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THE GREAT ALIEN CONTROVERSY — 1

Dear Sir,

The attention of your readers will no doubt have been drawn to the outstandingly accomplished review of *Alien* for the CBMH, in the February edition of CMFG. As designer and programmer of that game, I would like to make a few points concerning the review:

That the review is grossly misleading, containing many false statements. That CMFG should make it their responsibility to ensure that any reviews they print are a fair comment on the product concerned, and are not a reflection of the reviewer's lack of interest in, or comprehension of, the product.

To demonstrate my first two points, I turn to the review: "very little action". The characters have a habit of lodging themselves in one place and not budging at all, as stated what you do ... "You are supposed to be able to move your characters through the three decks ... the only problem is that if you select 'MIDDLE DECK' you are able to find yourself on 'LOWER DECK' instead." Your characters have a habit of disappearing without trace ... for some reason, the characters in the game are perfectly invisible ... if you're in the lab or living quarters and remove the grille, your characters will disappear altogether.

How could anyone be so certain that a major professional software house would release such

a faulty piece of programming — and that the real reason for the lack of results was because your reviewer would not be bothered to read the manual which accompanies the game. As a result, he did not have a clue what he was doing?

He didn't understand any of the screen displays, he could not operate the controls, he didn't know who he was meant to be controlling, or in what intent. He even decided that the sound effects were meant to be background music!

His most common — and most offensive — criticisms concerned the behaviour of the *Alien*. That's not the *Alien* he's describing, though — he has in fact been locked in mental struggle with his own movement control!

I can hardly believe that anyone could fail so totally to comprehend the game — even if a person is foolish enough not to read the instructions first. I would have thought that even the most meagre share of common sense would have been enough to let them achieve some response from the game.

In view of the powerful influence a review exerts on the success of a game, CMFG should make it their job to see that reviews are objective and contain constructive criticism — reviewers should be made to justify the comments that they make, particularly when expressing strong opinions.

I do not think that CMFG could have been entirely unaware of the malicious unfairness of the *Alien* review when they chose to print it — they certainly shouldn't be unaware any

longer — so, while the damage to *Alien* has already been done, I ask you to make some amends by publicly acknowledging that the review was grossly unjust. Paul Clansbury, Watford, Hertfordshire.

Editor's reply: Reviews are an extremely personal thing — but we do attempt to give every game we look at a fair chance. Two people actually looked at the game for us — and I felt that this game *Alien* had a chance. However several of our readers also disliked the review — and liked the game — so we've printed their views below. Here at CMFG we're always willing to reflect both points of view.

THE GREAT ALIEN CONTROVERSY — 2

Dear Sir,

I was disgusted and appalled to read your review of *Mind Games' Alien* for the Commodore 64 in your issue of February 1986.

It is patently obvious that your reviewer has failed to read and understand the game instructions properly. Having misunderstood the principles and become confused as a result, his damnable-tooled review has been written, accepted and published by your editorial staff.

I have a copy of this game. It is original and ingenious. I have no problem with moving the characters, nor do I consider that the graphics deserve the criticism given. It is not my favourite game, but it is very good and, well worth

the price. I also have *Mind Games' American Football*; probably the most accurate and carefully programmed strategy game on the UK market for any computer.

Your ill-considered review could cost a reputable company a small fortune in sales.

Quite frankly, if I were *Mind Games* I would expect a professional printed apology in your next issue — at the very least.

If I were you, I should take more care to ensure that such extreme reviews are subjected to a second opinion.

For myself, I may just invest those 80p in *Mind Games' products* rather than continue my previous two-year subscription to your magazine — unless of course, you now reconsider and review the program in question both thoroughly and fairly. Mr P.E. Roeland, Leigh-on-Sea, Essex.

Editor's reply: Sorry you were disappointed with our review, Mr Roeland. However, a good deal of thought and consideration is given to each one, and this was no exception. Remember that a review is one person's opinion — nothing more, nothing less — and we aim to give an honest assessment of everything that appears in the review pages.

PROGRAMMER'S PLEA FOR HELP

Dear Sir,

I have been reading your magazine for about a year, or so. I think that it is the best publication — but I do have one small complaint.

Many programmers have



little or no knowledge of games writing, so I thought that your magazine should have a programming tip page, for all computers, teaching and answering readers' queries. This is the only column that your magazine lacks.

Please take this into consideration as many of us programmers don't really understand the number-jumble that we're typing in.

Darren Michael,
Palmer Green,
London.

Editor's reply: Funny you should say that, Darren. Keep watching this space for the regular feature you've asked for — coming soon!

MYSTERY OF THE MISSING GAME

Dear Sir,
In July 1984 I sent a cassette tape and documentation of a game to you for consideration for publication in *Computer & Video Games*. The game was called Wolf Legion, and ran on a 48 or 16K ZX Spectrum. You sent me a precard acknowledging receipt of the game. Since that time, I have heard nothing at all from you.

Paul O'Brien,
Andover,
Mass.

Editor's reply: Sorry for the delay, Paul, but we do receive hundreds of tapes each week — and each of them are tried and tested by our team of reviewers. If they like your game, it goes into our "to be published" file — and you should see it in the magazine in due course. However, I'm afraid we can't return your tapes to you.

HAVE THE BUGS BEEN SQUASHED?

Dear Sir,
When I received my December issue of C&VG, a little late as usual since I live in Spain, I noticed at once that the magazine didn't feel right. It just wasn't the old C&VG I know. A couple of days later, I realised the trouble fact — there was no bugs page!

Also, although far less important, the number of games listings had dropped from the usual seven or eight to just four. I didn't write until now, hoping that the magazine was only to be in that issue, but then the January one was the same!

Have you gone mad? I'm not saying that everybody keeps your magazine just for the sake of the Bugs cartoon, but it does add that little something that helps propel C&VG to the number one position amongst computer and games mags. I wouldn't be surprised if you had already experienced some decrease in sales. Get those Bugs back as soon as you can!

Also, what happened to the program entry form? I'm thinking of sending in a program. Can I send it without the form?

Do you know the meaning of the strange fish and dagger graphic that appears when you complete *Masterblaster* without the cheating code? Or is it just Matthew Smith trying to mystify us all?

Dagmar Forster,
Spain.

Editor's reply: We're giving the Bugs a rest for a while, Dagmar, but watch out for our new comic strip — starting very shortly! If you look back through your back issues, you are sure to find a software form.

IS IT A BIRD? IS IT A PLANE?

Dear Sir,
I've received the C&VG December issue and I'm surprised at what Keith Campbell actually looks like. I thought he would look overbearing, wear robes and have a beard. Instead, I discovered that he looks like that mild-mannered reporter known in comics and three movies.

Unfortunately, the picture had part of Paul Coppin's face. Could you send me pictures of Keith, Paul and Simon? They may give me inspiration in tricky parts of an *Adventure*, and give me something to vent my frustrations on! *Sob* Kam Fung, *Keith Campbell*, *Paul*, *West Malaysia*.

Keith Campbell replies: It's surprising what we journalists get up to in our spare time. *Sob!* Didn't you notice that my initials are C.K. in reverse? That's not just coincidence! As for the lower half of Paul's features, we were thinking of running a competition for a drawing of the best likeness, but instead decided to give you a whole collection of photos (see *Ox* Number 2) to throw darts at!

FILM FANTASY FEEDBACK

Dear Sir,
I have just finished reading the excellent

November edition of your magazine (great way to start, ah?)

But now on to the serious side of this letter. The reason why I decided to write this letter was because I read your *Film Fantasy* article — and you wanted our (the readers') opinions on the film. In particular, I am going to pick on your review of *Gremlins*. Your review totally tipped it apart — a five it doesn't deserve. You state that it is bloodthirsty and sadistic. You also state that it shouldn't have been a "B", but an "X" rated film. What absolute baloney!

To compare *Gremlins* with such "X" rated material as *The Thing* and *The End* is madness. *Gremlins* is like *Snow White* compared to those two films. In fact, the only scene in *Gremlins* which was anywhere near scary was the final meeting scene of the Gremlins.

Given this, though, was very funny. The only reason for you to hold your stomach was through laughter.

The Air scene in particular was one of the funniest things ever to be seen on celluloid.

And finally, the part about catapulting out ladies through windows. It should be said that the old lady wasn't your normal sweet innocent person. She was the villainess of the film, whose only interest was in selling off all the town's real estate to the highest bidder.

Right, now I've got that out of my system. I can say that it was the only thing wrong with that edition.

Mark Eldridge,
Leicester,
Leam.

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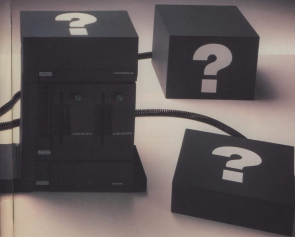
This will accept a whole range of new peripherals that are in the pipeline. Including those that are a mere twinkle in the eyes of our hardware designers.

We thought this expandability principle was such a good idea, we applied it to the Enterprise's memory, too.

Even in its most basic 64K form, this gives more user RAM at your disposal than almost any other computer.

But plug in our special Rampacks to the base unit, and you can progressively increase that figure to a truly extraordinary 1,900K.

atching up with technology, atch up with a computer.



Not that that's the only challenge we present to today's ambitious programmers.

With a screen resolution of up to 872 x 512 pixels, 256 colours and a high speed video processor, the Enterprise will output all but the highest quality TV monitors.

And the sophisticated sound chip generates no fewer than 4 voices across 8-octaves in full stereo.

Combine the two and you can create effects that leave today's games looking like pub video tennis of the mid-seventies.

For anyone with literary aspirations, the Enterprise also comes complete with an integrated word processor.

While the really serious user will be delighted to

discover analogue RGB and TV outputs, as well as parallel, RS423 serial and network ports.

Both Cobot and 'C will be available with CP/M running, and you can even use Lisp, Forth and Z80 assembly language on cartridge without encroaching on user RAM.

The new Enterprise-64.

It hasn't just overtaken technology. It's left every other home computer struggling in the distance.

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HOBBIT HOUSE

A spokeswoman for Addison Wesley at the CES show said that they have obtained the rights to market software for J.R.R. Tolkien's *Hobbit* in the US and will be selling Melkor's House's version from this summer.

The *Hobbit* was initially launched in 1980 but, due to legal technicalities, it was never launched in the States despite the huge popularity in Britain.

Addison Wesley will be selling the Commodore 64 version this summer and are also working on an Apple II version. Apple II is still the best games machine in the United States.

MONTY SOFT!

Mastertronic is going to invade the United States. That's official. They have announced a range of arcade games on disc for the Commodore 64 at the Winter Consumer Electronics show in Las Vegas. The price is set at \$3.99 which is expensive by British standards but in the United States it is seen as a major price breakthrough for computer software. In the US most games were sold for around \$25.

The first 18 games to be launched in the US include *Chiller* (with Michael Jackson's *Thriller* removed) and *Monty Python's The Quest for the Holy Grail*. They also have the rights to distribute Mircorsoft's programs such as *Garage Creator*. It's also to see some British companies doing well.

SHERLOCK USA

British Sherlock Holmes fans will be shocked to learn that there is another computer *Adventure* game released by Bantam/Imagic. *Sherlock Holmes in Another Row* is the second

title in Bantam and Imagic's joint venture in the living literature series.

The *Adventure* is not based on any of the 50 odd Conan Doyle classics but based on a new story by Nathan Pooka. In these new releases, they say "The software gives players an opportunity to join the legendary master of detective fiction and his comrade, Dr Watson, for an adventure about the 22 Century after the close of World War II". "In this meticulously researched adventure-mystery" claims Imagic/Bantam "the player moves about as Holmes, with Watson beside him,

trying to solve baffling mysteries at every turn.

SUSPECT SCOOP!

Infection of *Suspect* game is bringing out a new game called *Suspect* in which you play a newspaper reporter caught up in a murder at an elegant manorhouse ball. *Suspect* is a fully interactive detective program on the same lines as their previous detective game, *Deadline*, but this time round you must prove your innocence as well as who dunnit.

Infection's party at the CES show was a lavish affair. A troop of actors staged a mock murder and

guests were invited to solve the mystery.

MORE MUSIC

The current trend in software in this country is towards music composition programs. Companies such as Sight & Sound and Broderbund have new music software. However, only the well known software houses survived the 1984 shake out.

Most arcade games that are still selling are conversions from the coin-op machines. The platform games so popular in the US are now existent in the US today.

DESIGNER OF THE MONTH

NAME: Dave Chapman

BORN: South Shields, Tyne and Wear, 1955

GAMES: *Sorcery*, *Sam Spade*

Dave Chapman was born and grew up in South Shields. Unfortunately, Dave, like so many other young people in the depressed north east of England, was unable to find a job for several months in his home town.

After toiling his talents around several software companies in the North he eventually came to London to work for Virgin Games.

Dave first encountered a computer during his last two years at school and says of Commodore's old series of Pet Computers: "They are the best computers ever built." The first computer he bought was a Sinclair Spectrum, on which he learnt to program. And Dave says, quite modestly: "Learning machine code is quite easy if you try to learn it in the right way — by starting on small sample programs and then moving onto bigger things."

He is happy about the way his latest creation, *Sorcery*, has turned out, although he admits he would have liked to include several more complex additions he had in mind which, because



of memory constraints, weren't possible.

Favourite Food: Baked potatoes.

Favourite Drive: Loper.

Favourite TV Programme: I don't really have one.

Favourite Computer Game: *Knight Lore*

Pets: None.

Countries visited: Scotland.

Favourite Pop Group: Big Country

Ambitions: To own my own software house some day.

The one thing about computing that makes me want to throw up: Companies who release games full of bugs. They can't be bothered to test games.

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Here are the others.

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It has a typewriter-style keyboard and numeric keypad. 64K of RAM. 28K 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).

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



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H·O·T G·O·S·S·I·P



Will you please welcome that ace software app, TONY TAKOUGH!, to the pages of **CMS2**. Each issue from now on Tony will be bringing you exclusive sneak previews of the hottest games around plus a bit of games gossip from the weird and wonderful world of computer games. Read on for news of a great graphic extravaganza from the *Evil Dead* people...

*Hearken Witches
Everywhere,
Take the challenge if you
dare.
Tomorrow night 'tis
Halloween.
When only one shall be
Witch-Queen.*

*Six ingredients thou
must take,
And in the cauldron hot
and fake,
Juice of toad, eye of newt,
wing of bat
And hemlock root.*

*Miscible piece of splintered
bone
Found from deep in misty
tomb.
Molten lava, cooled awhile
taken from
The smoking pile.*

*Then the spell shall be at
hand.
To rid the Pumpkin from
the land.*

A mysterious opening to an intriguing new arcade-adventure, called *Cauldron*, from Palace Software, the people who brought you the controversial *Evil Dead*.

In *Cauldron* you take the part of a witch trying to rid your world from the Pumpkins.

To do this a cauldron must be filled with the right ingredients. These ingredients are scattered around your world, so you have to travel across oceans, forests and into the bowels



of the earth to discover their location.

As you recover each ingredient you must take it back to the cottage you started from.

But your task is not as easy as it sounds as the ingredients have to be retrieved in a certain way and they are scattered a long, long way from your cottage.

There are over 20 alien nasties trying to destroy you, all capable of woe-manoeuvring! You are given four lives to start with, with another possible five to be picked up along the way — believe as you'll be needing them! As you are attacked, your magical strength decreases and a life is lost if you hit zero per cent.

You can fly around your planet — it has one continent and two volcanic islands — or you can travel about by simply waiting through some of the coloured doors situated at strategic locations on the planet's surface.

To use the door as an exit to the labyrinth below, you must first pick up keys defended by those ever-present ghosts who just don't want to stay away.

To ward off their advances, you can cast spells at them but this costs you one per cent of your magic for each spell thrown, so use them wisely.

Below the surface there are three main sections. The Lava Caverns, The Plant Rooms and The Crypt. I don't intend to spoil those little surprises for you but there are some really sneaky tricks!

When you have all the ingredients, you can steady yourself for the final three screens where you face devilishly evil Manthins intent on stopping you reaching their Daddy Manthin on the third crystal screen...

Cauldron has stunning graphics designed by White Dwarf artist, Steve Brown, programmed by Richard "Evil Dead" Laimfeller, with suitable measures of tapping and strategy to ensure many devoted hours play before it is mastered by 64 owners.

If you enjoy quality arcade-adventures then this is recommended. All you mega-sappers with blood lust should take a peek too — you could be pleasantly surprised!

The game will be available on cassettes for the Commodore 64 and the Spectrum priced at £2.99.

A lot of people have been very frustrated looking for Commodore 64 software. There is some about but it is generally very poor. A call to Commodore soon brightened up my day.

Commodore have just released some quality conversions from titles on the 64 format, part of the bunch being Jack Attack (part

ridge, IWB, Fire Ant, Purple Panther and Marbles which are available on cassette priced at £2.99.

In coming months I will be bringing you exclusive reviews of games about to be released in the UK from top software houses. They will cover a broad range of genres and they will always be the very best of what is about to be released.

Next issue I'll be previewing a game with some of the latest 3D graphics ever seen on a main. You have to see it to believe it!

A lot of people used to shop in the big retail centres like Boots and W.H. Smith for their software these days.

However the coming of the chain stores has not been all good. Certain games have been overlooked as they are considered as sub-standard or below par. These include such "poor" games as *Bearddardash* and *Amigapole* to name but two.

With the recent announcement that US Gold will be marketing Pole Position, Mr Do, Dig-Dug and Pacman for the 64, I wondered how much of the original models Atari will hold of these titles?

Atari tell me the whole case is currently being decided in the American courts and no comment can be made. Watch this space.

A Moie called Mory tells me that Tony Cravetto (he of Mory Moie, Black Thunder, Son of Slapper, Dipped at all has gone potty and died his hair silver! But WHY?

"I just hit like doing it. My girlfriend will murder me!"

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Post & Packing free in UK. Overseas add 10% to total cost.





Dear BH,

Please can you tell me if there are any graphical Adventures available for the BBC? Many of the popular Adventures are text only.

Richard Russell

As you know, the Beeb only has 32k of memory in which to store programs. Drawing pictures takes up a lot of space in the program and using the high resolution screen takes up even more. So, until the new Beeb with more memory comes along, there will be very few good graphical Adventures for the machine. The Robot, as you know, is text only although it has full graphics on the Spectrum.

Our program worth trying is Underwicks, though. This has all the graphics of the Spectrum original.

Dear BH,

I am writing to ask you if you could give me a list of the moderns available for the Spectrum and approximate prices.

Chris Wain

To get into Microsat and Frontal, you'll need either a VTX 5000 modem from Prism or the acoustic modem from Pretek.

The Prism version costs £20 and plugs into the rear port on the Spectrum (15k or 40k). All the software is built in. So you just turn on your Spectrum and a menu appears. You press one button for Microsat and another if you want to use the Spectrum as normal.

The Pretek modem is an acoustic coupler. This means that, instead of plugging the modem straight into a phone socket, as is the case with the VTX 5000, you plug the telephone handset into the coupler. This coupler is battery operated and comes with software on cassette.

However, the quality of the software leaves a lot to be desired and I'd recommend that you go for a VTX 5000.

If it's 500 hand bulletin boards that you want to contact, you'll need a full RS232C interface on your computer. The one on the Interface 1 isn't good enough. Then, any modem will connect to the interface. Once again, you'll have to buy some special software on cassette.

Dear BH,

I hope that you can help me with my problem. I wish to write a very short program which will predict a future event from a list of possibilities. One of four choices would be selected at random, with each being used only once. I can't seem to generate a random choice. Can you help?

N Bradley

What you're after, Mr Bradley, is a way of picking things from a list at random without repetitions. The long way round this problem is to keep a record of which ones have been picked. Then, after a random number is generated, check to make sure that that number hasn't been used before. There is a quicker way, though. Just imagine that the list of events is a pack of cards that we want to deal from. The way we'd handle the cards is to shuffle them first. Then, just take the top card from the pack each time we need one.

So, back to your problem. First, store all the possibilities in an array numbered, perhaps, A(0) to A(15). Then use a FOR-NEXT loop and an RND statement to shuffle the array. Go through the loop a few hundred times. Each time, generate a random number between 0 and 1. If the number is 0.5 or less, swap a couple of elements of the array. After the loop has finished, the array will be totally shuffled. Then, just pull off the elements in order. You'll find that they are totally random and that you won't get any repetitions. Hope this helps.

Dear BH,

I am writing to ask whether it is possible to insert the TV aerial lead from a computer into the back of a video recorder so that a game can be played and recorded at the same time.

Mark Labin

Yes, Mark. Normally, the TV aerial goes into the back of the video recorder, and the recorder is then connected to the TV. Pull out the TV aerial lead and plug the lead from the computer into the back of the video.

You can now play your favourite game and watch it as normal on the TV.

Dear BH,

I am thinking of buying a disc drive for use with my Commodore 64. But the Commodore drive is so slow. Is there another one I can buy and how much is it?

Andrew Wood

The Commodore 1541 disc drive is slow. Even Commodore admit that — which is why they almost brought out the 1542 to replace it. But high production costs mean that an 1542 will arrive over here. The 1541 drive is actually slower than turbo-loaded cassette! Ram Electronics may have come up with the answer, though. They have a cartridge called the 1541 Express which speeds up loading and saving by around three times. The black box costs £25 and Ram are in Fleet, Hampshire.

Dear BH,

I have a Spectrum with Microdrive. I normally buy games on cassette and transfer them straight to Microdrive. Transferring BASIC games is OK, but I have problems with machine code.

It is easy enough to find the starting address, but is there a simple FREE which will tell me how long a program is, or where it finished?

Alan Nether

When you load in a program, be it from cassette or Microdrive, the program that loads a header which tells the computer how long the program is, whether it is in BASIC or machine code and where the program starts. Also included is the auto-start line number for BASIC programs.

What you need in a program to read the header from a tape. This will then tell you the start address and length of the machine code, so that you can save it to Microdrive. However, long machine code programs can't be transferred to Microdrive directly as they take up some of the memory that the Microdrive system actually uses. The way round this is to load the program in two parts, or load it to a lower address in the place where it will actually run.

There are various header-reading routines around. Keep an eye out for an advert in the back of C&VG.

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THE DRAGONTORC OF AVALON

When none of them did win this land
There lived a happy king called Sean.
He earned a name for those to know,
Strong in peace and feared in war.
But all things change. All men must die.
As time and seasons pass us by.
So he succumbed to his fate.

The Lords of Love have the good will
And make their songs for his world now
The Chanters of Apsara.

With almost skill no longer displayed
The Disposition was wrought on hands
And when Earl's mighty soul did pass
To dwell within the Isle of Glass
A parental sorrow he gave his son:
The Emancipation of a Nation.

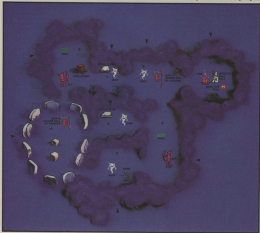
Many years have passed since Märcö vanquished the Lord of Chaos from his earthly realm and freed the soul ensnared within Avalon Wraithbane. The Rod of Power and the Servant Ring are his only reminders of his terrible sacrifice.

The fragile peace of Britain had been threatened by many dark forces ever since the last legions of Rome left to shore up their crumbling empire. Vortigern, Lord of the Five Kingdoms of Britain, struggled to hold his lands united in the face of the onslaught of the barbarian nations sweeping across the North Sea from the troubled plains of Europe. In desperation he employed a Saxon army, recruited from the very forces of his enemies to guard his eastern

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 395–401

For several years the Saxons ferociously debilitated the British realm, but Mungo the Shape-Shifter, Witches-Queen of the North, was twisting their hearts, weaving webs of treachery and deceit. At a great feast given by the Saxons for Vorpalen and his warrior lords, the hosts turned and treacherously murdered the king and his followers. The night of the long knives threw the five kingdoms into turmoil and the Saxons prepared to conquer them each in turn.

Having the Shape-Shifter caused her for Brimes or Saxons. Her purpose was to recover the five crowns made for the legendary Dragonstone of Avalon so that she might reclaim the Throne of Power. She rejoined when her evil plan succeeded in giving her



the first part, Verigore's crown, the Crown of Demeritis.

One night, not long after the night of the long knives, Marco sat gazing into the glowing embers of his camp fire, hypnotized by the dancing patterns as the cold night wind fanned the ashes. As he watched, a strange numbness overcame him and he felt touched by some magical presence which faded away as quickly as it had come.

He started, thinking he had heard a voice, but no-one emerged from the gloom. He lay down to sleep but he was restless and could not settle, feeling as if someone or something were trying to break into his consciousness.

In the cold hours before the dawn, he surrendered to the alien disturbance, packed his sack and started walking.

For many days and nights he travelled, sleeping and eating little. The giddy alien sensation grew each day. He did not know why or where he was going. He travelled until he came to a clearing deep within a great forest.

He sensed power emanating from an old tree stump. It was hollow, filled with the golden leaves of autumn. He dug amongst the leaves and his hand touched metal, not cool dead metal, but warm vibrating steel with the unmistakable energy of magic.

He stared at the artifact he had been drawn to and trembled. It was the great seal of Merlyn, last of the Lone Lords, guardian of the Dragon Isle.

As he passed into the emblem of the great Dragon, the power passed through his shaking arm, stirring his nerves until it seemed as if he were floating on a bed of warm air. Again he heard a voice. This time it was recognizable, though faint. It was the

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**CREATIVE
SPARKS**

voice of Merlin, his old tutor.

"Marco, at last... you are the only one who can help me... listen..." He told Marco the terrible deeds of Mord, concluding: "For many years I have been her prisoner."

Merlyn's voice was weak and his last words as it faded to a murmur were, "Seek the Lay Boole..."

Marco could hear only the rustling of the leaves. He shivered, suddenly aware of the cold damp air. His knees weakened and he slumped to the ground. As he lay recovering, he wondered what lay before him...

THE GAME

The *Dragonlord of Avalon* features a new innovation in arcade adventures — called **Sensory Animation**. This means that the many characters you and Marco discover along the way will react to how you deal with them. For instance, be nice to the elves and they will help Marco in his quest — be nasty to them and you could end up in big trouble!

This is just one of the fascinations of *Dragonlord* — which includes many more Adventure elements than *Avalon*. *Dragonlord* is a much more complex game — definitely in the *Flight* League.

The graphics are also an improvement on *Avalon*. There are lots more many creatures to battle with — well drawn and animated.

Dragonlord is a must for adventurers and arcade gamers alike — well worth £7.99 and remember, you also get a chance to win that Amstrad!

THE COMPETITION

The *Dragonlord of Avalon* is Steve Turner's eagerly awaited sequel to last year's big arcade adventure, *Avalon*. It continues the adventures of our wizard, Marco the Mage, and his quest to find the magical five crowns of the ancient kingdoms of Britain and destroy evil Mord, the Shape-Shifter.

Computer & Video Games and *Hardware Consultants* are proud to announce a very special *Dragonlord* competition — with a very special first prize. The winner will get an Amstrad CPC 484 computer, complete with colour monitor.

What do you have to do to conjure up this amazing prize in your living room? Well, first you must recruit Marco to your cause and get hold of *Dragonlord*!

Once you've got a copy of The *Dragonlord of Avalon*, we want you to play the game — and then look at the maps we've printed here. They represent Wapwood and the Lost Valley of Locria, both important locations in the game.

We've included two **DELIBERATE MISTAKES** in these two maps which

we want you to discover. There are two types of mistakes. Either the viewing arrow for a particular room points the wrong way, or there is an extra object shown on the map which is not present in the location in the actual game. The viewing arrow represents the way you "see" the room on screen.

But it's not as easy as that! Just to make things a little more interesting we have left out many objects from the map which are present in the game. These **DO NOT** count as mistakes.

When you've found all the errors in the CAVG maps fill in the competition coupon and send it to *Computer & Video Games, Dragonlord Competition*, Priority Court, 39/40 Farnborough Lane, London EC18 3AU. Normal CAVG competition rules apply and the editor's decision is final. Closing date for the competition is April 1986 — so get cracking!

Fifty runners up will be able to choose copies of *Hardware Consultants'* other big games as consolation prizes. The games are *Avalon*, *Technician Ted* and *Marlowe Air Traffic Control*, available for a wide range of machines.

Don't forget to tell us which computer you own — if any — and which of the three games you'd like on the competition form.

CAVGEWSON CONSULTANTS DRAGONLORD COMPETITION

The differences I've spotted are:

- | | | |
|----------------------|----------------------|-------------------------|
| 1) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 2) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 3) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 4) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 5) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 6) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 7) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 8) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 9) Room number..... | Extra object is..... | or viewing arrow wrong? |
| 10) Room number..... | Extra object is..... | or viewing arrow wrong? |

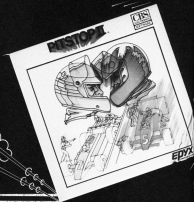
*Delete where applicable

Name.....

Address.....

Computer I own.....

Consolation prize I would like: Technician Ted ☐ Avalon ☐ Air Traffic Control ☐ (Tick box).



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CROSSWORD



Page 11 of 11

3. A high one gets entered in the Hall of Fame (B)
 4. MARVELLOUS accident (B)
 5. Hallucinations of French fighter (scoundrel?) (C)

8. The pot in a gambling game (3)
9. Game, film and a hit single for Ray Parker Jr. (12)
10. E and A as in RAB (6,6)
11. BASIC statement in writing (3)
12. Though tea is needed, it's essential for games of strategy (7)
13. It gets played in an amusement arcade (3,6)
14. Anonymised game for "to reserve de la voiture" (10)

—

1. Espionage work (H)
2. Join together two programs of class (H)
3. They take you down where badmen take you up (H)
4. Type of scan on a screen (H)
5. Story within a story — U.S.-Soviet conspiracy? (T)
6. Not exactly divisible by two (X)
7. Unconstrained search in which the

REFERENCES



GRAND LARCENY ON SAFARI



Grand Sarcoph is the latest in a series of joystick-controlled animated Adventure games from Melbourne House, the people behind *The Hobbit* and *Shogun*.

Grand Larceny for the Commodore 64, has a James Bond espionage setting — and your task is to smuggle some top secret plans from a hotel deep inside a hostile country.

Enemy agents have stolen the plans and you have until midnight to re-cover them — and the agents will stop at nothing to get those plans out of the country!

Every location in the game is illustrated with 3D graphics. The characters are all animated and can be moved using a joystick or keyboard. You also use Adventure style commands to obtain more information. All this and a great soundtrack (read)

The spy team, slip on your shoulders
 together, could your dark shadows and

attempt to crack our great Grand
Gamery quiz. A copy of the game
could be yours if you fill in the
coupon and rush it to Computer &
Video Games, Grand Larceny
Competition, Priory Court, 38-42
Farnborough Lane, London SE18 4LJ.

THE CURRICULUM

1. Who was the author who created the James Bond character?
2. Name three James Bond films.
3. Which two actors are best known for playing the role of Bond in the 1960s?

Now crack this code and tell us the secret message! Here's a clue: $I = A \cdot B + B$.

13.1.T.1.2018.01.02

MELBOURNE HOUSE-GROUND LANTERN COMPETITION

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

The national wilderness list

Web Resources:

Ever been had? Well it appears C&VG had! Back in December we ran a competition based on a new speech-controlled Adventure game called *Alban Jakes* from a company called Intertron. We offered 25 copies of the game as prizes — and many thousands of our readers

However when we came to ask something for the price, we just couldn't get in touch with them. Their phones just kept on ringing and ringing. No prices appeared in the CDVC offices — and we were sitting around wondering just what to do.

Then these wonderful people at Melbourne House came to our rescue and offered to provide 25 copies of the first joystick-controlled Adventure game ever released, called *Jim Sale Jim*.

This game was actually written by the same programmer who developed *African Safari* and has some exciting innovations.

We'd like to thank Melbourne House for helping us out — and our 25 winners can be sure that they will be getting a high quality prize.

Meanwhile, if you like jaywalk Adventures, why not enter our great Mathews House Grand Lottery competition which you'll find next door on this page.



R·E·V·I·E·W·S



IMP. MISSION

MACHINE: IBM 84

SUPPLIER: CBS

PRICE: £11.95

Impossible Mission, CBS Software's latest release for the Commodore 64, is very aptly named — it's damn impossible to master, almost impossible to beat and it's absolutely impossible to turn it off.

Every computer has its "state of the art" game. The Spectrum has *Manic Miner* and *Knight Lore* and the BBC has *Eliza*. Personally, up to now that is, I haven't seen a game impressively written for the Commodore 64 which stands head and shoulders above the rest of the 64's software, but *Impossible Mission* in my opinion, is simply one of the best computer games I have ever played.

The sound effects are outstanding. Fasten running and jumping noises are produced throughout the program and impossible Mission also contains some of the most satisfying voice synthesis ever produced on a home computer. Commands from your enemy are clear — not at all muffled or muffled by hissing — and the screams from the characters when they die are spine-tinglingly realistic.

The graphics and animation are of the same high quality. The composites and geometric displays of the character you control will easily show other software companies how their games should look and play.

To beat the game, you must search through the underground fortress of a mad professor and shut down his computer which is only found away from existing the entry codes to all the military computer centres and starting a nuclear war.

But to stop the computer you must find the pieces to the electronic puzzles which



are the only means of shutting down the computer's central mechanism.

Impossible Mission is one of the previous few games that any serious games player should have in his or her collection.

It would be a huge injustice if this game didn't reach number one and stay there for a very long time.

• Graphics	9
• Sound	10
• Value	8
• Playability	10

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.

from each end and, at odd occasions, meeting in the middle. Standing at the edge, jump to grab the rope. Move just that bit too far forward, and you are in it up to your neck. Catching a rope, you can swing back and forward for ever or, by pressing the firebutton on the joystick, or the spacebar, can land on a leaf floating from one end of the pond to the other.

Timing is of the essence — since the leaf starts running out of synchronisation with the rope at the other end. Since each stage is running against time shown on a decreasing colour bar at the top, you can't afford to hang around. Jumping over bouncing balls, small ponds, trampolines and springing over fountains sounds easy but, on some two each of these combine with other hazards to make progression more difficult. The small ponds previously mentioned have again the jumping out at high speed which all adds to the fun.

Super smooth graphics, good use of sounds and is nice little details the shadow of our lad showing on the ground all go to make this highly enjoyable. Incidentally, when you think you've got this scored playing the screens from left to right, try it from right to left — it becomes more interesting, with the hazards approaching from the rear.

Bonus points are awarded at the completion of each stage with additional lives. Scores shown are for one or two players and a hi-score. You can play with either joystick or keyboard.

The simple and tight theme of this game shows that things don't necessarily need to be complex to make good entertainment.

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

ATHLETIC LAND

MACHINE: ALL MSX

SUPPLIER: Konami

PRICE: £15.00

This game would have been better titled *Perpetual Fun* it is — guiding a lad through a series of obstacles and challenges in park and countryside. The simplicity of this game does not detract from the playability, though.

Let's take score one for example. You are at the edge of a pond, with two ropes — one swinging out and over



R·E·V·I·E·W·S



2 STAFF OF KARNATH

MACHINE: C64
SUPPLIER: Ultimate
PRICE: \$9.95



The first official release to the 64 from Ultimate is all you'll expect from the leading Spectrum software house.

Staff of Karnath follows Ultimate's arcade adventure style, much loved by Spectrum owners.

You play the part of Sir Arthur Penelagon, an adventurer, on a mission to find and destroy the Staff of Karnath, a magical staff which once belonged to an evil sorcerer called, surprisingly, Karnath.

Before his death, Karnath cast an evil spell over his staff. A spell which would allow an evil race of alien creatures called Semathans to escape from the Realm of

ing gamester happy for hours.

Overall, **Staff of Karnath** is a good solid game — can't wait to see more for the 64 from Ultimate.

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

3 MOON PATROL

MACHINE: Atari 800
SUPPLIER: Aard
PRICE: \$14

A reader answered our plea for new Atari games by sending us a cartridge version of the official *Atari Fatal* arcade game — which he discovered inside a *Donkey Kong* box!

The game follows the arcade original very closely, if

from Atari, is excellent. The title tune which plays along as you roll across the moon is good too.

The game is horribly addictive — and well worth adding to your software collection.

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

4 BUGGY BLAST

MACHINE: Spectrum
SUPPLIER: Pinhead
PRICE: \$5.95

Ward an interesting space shoot out with lots of action? Then look no further!

Pinhead's **Buggy Blast** features great graphics, good sound, multi-level play

— this shows your current skill level and decides which of the sectors of the Largon base you are talented enough to attack next. The mother ship's computer automatically launches you into the right sector.

As I've already mentioned, the graphics are really nice. The launch sequence from the mothership will be familiar to all of you who used to watch *Star Trek* data on a TV.



The "corridor" is similar to the *Star Wars* trench — except it is inhabited by nicely drawn Largons, who are robot like creatures, and other hazards.

Lots of action, lots of variety and plenty of fun! My only criticism is that **Buggy Blast** isn't joystick compatible which means lots of finger-tangling moments!

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

DEATH STAR

MACHINE: Spectrum
SUPPLIER: System 3
PRICE: £7.95



Star Wars was a movie that spawned a hundred games — and the latest is **Death Star Interceptor** from System 3. The game, originally written for the C64, features nice 3D style graphics, and a new gimmick not found on the original — speech!

The sounds were provided by the same programmer who created the effects for Activision's *Spectrath* (Ocho-bassett game — and pretty good they are too!)



Unusually and invade earth. Karnath hid his staff within a mysterious castle, and locked it with a special key in the form of a magical pentagram. Then Karnath smashed the key and scattered the 16 fragments around the many corners of his isolated realm.

Penelagon's task is to explore the castle, find the 16 bits of the magical key, open the castle and destroy the staff before Karnath's evil spell can work!

The graphics are up to standard for the 64 — but I was expecting more from the people who have worked such wonders on the Spectrum.

Game play is excellent — more than enough puzzles to keep even the most demand-

ing gamester happy for hours. Overall, **Staff of Karnath** is a good solid game — can't wait to see more for the 64 from Ultimate.

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R·E·V·I·E·W·S

Listen to a terrific rendition of the Star Wars theme, then your Spectrum shouts "Prepare to launch!" and you are off on a mission to destroy the Death Star.

The Fighters streak toward your craft with characteristic "scream" sound direct from the movie as you attempt to blast them. Meanwhile the Death Star is getting nearer and nearer.

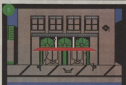
Soon you find yourself in the trench with laser barriers and yet more Tie Fighters coming at you. Time to take a tight grip on your joystick! Zap along the trench, place a well aimed shot into the resistor shaft and then you can breath easily again.

One criticism is that System 3 have retained the Wally launch sequence. You must position yourself correctly to squeeze through a "star-gate" which can get irritating when you want to get straight back to the action.

The Tie-fighters are animated and drawn very well — you get a "3D" side view of the attacking craft as they turn away from your star-fighter after an attack run. The approaching Death Star looks good too!

Death Star Interceptor is an all-action shoot-out with some nice new features — like the real sound effects, if you like all-out action games then you'll love it!

• Graphics	8
• Sound	7
• Value	9
• Playability	10



Several owners as it has been among those of you lucky enough to have a 64.

The game follows the Commodore format faithfully — even down to a brave attempt at speech synthesis.

The game features three screens. The city screen which shows which buildings are haunted, the driving screen in which you pilot your ghostbusting vehicle to the haunted place — sucking up roaming spirits along the way — and finally the ghostbusting screen where you have to help your team of great hunters actually catch a ghost.

Before you get to the action, however, you must pick a mode of transport and load it up with ghostbusting gear using the cash issued to you by the bank.

If you've seen the film you'll know just what to do anyway!

The game also features the nasty Marshmallow Man who appears from time to time and stomps on buildings — unless you can drop some ball to trap him and earn a big bonus from the city mayor!

If you manage to earn enough cash, you'll get a crack at visiting the spirit gates at the evil Temple of Ood — the source of all the ghosts. You also get a Ghostbusters account number — which means you can play the game, oh, any Spectrum anywhere in the world, if you want to that is!

Graphics are good and the sound isn't bad either — and most importantly you'll have fun playing the game. Ghostbusters is simply great value! It is already available for the Commodore 64 (C64V), January) and should soon be available for the Amstrad.

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



6 PYJAMARANA

**MACHINE: Amstrad
SUPPLIER: Mon-Sie
PRICE: £8.95**

If you're a wally who has nightmares about being trapped in beautiful houses and chased by noisy chickens, which also off nearby nudes, then here's your dream game.

It really is a dream, too, or at least a nightmare for the central character, Wally. In order to get him to work, you must first find his alarm clock (a needle in a haystack job)

and drag him out of his nightmare.

All the while, the hours tick by and Wally still isn't at work. He's more likely to be running up orange stairs or crashing into chandeliers. You get replenished for this with periodic onscreen messages appearing on the screen.

Meanwhile, Wally continues to get lashed by axes, scissors and rabbit crackers (permanently not accompanied by toast potatoes and all the trimmings). Small wonder that his glass of milk tends to give out and reduce his sleepless energy. After all, if you were running round a house all night, you'd get tired too.

If the enemy succeeds in removing his three lives, you will see a sad little form, looking very dead, rising up the screen into Wally's heaven.

You'll go from room to room at an alarming speed — kitchen (complete with cereal, milk jug and coffee cap), living room, bathroom, you name it. The bathroom was the personal favourite, but Wally for some reason doesn't go there very often.



Perhaps he doesn't wish. At the while, horrific looking hands will rise from the floor to grab you.

The graphics are truly amazing and the game itself is excellent. Its addictive qualities are high and it's well worth the money for the amount of enjoyment you'll get. Pull mate!

• Graphics	10
• Sound	10
• Value	10
• Playability	9

5 GHOSTBUSTERS

**MACHINE: Spectrum
board or joystick
SUPPLIER: Audivision
PRICE: £18.99**

At last! These crazy ghost hunters have made it onto the Spectrum and the game is bound to be just as big among

■ It's a range of top quality software from Commodore designed to make the most of your Commodore 64's capabilities.

■ New packages will be introduced to the Gold Medallion range every so often, but only if they are really exceptional. They'll definitely be hard-soft to beat.

■ Miss any of them, and you really will be missing out.

Commodore
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Software

MUSIC MAKER

■ Whether you're an accomplished musician or an out-and-out beginner, Music Maker strikes exactly the right note.

■ No matter if you've never played a note before, so long as you can hum and you know your ABC, you can start to play famous popular tunes immediately.

■ And it won't be long before you appreciate Music Maker's many advanced capabilities: you can synthesise many musical instruments, even

create your own 'synth' electronic sounds, choose between monophonic or polyphonic play, summon up pre-programmed rhythms and bass accompaniments, and more.

■ Music Maker is the first in a series of packages which will fully exploit the Commodore 64's outstanding musical capabilities.

■ On disk or cassette, with music keyboard, a clear and concise manual, and song book, for just £29.95.

SPIRIT OF THE STONES

■ It's a treasure hunt for 41 real diamonds hidden somewhere on the Isle of Wight.

■ Only one man knows where they are, and he's not saying.

■ All that he has to say he's said already -

GOLD IF YOU YOU HA

but in the form of riddles, clues and puzzles.

■ Solve the puzzles in the Spirit of the Stones program and you'll find it much easier to solve the puzzles in the Spirit of the Stones book.

■ Solve the puzzles in the book and one for more of the diamonds can be yours.

■ Whoever discovers a diamond can also claim his or her share of the Royalty Fund, which could grow to a maximum of £1 million. It's a game that's as entertaining as it can be rewarding.

■ On cassette or disk, £14.99.

INTERNATIONAL FOOTBALL

■ Already it's recognised as the best football game ever seen outside of Wembley.

■ It's startlingly life-like, and gives you near-perfect control of the players.

■ You can kick the ball, dribble it, pass it,



100

score depends on how good you are, and also on

what level you choose to allow

There are 3 levels you can play against: the computer. Or you can play a friend.

International Football is a real test of skill, dexterity and speed. It is certain to drive you football crazy.

On ordering: £14.95

Jack Attack is about you asking heads. It's a



addictive game, a game of strategy and cunning. We can almost guarantee it will turn you into a head case.

■ To stay alive, Jack must keep aside from collapsing bridges and crashing blocks, and at the same time he must

think make sure he doesn't fall into the water...
and down

■ And that's the easy bit.
■ Because everywhere Jack goes he's dogged by jolly bouncing seductive heads that are out to get him.

He has to squish their heads before his is squashed

And Jack can't afford to lose his head because we've only given him three, and when they've gone, he's gone...

odore — Jack Attack is available
T TO BEAT for both the Commodore 16
and Plus/4. On cartridge \$14.95





7 CONAN

MACHINE: Atari 800/C64
SUPPLIER: US Gold
PRICE: £14.95 (at) \$19.95 (US)

"Kluge, O prince, that between the years when the oceans drank Atlantis and the glimmering cities, and the years of the rise of the gods of Assyria, there was an age undisturbed, when shining kingdoms lay spread across the world like blue marbles beneath the stars. Hither came Conan the Cimmerian, black-haired and sunken-eyed, sword in hand, a thief, a rascal, a slayer, with giant mien and god-like strength, to read the jeweled chronicle of the East under his sandstone feet." *The Nemesis Chronicles*.

"And so it came to pass in the age of the technocrats that this mighty barbarian warrior fell in with the Silicon Wizards who enchanted him with weird spells and sent him on a mission in a land haunted by sorcerers and vicious monsters." *The Silicon Chronicles*.

Just how do you convert a muscle-bound, man-monster into a bunch of sprites? Well, Datafolly have had a brave try at it and come up with an interesting and challenging platform/adventure game in the process.

If you've never heard of Conan the Barbarian — just when have you been? He is the star of numerous comic books, two feature films — and, of course, the books penned by fantasy author Robert E. Howard who originally created the character way back in the 1930s.

Now, at last, someone has come up with the first Conan computer game. As Conan, you must find and destroy the villainous Valla who is hiding somewhere inside a very strange castle.

You and Conan must fight your way through seven levels, packed with different foes and monsters — avoiding dangers by leaping,



jumping and hacking away with your mighty broadsword. Luckily Cimmerians are well known for their athletic abilities.

The main object in each level is to find a mystic gem, place it in a gem holder and find the key to the next level. Some of those weapons are very puzzling — believe me!

Conan is a real treat for games-starved Atari owners — and a good bet for C64/64 platform fans.

But if playing the game sparks off an interest in our Barbarian hero — check out the paperbacks, read the comics and see the movies. You won't regret it.

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

ATARI HTS

MACHINE: Atari (all models)
SUPPLIER: English Software
PRICE: £14.95 (at) \$17.95 (US)

Here's a must for all Atari owners — old and new alike. Three volumes of five hit games — featuring hits like Jet Boot Jack, Neptune's Daughters and Diamonds.

Each tape or disc has five games on it — all three volumes have Jet Boot Jack for some strange reason, however. Also, Jet Boot Jack, Neptune's Daughters and Diamonds.

Volume One has Jet Boot Jack, Five Fleet, Dan Serious

Back, Captain Sticky's Gold and Hyperblast! Volume 2 has Jet Boot Jack, Neptune's Daughters, Neptune's Daughters, Volume 3 consists of Jet Boot Jack, Neptune's Daughters, Neptune's Daughters, Neptune's Daughters.

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

8 GRYPHON

MACHINE: CSM 64
SUPPLIER: Cackles
PRICE: £17.95 (at) \$12.95 (US)

Whether Gryphon isn't an easy game to get to grips with, but it's well worth the effort! Tony Crowther's latest

features a Gryphon, a magical mystical beast who must fight the evil to Masters who are after his gold bars. The 3d masters are the creation of amazing humans — and they are turning the Gryphon's peaceful landscape world into a land of nightmare.

The graphics are typically Crowther-esque — lots of chunky 3D buildings and forests. They have also squeezed in a nice line in perspective as the Gryphon and monsters can be hidden by buildings etc as they zap through the landscape.

The game is basically a scrolling shoot out — but the Gryphon also has to carry goldbars to build bridges over flowing rivers full of pollution to reach different stages of the game.

Don't expect it to be easy — it isn't! But Gryphon is a lot of fun if you are prepared to give it a chance!

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

R·E·V·I·E·W·S



THE QUADRA

MACHINE: Wg 20 + Sd
SUPPLIER: Software Projects
PRICE: £2.99

Revenge of the Quadra is one of Software Projects' interesting new range of Super Saver! Software, just released. Quadra is a fast arcade-style shoot-out — a combination of Defender and good old Space Invaders. You have to shoot waves of alien attackers who are after the pods at the bottom of the screen. Your space or aft can move up and down as well as side to side as you blast the aliens.

Quadra has some simple but effective graphics, good sound and fast action. Good value for money if you are a vic. loving arcade addict.

- | | |
|---------------|---|
| • Graphics | 8 |
| • Sound | 8 |
| • Value | 8 |
| • Playability | 8 |

SQUISH!

MACHINE: Wg 20
SUPPLIER: Palace Software
PRICE: £5.99

Squish is quite simply the most addictive game for the Vic, we've seen for ages. And it's quite a simple game too. You have to move a spider-like character around in a maze of what looks like trapdoors squashing bugs!

You push the "frog-spawn" around Pengo-fashion to kill off the bugs which inhabit the screen, squashing them against the walls or between the "spawns".

But the bugs have a sting in their tails. They can shoot bogbombs at you if you let them get an empty space between them and you.

The game has 30 difficulty levels, each harder than the first.

On some the bugs are invisible — which is nasty as

contact with them is fatal.

The graphics are up to standard for the Vic and the game — as we've said already — is extremely addictive. A worthwhile buy for game-starved Vicsters everywhere.

- | | |
|---------------|---|
| • Graphics | 8 |
| • Sound | 7 |
| • Value | 7 |
| • Playability | 8 |

HELLFIRE

MACHINE: Spectrum-keyboard or joystick
SUPPLIER: Melbourne House
PRICE: £8.99

Hot on the heels of Gif from the Gods comes another game with its theme set firmly in the realm of Greek mythology.

You must re-enact the trials of Ulysses as he seeks to prove his worth to the Gods — who are a tough bunch if this game is anything to go by!

packed full of minotaurs and an evil reptile creature called the Aspidon — who attempts to practise his art on you!

If you manage to negotiate the minotaurs, the fireballs and reach the maze — which features A/N Attack style graphics — you are well on your way to reaching the Elysian Fields where you'll be able to rest for a while! However the maze is packed full of nasties and Ulysses must fight them off using his maze, his wits!

HELLFIRE is an interesting development of the platform game. It features nice graphics and a pretty good line in playability.

However, I found the game difficult to get into. Climbing up the Olympian slopes is no easy task, but if you are a platform fan and like a challenge, take a look at HELLFIRE.

- | | |
|---------------|---|
| • Graphics | 7 |
| • Sound | 7 |
| • Value | 7 |
| • Playability | 7 |

Here, however, Sam is out to help his mate Monty who has been sent to spend some time among the low life of Southmore Prison for an act no more dastardly than tampering a bucket of coal.

Sam has to collect keys from the Governor's office and explore the cells of the prison in order to help Monty escape.

Monty is innocent in a novel mixture of maze and arcade adventure games with a few platform style screens thrown in.

Graphics are colourful and the characters well animated — but I didn't find the game met the high standard set by Monty's first release.

Having said that, Gremlin are building up a nice set of computer characters — I'll be waiting for the further exploits of Monty Mole and Sam Soot with interest.

- | | |
|---------------|---|
| • Graphics | 7 |
| • Sound | 7 |
| • Value | 7 |
| • Playability | 7 |

ROLLER KONG

MACHINE: Cbm 64
SUPPLIER: Melbourne House
PRICE: £5.99

Another cosy Kong-type machine: fantastic for those of you who like running around buildings in all weathers rescuing young women. So what's new, we hear you shout.

Basically, the idea is to avoid firebombs, barrels and steel minsters (known as spikes) which Kong will throw at you, and you get extra points for collecting flowers for the girl.

Generally a good laugh and certainly very easy, this game is a really good bet if you have a joystick.

- | | |
|---------------|---|
| • Graphics | 8 |
| • Sound | 7 |
| • Value | 8 |
| • Playability | 8 |



MONTY IS INNOCENT

MACHINE: Spectrum/keyboard or joystick
SUPPLIER: Gremlin
PRICE: £8.99

The adventures of Monty Mole continue in Gremlin's latest release — which also features a new hero, Sam Soot, star of his own Gremlin game.

continued on page 92

Instead of ten aliens, Cl... for his Commodore

What happened next



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 gin my wits against other Modem users by entering Multi 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 Fife wants to sell 'U-bots' 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 BLAIS[®] 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.

Sis has a go.

She keys into Prestel[®]

Imagine, over 500,000 pages of information and news.

What does she choose? The lonely hearts section.

She's disappointed. Couldn't find Simon the Bork 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.

What a week. Best one I've had since getting my Commodore 64.

Sure am glad I got the Modem instead of all those aliens.

The Commodore 64 Communications Modem comes as a complete package with a year's free subscription to CompuLink, for just £39.99 inc. VAT.

Find out how a Modem can change your life. See it now at Spectrum, Curry's, Comet and selected Commodore dealers.

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SPECTRUM INTERFACE



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The famous Quickshot II is the top-games joystick, with a sleek trigger fire button for quick reactions, an auto fire switch for continuous shooting and a new, improved grip. Revolutionary built-in stabilising reaction cups mean a sure, firm grip – a snap at £9.95.

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If you've a 65K Spectrum micro, this handy and inexpensive add-in kit boosts the RAM memory to a powerful 48K, so you can run the latest and greatest software, the most exciting games around – and expand your own programming possibilities! Only £21.95.

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CASSETTE £9.95

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It's the year 2088. Only a handful of people have survived the robot wars that reduced the Solar System, in a final desperate bid for survival a Tachyon-propelled star cruiser has been developed on Earth to transport numbers to new star systems. But the cruiser relies on rare lithium crystals for its power, crystals which are only abundant on Jupiter's nearest moon. As moonbases established on it in order to safeguard attack by aliens from Jupiter. It is your mission to assist this war and then procure crystals safely from the surface of Io in the Computer where the landing pad is located. You are equipped with the latest pulse laser



beam-pulse system which will enable you to locate and collect crystals for short periods of time (150 hours maximum), the future of the human race depends on you alone!



Super smooth scrolling screen
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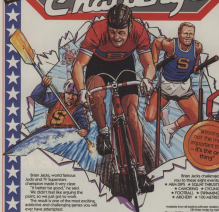
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Figure 1

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Abstract

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PROFESSOR VIDEO'S



Hi there! It's time for the latest lesson in Prof Video's "teach-yourself-how-to-get-hi-scores" course. This issue we kick off the class with tips on the number one game of the moment, **GHOSTBUSTERS**. The tips come from Neil Phillips, from Harrow, who has been busting ghosts on the 64, and Michael King, from Hertfordshire who is a spectral Spectrum gamer. The tips apply to both versions.

GHOSTBUSTERS

- The best/most economical flashlight is best made up in this way: 1993 Beamers, Marshmallow Sensor Image Intensifier, three-ghost traps, ghost bait, ghost vacuum.
- Don't waste time going out of your way to freeze Beamers on your way to the red flashing buildings.
- Don't waste time waiting for the buildings to start flashing red — go back to Ghostbusters HQ for more men and traps.
- When the city's PE energy reaches around 5000, the Marshmallow Man will appear. When a Marshmallow Alert sounds, quickly press Run/Stop — this freezes the action and allows you to get ready to hit the "B" for bait key. When you are ready, hit the Run/Stop key again and quickly hit "B". Well, sure this is a guaranteed way of getting the Marshmallow Man — and the extra cash! So if it doesn't work, blame him!
- When the city's PE energy reaches 9999, and if you've earned enough cash to carry on, you'll get the command "Go to Jail!" Here you must sneak past the Marshmallow Man, who is guarding the entrance to the temple. What used old MM is as far to the left as he will go and then slip two Ghostbusters through the door. Remember — you must have at least three busters in your ghostmobile. If you lose one and you don't have a back-up, then all your efforts to close the portal to the spirit world will be in vain.
- There are many techniques for actually catching a ghost. But Prof Video reckons the best way goes like this. Once your first buster is out on the street, make sure to drop the ghost-trap roughly in the centre of the screen, then move him over to the far left hand side before getting buster number two out of the car. Don't panic and rush about — this only leads to mistakes, like getting your ghostbusters facing in the wrong direction!

STAFF OF KARNATH

Staff of Karnath is the first game for the 64 from the mysterious Ultimate — see our review next issue. Jim Connolly from Belfast has passed on some early hints and tips about spells.

The *Thobin* spell stops large trails for a second and destroys smaller ones. The *Thobin* spell makes things levitate.

To reach the past of the pentacle in the Timeless Rooms, hit the dagger with the *Thobin* spell then quickly walk onto it. One flying carpet! This spell can also be used on the serpent.

The *Stoly* spell shuts down the electric door long enough for you to sneak through.

The Prof expects every Karnath player to do his duty and let him leave a few more tricks!

BACKPACKER'S

Meanwhile, the people at Fantasy have cottoned on to the Prof and sent him a kind Backpacker's Guide to Playing the Game.

• USE OF TNT

TNT is used to gain access to keys that are diagonally below the brickwork when reaching a dead end.

Different colours of TNT have different values — the colour to use depends upon the thickness of rock. The colour sequence is the same as on the Spectrum keyboard.

To use TNT, you must drop it into the party and walk completely off the brickwork. The screen will then flash blue and you can return to see if the value of TNT was correct.

• USE OF KEYS

Keys are used to open doors and the correct colour to use depends on the colour of the ground work in which the door lies. The colours are as follows: BLUE 2 keys (1 not used) — red berrings, GREEN 5 keys, YELLOW 5 keys, MAGENTA 2 keys, (1 is the exit/entry key).

In some cases you must have the correct yellow key to open yellow doors etc. The keys do look different.

• USE OF DICES

Dices are put into the direction indicator so that one of the arrows lights up. This arrow points to the general direction of the exit key.

• USE OF CRYSTALS

These are used to transfer Ziggy from one area of the map to another (sort of secret passages).

• BACKPACK STATUS

The Backpack Status displays the current conditions of any creatures in the Backpack. The Status changes from normal through to critical when Ziggy has suffered many hits from aliens in the caverns.

Q*BERT

Michael Kermelide has come up with a way to get extra lives in Superior Software's Q*Bert for the 64. Once you've played the game once, press the **RELEASE** key and, while this is still depressed, hit the **ESCAPE** key. After releasing both, the program can be listed and by changing the value of MDX% on line 5908 you can get more lives.

PARSEC & ALPINE

Really some tips on TI games from Adam Schlessman from Cheshire, who is a Parsec addict.

To hit Drambler, Adam says you must go to the bottom of the screen and go to Lift 2. Wait for it to come down, enter and then go up the screen firing all the time.

On *Alpine*, if you want to stop, but don't want to lose any time, try stopping and pressing the fire button. This will fool your TI into thinking you are moving — but will not deduct any time.

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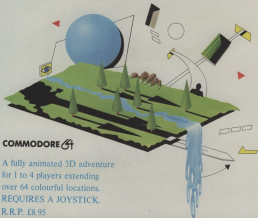
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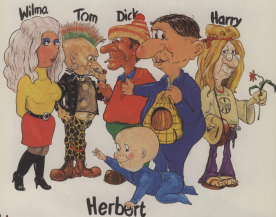
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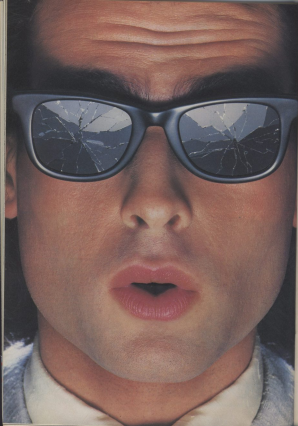
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Search: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your mini-knock you half-way across the room? The C&VG review team don't judge games with their ears plugged up, we can tell you!

continued from page 35

11 BRIAN BLOODaxe

MACHINE: Spectrum
SUPPLIER: The Edge
PRICE: £7.95

At last, a game that lives up to all the pre-release publicity! Brian Bloodaxe, latest from The Edge, is simply terrific!

Bloodaxe takes the Magic Miner's early style of game one and a half steps further with an array of 160 screens and 300 missiles plus a feature called "primary impedance". I've still to work out quite what that is!

Brian Bloodaxe is a sub-ackling Viking, complete with a horned helmet which he uses to dispatch attacking missiles. The helmet comes in useful in tight corners too — he can use the horns to stick himself to the roof and avoid his enemies!

Our hero has to travel through a "Maze" style world where each screen represents something in the British Isles. For example, a good title is Poole, pebble?

Each screen also represents a considerable challenge — even to the steadiest member of the Jet Set fan club. There are objects to be found and puzzles to be solved — but watch out for hidden traps. And rampaging rivers!

Graphics are great, especially Brian — and the rampaging rivers! The soundtrack, a version of the famous Monty Python TV show theme tune, is fun and the game will demand all your computer time for the next few weeks — or months.

Brian Bloodaxe, just as the Monty says, takes Jet Set pretty one stage further. Don't fail to check this one out! But what is "primary impedance"? Answers on a postcard please... And Professor video can't wait to get his hands on a map!

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



12 TECHNICIAN TED

MACHINE: Spectrum/Amstrad
SUPPLIER: Hawson
PRICE: £5.95 (Spend £7.95 Amstrad)

The race is on to create a true successor to the infamous Jet Set Monty! Technician Ted is a true runner — along with Brian Bloodaxe!

Ted is a young computer hacker who works at a Chip Factory. He has an awkward boss who has this annoying habit of setting him almost impossible jobs.

So, Ted likes to get stuck into his work and is soon leaping around the Chip Factory in an effort to find just what he needs to complete the job — although he's not quite sure just what he does need!

Technician Ted is a work-maniac platform game with over 40 levels, screens and lots of puzzles.

The graphics are well drawn — although some of the features come just a bit too close to Jet Set for comfort, I feel.

Animation is smooth and flicker free and colour clashing — on the Spectrum

version — is kept to a minimum.

There are lots of strange noises to deal with — the sewage-filing cabinets and furious fire extinguishers — all the oddities you've come to expect from these platform games!

If you've been holding your breath waiting for JSM II and can't hold out any longer, take a look at Technician Ted. It will keep platform fiends — and map makers — busy for weeks.

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

THE HACKER

MACHINE: BBC
SUPPLIER: Prolux
PRICE: £2.50

A lot of very odd companies have jumped head first into the computer games market. One of these, British Telecom, although an unlikely entrant in the home computer market, is one of the more successful "big business" competitors.

Their Silver range of games — budget priced software in the mould of Mastertrons — is on a par with most commercially available software selling for around £10. And The Hacker, their latest Silver release, is no exception.

The Hacker is an arcade style game, in the same vein as Magic Miner and Program Power's Ghoul, and is sure to be welcomed by all BBC clanking fanatics. It features 16 levels of fantastically weird screen arrangements which incorporate more than their fair share of obstacles and traps.

The first level proved just too difficult for this reviewer, unfortunately, but thanks to a system where you can jump to any screen I was able to play more than the first level straightaway. I managed to complete the second and third levels but then all the



efforts floundered on the latter screens.

True, the game is similar to *Mutant Master*. You do have to run along platforms, pick up and jump across gaping chasms, but the strategy and planning needed to complete each screen is greater.

It takes some time to realize what you have to do and then a great deal more time before you have perfected the technique for that particular level.

No doubt there are plenty of whizz kids around who will be able to complete this game in half an hour. But for most of us, the *Master* should prove to be a challenging game with a long-lasting appeal.

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

There are lots of *Knight Lore* style tasks to be performed in order to keep the *spacewars* alive. Your friendly *Alien 8* robot is a near little chap and lends an air of humour to the game.

Alien 8 is another classic arcade adventure from Ultimate — superb graphics, good sound and... well, just rush out and get it. Seeing is believing!

Even as we write maps of the game are tapping across the universe on loads for the CMM offices. Don't miss next month's issue for the *Alien 8* map extravaganza!

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

FRAK

MACHINE: CMM 64
SUPPLIER: Software
PRICE: £8.95

One of my favourite games of last year was *Aardvark*. Software's *Frak* for the BBC. The rights to the game have been bought up by the Commodore-Casual company, Software, and released on the Commodore 64.

The new game is very similar to the BBC original,

the smaller sized screen being the only major difference. This presents a problem in any type of game but is a positive nuisance in a hunting game like *Frak*. This is, apparently, intentional and allows "art screen action" to take place while you are playing. "On screen action" basically means that you can destroy obstacles and kill monsters that aren't in the part of the maze which is being displayed on your television.

Apart from my small gripe about the screen layout, the game has been handsomely changed at all, although the graphics are larger and slightly better defined than the BBC. One big disappointment with *Frak* are the sound effects, or rather the lack of them. The only sounds are those of his footsteps and his yips. The weapon he carries everywhere with him and uses with great effect to knock monsters off narrow ledges.

The aim of the game is to guide *Frak*, a hulked, tail-tampered caverner, through several dangerous levels, killing all the monsters with his yips and collecting as many of the gold chalice he can find.

Once he has reached the sacred ledge at the end of

each level, the handsome caverner is transported to the next level.

I managed to complete the first level after losing most of the hair from my head, but I could never get more than a few footsteps in the second level.

Frak for the Commodore 64 is a well written and polished game. It has quite a few original, and amusing, ideas. However, cute little caverner and furry monsters aren't enough to make a top selling game — and I have to put *Frak* well down my list of favourite Commodore games!

• Graphics	8
• Sound	5
• Value	6
• Playability	8

SOFTWARE STAR

MACHINE: Spectrum
CMM 64/Amstrad
SUPPLIER: Software
PRICE: £8.95 Spec, £7.95 CMM 64/Amstrad

I've wondered how to go about setting up your own software company? Ever wanted to experiment all the horrors of killing cast, programming games, advertising and distributing your product? Ever wondered

ALIEN 8

MACHINE: Spectrum
SUPPLIER: Ultimate
PRICE: £9.95

Alien 8 in *Special*! That's Ultimate's new to game *Alien 8*, Knight *Lore*-style graphics and Ultimate's unique 3D filmation technique plus lots of perplexing puzzles will make *Alien 8* another instant classic.

Alien 8 is a very special robot — the guardian of the frozen cage of a starship. The ship is a ball of Hoen's Ark from another world packed with the knowledge and a few frozen members of a highly developed alien race escaping from a dead planet.

Near the end of the line to another, safer, world, nasty aliens intrude into the dusty silent civilisation and threaten the success of the mission.

Alien 8 must protect the frozen inhabitants of his ship to ensure a safe landing on the new planet — and reach safe certain areas of the craft during the approach to the new world.



R·E·V·I·E·W·S



what it would really be like to be a software star?

Kevin Toms, designer of that classic adobe strategy game *Footstar Manager*, could be onto another winner with *Software Star* — a game which challenges you to become a computer whizz-kid.

Instead of facing relegation to Division Three, here you might become a baron! If you fail to read the market properly, produce the right games and waste your money advertising in any other magazine than *Computer & Video Games*.

Kevin's game challenges you to get a game to number one in the charts and stay there for 10 months while at the same time making a pre-tax profit of £70,000. Easy? Just like real life, it definitely isn't easy.

The bank manager is always around the corner threatening you with a rolled up note if you overstate!

Software Star is an original strategy style game which could catch on. It will certainly make any would-be software supremo think twice about starting up his or her own business. Now, when did I put that bank statement...

• Graphics	8
• Sound	N/A
• Value	7
• Playability	7



costs just £1,500?

"I'd turn the software company into a mega-hit on their hands, mate!"

"So Mastertronic games can't be all that bad then?"

"Nahhh!"

"Yes, *Finders Keepers* is the latest budget release from Mastertronic. And I found it — so I'm keeping it!"

Finders Keepers features a neat new video character called Magic Knight — who by, all rights, should star in a few more games. He's such a nice guy!

He has been sent by the king to find a gift for the princess who will soon be celebrating her birthday. Our mate Magic finds himself in the Castle of Scotland which is packed with treasures — and a whole lot of draining monsters.

The game features more than a touch of Adventure too — as you can trade items with ghostly traders who are more than willing to bargain with you.

You can also examine objects you find by hitting the

appropriate key — some objects react with others in strange ways which you'll discover as you play.

There are mazes to be solved and puzzles to be avoided ever in this original combination of platform and Adventure.

There are two ways to play: you can either collect as much treasure as possible from the castle and escape

with your booty — or you can return to the king and join the famous Knights of the Polygon table!

Mastertronic have a special on their hands with *Finders Keepers*. A number one? You bet!

• Graphics	8
• Sound	9
• Value	10
• Playability	10

14 FINDERS KEEPERS

MACHINE: Spectrum, **1.5M** keyboard or joystick
SUPPLIER: Mastertronic
PRICE: £1.99

"Yes, I thought you said Mastertronic games were a load of rubbish!"

"Yes, I cannot tell a lie. It has been known for me to pass a judgement of that kind in the past..."

"Well, what would you say to a game which has excellent graphics, loads of screens, beats the pants off a lot of the current hit games — and





R·E·V·I·E·W·S

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 inter-screen appears? Could you spend hours locked away in your bedroom with it?

12

SORCERY

MACHINE: Amstrad
SUPPLIER: Virgin
PRICE: £8.95

What's THE BEST game around for the Amstrad right now? Sorcery that's what.

CAGE's review team voted this the best game ever for this machine so far after spending hours playing it! I was the unlucky one who had to drop the joystick long enough to write this review.

Sorcery follows the classic arcade adventure legend — but does it with style. The idea is to help the last Free Sorcerer free all his mates, imprisoned by the evil Necromancer, and destroy that evil Overlord.

To do this, the Free Sorcerer must solve puzzles, find objects, and destroy the Necromancer's evil assistants — and as before the time limit runs out!

The graphics are stunning — beautifully drawn and animated — showing just what can be done with the Amstrad. There are 40 screens to wind your way through — each one with something new to delight the

13



eye. Our screen shots can't hope to do it justice. Oh, and the sound is pretty neat too — especially when you fall into a pool or river!

Game play is absorbing and totally addictive. Not a game you can get away from easily. And with that your reviewer ruffled beds into the computer room, pushed aside the crowd around the Amstrad and claimed his turn...

Don't waste any more time reading this. Just go out and get Sorcery — you'll be enchanted!

- Graphics 10
- Sound 8
- Value 8
- Playability 10

13



15



16

AUTOMAN

MACHINE: IBM 54
SUPPLIER: Bug Byte
PRICE: £9.50

Automan is the third game out to claim the JCV throne. It stars the hero of the TV series Automan, the Translight computer generated super-being who uses a glowing cursor to create super-cats and super-copiers.

In the Bug Byte game, Automan is out to destroy an evil Automan clone — created by an underground crime organisation who have stolen a copy of the program used to generate our computerised hero.

Great scenery — shame about the evolution of the



game. The graphics just aren't up to the standard expected on the 54 these days.

However once you've got used to seeing Spectrum-style graphics on the Commodore, actually playing the game isn't that bad — but

not awe inspiring either.

There are a series of platform screens inhabited by various nasties. My favourite was the mutant snail and he! Automan has to collect bits of evidence from each screen that will lead him to the Automan clone which is

causing havoc in the city.

At the bottom of each screen there is a readout telling you just where you are in the city and how much evidence you have collected — among other things.

A novel twist are the stages of the game which take the form of a 3D maze style car chase — complete with the super Automan — through the city streets as old Kala closes in on the villains.

Packaging and documentation are good — as you'd expect from Bug Byte — but the £9.50 price tag would make the title twice about this game.

- Graphics 6
- Sound 7
- Playability 7
- Value 6



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ARCADE



Stern Electronic Games have released their first pin for around three years. Laser Lord is a copy of one of their older games. Quicksilver, Stern decided to quit pinball production in favour of a larger output of video games — well we all make mistakes. I hope that Laser Lord will be the first of a new run — the only problem is that Stern have filed for Chapter Eleven, a process in US bankruptcy.

The good news concerning the demise of D. Gentile, as reported in the February issue, is that the pinball side of the company has been taken over. Two former directors of Mylar have bought the pinball production line and are currently producing two machines. The new company is called Premier Technology and I haven't been able to find out if the new pins will bear this name, or that of Gentile. The aforementioned games are Touchdown and El Dorado, the latter being a remake of a 1975 electro-mechanical.

The latest offering from Bally is Eye Hunter, yet another "Pin of the Video". One of the first things that struck me was a rather nice cabinet design, a feature not often given too much attention by manufacturers. I think this is the only machine I've seen where the flippers are not dead in the centre of the playfield. The game is a Back To Basics, but with a very interesting playfield layout. Features include shooter lane rollovers, two flippers, drop targets and the interesting, "Boop-a-Ball" feature.



ONE IN THE EYE FOR THE EYE!

Space, the Final Frontier, and this year is Stardate 1984. The year in which I Robot from Atari destroyed the Evil Eye and returned his galaxy to democratic rule.

Determined to rid this planet of this terrible scourge — for the Eye has gained full power and rules their lives miserably — the inhabitants band together and choose an unhappy interface robot to lead the fight against Big Brother.

The game rules are simple — no jumping! And that is the only way in which I Robot is ever going to get near enough to assassinate the Eye which gives a demonic red as it basks its gaze near the planets. However, at certain times it changes colour as it blinks or looks away and on these occasions the robot can advance forward by way of the red zones thus destroying the Eye's protective shields.

Once the shields are destroyed, he can go in for the kill. But the Eye has other means of defence and the robot will be assailed by shock waves of beach balls, pyramid mines and, in later levels, space sharks — all of which must be avoided or destroyed.

The robot will find a red pyramid on every third screen which must be entered after the Eye's destruction. Inside is a cache of jewels to collect although there is time for only one attempt. Should the robot

die, he will be thrown backwards into a space wave and a life will be lost.

After the Eye has been destroyed, the robot will then be free to travel through space liberating other planets where the process must be repeated, though each attempt increases in difficulty.

Whilst travelling through space, it is possible to gain bonus points from shooting all triskedrons and you can also earn an extra life by shooting the individual letters of I ROBOT as they appear in space visions.

Once the game is in play, it is possible to view the terrain at different angles by pressing the start button — a stop touch and one that allows you a bird's eye view of the positioning of the red zones.

The graphics are perhaps the most unusual of any arcade game around — a cubist's delight. Control is by joystick and two fire buttons.

Good luck to all who are courageous enough to fight the Evil Eye. Your life expectancy is short but — oh boy! — the satisfaction on killing the Eye.

CAN YOU RESIST THE TEMPTATION?

"Go to the Devil's temple where the sons of the Devil will entertain you..." and if it's entertainment you're after, you'll certainly get it in Kung-Fu Master from Irem Corporation — one of the most hard-hitting, breath-taking laid games for Kung-Fu adepts.

You play the part of Thomas whose girlfriend Sylvia has been abducted — the first you know of her whereabouts is from the information contained in an anonymous note. Thomas rushes off to the temple, only to find that he has to kick and punch his way through hordes of the Devil's henchmen to reach Sylvia.

He starts off on the ground floor, knowing that she is, in all probability, being held on the fifth. Each floor is guarded by one Kung-Fu Master, specialising in a particular area of the art, and his minions. Thomas knows he has to conserve his strength if he is to see Sylvia again.

He fights like the demon himself — a whirling, kicking, jumping, fighting machine controlled in his anger by an eight-way joystick and punch and kick buttons. The Devil's men fall like dominoes but there always seem to be more to take their places. As soon he reaches the staircase and, at the top, the Master of the first floor. The fight is hard and draining but Thomas wins through and makes his way upward.



If he finishes too many punches, his energy levels drop to a fatal level. However, it is possible for him to absorb a large number of hits and to wriggle out of trouble more often than not. To regain his energy, he has only to knock a few of the henchmen down but should they succeed in striking his energy he will lose a life.

The pace of the game is very fast and the fluidity of speed is enhanced by a quality jangle which really

ACTION

lands itself to the action. The graphics are smooth and picturesque and Thomas' movements are lifelike. Although the names Thomas and Emily don't sound very Japanese, don't worry as the music isn't either. But the version is!

If you thought that *Kenzo Champ* was good — wait 'til you try this deal!



ALL YOUR EGGS IN TWO BASKETS!

Arcade Action in the chicken camp! The egg-laying cycle of a chicken is a highly unusual theme on which to base a game — after all, chickens aren't that interesting and one tends to think of them, more often than not, as part of one's Sunday dinner.

However, *BallyGames* have come up with *Chicken Shift*, the story of a couple of bored veterinary hands, and turned the idea into an unusual game which calls for quick reactions.

The two chickens, in costumes to thwart the egg collecting farmer, have decided to lay so many eggs so quickly that most will smash on the ground before he can catch them. Two narrow, convoluted chutes run and cross each other from the nests to the collecting baskets and the eggs usually run down these to land quite safely.

However, when the chutes cross, there are movable sections of pipe which swing through 180 degrees to connect one chute to another. There are several of these connecting sections and, whereas they

always connect half the chutes together, there are always sections left hanging in mid-air.

As the eggs start to roll, it is vital for the farmer to be on hand to switch the sections and so ensure a safe landing for the eggs.

This is very easy at the beginner's level and it's easy to grow complacent as you juggle the eggs to their journey's end. The chickens sense your feelings of "it's a cinch!" and start laying faster. It soon becomes almost too much for your reflexes — as fast as one egg travels down one chute, another will be taking the other chute and the sections will not be joined. There can be several eggs rolling at once which tends to make life really hectic.

At this point you tend to lose concentration, forget to flip the sections over and the eggs fall off and smash. The chickens' eyes almost twinkle and they start to lay at an even greater rate.

The graphics are beautifully portrayed, bright and colourful and there is an option for a two-player game where you can choose to play either as partners against the computer or as opponents.

Chicken Shift is one of those games whose very simplicity makes it thoroughly addictive and enjoyable.



FAST & FURIOUS FREE-FOR-ALL

Games designers seem to have reverted to the days of their childhood when they enjoyed playing with their *Diep* cars and racing round a *Saunders*.

There is a vast amount of driving and racing games already on the market and more keep streaming in to join the ranks.

They do make money so it could be assumed that men are just little boys at heart and would play with their toy cars if society wasn't so disapproving of such activities. However, playing on the video screen is an acceptable

way to enjoy the thrills and spills of the race track without friends and family dragging you off to see your local psychiatrist.

Arctic Rush from Konami is one of the new releases and is surprisingly great fun. The aim is to get round the course in one place within the time limit allowed and to forget all about the rules and regulations of racing.

You are allowed — in fact, it would be foolish not to — to bump into, crash into, jump onto your opponents' cars and generally do to them what they are doing to you — trying to stop you reaching the finishing tape. Your car can turn somersaults and jump into the adjoining lane — *spit!* — in the lap of your opponent's car, effectively squashing him.

Various obstacles litter the track including huge oil drums which it is wise to avoid.

If you manage to destroy all your fellow competitors, you will gain extra fuel and can forge ahead to more destruction.

Arctic Rush is a fast and exciting game — you will need cat-like reflexes and nerves of steel to play. Well worth spending a few 10ps on this one.

Join the Professionals! Carl Lyons, from Huddersfield in Yorkshire shows how you too can beat *Luke Skywalker* and *Galaxy Thompson* at their own games. If you have any tips on how to make the most of your favourite games, please send them in to *Arcade Action*, C&MG, 99-101 Farringdon Lane, London, EC1R 3AU. **STAR WARS:** Using the Force

You will be awarded 5,000 points for "using the force" if you don't fix what's going down the track.

TRUCK & FIELD: The Javelin in the Javelin event, get a speed of more than 1180 mph and an angle of 80 degrees. Your javelin will then fly out of the top of the

HINTS & TIPS

screen and hit a hovering bird which will fall to the ground giving you 1,000 bonus points.

TRUCK & FIELD: The High Jump

In the High Jump, deliberately fall twice at the first height (2018). If you then

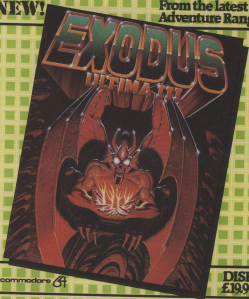
manage to qualify on 2m38, a third stick its head out of the ground giving you 1,000 more points.

SUPER LOCOMOTIVE: *Conserving Fuel*

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SECOND TIME AROUND

Level 9 are now producing all their games for the BBC, so I decided to have another look at the oldest *Adventure* in the newest computer.

On power up, the BBC displays the uses for the special function keys on the bottom line of the screen. Level 9 have retained the display in the game and reprogrammed the keys for the four compass directions plus inventory. Pressing SHIFT reveals and operates their alternate uses: NE, NW, SE, SW and MOON.

A comparison with the BBC seemed called for, since both microes have a 40 column screen. The text layout is slightly different, but the wording is identical. I played part of the game on both microes, pressing RETURN simultaneously and found that some responses were noticeably faster on the BBC.

My only complaint was that the default screen colours are used, a rather Commodore-like wacky-wacky white on blue. This is best overcome by turning the colour right down to black and white and adjusting contrast and brightness to suit.

Pharlock's release on the Commodore 64 prompted me to put on my deer-stalker once more and make for Lanthornhead. Unlike the Colossal BBC/BBC comparison, there is a world of difference between Spectrum Pharlock and his younger brother.

The text is more plentiful, and I mean text of the useful variety. On commencing the game, the first location includes details of the plain door, and "my" door. In the Spectrum version, doors are not mentioned here and I spent two frustrating hours trying to leave the room before turning upon the description "MY".

Midbourne House have also added a couple of extras to the package — an extract from a railway timetable which includes a list of station addresses and four sample session listings designed to give the "best" of English as it is typed, plus a few jokes.

The game seems to play slightly differently as well. Did I imagine it, or was that train just a little harder to catch?

MRS ROBINSON AND FAMILY!

To the sound of north sea island music, I found myself on the deck of a boat with my family, a cow and a dog. The kitchen below the deck crashed as the waves beat against the smashed hull.

Thinking we had better abandon ship before it completely disintegrated, I sat about gathering our possessions before we made for nearby land.

Once safely on terra firma, my brother Frans and I set about exploring, while Mum and Dad set up a camp. There's plenty of interesting places to go, so I think I shall like it here!

Senior Family Robinson is a "Windham Classic", one of the latest in the fast-growing range of fiction-based *Adventures* from Spenser Software in the USA. These run on Apple and Commodore 64, both on disc.

SFR comes with a 16-page instruction booklet giving full details of loading and playing, with examples and some background information on the classic book. There is also a "name-key" pointer which depicts and describes the wildlife, flora and fauna and natural features on the island. This is all contained in a box masquerading as a book.

Talking of books, if you open one bound above the wrist and type in FIND, followed by, say ALBATROSS, a page of the book will be displayed graphically, with a text entry full of facts about the Albatross.

Every location has graphics — instantaneous and sometimes interactive. If a monkey up a tree should take it into his head to throw a coconut at you, the monkey can be seen hurling across the screen! There are some sound effects too.

which add to the realism.

Unfortunately, the mode of input somewhat spoils an otherwise excellent game. What happens is this. As soon as you type a space, the program checks to see if the previously entered characters form part or whole of a word it knows. If they do, it completes the word if an abbreviation and reverse indexes it. Then you can check whether the word is known before proceeding any further. When you press RETURN, the same happens to the last word and the nearest match is printed. So if you type TAKE TO, you get TAKE TOUCHSTONE. But TAKE T returns TAKE TURTLE. On the other hand, TAKE R gives TAKE ROCK, but OO R gives OO BELOW! Clever, isn't it?

But just like people who are too clever, it can be very annoying! I wanted to type "Put rope in boat", but when I typed the space after "rope", the word IN was supplied for me. This can be severely disruptive when typing at speed and it takes a while to adjust to writing certain words when in full flow. It is almost like speaking to someone who interrupts by finishing the end of each sentence for you.

Your objective is to survive and rescue. The classic story doesn't place too much emphasis on being rescued, indeed, is the book the parents elect to stay behind on the island when rescue comes. In the game, however, to be rescued becomes a high priority and part of the challenge is to discover the quickest way to achieve this.

SFR is worth playing despite the input methods for, once you get used to it, you will find an excellent game designed for the younger adventurer.

Full marks to Melbourne House for the improvements which turn *Shed* into a first class *Adventure* game. I won't comment on the "music" — I just turned it right down! I recently made a visit to my old Computer Club at Hythe in Kent, to stage an *Adventure* Competition. I had started these some years ago, the idea being that a number of teams of three or four play the same unseen game simultaneously with someone on hand to give a few hints, and to adjudicate.

Once TRS-80 dominated, the club is now heavily BBC biased, with a sprinkling of Spectra. Thanks to the good offices of Miles Woodroffe, I managed to get hold of some *Spent*en just prior to release. On the appointed evening, 11 Spectrum and 11 BBC teams arrived.

I had quite happily played *Spent*en on a graphics-free TRS-80, and enjoyed it. The BBC version, too, is text only. But on the Spectrum the graphics are superb. Not only are the pictures startling and interactive, but



they are held in memory and tapped to the screen in less time than it takes to say UMR. Even I, a confirmed technophile, was impressed.

Now BBC types tend to be rather contemptuous of "toy" Spectrum owners, so when the game was underway I casually announced that anyone who wanted to see what was actually going on should take a look over the shoulder of Reg, our Spectrum player. They were so taken with the pictures that we nearly ended up with one team of forty players!

One note about tape versions of Spiderman. Contrary to the instructions, there is no full-sentence tapestore only, as Mike Woodroffe put it, "pseudo-full-sentence". Thus many of the examples in the booklet, such as "Go all the way up" do not work.

Unfortunately the painting was done before the conversions were completed, says Mike.

ADVENTURE CHAT

Here are some more Adventure funnies, sent in by Michael Spiteri of Victoria, Australia, who has been having a laugh with *Deadline*.

Look under bed: "We doubt you are looking for the bogeyman — you are out of luck!" GLEAM something: "Gleaminess is next in line to godliness but in this case it is next to no-learned!"

Slit of Throat and his quest for gold? Want some peace? Try climbing into the wooden chest and closing it, says Philip Knight, who confesses you should now be safe. There is no way he has discovered of getting out. If you want to risk a broken neck, he adds, you can walk around inside.

"I know the correct usage of every spell I have so far found in *Claymore*, including the crafty use of Permeability to get you into the cave," writes John English, of Northfield, Birmingham. I smiled smugly, and gave you permission to do the same if you know why! Carry on, John, don't let me interrupt! (Why on earth does he want to get inside the cave, I wonder? Scott's solution is much better than that.)

QUICK REVIEW ROUNDUP

Upper Gumbire is the most boring place in the known universe, where baked beans for tea is a Big Event, says the lady. Sounds like *Southpaw* all over again, and well it might, for it too comes from Richard Shepherd Software.

Your mission is to stop the mad Professor Biontavis (see what I mean?) who has set up a secret laboratory in Gumbire and perfected a Biondish plan to dominate the world.

The fast graphics are quite good, but there are some mentioned features that appear not to exist when examined.

Altogether a vast improvement on their last offering *Urban Spies*. **Upper Gumbire** is for the Commodore 64, priced at \$9.95. All those U's intrigue and Wonder what the next title will be!

Personal Rating: 7

The Key to Time, dedicated to the memory of William Hartnell, is a Dr Who game that should please all fans of the series. Looking very Quilled, but a worthwhile game for all that, it comes from Lampart and runs on a Spectrum.

You will first have to learn to operate the Tardis, and a few devices within it, and then you can begin to explore in search of the pieces of the lost key to time.

What endeared the game to me was the response when I typed WAIT.

Time passes
The subtle sounds of time tickle
through the cosmic hourglass.
I can't keep this up all night.

I never wanted to be an Adventure game.

I wanted to be an arcade game.
I wanted to be ... A *hammerjack* (music starts)

Personal Rating: 7

Wily Horror is the very appropriate title of a BBC Adventure from Sonik. The cassette intro is nicely illustrated with a waterwork, a leaping Dracula and a snake's adventures slid only in boots, straps and a casual but unattractively placed piece of tatty rag. I saw none of these on the graphics screens.

Finding the golden goblet stolen from the church in the village of

Claywood is the quest. How did I fare? I managed to find seven locations, one object, and die twice before I grew too bored to continue and my poor old head pleaded to be loaded with something more interesting.

Personal Rating: 3

Not my head's lucky month, I'm afraid, for I next unwittingly fed it with something even more banal. *Escape from Mansion Pete Minor* has as one of its first problems how to load and tell the bug that makes the game unplayable.

Unfortunately, no score points are awarded for this.

Your space ship has crashed on an alien planet and, after travelling around, you spot a rocket behind a country mansion. You must use your INTELLIGENCE to buy the rocket from the natives and return safely to earth. The only acceptable currency on the planet is — FRUIT!

Nevertheless, I'll try anything once. Starting in the courtyard of the mansion, I was faced with four doors. The first puzzle is to open them and, after some hard *hewerwork*, I discovered that the subtle secret was to use the key lying nearby in the courtyard.

UNLOCK DOOR, I commanded, whereupon a message flashed up to ask which one and the program immediately went back to "Continue a saved game?" For genuine utility enough to have spent money on this game already, here's what to do. Press BREAK and ESCAPE repeatedly until you hear the program. Type QUIT. If you are not successful, you can try listing the program from line 15 — otherwise just delete line 20 (OH SERGE KUH) as instructions and then change the wordlock after the INPUT statement in line 1446 to a comma. Obviously someone used to a standard Basic wrote this, forgot which machine they were on and then forgot to play it.

Type KUH, now, and you're away. You will be able to sample the delights of opening the wrong door in the courtyard. He he he!!

Not had for a schoolboy effort, but commendably just rubbish, from Brianne Software Ltd.

Personal Rating: 1

That is was, that Paul, Simon and myself rose early one freezing morning in January, to meet up at Eastern Station.

A quick coffee and a bacon hasty in the buffet, and we boarded the train for Crewe. We went on our way to the Treasure Trap Castle or, in give it its proper name, Pockthorpe Castle, near Torporley in Cheshire.

We had expected the castle to be almost deserted at this time of year. How wrong we were! We entered by climbing up a spiral stone staircase and found ourselves in a large hall packed with characters from a bygone era.

Dressed in odd costumes, they carried swords and shields and gathered in groups, muttering darkly and talking tactics while waiting for the start of their Adventures.

We were introduced to our referee, who asked us if we would mind being joined by two others — Dakin Marsh aged 13 and Martin Furlong aged 14, two schoolfriends from Marple Hall School in Stockport. Both, we soon discovered, were competent owners. Dakin had a Dragon and Martin a RSC.

Moving off into a side room, Mark relates our referee and his assistant Helen Davies spent 10 minutes or so explaining the rules.

We were but peasants they told us, and, like all peasants, had to undertake the Basic Adventure before being able to participate in more specialised and advanced ones.

The mode of play would be similar to Dungeons and Dragons, except that we would actually BE the characters. We would act the part as if we were the figures being moved around a tabletop dungeon. Only this was for real!

Because this was an introductory Adventure, we could take on varying roles and decide later which character to adopt in future Adventures.

The characters were a Guardian, fighter and defender of the group. Scout, who goes ahead to detect hidden traps and dangers. Lightweaver, the reader of runes and caster of magic and Cure Wounds.

We were each allowed to use one spell and one miracle should we wish.

We would "light" a dark area for a short while, "ignite" a candle "cure" a wound, and so-on.

The dungeon we were to enter was known to be populated with Grog, small creatures who were basically cowardly, but could prove dangerous if provoked single-handed.

If we stuck together as a group, we should have little trouble in dealing with them. For, like Norwegian parents, they tended to stay easily.

Zombies might also be encountered, explained Mark and he

described how to turn them to dust.

At any time Mark or Helen, who would accompany us but be "invisible", might call "TIME OUT" and at this point the Adventure would be suspended for the assessment of wounds and the calculation of strength.

Wounds would be counted as marks made by the sticky red dye on the ends of the Grog's swords. TIME IN would signal the resumption of the game, while TIME FORGIVEN would mean that we must all stay dead in our tracks, to allow some re-arrangement of the room to take place.

Usually we would be told to close our eyes during a freeze and by this device objects might be "teleported" into our room.

We were next taken to another large hall and issued with rigid black plastic swords and round wooden shields. Mark instructed us on swordsmanship, stressing that we were here to enjoy ourselves — but safely! We spent a short time practising against one another, until we got the feel for the art.

Before we left the hall, we elected Martin as our leader and then Mark entered our "names" on a chart on his clipboard. Paul had adopted the pseudonym "Thor", Simon, as ever, called himself "Pink Fairy" (perhaps to make the bravest of Grog run a mile) while I modestly took the name "Supremo". Tim, Dakin and Martin thought their own names were strange enough for the dungeon!

At last we were ready to begin! We made our way outside the castle grounds, from where our real-life Adventure would commence.

THE ADVENTURE

When stood shivering by the candlelight in the gathering dusk, our swords clattering against our shields. Our trembling may have been due to the icy weather. More likely it was caused by the brooding sight of the castle itself silhouetted against the sky. As such here, a window there, was picked out by an eerie light reflected by the frozen snow.

Once across the bridge we knew we would be in mortal danger, so we huddled together in a small group, shields outwards, and crossed into the unknown. Before us appeared, as if from nowhere, a tall figure in a flowing blue robe.

"I am the Wizard Prospero," he intoned. "For 100 years my daughter has been imprisoned within and my magic will unlock her! For how many gold pieces will you brave Adventures and your services to help me?" After some hard bargaining, a deal was struck.



Only just in time! For a couple of Grog leaped nimbly from behind a large oak, menacing us, swords at the ready.

With one accord we attacked, driving them off, wounding as they scurried, wounded, into a hitherto unnoticed dark opening in the castle wall. "There!" breathed Prospero. "That must be the secret way into the Dungeons!"

Beyond the hidden portal it was pitch black. Our leader led his way in and nervously we followed him down a flight of stone steps. "Stop!" commanded Dakin, our leader, as we reached the bottom. "Let our eyes become accustomed to the dark before we proceed!" Before long, we could just discern a lane shaft of light feebly escaping through the narrow slit of a partly-closed door.

Putting our eyes to the slit, a dimly lit picture of confusion could be seen within. Strange creatures were bobbing around amidst sorting debris and bones.

Whilst we waited, Prospero fumbled in his pocket to produce the dog-wand of an evil candle. "Ignite!" exclaimed Thor, rising up his perching spell. The candle lit and by its glow we could just see that we were in a dungeon comparable to levels of the earth. We turned a right angle, and with 100 gigantic figures up front, a play designed to cause panic amongst the Grog within, we kicked the door open. A fierce battle ensued and we killed all the Grog.

We were not without our own casualties. One of our number was bleeding profusely from one arm and a moment's danger of death. Without hesitation, Supremo, putting his hand to the injury, said "Cure" and Pink Fairy was cured as if by a miracle.

Pushing a sword at the door, we thoroughly searched the room, but finding nothing more than a few candles, we made a careful exit and ventured further along the corridor. As we turned a corner, Prospero sensed magic. In a small alcove we

ORCBUSTERS!

"There's something strange in your neighbourhood. Who you gonna call?"
"ORCBUSTERS!"

This is the story of how the C&VG Adventure Team entered a dark and gloomy dungeon and were confronted by some of the nastiest creatures known to man — Orcs! In the flicker of candlelight, these Orcs looked remarkably like 10-year old boys, making them even more deadly.

Before attempting to tackle these vile Orcs, we had to be briefed in swordsmanship. So trying to act like Arnold Schwarzenegger in the Conan

film, I sat about swinging my sword round and promptly hit myself in the face! (Well, Arnold has had more practice!)

My mother did tell me that there would be things in this job I wouldn't like but, before you read the full account of our ordeals, I want once and for all to squash a rumour. It is not true that when Keith and I were put in the front line, even though having the advantage of height, we knelt down and said: "Look, we're shorter than you lot!" (Oh Keith, you can stand up now!)

Every adventure has its heroes and what better

account of courage and bravery than when Tim and I, heavily outnumbered, charged in pursuit of three Orcs? How were we to know that there were 10 more lurking round the corner? With amazing speed and dexterity we turned around and Tim passed me at about Mach 1 as we made our retreat!

Treasure Trap is an excellent place to start if you're a budding warrior. Watch out for the monsters though — and if you get into a tight spot, call us!

We're experts now! We are
... THE ORCBUSTERS!
Simon Marsh



Supreme and his band spotted something.

But it was too late, for charging down the almost endless corridor saw before us came a huge band of Orcs, brandishing their swords. From behind they came, as well, and we fought bitterly on two flanks, trying at the same time to maximize the magic object and determine whether or not it was safe to handle.

At length we came upon the Alchemist's room, its doors completely black save for a red drage across the ceiling, a pentagram and strange runes written on the walls. As we entered, a strange throbbing could be heard, at some times almost inaudible, at others nearly deafening. Here we found the Alchemist in the company of Prospero's daughter and her hand-maiden.

Within the room were two large jars, each filled with a murky liquid, one red, the other green. Wings of mist were rising from the necks of the jars. "Therein lies a cure and a poison — which is which we know not," explained the maidens.

Sniffing the contents revealed that whilst one had a sweet, intoxicating fragrance, the other had the

malevolent odour of an Orc's phant.

Soon by now three of our number had been badly wounded and were weakening to the point of death, we had to use our logic and cunning to decide which jar held the cure.

Thus, all members of our band of Adventurers restored to full health, we pushed aside, and discovered the secret of escaping the room, using the power which we, and we alone, possessed. But we still lacked the wand of Prospero!

Further down the endless corridor



Simon searches a dead Adventure.



Encounter with a Zombie!

we came across a room with a deep pit, a narrow and precarious route leading across it and down to an alcove from which came the faintest flickering of light.

The led one of the maidens across, but their passage dislodged the bridge and they became stranded on the other side. But they had discovered a hidden room, where the poor miller's son was imprisoned. Tim freed the poor lad — for the price of the scroll the miller's son had

COMPETITION

If you get your hands on a copy of *Macbeth* you could win a very special prize. Together with Creative Sparks we've come up with a new and original competition idea — but you have to have a copy of the *Macbeth* adventure to enter. Complete the adventure and you could win a holiday weekend at the Treasure Trap Castle! Two winners of the C&VG/Creative Sparks *Macbeth* Competition will go to the Treasure Trap Castle and 25 runners-up will receive copies of a brand new and as yet unnamed Creative Sparks Adventure series.

hidden about his person (he has never done something for nothing!).

The scroll was to prove invaluable later — but for now it was back to the Un-furnished corridors after Tim and Prospero's daughter had used magic to close the pit.

On, on, and on we moved, we came across a chamber with a low arched brick ceiling. Two Corbians arose from ceiling as we entered and moved niftily in our direction. We acted quickly casting spells that turned them to dust before they could do any damage. We searched and discovered two iron-vipers. One contained an ancient multi-coloured cube, unrecognisable to us, but to become a cult object in a future century. The other a string of red beads and the inscription "With Courage".

We were pondering over these two finds, unable to exit the room through a red portal which regulated us, when slowly and immensely, the ceiling began to descend. In no time it was crushing Supremo's head and before long the whole gathering was in a prone position on the cold stone floor, about to be crushed.

"The scroll, the scroll!" shouted Prospero. Tim, the least crushed of us all, managed to unravel it and read: "Head in hand and red to red! Through the door before you're dead."

We only just made it, with the help of the mystic cube, slithering and crawling as we went. Suddenly, our candles were extinguished as a mighty blast of air hit us and, working our way now through a low narrow passage, a white flashing light part illuminated us so that we saw each other as if frozen, even though we moved.

"I sense your wand nearby," hissed Prospero. "Let's grab it and run, run, RUN!"

Into the run round chamber ahead we rushed, Onn everywhere. And only the flashing light to see them by!

Hastening towards the safety of the drawbridge, we were again set upon by Onn — they were all around us.

Rushing to Tim's rescue, Supremo was caught up in the battle, whilst the rest of our party ran on, carrying treasure, wand and the two maidens.

Suddenly and viciously, the Onn lost interest in Tim, rounding on Supremo.

Supremo fought like a lion, but the Onn were relentless and he was overwhelmed and captured. As if from nowhere, an apparition appeared and possessed Supremo's very soul, taking him to face the group of Adventurers now safely over the drawbridge.

"For the return of Supremo and your own lives, I demand the treasures you have stolen from the Dungeons!" he proclaimed. "No

way!" they replied.

"Eh! their leader!" he hissed at Supremo and undinking, robot-like, Supremo crossed the drawbridge to do battle.

The Adventurers gasped. "Supi Supi! You are one of us!" they yelled, their eyes full of incomprehending horror.

But in no time the leader was lying in a bloody pool in the snow!

THE SCORE

But we had succeeded in our quest — the daughter was free and the wand returned to its rightful owner.

As soon as the Adventure was over, Mark announced that we had all succeeded in reaching the grade of Level 1 Adventurers.

This meant that henceforth we could take part in more difficult, exciting games.

The Basic Adventure had lasted a couple of hours — we could now embark on more ambitious ones, some lasting up to 24 or even 48 hours.

Elated, we made our way back to the coffee bar for a cup of strong coffee and a warm-up. Duffin and Martin were soon to depart. They, as we, were now qualified to do a bit of "Mentoring" and were shortly due to get their own back as Onn against a few set of peasants!

Which led us to the question — where do the monsters come from? The Treasure Trap venture at Peckforton depends very much on enthusiasts — and there is certainly no shortage of volunteers to act out the various characters and monsters in the games.



Our Alchemist, for example, was Dan Waldman, up for the weekend from Cheshire, where his alter-ego was a member of the RAF. The weekend? Perhaps I should explain that it is possible, for a nominal fee, to stay overnight in the castle, lying your own sleeping bag and kip-down on the floor in the sleeping hall. Most of the Adventurers present were there for the weekend. "It all adds to the atmosphere," they said. Many were engaged in a 24-hour

"professional" level Adventure, already in progress, and due to continue throughout the night.

We spoke to Alan Collins, one of the directors, who told us that at the outset, they had reckoned on attracting 100 or so members. Now, about 40 people undertake the basic Adventure every weekend and membership is rising at somewhere between 2,000 and 3,000.

What sort of people come to Peckforton and get hooked? "We have members of both sexes, aged 12 to 60, from all walks of life," claimed Alan. "They range from the unemployed, to bank managers and estate agents. They come from the north and south of the country and as far afield as the Shetlands, America and Australia. There is no other place in the world that has the same facilities and does it so realistically as we do here." That, I can quite believe!

So do you have to become a member to try it out? The answer is no — a very sensible system operates, where you must first, in any case, complete the basic Adventure. You pay £15 to enter it. If you have the whole thing, then that's that. But if you want to go back for more you must at this stage become a member. The subscription is about £40 per year. However, the £15 you have already paid is treated as a down-payment, as you end up paying the balance of £25 to join.

This year, Alan told us, there will be week-long Adventure holidays, run at their new location at Chatsworth Cavern in Kent. The holidays will feature a number of different games. There will be shorter Adventures, and outdoor ones as well.

How did we feel about it? Personal Rating: 10. Fast response, superb stereoscopic colour graphics, realistic sound effects and played in real time. But we did miss the flashing cursor and the immortal words "Tell me what to do!" "An Adventure that we all thoroughly enjoyed — we can't wait to play the next in the series!"

Seriously, though, if you can't wait to join up at Treasure Trap, look at our special "Adventure Club" page. Through the CMG Adventure Club, you can get a 10% discount on your membership fee. Organised CMG visits are a possibility, too.

Or if you prefer, you can get further details for yourself by writing to Fantasy Experiences/Wargames Ltd., Peckforton Castle, Peckforton, Nr. Tarporley, Cheshire, enclosing a large stamped addressed envelope.

By the way, don't bank on picking up any clues from our Adventure. The Basic Adventure is changed every few months and yours will probably be entirely different!

If you do take up the challenge, watch out for us — WE may be the monsters!

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1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

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PREHISTORIC ADVENTURE

1. In the jungle you will encounter a *Tyrannosaurus* who would like to make a meal out of you! This is the reason for the time limit, in location 6: there is a pit which you must jump — the *Tyrannosaurus* will fall to its death. It's well worth killing this beast as soon as possible.

2. With the flint and the bone you can make an axe. Making the raft in location 14 simply increases your percentage score slightly — there's no value in using the raft. Just leave it.

3. You can get to the bottom of the lake at location 20 by going down at either locations 18 or 19. When you come back up, you will only be able to get to location 19.

4. The *Brachiosaurus* will stop on you if you try to leave location 21 — unless you are patient. Just hang around a while and wait and see what happens.

5. Elephants are supposed to be afraid of mice — so what about *Mammoths*? Try something with the mouse.

6. In location 25 you meet a Neanderthal man who says "Kang Ka, Dong Ka. He is simply asking you if you are blind or fox. Try answering "Kang Ka."

7. In locations 27 and 28 you will see a pot and a ladder. You need both — but you don't need the necklace or the rubs to offer them in exchange.

8. In location 29 why not have a drink?

9. The shaman will give you

some advice while you are in his hut if you let the time limit run out. Unfortunately he doesn't speak English!

10. Fill your pot with water in location 42 and head for the desert. When you get to the edge of the desert, you move south east, then south. As you move further into the desert you will get thirsty — once you get very thirsty you **MUST** drink.

11. In location 48 you meet another rampaging dinosaur. To kill him make some gunpowder and a gun.

12. Remember what the dinosaur ate!

13. After you throw the axe in location 52 you **MUST** wait until it hits the man in black. Then go east. If you go too quickly, you will die!

14. In location 54 you only need the rapier.

15. Use the branch from

location 63 in location 56 and cover it with tar. Take it to location 55 and light it — otherwise you could be left in the dark!

16. Location 56 is rather confusing. You must go south a couple of times to get to location 58. However this doesn't work sometimes. Maybe it's the bats that cause you to go round in a circle.

17. Don't forget to take the ladder after you have used it!

USEFUL TIPS

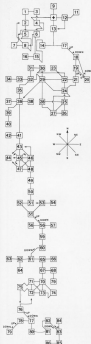
• Don't waste time typing in full commands. You can use commands like "T" to take everything. This saves precious seconds in time limit locations.

• You can enter the Neanderthal village and collect what you need without being hindered — but you must be quick!

• It's quite safe to drink any water you find.



1. Start — rocky gully.
2. On Savannah, near to jungle's edge — time limit — take mouse.
3. Patch of gravel strewn with boulders — take flint.
4. Hot, humid jungle — time limit — see hint no. 1.
5. Hot, humid jungle — time limit — see hint no. 1.
6. Hot, humid jungle — suspicious-looking depression — always jump — time limit — see hint no. 1.
7. Hot, humid jungle — time limit — take cropper — see hint no. 1.
8. Hot, humid jungle — see hint no. 3.
9. Base of some mountains.
10. Standing amongst Pterodactyl nests — take sapphire crystals — time limit.
11. Mammoth's graveyard — take rib bone.
12. Eastern end of a murky swamp — take some mud.
13. Northern bank of a river.
14. Northern bank of a swiftly flowing river — cut tree — make raft — see hint no. 2.
15. Hot, humid jungle — time limit — see hint no. 1.



NOTE

All directions correspond with the compass unless otherwise shown.
— indicates one-way directions.

- 10 Hot, humid jungle — time limit — see hints no. 1.
- 17 The top of a vast, tall waterfall — see look for hidden steps.
- 18 Slide of rock on the northern bank of a clear lake — see hints no. 1.
- 19 Surface of a clear lake — see hints no. 1.
- 20 Bottom of a clear lake — time limit — take large bright ruby.
- 21 Marshy, swampy region south of the great lake — *Brachiosaurus* munching on the vegetation — take hollow leg — see hints no. 4.
- 22 Base of a tall volcano.
- 23 Standing at the edge of the crater of an active volcano — time limit — take some sulphur.
- 24 Savannah, near a blasted tree — *Triceratops* here — time limit.
- 25 Savannah near to a clump of trees.
- 26 Savannah near to a dinosaur skeleton.
- 27 Savannah near a small pond.
- 28 Savannah near a large boulder — *Diposaurus* here — time limit.
- 29 Savannah, near a dried-up water hole — mammoth — time limit — drop mouse — see hints no. 1.
- 30 Grassy plain, which forms the north bank of a river — *Sabretooth Tiger* — time limit.
- 31 South bank of a river in the jungle.
- 32 Small clearing in the jungle — time limit.
- 33 Tunnel in the jungle vegetation.
- 34 Clearing in the jungle — gigantic spider here — time limit — take necktie.
- 35 Grasslands just south of the jungle — time limit — see hints no. 1.
- 36 Center of the Meanderthal village — time limit — take round stone — see hint no. 4.
- 37 Hat of King the Meanderthal — offer the necktie — see hints no. 1.
- 38 Hat of King the Meanderthal — offer ruby — see hints no. 1.
- 39 Outside the Shaman's hut — pot of sweet-smelling liquid — drink liquid — see hints no. 9 — time limit.
- 40 In the Shaman's hut — time limit — see hints no. 9.
- 41 Park in the hall.
- 42 Muddy watering hole — fill pot — see hints no. 10.
- 43 Edge of a vast, sandy desert.
- 44 DO NOT ENTER — QUICKSAND
- 45 Vast, sandy desert — see hints no. 10.
- 46 Vast, sandy desert — see hints no. 10.
- 47 Vast, sandy desert — see hints no. 10.
- 48 Vast, sandy desert — rampaging dinosaur — see gun — see hints no. 10.
- 49 Vast, sandy desert — see hints no. 10.
- 50 Vast, sandy desert — see hints no. 10.
- 51 Oasis — throw stick — see hints no. 12.
- 52 Narrow gully.
- 53 Rocky outcrop in the desert — man in black — throw axe — see hints no. 11 — time limit.
- 54 East end of a rocky outcrop — take rifle, rope, stone axe — see hints no. 14.
- 55 North side of a deep, wide canyon — see rope.
- 56 Bottom of a deep canyon.
- 57 East end of a deep canyon — cables — reach summit.
- 58 Building for pit — see hints no. 15.
- 59 South edge of a deep canyon.
- 60 Bottom of some tall mountains.
- 61 Narrow ledge half way up a mountain.
- 62 Entrance to a dark cave.
- 63 Far western end of the mountain ledge — take tree branch — see hints no. 15.
- 64 Dark and gloomy cave — giant cave bear — time limit.
- 65 Outside a cave on the mountain ledge.
- 66 Extreme eastern end of the ledge — rub twigs — light branch — see hints no. 15.
- 67 Large cave — primitive paintings.
- 68 Large cave — full of bats — see hints no. 16.
- 69 Small cave — take diamonds.
- 70 Myriad caverns of the Sacred Caves.
- 71 Myriad caverns of the Sacred Caves.
- 72 Myriad tunnels of the Sacred Caves.
- 73 Many caverns of the Sacred Caves.
- 74 Myriad caverns of the Sacred Caves — Caesar written on wall.
- 75 Myriad caverns of the Sacred Caves.
- 76 Bottom of a sheer rock face — see ladder — see hints no. 17.
- 77 Top of a sheer rock face.
- 78 Edge of a deep pit — see ladder.
- 79 Bottom of the deep pit — take a few large fungi.
- 80 West bank of the river of molten rock — see fungi.
- 81 East bank of the river of molten rock.
- 82 Cavern with a single exit.
- 83 Ivy water at the bottom of the pool.
- 84 Do not enter — killed on waterfall.
- 85 Vast cavern lit by phosphorescent rocks.
- 86 Western end of a large phosphorescent cavern — giant snake — see diamond — take Tullman.

BUG HUNTER

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WATCH THAT SLIME

Simon Haynes is currently jumping up and down in excitement in Snake on Tron, after being the first in his stream to find a bug in Ghostbusters for the 84.

When you go to trap a ghost, he says, move your ghostbuster to the far left of the screen. Press the fire button to release the second man and move him directly over the first so that only one of them is visible. With the trap in the middle of the screen, fire the guns. The ghost will be caught every time. If only it was as easy as that in the film.

CUT THE RED WIRE

Here's yet another tip for Quakestr II users. If you use the Cambridge Computing joystick interface, you will find that the auto fire facility on the joystick is always activated by the interface. You can disable the auto fire mechanism quite simply. But before you break into your joystick, remember that this will invalidate any guarantees. Also, CAMC can not be responsible if you damage your joystick by performing this modification.

Right, now you've seen that it's safe to continue, remove the handle from the joystick and take the stick apart. Inside, you'll find a circuit board with seven wires connecting to it. The red wire is the offending one and needs to be disconnected. Just unscrew it from the connection on the circuit board. To stop it touching any other connectors when you use the joystick, put a little deltamene over the wire. Now, all that's left is to replace the cover and handle and make sure that all is working.

Next month, I'll be telling you how to make a garage for your Sinclair C5 out of two washing up liquid bottles and the inside of an egg-box.

UP THE POLE!

Next, Decathlon time, a bug in Daley Thompson's version, J18Perched from Ashford in Kent reveals that he's reached one. If you fall off the pole during the pole vault (by releasing the jump key), the pole will totally

disappear. It can only be obtained again by completing the event without a pole or by waiting until the game ends and then pressing the same key. Thanks, Mr Perched. Maybe the pole is actually still there, but jumping over a 16 foot bar without one has affected your vision!

MORE MUD

Our MUD feature from last year is still generating letters asking how you can get hooked up to this game. So, if you're still in the dark, read on.

MUD runs on a DEC-10 mainframe at Essex University. You access it via the telephone lines, using your modem and a modem. You'll also need some special software to give your terminal a scrolling display. If you have a BBC, use a device ROM such as TERMI or COMMUNICATOR. If you have a Spectrum, you'll find a program on the Spectrum telesoftware section which gives your computer a 40-column scrolling display.

Next, you need a PSE account. PSE is the British Telecom data system which MUD is connected to. Setting up a PSE account costs £20 and details can be had on 01 030 0885.

OUT OF CTRL?

Jeffrey Rumar wants to know about the CTRL key on his Texas micro. What's it for? — he asks. Some programs use the CTRL for Control key as an extra shift key. Hold it down and press another key and it will produce certain effects. CTRL-C, for example, will usually allow you to stop a BASIC program that is running. Not all users have this key and, even if they do, not all use it. If you want to write a program to detect it, CTRL-A has an ASCII code of 1, CTRL-B is 2... and CTRL-Z is 26.

VIC HUNCHBACK

January's issue contained a listing for the Vic called Hunchback. Line 2016 said GOTO 2014, but there isn't a line 2014 in the listing. This is all right and the program will still work without line 2014.

VIC/64 PROOFREADER

Here's a handy little proofreading program for Vic and 64s.

To enable, type STS 580. Every time you finish the line and hit RETURN, the checksum will appear. RUN/STOP and RESTORE or using the cassette will cancel it.

```
100 PRINT "PLEASE WAIT...
FOR = 5000 TO 1019:READ A:
CX = CX + A:POKE A, NEXT
110 IF CX=17359 THEN
PRINT "DOWN YOU MADE
(SPACE) AN ERROR" PRINT "IN
DATA STATEMENT":END
120 OTHERWISE PRINT "OK" (2 DOWN)
PROOFREADER ACTIVATED:
END
```

```
580 DATA 175,036,003,201,190,208
590 DATA 001,090,141,151,003,173
600 DATA 007,003,141,152,003,168
610 DATA 150,141,036,003,168,003
620 DATA 141,007,003,168,003,163
630 DATA 254,006,003,087,241,153
640 DATA 251,134,252,132,253,058
650 DATA 201,013,240,017,201,002
660 DATA 240,008,034,101,254,153
670 DATA 254,155,201,169,292,184
680 DATA 253,040,086,169,013,002
690 DATA 213,255,182,214,141,201
700 DATA 003,295,291,003,169,000
710 DATA 133,295,169,019,552,210
720 DATA 255,160,016,002,210,255
730 DATA 169,005,002,210,255,169
740 DATA 254,169,005,002,254,170
750 DATA 151,003,169,007,208,006
760 DATA 002,208,169,019,235,000
770 DATA 002,205,201,169,007,002
780 DATA 270,295,002,210,255,173
790 DATA 201,003,133,214,076,173
800 DATA 000
```

ALL THE NUMBERS

That's all for this month. To contact Bug Hunter, leave a message on my answering machine on 01 251 5610. Or on Postal mailbox 51236355. Or on 01561 bulletin board. If you have a Microsoft-type modem — the phone number is 01 251 7799. If you're on American databases, reach me on Compuserve on 747611637 or on Prodigy/Link on Max Maximo. As a last resort, you could always send me a letter through the post!

BY ROBERT SCHIFFREEN

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SCENARIO

I have a friend who, whenever I mention board wargames, chooses to interpret it as bored wargames. I must admit that for CCG's Air Defence, it is an apt enough description. Air Defence is one of those games where the player would really do much better if he were a computer himself — he would probably enjoy it more too!

Upon loading, the game looks quite interesting. The map is horizontal and depicts a section of coastline that you must defend. Most of the elements of strategic air warfare are there — you must defend the radar stations or you'll be fighting blind; you must defend your battery complexes or your squadrons won't be able to return; you must defend your headquarters for fear of losing communications with your forces. You even have a naval unit (which never seems to move) equipped with SAM missiles, not to mention two airborne early warning squadrons and a couple of in-flight refueling tankers.

Like NATO Commander, the game is played in a sort of real-time fashion but without the luxury of a freeze command. As the first waves of enemy bombers appear over the horizon, you have no trouble assembling a few squadrons to head them off but as more and more squadrons follow, Air Defence rapidly becomes an exercise in hitting bugs quickly enough. To say the game doesn't demand thought would be unfair — logical problems mount very rapidly after the first few easy kills — but the sort of thought demanded frankly leaves me cold. All you need to do is make sure you intercept each target with a squadron of fighters and make sure there can get back to an undamaged airfield without running out of fuel. The enemy bombers come in an randomly assigned and independent flight paths, so concocting any clever master plan is not on at all.

To keep you on the edge of your seat, the game instructions fail to tell you how either side can win in the end. I got so fed up with the never-ending procession of enemy bombers that I generated all my fighters and sat, waiting calmly for defeat.

LESS WALL, MORE GAME

It just so happens that the next game I decided to dip into after poor old Air Defence was another CCG product, this time called War Zone. I loaded it with some trepidation. So, it was with surprise of glass and lashing of poetic license that I realized, after a few minutes' play, that War Zone was a little gem.

War Zone makes no pretence at being an ultra-realistic simulation — the pieces are actually called pieces in the rules, rather than the usual units or divisions wargamers are by now accustomed to. Squares are squares, not boxes, and turns are turns rather than battle phases or whatever. War Zone makes a virtue of simplicity. The board consists of nine 1x11 sectors.

The three types of piece at your disposal — tanks, infantry and artillery — all have their clearly defined functions. Somewhat illogically, infantry move faster than tanks but this works well in game terms. The artillery moves slowly but has a long range for firing, the tanks move at a medium pace and have a medium range for firing while the infantry move swiftly but can only engage in hand-to-hand combat.

When it is your turn, you can move all your pieces. Those that can fire can do so before or after movement. If you move a bit, the enemy piece is removed immediately. If you don't, it gets the opportunity to fire back. If you move a piece next to an enemy piece, hand-to-hand combat immediately starts and there will only be one survivor. There are no in-betweens, no damaged or wounding units — it is simply life or death.

Finally, when the computer takes its turn, you can sit back and watch the enemy tanks, infantry and artillery tramp across the sectors you are allowed to see, looking on helplessly as your own pieces get cruelly snuffed. Nothing works up a good rage better than having to watch your carefully deployed lines being reduced to tatters.

War Zone is not a game that will appeal to fans of realistic simulation, but for those of you who like strategic problems, without distraction of massive tactical fuss and detail, I can recommend War Zone highly. It's for the 48k Spectrum — watch out for it!

APPROXIMATELY LATER

"REUTERS. BERLIN: An alarm raised to the city of Berlin has been closed by the East German Government. American and British outposts report contact with Russian mechanized forces. The Soviet government refused to acknowledge the outbreak of hostilities but noted that 'appropriate measures' were being taken.

This is the chilling scenario that introduces the US Cold wargame, NATO Commander. The Commanders 84 plays the part of the Warsaw Pact, directing a flood of armored divisions and mechanized infantry across the Iron Curtain — you have the unenviable task of stopping them. At your disposal are 24 NATO divisions, surface to air missile units, assault helicopter units, air wings and two groups of Pershing tactical nuclear missiles.

Just so it doesn't become a piece of cake, the game proceeds in "accelerated" time — minutes take away like seconds and, as they do so, the Soviet attack rolls forward.

It is at this point that NATO Commander truly lives up to its name. Each unit has its own built-in intelligence and it will not only choose its own 'best path' from its current position to the location you've ordered it to, it will also make its own decision to retreat if attacked in overwhelming strength. This leaves you free to concentrate on those things a supreme commander is really there for — strategy and tactics. The day-to-day problems of the unit commanders are all handled by the computer.

The hard-pressed Berlin garrison is soon forced to retreat or surrender. By the second day, you get news that the French have joined the battle (on your side, that is). The Italians can be relied upon to surrender shortly afterwards. Poland struggles bravely on but finally succumbs to the sheer weight of the Soviet onslaught.

The realism of this game is frightening and the battle for Europe unfolds just as the professional scenario-makers say that it will. Day three is likely to see you reaching desperately for your tactical rules as the Soviet pressure becomes unbearable.



SALON'S NAME

Salon's Game, this month, reaches the point where all you would-be psycho-historians can begin to study the course of galactic history in full detail. The *Spectator* listing printed here is to be added to the listing provided in the last 5th Column, so you should take care to get the line numbers exactly right or nasty things may happen.

The new routines allow you to check the vital statistics of individual stars as the game progresses and recalculate the calculations which influence a star's growth rate and centralization factor. The game has now been limited to 25 stars (one for each letter of the alphabet) to make our identification simpler. Now, however, you must enter a random seed number at the beginning of the game. This should be between 1 and 40000. Use the same number again and you will get the same galactic set-up. Enter 0 for a truly random set-up.

During processing, the border colour becomes red — when it turns black again, you can check on individual stars before initiating the next phase. Press "I" to label each star by letter on the galactic map. Press "I" again to redraw a labeled map. Press any of the letter keys to access details of an individual star. Press "O" to initiate the next phase of the game. These key presses are valid in galactic map mode or individual star mode.

A star's read-out gives you its name, its growth, centralization, strength and power. It rates star and the code letters of the stars it rules. Also listed are its ecotype and its epoch.

However, if the star rules other stars, its power may be scaled due to the centralization factor. Centralization indicates what proportion of a subordinate star's strength the ruling star takes to add to its own strength and use as power. A star with a centralization factor of 0.9 will grab 90% of the strength of the stars it rules, all of which will go to swell its power.

Finally, we come to "ecotype" and "epoch". For this month, I've give all the stars the same ecotype — Zero Normal. More types will follow soon. A star's ecotype governs

changes during the course of a game but what "epoch" it is governed by does change. A Zero Normal star, for instance, can be in one of two epochs, Imperial or Communist. The key point about an epoch is that it directly influences the way a star's growth rate and centralization factor change over time.

In the next 5th Column, we shall see how changes in epoch occur in accord with ecotype. This month, for simplicity, the epochs are constant. Your task is to explore the intricacies of galactic power and to observe how a star's epoch is crucial to its rise or fall. You might also pause to consider an interesting question: which of the two epochs has the best chance of attaining ultimate power, Imperial or Communist?

I'm sure the Kremlin would like to know too, feeling that, you can always send me the answer — don't forget to say why!

STAR POWER AND EPOCH

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THE SMASH HIT COMPUTER GAMES PACK



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WHEELIE Electronic Arts
FALL GUY Amiga
BLADE BLITZ Amiga
PENETRATOR Electronic Arts



COMMODORE 64

TAPE A

TALES OF THE
JAGGED NIGHTS Electronic Arts
FOSTER FASTER Amiga
FLIGHT WITH IT Amiga
PEYTRON Amiga
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HALL OF FAME

Name

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I scored

Time taken

Game

Computer

Witness's signature

OUR HALL OF FAME GAMES

Since we launched our Hall of Fame with some new games, your responses have been flooding in. Keep it up! If you like them, you'll see we've added a few more new games for you to try your skill at. There's **Starbike** — the space game with a difference from **The Edge** — Acornsoft's **Elite**, a very sophisticated trading game and **Mind-Gen's Pijamarama** — a sort of Jet Set Willy!

JET BOOT JACK

English Software's excellent platform adventure starting the race with the jet-powered boots.

STARSTRIKE

Classic space shooter based on the Star Wars theme. For one blaster only!

JET PAC

Fly Jet Pac around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, the 26, 48, and T1000 from Nintendo.

MANIC MINER

The only 3D-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 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 twice as tough and three as pretty.

PSYTRON

Bayford's first big hit for the Spectrum. The Psytron is a computerised defence system for the planet Epsilon 5.

ELITE

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

STARBIKE

The Edge promises a gold BBC title is the highest scorer on their new game.

JUMP CHALLENGE

Edie Kidd's brand new computer game which features buses, barrels and bikes. Even Edie found it difficult!

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

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HALL OF FAME

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Kerrrang! Kapow! Kersplat!

The superheroes are back. And we've got exclusive news of Scott Adams latest *Marvelous Adventure* based on the Fantastic Four. Keith Campbell takes on The Thing, Human Torch and the rest of the FF team — and survived Ask for the magazine with the Fantastic Four on the cover.

Plus — a great Brian Jacobs Superstar competition, games ratings, reviews — all in one great package. You just can't afford to miss it!

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ALIEN 8

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LATE RESULTS

The 50 winners of the Legend of the Beasts competition will each receive copies of the game from English Software. They are—

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The correct name for the App vs Spy competition was number two. The first 10 out of the box are as follows— Ian Topshart, London; Jason Hayward, Brighton; Lee Russell, London; Frederick Lindberg, Abu Dhabi; Michel Bouquet, Holland; Richard Wilson, Cheshire; Neil

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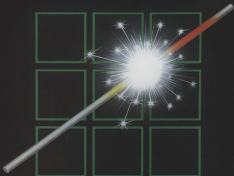
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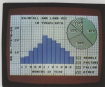
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