner without checking it for danger — and doesn't expect anything bad to happen. He's just a fool. Now he lies dead.

His competitors had seen him fluster against the Tower, had seen the two Reds pop out and fire at him. Within moments, the pride of the Green team has been killed. But two seconds later Tim comes back to life, to give his luck another chance. Now it's his turn to get those Reds!

I'm standing on the observation deck, watching a Photon War being acted out below me. Players participate in a fantasy world of action and adventure. Garbed as space soldiers, they battle one another amidst a weird surrounding of colored lights, blaring music and swirling smoke.

Entrepreneur George Carter, of Dallas, Texas, was inspired by the laser battles of Star Wars. He decided to create a futuristic *Make 'n' Break* that

would put players inside the game.

The result is the Planet Photon Centre which opened in Dallas on April 1, 1984. It became an overnight sensation, attracting nearly three thousand customers a week, each person engaging in two or three six-minute games at \$3.95 a play. But talking about costs isn't what I'm here for. The best thing about Photon is doing it, so let's get ready!

Every player must first be issued with an official Photon ID. A Game Commander — more on this later — positions me in front of a passport camera. My photo is taken and sealed into a small card which I then sign. A bar-code strip along the bottom edge will become my permanent Photon-Code, containing information about me such as number of games I've played and my scores.

Then it is on to the staging room. An attendant takes my card and uses a wand-reader to enter data about me before the game begins. This identifies me to the computer which lists my name onto the scoreboards

scattered throughout the observation deck and Photon complex.

Now it's time to put on the equipment. I strap the battery pack around my waist and fasten the breastplate. Everyone's ID cards go into a special slot on the plate which, besides keeping it from getting lost, helps to identify each player visually.

I decide to hit part of the Green team, so I snag myself a green helmet. Green LEDs (light emitting diodes) light up around the helmet to confirm this.

I attach my phaser gun to the battery pack. An LED on the back of the gun flashes brightly when it detects the sensors placed around a helmet or on the chest plate of another player. I check this by aiming my weapon at a person standing nearby and watch the gun's LED blink on and off.

The phaser has a range of about 150 feet and operates on line of sight. The other players getting ready seem to take this all very seriously. A guy to my left holds different guns from head to head, granting to himself as he tries



Inside Planet Photon

to find the one with the best "balance". I start to wonder what I'm letting myself in for.

I wrap a paper cap around my head to keep the hair out of my eyes and put on the headset. Headphones in the helmet blimp out the three distinct sounds the player makes when it fires.

A thrilling bass note proclaims a hit, while a high-pitched tone means you've missed. A warbling sound indicates you've shot someone of your own team.

A hit from the gun's infra-red beam causes yellow lights to flash on the enemy's helmet and de-activates his

gun for four seconds. Fortunately you can't shoot yourself — no "Photon suicide" is possible.

Someone in a red helmet grins at me and points his player in my direction. I'm getting a bit nervous.

One Game Commander leads us out to our Home Base, while another does the same for the Red team. On one side is the Home Base and Tower of the Red team. The Greens have their base on the other side.

Tunnels, half-walls and ramps criss-cross each other to form the two levels of the playing field. The Game Commander goes over the rules for the first time players. We are also reminded of the non-contact, five-foot distance restriction. The Game Commanders will stay on the playfield to ensure that the rules are obeyed.

As I'm a first time player, I decide to link up with a veteran. Steve, a 17-year-old high school senior, agrees to show me the ropes. My team mates and I wait for the starting signal.

Huddled up above, away from prying eyes, all of the equipment is linked by

FM radio signals to the two IBM PC master computers which run the specially-designed software for the game.

These computers are the overlord, activating the different sound tracks, and giving a surround-sound effect through rapid changes of pitch and speaker location.

Monitor screens flash running scores as the game progresses. Tables are installed afterwards and projected throughout the Photon complex. 10 points are scored for hitting a target, minus 10 for being hit and minus 30 for shooting a player in your own team.

Shooting the Home Base of the enemy scores a big 200 points, but you have to fire three times at it without any interruptions — usually someone is there waiting in ambush.

The computers monitor the players and won't allow anyone to score more than once for shooting a Home Base.

A digitized female voice fills the air — "Photon-Warriors, prepare for strategic manoeuvres on voice command, 3-0-1-GO!"

The lights dim and begin to throb as weird tones blare out in deafening multi-track stereo.

Members of both teams take off and disappear as blinking strobe lights throw macabre shadows about. As I try to avoid two Reds, Steve taps them both and beckons me on. I thank him with a nod and break away on my own. I head up a nearby ramp, hoping to ambush the enemy.

Three Reds emerge from behind the Green Tower. I aim my player and wait for the LED to indicate I'm "on target". I pick off the unexpecting Reds with carefully aimed shots.

"Keep moving." I tell myself, stumbling through a tunnel.

Suddenly both Red and Green Towers begin to pulse, blanketing the area with ray-blasts. I duck the cover too late. I'm sure I've been hit. Finally the barrage stops and I start moving again.

The gun grows heavy in my hands as I fire again and again. All of a sudden the music dies down as the voice returns to proclaim that the manoeuvre is over.

Everyone walks out the exit door and back into the staging room. An attendant helps me remove my gear.

"Let's see how well I've done this time out of the box," I think to myself as I go over to one of the scoreboards. A lot of Photon novices receive negative scores from being hit repeatedly by the more experienced, but I've managed a positive score — mostly from my success at ambushing Reds.

But Steve has shot his way to high score in the day.

Steve plays Photon a lot. He heard about them on the radio and showed up on their doorsteps two days after

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Get player, Wendy

they opened. He's been there ever since.

"I was one of the first people to play *Photon*," he says proudly, "and I helped them test it and work out the bugs in the system."

Steve comes to play about three or four times a week. "I love it," he says. "It's great fun because you can run around and work off your aggression without hurting anyone."

Steve compares it to tennis because, unlike video games, *Photon* keeps you active. "You have to be agile and use strategy to play effectively," he says. "You really get a workout. The weight alone (20 lbs.) of the outfit makes you really work up a sweat."

Steve's team won the first league tournament. "I wanted to form a team and was getting my friends to sign up. We were trying to figure out who would lead it. Well—I got elected!"

"There were 12 teams," he told me. "Each team played three games every Wednesday for 11 weeks. Teams were scored on total points, as well as individual scores. Our team was the Centurions and we had the highest scores."

Steve humbly explains to mention that he also won the award for highest personal score.

"Another benefit," he says, "is that you get to meet a lot of other guys from different schools and backgrounds who like to play games. And it's also a nice way to meet girls who share similar interests."

One of the girls who comes to *Photon* is 11-year-old Wendy. A friend introduced the game to her and she's found it a lot of fun.

"It's like an *Adventure*," she says. "Different things are always happening to you when you play. It's not like a video game because you can't know what to do from the last time you played. I like to go with my friends." Wendy continues, "It's like an outing — I'm not interested in being by myself."

Wendy shows some of her playing



Strategic Maneuvers Report screen secret. "I don't always attack," she says. "Sometimes I'll go hide against a wall and wait to see who's coming around. Then I say 'no' and I also like playing with my Dad, but it's best when he's on the other team. He isn't too bad, but I'm better. He doesn't move as fast as I do."

Wendy says that girls can play *Photon* as well as, if not better than, boys. "I came here with a girlfriend one time and we beat the pants off two guys from our class who played against us."

Don't think only young people play *Photon*. "All ages participate," says Dan Allen, *Photon*'s vice president. "Some of the best players are in their late 20s and 30s."

Allen adds that franchises have been sold throughout the United States and around the world, including Canada, London, Taiwan and Hong Kong. Those in the US will be opening soon while the overseas franchises will be operational in late 1992.

"This place is like our testing chamber," Allen laughs, gesturing around him. "In fact, everyone will probably remember the Dallas *Photon* not as the first one, but as the smallest. Many of the franchises will be much larger than the one here and some are even going to operate like dual movie theaters. Imagine being able to play in two completely different gaming fields under the same roof."

Here we only serve soft drinks. Other franchises plan to sell the entire gamut of fast foods from hot dogs to

popcorn," he adds.

Allen says that all of the franchises will have the full line of *Photon* peripherals, which includes everything from posters to fountain pens, all with the corresponding *Photon* logo, of course.

Allen is somewhat reluctant to comment on how the game equipment operates. "We don't want to be copied," he says, "so we have to be a bit secretive about how the hardware works. But we're developing new equipment that's lighter and more streamlined. We've been going through a lot of prototypes, sometimes we've even adapted parts to each other to test out a new idea. All the new equipment will be lightweight. Add plastic. This will cut the weight down to where you'll hardly notice it at all."

"There're other great things we can do too," he adds. "Right now the observation deck is useful for those who want to watch. But we're going to mount ' Sniper Rifles' alongside the deck. People will drop tokens into them and can then wind the sights around and aim at the players below. They'll score points which they can see on a separate scoring screen — this won't affect the score of anyone on the gaming field. But I'll sure let a lot of parents get back at their kids!"

"*Photon* is really exciting," says Allen. "It takes the great aspects of *Capstone* the Flag and *Mide 'n Seek* and puts it in the space age. We're always updating information on the computers, looking for new ways to make the game more fun and challenging. I like the fact that there can't be any cheating or arguing 'who got shot first', since computers are perfect and impartial referees."

"Plus there's always new things we can try out," he adds. "One of the things that the computers don't allow is for someone to keep shooting the same person for points, not letting him recover. The shooter's power has to fire and hit another target before he can go back after someone he's already shot. This keeps players from taking advantage of someone weaker or slower. We're also thinking about adding special 'force fields' — areas where the game won't work, or the player is immune from the ray-blasts of the Towers. Maybe a player will get a personal 'force field' for a couple of seconds as a reward for getting a certain number of points, or for being in a specific place at a special time. The great thing is you can do just about anything you want, because computers don't hold you back."

"We two games are alike," Allen says. "You can develop strategies and techniques, but there aren't any patterns to memorize like in a video game. You're up against the toughest, most unpredictable opponent of all — another person."

WILL THE NET WORK?

Last year was the year of the modem as far as micro owners are concerned.

A modem allows you to connect your micro to the phone. Then, your computer can speak to other computers in different buildings, cities or even countries.

You can swap information and programs with your friends, or hook up to a large information system.

The two most well known systems are Micronet and CompuNet and, since their launch, hardware manufacturers have been busy producing better and more

versatile modems for them.

Micronet runs on British Telecom's Prestel service. When you join, you actually subscribe not to Micronet but to an area of Prestel known as Prestel Microcomputing.

For your money, you get access to all the information on Prestel, of which Micronet is a part. There's also Newsletter 268 and Clubspot 615.

CompuNet doesn't use Prestel. Instead, it runs on the ASP computer systems network.

So which system is the best? Robert Schifreen has put them both to the test.

TELESOFTWARE

Hooking up your micro to a large mainframe computer means that you can load programs down the phone line into your micro.

Programs stored on Micronet or CompuNet can be loaded into your micro, just as if the program was loaded from a cassette or disc. Then, you can save it just like any other program.

WHAT ELSE IS THERE?

When Micronet was first launched, people thought that the service would be used mainly for telesoftware, and that it would revolutionise the way that micro owners buy their programs. This hasn't happened and sales of telesoftware on Micronet are way below expectations.

However, there's far more than software available. Micronet has news features on many micros, a technical help area and lots of general information, some of which changes every day.

One of the most looked at areas on Micronet is Mike Mouse. Known to his friends as *Microsky*, you'll find some interesting computer gossip starting on his pages. But be warned, our *Interp* friend is

a Spectrum fan and Bosh owners may be frowned upon!

Actually, don't tell anyone I told you, but he's just bought himself a you-know-what for Christmas.

CompuNet's features are very different from Micronet's. Only Micronet can publish information. The average user can't put up anything on Prestel unless he buys space which is very expensive.

CompuNet, on the other hand, is more like a bulletin board. There are areas where you can publish information, stories or even programs that you have written. These, users can

The 1200 modem from Protel is particularly good for Prestel.



download the information. This means that you never know exactly what you'll find on the system. When you upload something, you can give it a price. Then, anyone who looks at your page or downloads your program will be charged that price.

It is possible for someone to put a price of £5 on a blank screen which has been happening recently. The advice from CompuNet is not to download any charged page unless you know what it is, or someone has recommended it to you.

Among the more useful areas of CompuNet, you'll find CompuCar, the official Micro Mouse club. There's also The Jungle where users upload their own software, and the Software Park, for professional programs.

There's hints and tips pages, though the amount of information actually supplied by CompuNet is small. They leave it up to the users to build the system.

For my money,

the most interesting feature of CompuNet is that you can play MUD — that multi user adventure game which we featured in C&VO a few months ago.

It's not cheap, though, at £1 to join and £3 an hour to play, but well worth it.

ELECTRONIC MAIL

If you are connected to Micronet or CompuNet, you can send messages to another user of the same service. A charge is made for this on CompuNet but it's free on Prestel.

You type the text on your keyboard and tell the system who you want it sent to. Then, when that person connects to Micronet or CompuNet next time, they'll be told that there is a message waiting for them.

Prestel will be introducing a service next year where you carry a beeper in your pocket. If a message arrives for you on Prestel, the beeper makes a noise.

Sending messages of one kind or another is one of the most popular uses of Micronet. Their Hotline service consists of a BBC micro hooked up to Prestel. The idea is that you send Micronet a message and the BBC automatically formats it and publishes it within a couple of minutes.

HOW MUCH DOES IT ALL COST?

Before you even think about buying a modem, ask yourself whether you'll



The BBC micro "talking" to Prestel.

be able to afford the phone charges. Whenever you are logged in to Micronet or CompuNet, your computer will be "on the phone" and your phone bill will be ticking away. You won't be able to receive any calls, either.

Check that the system you want to join has a local call number from the area where you live. Otherwise, you'll have to dial up full STD rates.

Using Prestel adds around £80 to my quarterly bill, though be warned that someone who became hooked on MUD ran up £3000 in phone charges in three months.

Make sure that you time your calls, and allocate yourself, say, half an hour per session. Dialling at local rates after 9pm costs just under 40p per hour.

Linking to Micronet starts at around £80 which buys you a modem for a BBC micro. The necessary software is included, although you can invest in a more powerful program so that you can access other worldwide databases.

The Spectrum modem costs £50.55, though you may find it discounted in some shops.

For a Commodore 64, you'll need a special cartridge for £45, then any modem will plug into the cartridge. Membership of Micronet and Prestel is £13 a quarter for home users.

The CompuNet modem for the 64 costs £59 and includes a year's free membership.

WHICH COMMODORE MODEM DO I BUY?

The Micronet modem for the 64 can not be used for CompuNet. However, you can use a CompuNet modem to

look into Micronet. So the best answer is to buy the CompuNet modem. You'll need a special program downloaded from CompuNet to allow you to use Micronet, which costs £5.

SPEED

CompuNet is very slow. Even at this early stage, with just a few hundred members, it takes a long time for each page to come down the line. Prestel is much faster.

CompuNet's database is very small when compared to Micronet. And remember that, when you join Micronet, you get the rest of Prestel as well.

If you already have a modem and want to see what Micronet is like, dial your local Prestel computer and use an identity number of 444 444 444 and a password of 4444.

You can then get a free tour of Micronet.

WANNA KNOW MORE?

Micronet are at Durrant House, 8 Herbel Hill, London EC1. Tel 01-258 3143.

For information about the CompuNet modem, you need The Information Centre, Commodore (UK) Ltd, 1 Huxton Road, Walsley, Nottingham N11 1GX. Or call them on 0535 255552.

For details on the CompuNet database, write to CompuNet Tele-services Ltd at Merford House, 15-19 Clapstone Street, London W1. Their phone number is 01-492 0842.

PROFESSOR VIDEO'S



Welcome to Professor Video's Games Workshop — packed full of hints and tips about your favourite games. Remember, the Prof. pays £5 for the month's top tip — so why keep your success at playing games a secret? Spread it around so everyone knows just how good you are! Write to Professor Video's Games Workshop, Computer & Video Games, Priory Court, 38-39 Farringdon Lane, London EC1R 3AU. Don't delay — post your tips today.

PYJAMARAMA

This month's star game — and the Prof's wrap 85 note! — goes to Richard Saper of *Ballyhatcheck, Co. Down, N. Ireland*, who has been stuck in Wally Weir's nightmare for some time now. He wrote up for a couple of hours to bring you these tips on his favourite game of the moment, *Pyjamarama*. Start here!

Get the basket from the room under the second flight of stairs. Then go up the stairs, into the bedroom and out the door which leads into the room with the HELP button. Jump on the button and then walk through into the bathroom and past the tap. The basket will now be FULL.

Return down both flights of stairs and walk through the farthest door. You will find yourself in a room full of motorised chickens! Don't lift. Jump across the gap. Deposit the basket in exchange for the fuel can. Go back the way you came and collect the pound coin on the table. Go back to the bottom of the stairs, into the kitchen, on the side door, switch on the lift and into the room full of barrels. Go through the left door and go to the box marked "B". Jump on it and the lamp above will switch on, go out of the door and onto the first floor and then exit by the side door — when you'll find fuel! Pass over the machine and go back to the lift, set to "B" and go on again.

Now all becomes a little complicated (you realise it isn't already?) Well, leave the fuel can in a quiet place. Use the penny from the change machine to get into the room at the top of the first staircase and take the hammer. Go down the stairs, reset the lift and go on.

Then go up both sets of stairs and into the last room. Exit by the side door, resetting the HELP switch. Go back down the stairs and into the 1st room. Get the fire extinguisher in exchange for the hammer. Set the lift to "1" and go out of the far door into the two chest room and out of the window. Carry on and exit at the far end, down the shaft. Avoiding bricks, go right and fall down. Run left, get the square key and exit left, leaving the extinguisher.

Go all the way to the second staircase, down it and exit by the side door into the smelter room, get the laser pistol — but don't leave the square key. Go out.

Now go down, reset the lift, go back up and reset the HELP button. Then go to the lift room, set to "3" and get the triangle key under the stairs.

Go back, set the lift to "1" and exit by the side door. Now gather all your strength together — dash over the thresholds, dodge under the weights and grab the power pack. The laser is now fully

charged — if you've still got hold of it that is!

Now go out, reset the lift to whatever level you last the fuel on. You do remember, don't you? Leave the laser near the fuel can.

Now there is a laser intruder from all this messing about with fuel. Get the library robot from the landing at the first set of stairs, go to the bedroom and swap it for the book this gets you an extra 100! Now dash back to the laser and fuel can.

Go and reset the lift and the HELP button. Go to the lift room, under the second set of stairs — third screen along. Set lift to "3" — into robot and sap! You're on the moon. Deposit laser in exchange for crystal. Go out of the door.

Now, says Richard, here we are, the clincher. How to get the lock off! He's tried everything but just can't work it out. Maybe someone out there can help him. And please act quickly, it sounds as if he's slowly starting up under the pressure!

QUO VADIS?

Here we have some tips on the game which could win you a prize of a prize — Quo Vadis! from The Edge. John Child from Porto Wood in Kent has been staring over the game and has come up with these playing hints.

- To kill all the monsters in one room, stay near the burner. Run to safety if a monster gets too close.
- Kill all the monsters in each room on the way down. This makes coming back up a lot easier — and much safer!
- To negotiate large lava pits, stand as close to the edge as possible and then jump. To leap small lava pits, stand as far back as possible and then jump.
- If you are having trouble jumping, try pressing the fire button and moving the joystick until you are firing in the direction you wish to jump. Then release the fire button and hop to it. While this is slow, it works!
- When working your way down through the levels always try to follow the same route. This helps you get to know the monsters you'll encounter — and how to kill them quickly.
- Don't be surprised if you don't follow the same route back up as you used to get down through the levels — there are many one-way tunnels.
- Try to avoid monsters which come straight at you and require two shots to kill. These take a long time to get past and you'll use up a lot of energy.

FORT APOCALYPSE

Finally, some tips on the recently released import from the US, *Fort Apocalypse*, the favourite game of Kenneth Henry, of Enfield.

- Play the game with a stiff Atari joystick. You'll need some resistance for fine movements.
- When on the lowest level, low on fuel, teleport back to the second level and get out to the refuelling pad before continuing.
- When a thropoor approaches you, firing, don't play a waiting game. Stand and fight if you do run, approach the enemy from above. If you are below it and to fire miss, rise above it, fire and fire.

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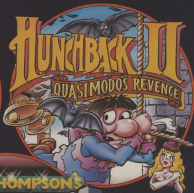


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PRICEY GAMES

Mr Cramer from Clapham thinks that the prices of games should be reduced. Often, he says, he pays around £7 for a game which turns out not to be worth the cassette it's recorded on.

If you see an advert for a game from a company you've not heard of, I'd suggest that you don't send off for the game unless you see a good review of it in a magazine, or someone else recommends it to you. It's true that software is expensive. But, in among all the rubbish, you'll often find a real gem. We hope that C&VG helps you to sort out the difference between the two.

MANIC BUGS

Daniel Wadler is from Germany, though you can probably tell that from the name. Anyway, he's got a bug in his Amstrad version of Manic Miner. If you reach a five-figure score like 10199 and then, next game, only reach 6348, the machine doesn't restore the last digit from the previous high score and you will get 10348 for your new high score.

CAVELON CHEAT

First this month is Sean Gordon from Letham, Fife. While hacking through Ocean's Cavelon, Sean found a routine which seems as though it was used by the Ocean programmers to test the game. Start the game and then hold down **SPACE** and **L** until the screen says "Hi Chris, what do you want?". Then, just press the number of the level from 1 to 6.

Are you sure you "just stumbled" on this tip, Sean, or do you have some inside information?

PLOTTING ON

Ian Turner from Buxleyheath, Kent, has a few variations on Sinclair's **DRAW** command for the Spectrum. Try typing **F100: DRAW 40,40,8999** for some interesting results. Also, try **PLOT 40,82 DRAW 82,81,80000** or **PLOT 138,8 DRAW 88,88,80000**.

Thanks for those, Ian. If anyone else has any tips like this, send them to Bug Hunter and, you never know, we may be able to print them and bring you instant fame.

UNDERWURLDE

Next, Stuart Lindley from West Yorkshire, who wants to see even more reviews in C&VG, just like a certain other games magazine. Stuart starts by asking whether a Commodore or a Spectrum is the best computer to buy. The next part of his letter, though, offers some tips on Underwurld.

Well, Stuart, you've almost answered your question yourself. If you want to play games like Underwurld, Knight Lane and other classics, it seems likely you'll have to buy a Spectrum. Or be prepared to wait six months for the Commodore conversion.

The sheer number of Spectrums around means that most software companies write their games for that machine to start with. This tactic may not be a hit with anyone who doesn't own a Spectrum, but that's what happens in the world of big business. I'm afraid, I don't like it either, though I do just happen to own a Spectrum.

MISTAKES? WHERE?

Unfortunately last month's Book of Games didn't manage to avoid the onslaught of the collective power of the bugs and we have to admit to some mistakes..... well! Our rigorous testing system didn't prove too much for them, and they smashed a couple of slips into the magazine.

Comic Printed, on page 38 of the Book of Games, is in fact for the Vic 20 and not for the Spectrum as we printed. We also credited the program to the wrong person. Apologies to the author, Paul Gill.

Another game, Planet Lander for the Vic, is a little faint and hard to read in certain parts of the program. If you have any problems, don't hesitate to send us a self-addressed envelope and we'll send you a new copy.

UP THE BEANSTALK

Someone called T Clay who lives in High Wycombe, Bucks, has written in answer to our earlier plea about getting past screen two in Jack and the Beanstalk. As soon as you get to screen two, says Mr Clay, keep your finger on the "left" key until you are at the far end of the second link. Then go to the top of it and work back until you reach the top of the screen. When you get the stem, you work your way over to the far left of the screen. It's as easy as that.

OUT OF ORDER

Modi F El-Madi writes all the way from Cairo, Egypt, to tell me that he's been playing tennis for almost six years now. Well, Modi, that's the longest I've heard of. Anyway, enough of the awful jokes — he's found a bug in Match Point. Sometimes, during the game, when he plays a smash in or out of the service box but inside the singles court, the computer gives "OUT" and awards itself the point. If anyone knows why this happens, or has a spare glass of barley water for Modi, let us know.

BOULDERDASH

Frustrated Wild thinks he's found a bug in Boulderdash. On cave 5, he says, you need 34 jewels to complete the screen. There are four boulderdash which should make nine jewels each, giving a total of 36 jewels. But the first only gives six jewels, leaving our hero three short and unable to collect the screen. I haven't heard of this bug before, Frustrated, though I'm sure that if anyone else has the same problem they'll get in touch.

That's about all we have time for this month. If you have a tip or suggestion that you think belongs on this page, or you need help with a bugging bug, C&VG, just write to me at the address on the top of the page. You can leave me a message on our new bulletin board, the Bug Hunter on Magnet on Mailbox account #1209999.

BY ROBERT SCHIFFREEN

[illegible]

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HERO



BY PAUL GILL

RUNS ON A VIC 20 IN 3.5K



Becoming a hero in this day and age is no easy job. There are so few opportunities for an aspiring hero to make a name for himself that many would-be knights in shining armour pack it all in and become bank clerks.

So, CPMG, with the help of Paul Gill, have designed a computer game to keep ambitious and over-active heroes in good shape until their day of triumph finally arrives.

Your task is to enter a fortress guarded by soldiers of the evil Baron von Hell and rescue the beautiful Princess Elena who he has locked away in the east tower of the fortress as ransom for taking over the neighbouring king's country from him.

Arrows, swords, chains and crocodile-infested pits have to be negotiated before you can rescue the fair princess and claim the title of Hero of the Land!

PART I

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10 PRINT " " POKE36879,25
20 PRINT "-----"
30 PRINT "READY TO PLAY? (Y/N) "
40 PRINT "PROGRAMME MUST BE RUN FIRST-IT"
50 PRINT "TURNS OFF THE COMPUTER."
60 PRINT "-----" IT HAS DONE SO YOU MUST
  PRINT "PRESS SHIFT AND HIT THE RUN-STOP KEY"
70 PRINT "-----" IT A KEY"
80 POKE190,0:POKE129,1:POKE196,0
90 POKE170,00000:PRINT
100 POKE440,30:POKE4824

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PART II

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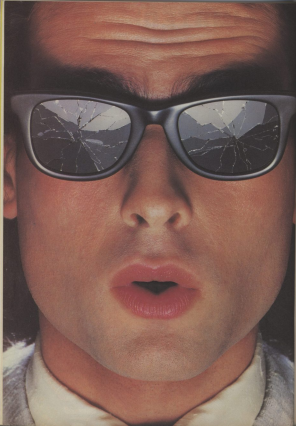
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10 CLS PRINT AT 0 0:00
20 GOTO 10
30 CLS PRINT AT 0:00
40 GOTO 30
50 CLS PRINT AT 0:00
60 GOTO 50

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CRACKPOT CLIMBER!

BY GARY NAZARETH

Your town has been raided by the invading hordes from across the ocean and the town has been left in ruins. The temple has been ravaged and looted, the high priest murdered and the Garden of Relics stolen. This is your tribe's most highly treasured religious symbol, without which great evil deeds will fall upon your people.

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After days of sailing across the ocean and trekking across mind-boggling forests, you have reached the temple where your tribe's Garden has been hidden. The most difficult part of your mission now faces you. Mutilated ledges must be climbed and fiendish guards evaded at all costs if you are to succeed in your holy quest.

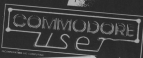
Full instructions are included in the listing.

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GAMES COMPUTING

Your

COMMODORE

YOUR BEST INDEPENDENT COMMODORE MAGAZINE

HOME Computing WEEKLY

EXCLUSIVE!

Commodore User

4 However well you do, the game remains exciting, nail biting stuff. 'In space no one can hear you scream' the blurb says. My neighbours aren't so fortunate—I've been giving them a hard time. But who needs neighbours with entertainment like this?

Personal Computer World

4 The screen display is split into three areas: a map of each of the ship's three levels; a report monitor which displays the ship's and crew's status (help's next to the Alien's menu); and a command monitor. The command monitor presents you with the instructions available to you (these can be selected with a joystick). This is a particularly nice feature of the game as it eliminates typing errors.

The Alien you encounter can either be a timid leechy or a blood-sucking monster, and no doubt the intensity of your screams will reflect this.

From beginning to end you're looking over your shoulder.

Games Computing

4 The game follows the track of the film quite closely, with a large number of variations. If you know exactly what was going to happen the game would get very boring.

The game is basically of a strategy type with adventure bits thrown in as well.

Your Commodore

4 The review will require a few attempts to become accustomed with the game but the authors have thoughtfully provided a short summary option for the space rookie.

The cassette is accompanied by a booklet giving clear instructions for play and a summary of the film. To appreciate the game's subtleties, it will help to have seen the movie which would also give the player some idea of what to expect. I had under my thumb last time round—the game is true to the film. Only the bravest players should confront the Alien in the small hours of the morning. I'll say no more—the hairs on my neck are bristling again.

Home Computing Weekly

4 At first I was disappointed as Alien is neither wholly adventure nor arcade, but after playing several times I can say that this game grows on you. The sound effects add to the suspense as does the sudden arrival of the monster.



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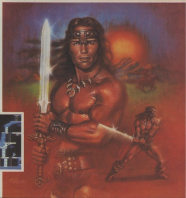
Your mission is to slay Conan's wicked rival and bring home a bounty of gems. Blocking your way are fire-breathing dragons, poisonous scorpions, vicious bats and other deadly adversaries.

If that wasn't enough, you also have to fight your way through dark caves and dangerous dungeons, while looking out for mysterious creatures waiting their moment to attack!



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SNAIL SWITCH

While Albert has been lazing in front of his TV, the snails have been busy squirreling and sliding around in his box of plant labels. Each used to have the name of something Albert would be planting but the slinky specimens have rather messed things up.

First, they took the letters of each item and rearranged them into alphabetical order on the label. Then along came Percy, the plastic-eating parasite, who neatly snipped each label in half. Then APRIL would end up as AEL FPS.

The slugs scurried on at the New Year's Dance served to thoroughly muddle the labels up so you could save Albert a few minutes by writing out fresh labels for him — if you can work out what was originally on them, of course!



A

As March gallop howl, thoughts of spring arise, along with the sap of new growth, and Albert's mind is pushed towards his allotment, mainly by Nina prodding him with a fork.

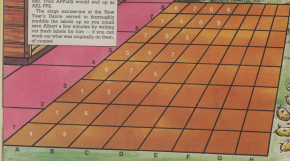
When he gets there, he is faced with the chambers wrought by nature and could do with some help putting the patch into some kind of shape. Perhaps you'd be kind enough to lend a mental hand....

SPUDS UP

The vegetable patch has been dug and labelled. The numbers show how many potatoes will grow in each square if a seed spud is planted in that plot.

Albert has just eight potatoes to plant and, being Albert, he will only plant one in each row and column and no two potatoes will be diagonally straight line.

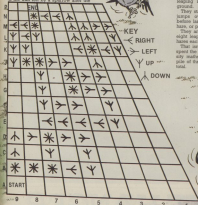
Where should he bed down the seed spuds to achieve the optimum yield?





THE SOZZLED SPARROW

Another of nature's little games which has Albert leaning in a ramshackle way on his fork instead of heaving compost is the trail left by a sparrow after the



KEY

→ RIGHT

← LEFT

↑ UP

↓ DOWN

JUMPING HARES

Before Albert can begin to concentrate, he must do something about the dozen hares which, true to form, are leaping madly about in the background.

They start off in a line and a hare jumps over exactly three others before landing on the next available hare, or pile of hares.

They are trying to end up, in just eight leaps, with five piles of three hares each.

That isn't too difficult but, having spent the winter on an Open University maths course, they want every pile of three hares to have the same total.



recent upheaval.

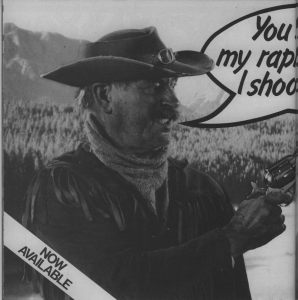
The bird had nibbled too freely at the juices from a rotten apple and in a highly inbred state had staggered, lopsidedly, around the starveling patch.

The blueprint shows the direction he took through all the places he passed through once only and the asterisks (*) show places he visited more than once.

Completely sloshed as he was, the poor bird couldn't take off and fly at all, nor was he capable of making a U-turn. Which means that at each square he either went straight on or turned right or left only.

What Albert is trying to do is work out the shortest path the sparrow could have taken from start to end of its staggering journey. Can you work it out?

FOR RESULTS PLEASE, TURN TO PAGE 117



CLIFF HANGER

AUTHOR - JAMES DAY ORIGINAL MUSIC - BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandits shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the of bandits may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings - but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be THE Commodore games playing sensation. Available from any good software store for just £7.95.

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birds, then
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NOW
AVAILABLE

Shoot the Rapids

AUTHOR - PAUL BLAIN

Ever wondered what it would be like to face the fierce white water in a top class canoeists slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with *Shoot the Rapids*.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and insinuating beavers to worry about.

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 £7.99.

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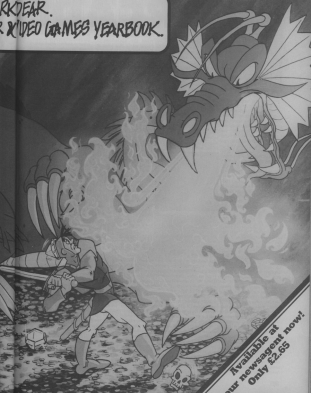


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ARCADE



Each time the pinball world settles down to normality, Williams have a pleasant habit of shaking a back to life. With the current price of the board against the dollar, it's a new pinball is selling at \$1,750 plus VAT. At those kind of prices the operator can no longer afford the luxury of ordering the five latest pins. He must be certain that the machine he is buying is going to be a real money taker. Williams' Space Shuttle is such a machine.

The game features excellent pulsating sounds and it is nice to hear the return of the voice, absent from Williams' last five games. The voice featured is that of Mission Control which talks you nicely through the game. The back-bash artwork depicts the Space Shuttle, and there is a 3D model of the shuttle on the playfield.

I have a bad habit of only reviewing American machines. This is to be immediately rectified, as I review a machine from Europe's top manufacturer, Zanussi of Italy. You may have seen Zanussi, Magic Circle and Devil Machine your local arcade. All of these machines are feature packed, but show the one innovative feature, whereby the player has to complete a sequence to drop a ball ramp to allow access to the top playfield. Their latest release is entitled Rocket — check this one out. The artwork, normally their downfall, is above average and the playfield is amazing. There is a tunnel running above the deck, across the far end, and the Robot Bridge which runs the ball up and across the playfield. It's different to say the least.

The annual arcade show, The Amusement Trade Exhibition, designed to whet the appetite of arcade owners, made its debut early this year at Olympia in London. Clare Edgley went to have a look around and to bring you news of some of 1988's hot new games including news from Luke Skywalker in *The Empire Strikes Back: Ward* is out to hit the streets as dual in T&T Plus — what you've always wanted to do — lose your marbles in a whiffy game called *Marble Madness*.

DON'T LOSE YOUR MARBLES!

Somewhere, in a galaxy far removed from anything we as earthlings know, exists a planet with a very basic life form whose one aim in life is to beat its contemporaries in a race from the top of its city to the bottom.



You cannot get anything much more basic than a marble, and a new and original game from the Atari stable was launched at the ATT show — *Marble Madness* — featuring these useless round objects.

The race course is suspended in mid-air and seems to be composed entirely of narrow tunnels and gang planks from which it is all too easy to roll off into a bottomless void.

Control of your marble is simple. A track ball provides a 360° control of the ball's movements. Rolling in upwards will decrease the marble's speed and rolling downhill will increase it.

Various obstacles are placed in the ball's path and it will take a little practice to be able to get around these. Beams swinging trap doors and Sinks — they do nothing better than to gobble up your marble as it passes through the sinking zone.

There are six different

waves of increasing difficulty levels, each with its own landscape. Expect the unexpected when dealing with marbles. Should you fall down a level, the ball will shatter and crumble to dust, whereupon a dustpan and brush will appear to sweep away this debris. A new ball will appear at the spot the old one went over the edge.

Although it's fun playing against the computer where you have a set time to finish the course — a two player game is more exciting as you can do the dirty on your opponent by bumping him into space whenever possible.

It's very simple, should make *Marble Madness* a hit in the arcades.

Watch out for it, it's very playable. The next time you lose your marbles — you'll know where to find them!

THE EMPIRE STRIKES BACK!

Once again, the tale of the Rebels lies in the capable hands of Luke Skywalker and Han Solo as they fly across the frozen wastes of the planet Hoth to bring the Empire to its knees.

At last, Atari has launched *The Empire Strikes Back*, the middle section to the Star Wars trilogy where the forces of good and evil battle for supremacy.

Many of you will have seen the film and the game follows sections of it closely. For those who haven't, Luke Skywalker is being trained to the status of a Jedi Knight so that he can help a small band of rebel warriors defeat Darth Vader and his Imperial Forces.

You play the part of Luke

who is training to destroy the gangster Imperial Walker, great monsters assembling a crew between the nose of T-100 and massive metal canals. The only way to annihilate them is to blast their controls and so render them incapable or to throw raw cables around their legs to bring them crashing to the ground.

Not a moment to relax. No sooner have the Walkers gone than Darth Vader sends bands of Protons against Luke in his Snow Speeder. If these monsters are not destroyed, the ship operating them will transmit a message to Darth Vader informing him of the whereabouts of the Rebel base. Blasting Protons is no easy task as they return Luke's laser fire in an attempt to wipe out his shields.

Action then switches to space where the Millennium Falcon, under the control of Han Solo, is fighting with some Tie-Fighters. Han has one other job to do and that is to evacuate the Rebels on Hoth and transfer them to a place of safety.

The ultimate aim is to help Luke gain full Jedi status and to do this you have to destroy a given number of targets. Each time the targets are destroyed you will earn the letters J-E-D-I.

The series is now complete. In one afternoon, you will be able to re-enact the film and help Luke to destroy Darth Vader once and for all by going on to complete his quest in *The Return of the Jedi* (E&MG Dec. 1984). May the Force be with you.



ACTION

THE PERILS OF A PAPER ROUND

Getting up early in the morning to do a paper round is hard at the best of times, but in some areas it's downright suicide. Only the toughest will survive.

The game gets really tough when you have to ride up Hard Way in Atari's *Paperboy*. Medium Road and Easy Street aren't exactly a bundle of fun either. They're probably the toughest streets on any paperboy's round.



And the hazards. An angry mobster comes to punish anyone who dares to compete to what these guys have to go through. With a heavy load of papers balanced precariously on the handlebars, the aim is to throw the morning papers into the mailboxes and porches of those houses on your round. You can always tell your houses — they are painted in light colours. Those who aren't your customers are in dark colours and have welcoming slogans like "Get Lost" on their doorways. These people are meted with derision and extra points can be scored by aiming the papers at windows and other targets to cause as much constructive damage as possible.

Watch out for other kids broadcasting on your route, playing around with remote-controlled toys, barking dogs, hedges and women and especially cars.

It's easy to get distracted and then — CLUNK — you come to in a heap on the kerbside.

A real innovation has been

added to *Paperboy*'s controls. Game and the standard joystick and joystick — jutting out from the cabinet is a set of bicycle handlebars complete with non-slip rubber grips and a fire button for throwing the papers.

Pushing the handlebars forward, in a manner of most joysticks, will increase your speed and pulling back will reduce you to an almost falling off motor. sudden braking can produce a beautifully controlled skid if you're good enough. If you aren't — too bad.

Should you manage to complete your street by delivering the right papers to the right houses, you'll be rewarded with the paperboy's training course, which takes the form of a BMX assault course, full of jumps and obstacles. A group of friends will be waiting at the end of your grueling ride to welcome you back to safety for another day.

You start off the game on a Monday morning and if you can prove yourself will join the ranks of successful riders and will carry through to Tuesday and so on through the week. When the new week starts, you will have to contend with Medium Road and eventually Hard Way, each of which offers more and more danger for your nerve and ability to ride out of trouble.

If this is what a paper round is really like — you'll take my advice and stay safely tucked up in bed. Only daredevils need apply to ride this course.

WHY NOT GET ON THE RIGHT TRACK?

Racing games and sports themes have cornered the market in the arcade world and, not to be outdone, large has come up with an exciting new game which, if a success, will surely rival Atari's *TaL*.

GP World, one of the only laser disc games at the show, is another Grand Prix



racing game incorporating some new features, it is dual screened and offers you the chance to try your prowess behind the wheel round three circuits ending up, finally enough, with the Mount Fuji race circuit in Japan — a feature which is included in almost every other racing game.

The cars are superimposed graphics set on real film of the three tracks. Taken from the driver's view — close to the ground — it produces a very realistic effect, made doubly so by the two super wide screens the game incorporates. These are set

want to do when travelling at break-neck speed is to tear your eyes away from the track — soon for an instant.

Before you can enter the Grand Prix of your choice, you have to participate in a preliminary race. It's fairly easy to get through and if you don't have too many blow-outs and pile-ups you'll be well on your way to victory and a good position at the start. The green light flashes, engines rev, foot down and you're off. Travelling at a scintillating speed towards the first chicane. Watch out for the cars in front of you and those coming up alongside — it's every man for himself and nobody will give an inch. In



at a slight angle to each other so that when sitting in the driving seat you have an incredibly wide view of the track unfolding in front of you with only a slight line down the centre to show the join. However, if you are viewing the game and standing a little to one side, you get a distorted view as if a chunk from the middle is missing.

As well as the usual high/low gear, you also have an accelerator, brake and three dials on the dashboard to add an extra touch of realism. They give you your fuel, revs and oil status at any time throughout the race. Though I can't experience the last thing you

the actual race, you have to complete two circuits within a given time to qualify for the next race.

The game handles well although it is very easy to over-steer when in a slot. The controls are very sensitive and a heavy hand on the steering wheel will be enough to send you out of control and out of the race. The background which was shot on location flashes past as you whiz along and you barely have time to marvel at the scenery.

GP World is probably the closest simulation to a Grand Prix race that you are likely to find in the arcades at the present.



The American computing field seems to be constantly changing. Not content to just add or adapt a bit from year to year like a television set, each couple of months seems to bring new turmoil. How does this affect the computer enthusiast, the gamer? We have a lot in common with you folks in the UK. We're all interested in computers, software and what makes the gaming world tick. I'll try to talk about some of the things that are happening and changing here, that might affect you as well.

Publishing a computer magazine in the US doesn't seem very profitable lately. Dozens of once-thriving titles have disappeared. There are less than three like C&VG now — a few months ago there were more than 20. And greed is part of the reason. Computers seemed like such a good thing that every publisher and his mother got in on the act. *Requiem*, Denise Ganoio, of *Infoworld* (the weekly computer newsmagazine) agrees. "I think that what happened is that people saw a boom but they overdid themselves, and a lot of companies did the same thing. Enthusiasm was high," she continues, "but everybody got scared when growth slowed down. Remember, we're not dealing with marketing professionals — a lot of the people were new to this, more entrepreneurs than computer specialists." Ganoio feels that too many people couldn't take reality that the golden age had come to an end and went around screaming that the sky was falling. And just like Chicken-Little, enough screams provoked a bad response.

My feeling is that, while you don't need to know everything about a computer in order to publish a magazine about it, there does have to be a love for the subject. It looked like too many publishers decided that they needed a computer magazine because there seemed to be unsatisfied hands holding a

dollar. But where was the understanding of the reader's needs? I think that the survivors will be the "editors," the magazines that best their readers deserve quality and even-handedness.

One of the obvious signs that things weren't going well with the industry in general was the crashing of Atari. Warner Communications, the parent company, suffered huge losses — perhaps, among other reasons, because they thought people would buy "movies" made into video



PG — The Party Quiz Game



games. But the American consumer didn't spend his or her dollars on adaptations of *Raiders from the Lost Ark* or *ET: the Extra Terrestrial* . Competition from numerous companies (some making awful games), plus a movement away from the VCR machine didn't help either.

The final result was that Jack Tramiel was able to snap up the ailing company. Tramiel is best known for his amazing salesmanship which turned Commodore into the top dog of the low-end computer heap. He didn't buy the company for peanuts and there's an estimated 400 million dollars in debts to deal with. But nobody thinks Tramiel did it for laughs — he is a man who gets what he wants and turns a profit in doing so. The question is — will the millions of Atari users also profit? Right now nobody seems to know anything. Atari is like the Sleeping Beauty.



Championship Lode Runner

swallowing the kid. The holiday season may see some life, some indication of what is going to happen. But for now — Atari sleeps on.

Time to move on to some of the great new games that have appeared. Trivia board games have become quite a rage late in the States and software companies have been rushing to get their versions out on the market. One of the best of those currently available is PG — *The Party Quiz Game*, from Sansone (available for IBM, Apple, Atari and Commodore). Like all the number of reasons, the last being that hard-core gamers with a "You don't have to touch the computer" will. The designers obviously thought ahead because *four* controllers can be used, even with the two-slot Commodore. The game uses bright graphics and a moving "time bar" to count down as the questions and possible answers are displayed. An option lets everyone score for a right answer which makes the game more enjoyable for groups. Since my 11-year-old uncle can't read the screen as fast as I, a handprint feature slowed me down (he beat the pants off me, by the way). The program comes with a "General Edition" disc and other types of question areas are forthcoming.

I saw the worst example of handicrafting in France last April. Four men were making themselves look

very silly as they tried to perform in a street of Montmartre, while a crowd watched with poor looks. Now I can't jump on my head (or turn flip-flops either), but fortunately Epyra software has a way for me to still try it out. Their Breakdance program features a series of action-oriented games in which your surrogate dancer can spin his way to high steps and scores. You can also record and play back a sequence you've created. Influenced New York street scenes live on the action and the jump. Funny music is very entertaining. Epyra has also come out with a most desired cartridge that speeds up the disc drive operations of the Commodore. It is compatible with most software and is really a must for players of intensive adventures.



Championship Lode Runner — the best

From Electronic Arts comes *Feats of Impossibility*. This is an enhanced version of the same author's *Bombies*, wherein you navigate through three-dimensional rooms, casting spells in your search for points and treasures. What I find most refreshing is that, like *PQ*, *Feats* invites two players to participate with each other rather than compete. Two playing together doubles the fun and both must work together in order to succeed. One player can also encourage the other from a premature death. Some games encourage the player to sit hunched up, alone. *Feats*, however, seems made for relaxation.

Sega has released two favorites from the arcade for the Commodore and Atari — *Spy Hunter* and *Tapper*. *Spy Hunter* is a combination of *Nacho* (with less awesome graphics) and a James Bond adventure. You race across a vertically scrolling road, pursued by a variety of enemy vehicles. A spy helicopter dropping bombs (with corresponding mines in your path) must also be dodged. A



van can be docked with to supply weapons such as forward machine guns, rear smoke screens and oil slicks. There are even times when you can change into a speedboat. Controls can be either keyboard or joystick, with a second joystick necessary to activate the rear weapons. This would normally be impossible to handle, but Sega conveniently supplies a special bracket with purchase that joins the sticks together. The game translates well from the arcade and is a must for racing/shooting fans.

Tapper deals with supplying a band of thirty patrons with drink while cleaning up after them and trying to maintain your cool. The animation is excellent on the disc version, even the limited memory cartridge looks good. Eye-hand coordination was never so vital as here. The "personality" of the various patrons are hilarious.

After you've gotten through *Tapper*, unweathed, it's time to push your skills to the limit and take on *Championship Lode Runner*, Commodore 64. The very popular *Lode Runner* had you infiltrating treasure rooms in search of gold that had to be kept from the Bumping Empire, an evil gnomish dogged your every step. There was also an option to create your own treasure rooms. *Championship* pushes your skills to the limit with 50 rooms. Besides making a hit book available, *Broderbund* will also send you a personalized Champion Certificate if you complete all 50 levels, but you'll need the special password that only appears at the end. It's a good thing you can save a game in progress. Climbing, jumping fans — take note of this one.

That's about it for now. I want to hear your comments and suggestions on what you'd like to read about in this column. Please feel free to write to me c/o Computer & Video Games. I may not be able to answer everyone personally — but I'll sure try.



Championship Lode Runner

**Championship Lode Runner*
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Broderbund and *Electronic Arts* games are available through *Amadeus* in the U.K. *Breakdance* is available from CBS Software, while *Tapper* is on the US Gold label in this country.

The Author

When he's not operating his photographic studio in New York, Marshall M. Rosenthal is a computer columnist for a number of publications dealing in computers, video and technology.

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COMPETITION

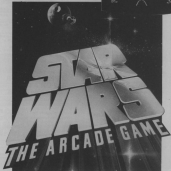
A long time ago in a galaxy far away the great gamers that decreed that there should be a games machine called the VCS. It would have a cartridge port and two joysticks and would be dedicated to playing games. Atari's machine was a great success — but at last time and other computers caught up with it and the poor old VCS became a bit of an antique. But people still enjoyed playing games on the machine — and some companies still produced cartridges for it.

And that's where Computer & Video Games comes in. Together with our friends at Slice Shop we've come up with a competition exclusively for Atari VCS owners. We've got 10 copies of the arcade classic *Star Wars* game conversion for the Atari video games machine.

All you have to do is answer the simple questions based on the *Star Wars* movies, fill in the coupon and send it to Computer & Video Games, Atari Competition, Priority Court, 10-11 Harrington Lane, London EC1B 1AB. Normal CMVG competition rules apply and the editor's decision is final. Closing date for the contest is March 1989.

Slice Shop have a whole range of new games available for the VCS, including *Star Wars* and *Cybertron* from Parker Brothers, plus a new range of games from a German company called Galaxia, who have licensed some Konami arcade titles for the VCS. These include *Phoenix* and *Strategy 4*, a tank battle game. Watch these pages for more details of these new games. Meanwhile, if you've got a VCS, put your brain in gear and enter our competition. You won't regret it.

ATARI EXCLUSIVE



THE QUESTIONS

1. What were the rebel space-craft which attacked the Death Star in the first *Star Wars* film called?
2. What are the odd furry creatures who helped Luke Skywalker and his friends fight the Empire forces in the latest *Star Wars* film. *Return of the Jedi*, called?
3. The actor who plays Luke's friend, Han Solo, in the *Star Wars* films is also well known for playing another hero in other action-packed adventure films. What is the actor's name and what is the name of the character he plays in those other movies?

CS/VCS/SLA SHOP-STAR WARS COMPETITION

My answers are:

1. _____
2. _____
3. _____

Name _____

Address _____

Do you own a computer or video game system? If so which one? _____

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JAN 1985, COL. IV NO 11



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[illegible]

1000



As newly emancipated slaves, the freedmen and women were faced with a new set of challenges. They had to learn to read and write, find work, and establish a new life in a society that was still largely hostile to them. Many freedmen and women were forced to work on plantations or in other forms of forced labor, and they often faced discrimination and violence. Despite these challenges, many freedmen and women were able to establish successful businesses and communities, and they played a vital role in the development of the South.



State of the State
California's new
gaming laws
mean big
opportunities
and risks.
By Tom Ichniowski



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 State University
 Hattiesburg, Mississippi 39402
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19

FIGHTING FANTASY RESULTS



Above:
Stuart Cowap

Right:
Chris Williams

Left:
Ruth Mills



Way Back in November last year we asked you to come up with some monster ideas. And you did just that. Hundreds of scorable aliens, nasty space barbarians and assorted evil creatures invaded the C&VG offices in search of prizes too. 20 copies of the *Forest of Doom* Adventure game for the Commodore 64 and 50 Fighting Fantasy books for people who don't own a 65.

Here we present just some of the many entries we received for our Fighting Fantasy Design a Monster competition. Our readers never cease to amaze us with their many ideas and considerable talent! Sorry we can't reprint more of the many great drawings you sent us — but the rest of the winners will be receiving their prizes very soon. A full list is available from the C&VG office.

PAUL BROWN
1980-1981

DRY EYE CONTRASTION

DRY EYE
CONTRASTION



In 1980-1981
Paul Brown
created

SOME
CREATURES HE
CAN CHANGE
INTO

The Green Eye Contrastion
has many variations. The first
is a creature with a single eye, a
horn, and a long body. The second
is a creature with a single eye, a
horn, and a long body. The third
is a creature with a single eye, a
horn, and a long body.

1) Green Eye Contrastion

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Above: M. Azhar

Below: Timothy Eggleton



Paul Brown



Peter Stinson

It all started early in 1984, just after I'd moved in to my new lab/games room extension. I'd decided to have a novel done all down one wall of lots of llama. The artist who came to do the painting brought lots of source material featuring my favourite beasts, and in one magazine was an article about someone who'd been to Peru, the very centre of camelid territory, for a holiday.

As any follower of my game style will doubtless know, I have long been a fan of llama and Peruvian stuff in general. It had often seemed to me to be a good idea to actually go there, but I didn't think that many people can leave there. There couldn't be very many llama books in England waiting to go...

Luckily for me there are a small number of firms specialising in unusual trips abroad, and it was with one such firm that I booked a 15-day tour of Peru. There are only two or three trips per year and the one I picked coincided with the PCW Show. So in due course I shouldered my bag and left Olympia headed for the tube, Heathrow and subsequently Peru.

The flight was gruelling, to say the least. From London (where I had a final few games of Goings at the airport, needing a final fix of video games before departing for unknown territory) we went to Madrid where we waited three hours in the airport. Finally boarding the Iberia jet at 2.00 in the morning, there followed an exhausting 18-hour flight with stops at Puerto Rico, Bogotá, Ecuador and finally Lima. After such an ordeal you never, EVER want to see another plane! Day of airline food as long as you live!

We staggered off the plane but I cheered up as we queued for immigration, because over Passport Control was the symbol of the Peruvian national tourist board — a vicuña (like a llama but smaller and more delicate).

After washing the bags at the hotel I set off for a wander around the capital city of Peru. A short distance up the road was the Bag Bag Ananda, a fairly dingy but adequately stocked place (Delandev, Jaga Parho, Scramble, Time Pilot, plus a few others).

There were masses of shops selling model llamas, llama rugs, ponchos, hats, scarves, even gold and silver llama jewellery, pottery llamas, llama belts, even llama matches! In the main square is the cathedral (very smart) and some of the main Government buildings, patrolled by guards toting sub-machine guns, and also a water cannon (which they didn't like my taking photos of).

Whilst in Lima we toured some of the more interesting museums,

including the famous gold museum which contains an immense private collection of Inca gold (yes, there WERE gold llamas there...) and tried some of the Peruvian food.

After a couple of days in the capital, we left to tour some of the other parts of Peru. First on the agenda was Arequipa, the second largest city and situated in a beautiful setting beneath a conical volcano (like Mount Fuji, the one you see in the background of Pale Rider). After Lima which was interesting but a little dingy, Arequipa was very refreshing. The mountain air (this was about 8000 feet) was clean and the sun warm and bright. We explored the city on foot (the best way, I might add, to explore any city) and it was here that I first drank beer Tola! This amazing drink is as big as Coke out there — they have huge adverts all over the place and even on the radio. Mind you, it is nothing at all like Coke — it's yellow for a start and tastes like ice-cream soda but a bit tangier. It's cool I drank gallons of the stuff out there and surely miss it now!

Close to Arequipa is the Colca Valley, an amazing place little known outside Peru. Within the Valley are villages which are being visited for

the first time now after 400 years without any outside contact. The Valley itself is the deepest ravine on Earth, being twice as deep as the Grand Canyon in Grand-Mesa-land...

After Arequipa we proceeded to Puno, located on the shores of Lake Titicaca, the highest navigable lake in the world at around 11,000 feet. At this height we all learned the "high altitude shamble", a slow, lacy walk you have to adopt if you're going to explore; there's only two-thirds as much oxygen in the air as there is at sea level and too much exertion is very tiring. Many of our tour group developed headaches and sickness and some had to be given oxygen (available free on demand in all the hotels), but I was OK, probably because I'd been doing regular running for a few months before the trip to prepare for the high altitude.

Here we visited the descendants of the Uros Indians. These people actually live on Lake Titicaca, on incredible floating islands made of reeds. We visited an entire village floating on such an island, which was weird. The ground cushions under your feet, and one the German actually put his leg right through the

THE CAMELID TOUR '84

The Last City of the Incas, Machu Picchu.



What do you get when you go on this holiday? We decided to tell you men who launched a thousand vicuña and other assorted furry creatures. Jiffy! MISTER. Read on for a really unusual experience.

Alpacas in Machu Picchu

island into the foul-smelling ooze beneath (dark yuck). There was even a floating school on the island . . . can't be many of THOSE in the world!

Also in Arequipa, I encountered a flock of alpacas (like sheep) built on a llama farmhouse) which lived around our hotel. Most of them were friendly, but were nearly all the same and species with which I came to grips in Peru! But there was one alpaca with only one eye who distinguished himself by the ability to spit with amazing accuracy from any angle. Approach him from behind and he'd reveal his head 180° and EAT!

The locals turned up one day and were very amused at One-Eye's antics. One of the old ones who'd come out to take photos . . . but I really freaked them out (and One-Eye too, I suspect) when I became the first "gringo" they'd ever seen actually SHT BACE at an aspect!

After a few days in Puno we took the train to Cusco, the old capital of the Inca Empire. The train journey took about eight hours, passing through spectacular Andean scenery, and I spotted vast herds of llamas from the train windows. Above Cusco we visited the vast Inca fortifications at Machu Picchu. Above Cusco we visited the vast Inca fortifications at Machu Picchu, where vast stone blocks which look like they've been cut with precision have been fused into enormous

walls. The joints between the stones are so good that even today you can't get a knife into some of the cracks.

We took a trip out to the ruins at Chacabambas, a breathtaking journey by bus through the Sacred Valley of the Incas. Some of the photos I took from that bus look like they were taken from a plane window. All the while I was listening to Pink Floyd on my Walkman, and the combination of amazing scenery and music was a treat. The ruins themselves are more evidence of the Incas' stone-working abilities of the Incas. Not even the local people there today know how the structures were made so perfectly. By the end of the day my mind was pretty well blown . . . but the bus was yet to come.

From Cusco we left by train to spend two days in the Lost City of the Incas, Machu Picchu (Machivision — like note of that spelling). Although I didn't see Pital Harry or his Lost Caverns, what was there was simply breathtaking.

Perched on a mountain ridge between the peaks of Machu Picchu and Huayna Picchu are the remains of a large Inca city. "Remains" isn't really the right word because most of it is still there! The setting is truly awesome with steep drops all around and Inca terracing in the most amazing places. The whole place has the most incredible atmosphere about it. I'm not normally a fan of ruins and rockfalls, but sitting in this incredible city watching the sun go down was just too much.

I got up early next morning to climb the trail up Huayna Picchu, about 1000ft above the ruins. The climb was fairly heavy in places, and occasionally you'd glance over the edge of the narrow trail to look down a 400 foot vertical drop . . . but when

you finally emerged, up a wooden ladder, onto a circle of large stones right at the summit, it was worth every penny of the hike just to sit there.

Once you'd got over the stage of hanging on and sweating, you'd begin to appreciate the view. Looking down, through the clouds below you, the ruins of Machu Picchu lie a thousand feet below . . . and all around near-vertical drops right down to the valley floor. I sat there for about an hour, not saying anything, just a total freakout high.

That hour was one of the most amazing experiences I've ever had. I didn't ever want to come down, but unfortunately time, fate and Peruvian trains wait for no man, and I had to return to planet Earth.

That was the climax of the trip, and after Machu Picchu we returned to Cusco and from there to Lima, ready for the journey back home. Returning to Cusco and sitting on the cold, windy platform waiting for a train to take me through the pouring rain to Arequipa, it was difficult to believe it had ever happened. It was like being on another planet.

In this short summary I can't hope to have described even a tenth of the things I saw and experienced. The whole place, with its Inca and pre-Inca remains and amazing mountain scenery, is far too big to even begin to appreciate in just a two-week package tour. I intend to return, in 1988, with a backpack and hike around, spending at least a month there. And think of all those llamas!

It was certainly the best holiday I ever had, and two weeks in Peru are worth an eternity on the Costa Rican, believe me. I returned to England laden with llama gear and two lines of Inca kola (which has since run out), the idea for my next game, a refreshed brain and a burning desire to return.



Walls at Sacsayhuaman



Jeff on a reed boat, Lake Titicaca



View of Machu Picchu from the top of Huayna Picchu.

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HALL OF FAME

Name

Address

Tablet size cm ☐ med ☐ lge ☐

I scored

Time taken

Game

Computer

Witness's signature

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your scores have been flooding 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 — this space game with a difference from The Edge — Acornsoft's Elite, a very sophisticated trading game and Micro-Gem's Pyjamarama — a sort of Jet Set Willy!

DIAMONDS

Michael O'Mahony won a £200 diamond for his 5,887 high score on Diamonds, English Software's other big game — Jet Set Willy for the Atari computer and 484 — will now replace Diamonds in Hall of Fame.

JET PAC

My Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blimp are now available on Atari, the ZX-81, and TI-99/4A from Starsoft.

MANIC MINER

The only 28-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Manic Willy did next. This time there are 40 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WOLF

Similar to Jet Set Willy but faster and tougher and twice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. The Psychon is a computerised defence system for the planet Beta 8.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promises a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Edible RAM's brand new computer game which features bases, barrels and bikes. Even Edible found it difficult!

PYJAMARAMA

Willy steps into a nightmare — and into GAVO's Hall of Fame.

PARSEC

- 1) Daniel Mitchell, Sligo, Lond — 11,718,480
- 2) Gary Bell, Pomborough, Hampshire — 9,442,500
- 3) Mark Hamilton, Ca. Slon. Eng — 400,108



SABRE WOLF

- 1) B. Bell, Aberystwyth, Gwent, Wales — 9,442,500
- 2) Jonathan Leek, Bromley, Kent — 499,420
- 3) Jens Ole Skjelle, Vindaa, Denmark — 443,888
- 4) Stuart Giblin, Manchester, Lancs — 454,620

ATIC ATAC

- 1) Graham Peters, Billerica, Essex — 8,691,716
- 2) Gary Wells, Bishopstone, Hereford — 1,234,488
- 3) Carl Thomas, New Ferry, Wirral — 994,000
- 4) D J Murray, Donhouse, Manchester — 990,800

PYJAMARAMA

- 1) Andrew Gill, Plymouth, Devon — 100% (3,451 pieces)
- 2) Ewan Barnett, Aberystwyth, Ceredigion — 94% (3,396 pieces)
- 3) Oliver Baker, Williams, Woodhouse, Notts — 94% (3,458 pieces)
- 4) Douglas Nelson, Boreasdale, Lancashire — 94% (3,451 pieces)
- 5) Michael Padmore, Dymock, Glos — 91% (3,442 pieces)



STARBIKE

- 1) Scott Marriway, Hayes, Middlesex — 383,188
- 2) Steven Kettlebridge, Hayes, Middlesex — 244,388
- 3) Tim Peggs, Scarborough, Lancs — 424,428

JUMP CHALLENGE

- 1) Jason Gorman, Donlin Green, Kent — 84 cars (BBC/Bachman)
- 2) Craig Millington, Brixenford, Wiltshire — 85 cars (Spectrum)

PSYTRON

- 1) Clive Richards, Wotton, Pembrokeshire — 344%
- 2) Stuart McIntosh, Bishopbriggs, Glasgow — 148%
- 3) Clive Richards, Wotton, Pembrokeshire — 284%

HALL OF FAME



Value: Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?

continued from page 28

LODE RUNNER

MACHINE: Spectrum/Atari/Intellivision
SUPPLIER: Software Projects
PRICE: \$9.95

It seems only right that the company who brought you the all-time classic English platform game in the shape of *Melb Miner* should now be bringing

worked them out you can start designing your own and save them to tape using the game's neat save/delete feature!

Lode Runner rightly has a great reputation as a quality game — and this Spectrum version is no exception.

Graphics	7
Sound	6
Value	8
Playability	8



you the all-time classic American platform game — *Lode Runner*.

Ignore the graphics — they can't be described as the best ever on the Spectrum — but play the game!

The totem's gone like this. You are a highly trained galactic commando on a mission to recover a fortune in gold from a power hungry bunch of yingkie builders. The gold is hidden in an underground treasury packed with mysterious passageways designed to baffle would-be robbers.

You are armed with a laser-drill which blasts through walls — but you'll need more than brute strength and speed to work out the tricky ways to the bullion.

If you enjoy platform games then this is the game for you. The puzzling elements — there are 150 of them — will keep you guessing for quite a while. And once you've

AIRWOLF

MACHINE: Spectrum/keyboard or joystick
SUPPLIER: Site
PRICE: \$6.95

Hot out of the Elite hangar comes *Airwolf* — another super-copter in the *Blue Thunder* mould. If you've been watching telly on Friday nights recently you'll know all about the billion dollar helicopter and its pilot, Vietnam veteran, Bringlefellow Hawke, who joins around saving the world and dartsies in dartsies.

Even if you haven't caught up with the series you'll enjoy this game from Elite — who combine their policy of bringing out games based on hit TV shows.

In *Airwolf*, you take on the role of Hawke who has been given a dangerous mission by his employers, the mysterious

organisation known as the FIRM. Hawke has to rescue five US scientists who are being held hostage in a subterranean base beneath the Arizona desert.

You have to fly *Airwolf* on a series of eight missions rescuing each scientist in turn. Only the destruction of strategically placed control boxes within the lair will allow *Airwolf* to descend to the heart of the base where the scientists are imprisoned. You have to find them to complete your mission.

You start the game at *Airwolf's* base and take off into the empty air — where force fields suddenly appear before your copter. You must blast holes in the force

fields big enough to allow

Airwolf to squeeze through and continue the rescue mission.



Background graphics are great — but I felt the representation of the *Airwolf* chopper could be improved. Game play is addictive — and you must move fast to get through those force fields since you've blasted a way through otherwise they close up on you!

I reckon it's Elite's best yet. *Airwolf* is also available on the 64.

Graphics	8
Sound	7
Value	8
Playability	8

BLACK THUNDER

MACHINE: Cbm 64
SUPPLIER: Quicksilver
PRICE: £7.95 (new)
£12.95 (old)

Tony Cowherd's first game for Quicksilver is fast, furious and lots of fun!

You control a futuristic car — armed with rockets, and trapped on a massive freeway system in a fast city somewhere on a mysterious planet.

The car is being chased by numerous android vehicles out to destroy! There are UFOs, helicopters and tanks to deal with too — plus torpedoes and guided



missiles. So you'll get the general idea that there's a lot going on.

The screen display is split into two. The top half shows your car, *Black Thunder*, and its immediate surroundings. Below is a display which shows your current status — lives, ammo left etc. Below this is the crucial plan view of the freeway system. This shows your position plus the incoming android vehicles and helicopters etc. The action is fast and furious. I found this a bit annoying because I didn't get enough time to admire the great background graphics at the top of the screen without getting blipped!

There's some nice bullet-



sound synthesis too — a voice reads out your score at the end of each game and tells you to "Get Ready" as you launch into the next game.

As Tony Crowther has said elsewhere, the game is really a revamped version of *Suicide Express* — but even so it is a good game in its own right.

Graphics are excellent and game action is — well, frantic! Superb fun for most out there with quick reactions. The game has 14 levels and 32 screens.

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

9 BREAKDANCE

MACHINE: C64
FORMAT: disk
SUPPLIER: CBSpx
PRICE: £8.95

hip-hop. Be-Boo, don't stop! Get your ghetto blaster and head down to the shopping precinct. It's time to get down to some crucial popping guys!

Yeah! While you are in hospital recovering from that headspin which whacked you but why not keep up your

Breakdancing on the mats that's really got the juice — the Commodore 64!

CBS have imported this odd little game from the USA — where Breakdancing began. It features four different games based around the Breakdance prize and sets them to an Electro-style

tracks of dancers move closer and closer — Space Invader-style.

Game three is a real puzzle. You have to arrange dancers in the correct order of moves — and I must admit this one got the better of me.

Game four is probably the best game of the lot —

and attempt to get into the Breakdance hall of fame.

Overall Breakdance is a novel game — but I'm sure anyone who enjoys dancing isn't going to sit down in front of a computer to do it! The graphics are nice — but the sound, considering the potential of the 64's sound chip, leaves a lot to be desired.

Documentation is great — and includes a glossary of Breakdance terms and a list of dance moves. Now you need never feel out of place when people start talking about Gyms, Moonwalking and Lip Hooking!

Full marks for originality — but I'm not sure who will want to play the game.

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



11 INDIANA JONES

MACHINE: C64
SUPPLIER: Mindscape/
US Code
PRICE: £9.95

Just Set Jones? Well almost. This new import from the US features the biggest box office hero this side of Ghostbusters — Indiana Jones — in a platform game which gives a lot

especially if you get out of breath just watching Breakdancers at work! You can use the menu to create your own dance routine — then record it and play it back on screen. Your little dancer does all the hard work while you sit back and watch!

There is also an option to play all four games in a row

soundtrack.

The first is a simple "Simon Says" game where you have to follow the dance moves of a computer controlled Be-Boo. Game two features the Rocket Crew, a bunch of breakers who move down the streetside as you — you have to outdance them and make them watch as the

10 AM FOOTBALL

MACHINE: Amstrad
SUPPLIER: Amstrad/Amiga
Price
PRICE: £7.95

Now Amstrad owners can enjoy the rough and tumble of that all-American sport much loved by millions of Sunday evening TV viewers. This game — already available for the Spectrum and 64 — is a faithful translation of the real-life game. You can either battle it out against the computer or a friend.

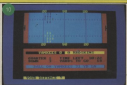
Using a "menu" of defensive and offensive "plays", you have to mastermind your team's victory. On-

screen instructions are comprehensive and you also get a booklet with the game.

The main screen display shows a representation of the "grid iron" playing area — complete with two teams lined up on 8. The centre of the screen is given over to a display of game statistics such as time left, distance still to go for that player "first down" etc. Below is the scoring area where the computer asks you to input the two letter instructions to your team and display your opponent's move.

At half time you get a statistics readout which shows how your team is doing.

Great fun for American



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

Football fans everywhere. If you want more details of the game, check out our review of the Spectrum version in December's C64.

R·E·V·I·E·W·S



to the Magic Miner and his pals. Indiana Jones in the Lost Kingdom is a platform game with a few tricks — like the two-player option and the six levels of play.

Our hero has to find his way around the many perils of the Lost Kingdom in order to find a priceless lost artifact. He has to solve a puzzle on each of the six screens in order to move onto the next screen and get closer to his goal — and you have to help him.

There are no rules supplied with the game — you simply

12 THE GODS' GIFT

MACHINE: Spectrum/
Amibord or joystick.
SUPPLIER: Ocean
PRICE: £3.95

Enter the world of Greek mythology in this latest game from the team who once worked on another software legend — the mythical and mysterious Asterixish!

Gift from the Gods, unlike that other game, has actually reached the shelves of your local games shop — and it's

out from the labyrinth.

The Guardian's chamber is the home of demigods who use their powers of illusion to prevent Orestes discovering the right shapes.

The gods have revealed the correct solution to Orestes' quest, inspired by the nasty Clytemnestra within the catcombs: Orestes must seek her help in discovering the correct shapes. Without her he must make his own mind up — and can easily be led astray by the masters of illusion.

Clytemnestra has learned of Orestes' quest and has herself entered the labyrinth in order to test Orestes and make her son's task even more difficult. Orestes must protect Electra as well as seeking the shapes. All the time, his strength is ebbing away — although he can discover the waters of life dripping from the roof of

as "markers" in the catcombs. But beware, the evil Clytemnestra has a nasty habit of moving them around.

Orestes is also assisted by "messages" from the gods which appear at the bottom of the screen.

The animation is excellent. Orestes moves smoothly and all graphics are completely flicker-free. The monsters and hero's discovers in the labyrinth are stunning. Watch out for the three-headed serpent and the horrible pile of animated skulls!

The game includes an "intelligent" joystick feature — which basically means that it's much easier to move Orestes around. You don't need to mix both keyboard and joystick — or end up struggling to work out which control will get you out of a tight corner when your energy is rapidly being drained by a nasty monster.

Documentation is good and



have to act as Indy would in the same situation. Or so it says in the blurb that goes along with the game.

And solving those puzzles isn't easy. You have to do certain things in a certain way or a certain order before you get to the next screen. It can get quite frustrating.

There are assorted monsters and odd hazards to make life more difficult too.

The graphics are OK but the sound and the sound could be better.

Overall a bit of a disappointing game given that it's based on the exploits of such a superbly as Indiana Jones.

• Graphics	3
• Sound	6
• Value	6
• Playability	6

a brilliant bit of software. The scenario is taken from Greek legends and stars Orestes who, aided by the ancient Greek gods, has returned to Ithaca to regain his rightful kingdom from the clutches of his evil mother Clytemnestra.

Orestes must turn his destiny by trial in the mysterious labyrinth beneath the palace of Mycenae. No man has ever returned from this labyrinth — a series of inter-connecting chambers created by the gods to punish mortals for their misdeeds.

Hidden in its special rooms are objects known as Eusebian shapes, strange geometric designs based on circles, triangles and squares. Six of these shapes, placed in the correct order in the Guardian's chamber will prompt the discovery of the



certain parts of the labyrinth which restore his powers.

That's the basic theme of this entertaining and intricate game. There are other features you'll come across — like the awesome illusory monsters — but you'll enjoy finding them out for yourself!

Orestes is armed with a sword, a gift from Zeus and also has seven seals shed by Icarus when he flew too near to the sun. These he can use

to include playing and strategy hints as well as the usual instructions.

If you like *Avolon* then you'll love *Gift from the Gods* — it is great fun to play and you never know just what you are going to find around the next corner!

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



R.E.V.I.E.W.S

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

13

SPACE RACE

MACHINE: Spectrum
SUPPLIER: Legend

Software
PRICE: £14.95

At last — after all the hype and pre-release fanfare, Legend's The Great Space Race is finally out on the shelves of your local software shop.

The packaging, as you'd expect, is impressive. The game cassette is lost inside a giant video-style box — and comes with a full-page booklet which features game details and cartoons, plus a colour poster.

The booklet explains the scenario of the game, which goes like this.

Once upon a time there was a small unvisited planet at the centre of a small unvisited galaxy.

When the first colonists landed they stepped on to a lush green landscape dotted with strange purple plants — plants that looked suspiciously like... trees.

These first pioneers gathered in the purple forest — jumped up and down as it felt beneath their feet — and for hours before someone remembered the pulsing machine in their supplies — and left it to ferment.

The first landing was an historic event, which regrettably nobody present can recall, but at the end of the day — or week — or whatever — the local inebriate businessmen rushed samples of this fantastic liquid to every planet in the galaxy. Their message was simple.

"Sample new product. Price is follow. Delivery to follow. Name to follow."

The product was duly sampled and that was, pretty much, that. People wanted to know the price. They wanted to know about delivery. They wanted to get their hands on it and naming the brew was the least of their concerns.

"Name to follow" didn't exactly roll off the tongue however. And so, in the absence of any better ideas, it was simply abbreviated — and Mafel was born.

the start of the game.

You must choose four of the oddly named races to act for you — delivering the Mafel around the galaxy. Races like Gai, Vindoor or Gurn.

Once you have hired them, you have to arm their spacecraft with missiles, mines and shields. They'll need all this as attacks are frequent — and you may wish to launch one yourself from time to time.

Each arm of the galaxy has its own characteristics which

video "window" also shows the various space stations being visited, space battles between the rival races etc. At the top of the screen you see a control column window while at the bottom there is a message window — Kthula's right.

Carted around the galaxy are space trucks full of Mafel. But now for the bad news — these trucks are badly lagged. The bags can be defused using special codes which your racers pick on their travels — but you must be sure to note down and use the right code in the right location if you are to survive an attempt to plunder the cargo.

I found The Great Space Race nice to look at — but there just isn't enough to do. As the instructions say, you can actually sit back and watch the game unfold. But when you spend over £14 on a game I think you want a bit more action than that!

You do have to make up your second "yes" or "no" decisions and pick the right code to defuse the bulk booty-bags.

You can't control the space battles, though, which I found irritating.

Overall, The Great Space Race is a nice looking game but — despite the nice graphics and all the packaging — not really worth the £14 price tag.

■ Graphics	8
■ Sound	7
■ Value	8
■ Playability	7



And that's where The Great Space Race begins. The idea is for you to take part in an intergalactic Beaulieu race — to get all the Mafel you can to the people who want it in the four spiral arms of the Mafel galaxy.

You also have to watch out for nasty pirates, like Gorgio, Monie and Zank. And the equally nasty police force known as PGBs. And the other races who you failed to hire at the start of the game.

Talking of hiring racers — this is what you have to do at

you learn as you go along. And each of the characters you control have their own distinct ways of behaving — again you learn these as you play.

As your racers move through the galaxy, they send messages back to you — and ask you what to do next! You have to make quick decisions as you only get a matter of seconds to decide what to do.

The graphics are well done. Each character's face is flashed up on screen when he or she is talking to you. The

completely familiar with!

Owners of Decathlon will notice a similarity in the basic idea of the game — except that this time all the "athletes" are riding bikes!

Up to four players can take part — a new twist — and bid for a place in the Hyper Biker hall of fame — or you can simply take on a computer controlled opponent in a series of Biker challenges.

PGBs say that the bikes behave exactly like the real thing — but I reckon pedalling a joystick is much more difficult!

You really have to work out all the controls before taking part in the events — otherwise you'll spin off your bike.

There are several events to take part in — ranging from ordinary races to obstacle courses. All of which will give

you poor old joystick a Decathlon-style work-out.

Overall the game is well presented and the graphics and sound are adequate but how long will these Decathlon clones keep their playability level?

■ Graphics	8
■ Sound	7
■ Value	7
■ Playability	7

HYPER BIKER

MACHINE: Cbm 64/
joystick or keyboard
SUPPLIER: PPS
PRICE: £1.95

Fans of BMX biking may find this indoor version of their favourite sport appealing — but first you must realise that you've got patience and a joystick you are

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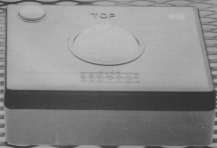
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When it comes to joysticks, value for money can be difficult to assess. Naturally, you want one that's human proof, flexible, accurate and not likely to fall apart — so, to help you in your search, C&VG did a test run to see what you can expect for your money. We found that the most expensive wasn't necessarily the best.

JOYSTICKS- WHAT TO LOOK FOR



Logitech
3-Button
Mouse



Logitech 3-Button Mouse

Aside from working out how much you can afford, decide what you want in terms of design and size — if you have limited desk space, or even no desk space at all, you may need one of the mini versions that is either hand held or more rooted to the spot by little black plastic feet attached to the base, to stop it slipping.

You may also have figured that most joysticks come in top-pow colours like red/black, but more variations on the colour theme keep appearing and, more importantly, there is an increasing abundance of

touch-sensitive joysticks, like Chessco's BAT.

BAT, which stands for remote action transmitter, is a nice little gadget that enables you to play games without all those awkward dangling wires getting in the way.

The BAT comes in two parts — the stick itself with a touch sensitive control surface and the receiver interface which plugs into the back of your Spectrum or Commodore 64.

The stick looks more like one of those gizmos you get to work your TV set with — except instead of buttons it

has that touch sensitive pad for direction control and another pad for firing/jumping.

The BAT is fully Spectrum compatible and is available for the Spectrum and Commodore 64 at £29.95.

Masterhead-based company Winc do a selection of traditional-style joysticks priced between £15 and £25, made specially for the C64, Atari and Vic 20. The best one, in my book, is also the cheapest, at £13. Light grey in colour, with a black gear lever and white fire button on top, The Boss looks rather like a vacuum cleaner. However, it will move you around arcade games at the speed of light and has decent finger grips for you to hang onto.

Their strangest joystick is the £18 Three Way Deluxe which comes with three different grips. One is a pear oval shape, another resembles an upside radish which is very difficult to hold and the third is very similar to The Boss.

The last one, again with proper finger grips, is the only one I'd use if given the Three Way joystick as a present. All three are tied on a black base and the two fire buttons can be found on the base and grip tape. The selector switch determines whether you use one fire button or both at once and each grip is easy to pull on or off, without being too loose.

However, the price seems excessive unless you really are going to use all three grips — remember you could get an equally good joystick for £12 less. But, to be fair, the skin grip may be good for little kids whose hands can't manage the bigger models.

This one didn't work as effectively as The Boss — or, for that matter, the Redball joystick. Despite its name, the latter is a grip-type rather than ball-type joystick and costs £21. Again, there are two fire buttons and a selector switch so you can choose which one you want.

Although you have to wrestle a fair bit with this one, it is accurate. However, there is always the problem of gaining cramp — rather like writer's cramp. It certainly makes you limp-wristed — just as if you'd been trying to rein the top-off a new jar of marmalade.

So instead of giving your aching wrists a break and shaking them around periodically, you may care to raid the bank and fork out a whacking great £45 for Truckball.

However, this one was the least reliable of all when tested, with absolutely no results at all. It didn't matter which way you spun the ball — you got about as much action as Silent Night.

This offering is visually quite plain, consisting of a white ball in a square



Junior Pro Joystick £15.95 from Wincapton.



Above: Redball £21.00. Below: Three Way Deluxe £25.00 both from Winc.

MOTOCROSS! SUICIDE STRIKE JUICE!

RESEARCH IN PROGRESS



Page 18 of 20



The following table shows the results of the analysis of variance for the effect of the type of soil on the growth of the plants. The data are presented in the form of a table with 4 columns: Type of Soil, Height (cm), Weight (g), and Number of Leaves. The rows represent the different types of soil used in the experiment.

Type of Soil	Height (cm)	Weight (g)	Number of Leaves
Soil A	15.2	12.5	8
Soil B	18.7	15.3	10
Soil C	22.1	18.9	12
Soil D	25.6	21.4	14
Soil E	28.3	24.7	16
Soil F	31.9	27.8	18
Soil G	35.4	30.2	20
Soil H	38.8	33.1	22
Soil I	42.5	36.5	24
Soil J	46.1	39.8	26

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Spectrum software.

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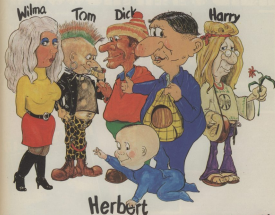
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COMPETITION

AFRICAN SAFARI

Here's up all those who want to go on an African Safari. Yes, I thought so, so many of you. Well only 20 can go, and here they are — the 20 winners of our December competition to win the new Adventure game, *African Safari*:
 I Heather, Levens, E Sussex;
 Mike Rudi, Middlesbrough;
 Stuart Hazley, Salisbury, Wilt;
 James Sayce, Waverham, Dorset;
 Mike Salami, Ilford, Essex;
 R J Madelin, Newcastle;
 Stuart Crump, Luton, Surrey;
 Michael Seddon, Holland on Sea, Essex;

S Fraser, Bechtel, E Sussex;
 James Dick, Peters Bar;
 James Campbell, Scrimps;
 Graham Phillips, Alfordville, France;
 J Bateman, Middlesbrough;
 Richard Douglas, Nottingham, East;
 Bradley Tyrrell, Woodford Green, Essex;

D Jackson, Perth, Columbia;
 David French, Manchester;
 D K Cline, Bromley, Kent;
 Richard Brown, Harrington, Cambs;
 James Millard, Darlington, Co Durham;

Chris Lewis, Kingsley, Cheshire;
 S Flanagan, Barnough, Essex;
 Robert Colles, Warrminster, Wilt;
 Paul Moxley, Normandy, Cleveland;
 Ralf Wacke, Dornold, Germany.

Remember, the jungle can be a dangerous place, so take care out there!

PETER PAN



Only six people could win the new Peter Pan game by Houlder and Stroughton, but, going by the responses, everyone wanted to escape to Neverland with Peter and Tinkerbell.

Two of our winners turn out to be doctors which just goes to show you

don't lose our fascination for children's literature.

Alan James, Abu Dhabi;
 Louis Valls, Gwent;
 Edin Egan, Co Kildare, Eire;
 Stuart Tarvey, Solihull, Kent;
 Dr Karim Kamel, Doha, Qatar;
 E C Jones, Cwmery.

CROSSWORD

December must have been a good month for us here at *CROSS* — the crossword had no problems with it. Even so, we didn't have as many entries as normal — must have had something to do with Christmas being just around the corner. No worries next time, okay! The first three out of the bag won a *CROSS* "The Champ" T-shirt. They are: Magnus Wedeck, Stockton, Hants; Mr A J Wiles, Newcastle-upon-Tyne; and C J Wilkes, Mickleth, Surrey.

ACTIVISION MSX

Going by the response to our Activision MSX competition, someone went out and bought an MSX computer — or was it an early MSX computer?

We put up for grabs 25 sets of MSX games, courtesy of Activision which is in:

Mr M Marston, Nottingham;
 Michael Bridges, Swinton, Lancs;
 Andre Bouquet, Isle of Wight;
 Ramon Mota, Amsterdam, The Netherlands;
 Lee Joyce, Northolt, Middlesex;

Peter Thorngood, Kettering, Northants;

Edith Ho, WGL, N Manchester;
 Robert Earl Maltin, South;
 R Morgan, Newcastle, W Midlands;
 Lee Farwell, Sunderland, Tyne & Wear;

John Langley, Colchester, Essex;
 Jonathan Smith, Cheshire;
 Christopher Bennett, Brighton, S Devon;
 Nigel Johnson, Surrey;
 Rudi Mann, Tordoun, Belgium.

Hope the rest of you got down to a working sheet!

SOLUTIONS

JUMPING HARES

G-C: H-C; D-E; F-E; E-E; H-I; A-I; L-I.

SPIDE UP

50 is the high point by placing at: A2; B2; C8; D5; E1; F7; G4; H6.

SCOTTED SPARROW

The path can be traced by the sparrow changing direction at the following squares:

B4; B5; D3; D6; B6; E7; E7; E3; C3; C5; H4; H4; M6; M7; M2; H4; E4; E1; M1; M3; H2; H6; H7; D2; D6; L7.

SHAL SWITCH

Carrot; potato; cabbage; leek; cucumber; lettuce; peas; onions; tomato; celery.

[illegible][illegible]



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N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH

DISCOVER THE TREASURE TRAP CASTLE

Keith Campbell leaves his mist-shrouded tower and ventures northwards to discover just what is going on behind the thick walls of the Treasure Trap castle. Demons, wizards, barbarian warriors and evil dwarves all lurk within this strange edifice — or so we've been told. Join Keith and his band of intrepid adventurers on a journey into the unknown in the next issue of Computer & Video Games. Plus a second chance for you to win a trip to the Treasure Trap Castle!

Eureka!

Eureka! we've got them! Maps of the colossal Adventure game that has a £35,000 prize tag. Professor Video will be bringing you hints and tips on the game that has captured the imagination of adventure gamers everywhere. Not to mention the latest the £35,000 prize has aroused.

WHO ARE THE REAL PIRATES?

Aha! there all you software pirates! CAVG has been sailing the high seas in a bid to discover the truth about pirates and the effect they are having on the software industry. You'll be surprised at what we've discovered! It may be that their dogs are numbered, too. Don't miss April's CAVG, skipnotes!



NEWS FROM THE FRONT!

Nike Singleton, the Man from Midnight, will be bringing you the second part of his new computer moderated epic called *Soldier's Game*. Plus his regular *56 Columns* feature with news of the latest strategy and war-games to hit the computer battlefields!

PLUS...

games listings, reviews of all the latest games and news so hot that it burns like printer's fingers. Rush out and grab a copy of CAVG before it grabs you!

ON SALE FROM MARCH 16

N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH N.E.X.T MONTH

RAPID ROUND-UP OF NEW RELEASES

AMSTRAD	Konami Amsoft	Fruity Fingers Screen Designer Smooches America's Football Music Mixer Test Match Planet Trading Teller Mr Wong's Lovers Laurin Mutant Motor	ESL	The Hacker Bim Ultima Apple Pie Identity Europe		
	Software Projects CPL Amsoft		CMS	Melbourne House Games Pack 1 & 2		
			DRAGON 32	Cable Software Design Design	Home Base Planned's Passage	
APPLE II	Reynard Europe Ltd Sir Tech	Blackjack Rescue Raiders	ELECTRON ACORN	Acornsoft Supernoft Pardner	Complete Cocktail Maker Watch Your Weight Rami Rami Zappa Aardark	
ATARI	CSG Parlor Bros	Heart Star Wars	ESL	Infocore	Suspect	
BBC	Remik Software Ltd Acornsoft	Holy Warriors Paul Daniels Magic Shoe 9th Star GO Labyrinth Avalanche Dark Auld Dogs Sword Sapper Baba Bird Strike	MSX	Lobster Level 9	Special Operations Colossal Adventure	
	Finland		ORIGATMOS	Optical Screen Software	The Hailion Chopper	
				MS 26	Paradox	Snake Bite Wicky the Biddy
				ESL	Software Farm	Z-Articator

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Of course, there is the small matter of finding it. The perils en route are sure to be the most horrendously clever traps and puzzles you've ever faced. You'll need all your skill and daring just to survive. Then there's the ancient curse... but what the heck, if it were easy, it wouldn't interest you.

Is Jones - would it?

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COMMODORE C16 AND PLUS 4

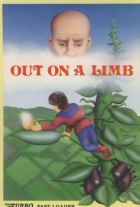
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BOOK BOOTS



FLIGHT PATH



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BOOKBOOTS This is an enthralling arcade adventure in which the evil powers of hell have enslaved the signs of the Zodiac in the four hallowed chambers of the zodiac. Struggle to collect these signs and at the same time try to annihilate everything in your way. How long can you stay alive?

A.S. or R.B. £1.99 £6.99

PEYTON Face Patch around the corner, moving ice blocks to allow the man, however, beware of the nasty monsters who are constantly chasing Patch as you attempt to collect the bonus cherries. Also if you can touch the edge of the maze the monsters will suddenly turn into flames, but look out they'll come for back!

A.S. or R.B. £1.99 £6.99

BOOKBOOTS You must skillfully manoeuvre your jumping patrol vehicle over dangerous mine orders as well as strange boulders and cunningly placed mines. Not only this but avoid the hovering alien spaceship and bombs that you from above.

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WINTERTIME As sole survivor of the planet "Oridian" your quest is one of anger and revenge. The warship you are flying is full of the latest advanced computers and ultra powerful sensors. Also included are full 3D graphics, to add unbelievable realism to this fantastic journey through time, space, and beyond.

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BEAMABLE Earth has been overrun by the Colonus and its up to you to battle through the six ferocious and testing sectors. Adversaries include dragons, UFO's and deadly robots. Fly through an armoured ship, then an elaborate maze and finally the command base itself.

A.S. or R.B. £1.99 £6.99

FLIGHT PATH Flight Path is without doubt the best flight simulator on the C16 and Amstrad. The many realistic features include: Monitor, Rags, directional headings, mountains, trees, ground warning lights and reverse thrust to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.

A.S. and R.B. £1.99 £6.99

OUT ON A LIMB This is a fantastic and in parts outrageously funny game. Based on the fairytale of Jack and the Beanstalk, Out On A Limb is full of the most strange and eccentric characters you are ever likely to meet. Firstly, climb the stalk and jump onto the clouds. Then enter the giant's castle searching for treasures. However, watch out the vacuum cleaners, magical pots, televisions and potted plants, all of which chase you round the many and elaborate rooms of the castle. Once the treasure is collected the single coin will be spent, and there.....?

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WINTERTIME



BEAMABLE





Alice

IN VIDEOLAND



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PURE MAGIC!

Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe smoking caterpillars; where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is an evolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game-scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

Scene One - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects first found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

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 rocking-horse 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 'White Knight'!

Scene Four - The most bizarre croquet game ever! Help Alice hit the balls (through the playing-card-soldier hoops) before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £9.95.

Alice in Videoland features graphics created with the Royle Pad.

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