

MAY 1985

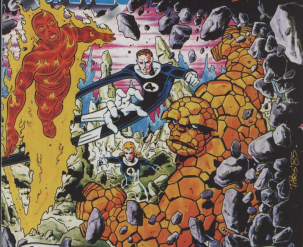
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COMMENCE 04 SEPTEMBER
END 01 NOVEMBER 1990



TOP SCORES FOR THE TEXAS

Dear Sir,
Two years ago I bought a TI-99/4A. At the same time TI announced they were ceasing production of the machine. But, as I knew nothing about computers and read no magazines, I had no idea of what was happening.

I bought a Texas because it was large, looked strong, robust and had a "proper keyboard". The shop assistant also told me that it had a lot of support — it did at the time and still has now.

But it was mostly the look of it that made me buy it. I refused to buy a "slackeridge" — Spectrum — and I refused to buy a "sawdust" C64 64.

A few weeks later, after learning Basic fairly well, I bought several games written in basic on cassette. I thought they were great until I saw a Spectrum game. It was fast, exciting and most of all addictive!

After seeing the game, I thought up ways of selling my Texas and buying a Spectrum. But, as the days went by, I carried on playing basic games, reading C&WD and looking for the cheapest extended Basic I could find.

By this time, I was getting cheesed off and this Christmas I got cartridges instead of tapes. I got *Manhattan* and *Arch Roper* from Parco.

I popped in *Manhattan* and I couldn't believe my eyes. The graphics were fantastic, the sound brilliant and the

addictiveness out of this world!

The maze is set out in 3D and there are different types of ghosts on each screen. This makes you want to keep playing the game and getting further to see different ghosts.

I now intend to purchase all the cartridges from Parco (gradually). Please print this letter in your magazine as not every Texas owner knows about these excellent games. Also, could you try and review more of the cartridges as you did with *Arch Roper*? You gave it a score of 9 for everything. A V Star!

Frankie
Editor's reply: Watch out for a Texas review special coming your way very soon!

FRANKIE REALLY IS THAT GOOD!

Dear Sir,
How can you doubt? I was shocked, terrified, amazed and depressed all at the same time when I read your article on Frankie Olsen To Hollywood in the January issue. You wanted feedback about whether F.O.T.H. were THAT good.

I think Frankie is the most revolutionary band that has ever been seen or heard! They make THE music, no doubt about that. The only ones who disagree are too conservative to see the fun.

Frankie's only mission is to shake the bourgeoisie, and they do that well. I believe it's a great idea to let bands make computer games. So REGAL — Frankie is the best! Michael Steinmetz, Denmark.

WHERE ARE ALL THE WOMEN THEN?

Dear Sir,
Over the last year I have become more and more disappointed by the lack of women in your Adventure pages and reviews pages. Are they all male reviewers? Are you all male observants?

I think it is about time more women were encouraged to use computers, whether it is for pleasure or business. I for one enjoy playing Adventure games and I am good at them, if I might say so myself.

I enjoy your Adventure page very much and will continue to buy the magazine as it is good value for money.
Janice S. Sanders,
Juthite

Editor's reply: What about our Arcade apt. Gary Edgeley, Glen Sanders? We would like to see more female interest in computers reflected in the magazine. How about it girls?

IMPOSSIBLE — NO! ELUSIVE — YES!

Dear Sir,
I am just writing to inform you that Impossible Mission by Epyx isn't. Impossible, I mean. After two-and-a-half hours of solid playing, I finally cornered the swindling Elts Attombador in his control room. Full marks go to Epyx, who have produced a game that has got everything: great speech, fantastic animation, a mindbending puzzle and that precious ingredient —

addictiveness.

There's only one criticism that I can think of: why is it so hard to obtain a copy of this game? I had to search for two months in all of the major retailers before I managed to track down a copy in Bexley!

Am I the first person you know of who has achieved this major feat?
Matthew Jansat
Archbushire

Editor's reply: Great stuff, Matthew! We haven't heard of anyone else completing the mission so you could well be the first. Why not give CBS a call and check it out?

TAKE CARE WITH COMPUTER CLUBS

Dear Sir,
I just thought I would write to inform your readers about a recent experience I had with one of the many computer hire shops now in existence.

I ordered a cassette for my C64 64 from NCL. When it arrived I tried to load it but could not. Even after cleaning and demagnetising the tape head, I still could not load it.

I returned the cassette the same day, and received a letter from NCL a couple of days after that. Their reply — a photo-copy letter — stated that the cassette had been tested and found to be working and put the blame on user error or magnetised tape heads.

As I have had no trouble loading any other programs in my collection, I feel I have been tipped off, as the company said I could not have any alternative



game or even credit.

At \$1.75 per cassette for one week's hire, I feel disappointed at the company's response.

Needless to say, I won't be ordering any more cassettes from them.

So remember, anyone thinking about joining a club with the top prices — you may not always be getting the top service. *W. Scafe, Liverpool.*

SAVE US FROM THE SHARKS!

Dear Sir,
I think your mag, is first class, but it would do with a column on sharks and how to watch out for them.

I have in the past been had, done, whatever you want to call it, by such people and I think your mag. would do a lot to help. We little people are scared by these sharks who are out to make a fast buck.

I think I would be right in saying that I am not alone — many people have had just such an experience. I for one have learned my lesson when buying programs and books for my TI-86/4s. So why not have a space set aside for just that? You could call it Micro Watchdog maybe!

I would also like to praise Prince Electronics. They not only have everything for the Texas but have a fantastic mag. that's a must for all Texas owners. Thanks, CAVC, for supporting the TI. *W. Fairbairn, Fort William.*

Editor's reply: OK, Mr Fairbairn — and anyone else who has had

problems — send us details and we'll attempt to check them out. Can't say I've been there, can we?

THREE CHEERS FOR THE ADVERTS

Dear Sir,
Having just read your February edition, I was annoyed to find Mr A. Haynes of Southbridge saying that there were no many adverts. I personally think that advertising is a good idea because it shows you games which are up to date and shows you new games which have been brought out by new companies.

I still learnt about *Raid Over Moscow*, *3D Eagle*, *Southwind*, *Indiana Jones* and many more because of advertisements. It also gives you an idea of what they look like and tell you — sometimes — about them. I also find that they make good pointers — especially the Ultimate ones.

I think that adverts make a good magazine and one of the reasons I changed my computer magazine to yours was because your advertising was good. A number of people agree with me and we are extremely pleased with the magazine. It is way ahead of any other. Keep it up!

D.A. Rank, W. Stafford.

WHAT ABOUT THE MTX THEN?

Dear Sir,
As a regular reader of CAVC, I want to say — WROG is someone going to produce quality software for the Memotech. MTX 580-012?

I'd remind you that the MTX series is **WORTH** the investment. It has sprite and vector graphics, a built in 380 Assembler/Monitor, Basic and Modula (for text applications), up to eight windows, 16 colours, three tone plus one noise sound capability and almost all of its 32k (prf) is available to the user and NOT gobbled up when using bit-map graphics because of its dedicated 16k video RAM. You can expand it to run CP/M and use up to 32k of RAM.

It's a disgrace for anyone to ignore a computer that offers so much. Please DO something about it!

I'll be buying the MTX 580 for £100 when I've saved up and I'm hoping that the Memotech users like there will be many support for it. Really, I'd like to see more Texas reviews and programs. They've lasted out since last October.

P.J. Hutchinson, Mytholmwood, W. Yorks.

Editor's reply: Continental Software, Unit 23, Station Lane, Witney, Oxon, make a huge range of games for the MTX. Mr Hutchinson, and it might be worth your while to contact them. Their telephone number is 0935 5001.

ONCE A PIRATE ALWAYS A PIRATE

Dear Sir,
I don't know how many times I have recently read or heard that "games are overpriced" and if the price of the game was lowered, this would cut down on piracy.

As a teacher at a school, I see people bringing in pirate copies of games.

Now it is fair to say that I tell them that what they are doing is illegal and unethical, but this does not stop them. They will take a copy of a friend's program no matter what the price is. To them it makes sense to copy a program rather than buy it even if it does only cost £1.00.

Copping by young users is done for one reason — to save money. The game is not priced to sell, but to swap. If the small group of six people buy a game each and a blank tape each, they do a swap so that all six end up with the same games (they even want to be the brother of everyone out the lot for *WOL* value card).

No game seems to be safe. They'll take a game like *Lord of Midnight* and copy it, make their own overlay and copy the relevant sections out of the booklet.

I must, therefore, disagree with one of your letter writers. The pirates copy a game because it's there. It is nice to get something for nothing, even if you are only saving 50p.

I think we've got to accept the fact that people are going to pirate games, no matter what the cost is. There are born pirates. I know. I've met them. Nothing I say will stop them.

Allow me to put in one last thought. If the software houses assume that games are going to be copied, maybe they "overprice" the games (I don't really think I can say whether a game is overpriced or not) to recover some of the money they expect to lose. It's a thought, isn't it? *John McLean, Edinburgh, N.6.*

AMSTRAD £8.95
ZX SPECTRUM £6.95
COMMODORE 64 £7.95

WORLD SERIES BASEBALL

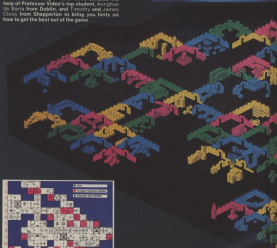


...the name
of the game

Imagine Software is available from:

WOOLWORTH, WHSMITH, ~~WILLIAMS~~ LASKYS, Rumbelows, **COMET GREENS**,
Spectrum Shops and all good dealers.

This is it! The ultimate *Alien* map! It's a screen-by-screen breakdown of the latest instant classic from Ultimate Play the Game — just as you see it as you play. C&VG has teamed up with Dimension Graphics to produce this impressive guide to the game. Dimension uses sophisticated printing techniques to transfer computer graphics to paper — and you've probably already noticed examples of this technique on our Reviews pages. This is a first for C&VG — and we hope you like it! Many of our regular readers have sent us maps which we've used to help put our screen-by-screen guide together. Our thanks to everyone who sent a map in. Games playing tips also came our way — and we've enlisted the help of Professor Video's top student, Aonghus de Baira from Dublin, and Timothy and James Cross from Shepperton to bring you hints on how to get the best out of the game...



ALIEN 8



GATES OF DAWN

...A STEP OVER THE THRESHOLD

For time immemorial man has been challenged by the mystery of his dreams. Deep within each dream lies an enigma as yet unsolved. Now pass through the Gates of Dawn and experience the recreation of the surreal world of dreams in this vibrant arcade adventure. Enter these portals and lose yourself in a dazzling and perplexing world where nothing is too fantastic.



- ❖ AN EXPERIENCE NOT TO BE MISSED
- ❖ 64 SCREENS OF MYSTERY AND CHALLENGE
- ❖ FANTASTIC GRAPHICS AND ANIMATIONS
- ❖ STUNNING SOUND
- ❖ COMBATS STRAIGHT WITH ACTION
- ❖ JOYSTICK CONTROL



SO PREPARE YOURSELF FOR A SUBLIMINAL EXPERIENCE

Gates of Dawn is available for the Commodore 64 from all good software retail outlets from 15th April.

R.A.P. 1991 CEM 64

Also available from Virgin Games Limited, 2-4 Vortex Yard, 119 Barnet Hill Road, London W11 2DX. Telephone: 01-727 8076



First find yourself on the map. As with Knightmare you begin each game from a different location. Use a small marker or counter to mark your starting point. The random starting points are marked on the map with an S.

When entering a room be careful, and use the pause button to plan your moves if there is an alien or Cyberman in the room.

In some rooms you will find a group of blocks with arrows on them, together with one or two Polynoids. Jumping onto a block will make the Polynoids move in the corresponding direction. Using this technique you can move any obstacles using the Polynoids — clearing paths, moving dangerous objects etc. Where there are two Polynoids, one will be controlled until you jump off the blocks — the other will come under your control when you jump on to another arrow block.

In some rooms the exit is blocked by a double row of obstacles. The Polynoid can only destroy the bottom ones — so what do you do? Simple. Just put one of the valves you are carrying onto the dead then begin to control him — this way you destroy both top and bottom obstacles.

Those of you who are really new to this sort of game might like to know that you can jump higher by standing on an object you are carrying. But remember to press the "pick up" key at the same time as "jump" so you take the object with you.

If you are not carrying anything, here's how to cross obstacles which are just one block high. Walk as close as you can to the obstacle then turn right around and walk one space back.

Turn to face the obstacle again and press the "jump" key — and keep it pressed, otherwise you won't make it!

In one room there is a "hidden circuit". This means the control blocks are hidden underneath a tower of disappearing blocks which must be destroyed if you wish to control the robot.

If the right valve is dropped in a cryogenic chamber, it

will move towards the socket. In some chambers this can be used to your advantage — drop the valve and let it carry you to the socket!

In the cryogenic chambers where fatal objects are suspended from the roof, make sure you drop no valve other than the right one, so this will result in the objects falling down on top of you.

Space dust often needs to be jumped on if a valve is to be reached. By dropping a valve on top of the space dust and standing on top of it, the dust can be controlled

to go wherever you want it to!

Cyberbots are a pain unless you know how to get past them, so read on. As soon as you enter the room, stop and stand on a valve. The Cyberbots may push you around, but shouldn't kill you. When you see a space in front of you, pick up the valve again. Repeat this procedure until you reach the exit.

To pass a Plasma Usher safely, run right up to it before jumping as far as possible.

How to use the valve table:

There are 33 valves scattered throughout the ship. A valve can always be found in the same room, although the shape of the valve changes for each play. The table shows that valve rooms are grouped in four sets — three with 8 valves and one with 8. Depending on which valve you find first, it is possible to deduce in which rooms other valves can be found. For example, if you found a cube in M9, you find a hemisphere in G2 and a cylinder in K10, as you would be playing with sequence four.

ALIEN 8 PLAYING TIPS

D1 — The dead rat underneath the centre blocks, but before it can be picked up, two movable blocks must be shifted. To avoid doing a tile, the object should be moved from under the blocks before being picked up. At the coloured egg then wait for when the object is taken.

D2 — The block in this room is presumably a red herring as the life support socket can be reached by walking under the arch.

D3 — Push the object off the blocks before you pick it up as the egg shells surround and kill you when you pick it up.

Pro tip — To avoid the life support object, it often helps if you go to one side of this, then double back and go round the other side. This does the trick or forcing him into choosing you are going a different way to the one you are.

M11 — Using your object to jump over the gap, take the route around the outside right of the room. It is easier and quicker than taking the intended route.

D4 — Get to the preexisting block of the platform you are on, and jump onto the block amongst the egg shells. This will then take to the rest of the other door.

D5 — There is no need to move at all here. Simply jump onto the block immediately in front of you, do a short jump onto the next and then a long jump should see you on the other side of the room.

VALVE TABLE



D1	A6	J6	C1
G11	L8	K12	E6
I8	C16	H6	N10
D15	J11	D8	D5
J13	F7	C8	A14
M9	D10	E7	G12
F9	B12	A5	K10
A12	H12	B6	I11
		G2	

PYRAMID

CUBE

CYLINDER

HEMISPHERE

1	2	3	4
4	1	2	3
3	4	1	2
2	3	4	1

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SCREEN SHOTS FROM
THE COMMODORE
VERSION



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adventure game from
Palace Software that
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**"... will be one of THE games of 1985 ...
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- Cauldron (Spectrum) @ £7.99
- Evil Dead (CBM 64) @ £6.99
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- Valkyrie 17 (Spectrum) @ £9.99

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Instead of computers catching technology now has to cat



The way we see it, technology has suddenly got quite a race on its hands.

There's no other home computer in the world that's so expandable or so updatable as the new Enterprise 64.

And if you're wondering quite how we've managed that, kindly take a closer look at the outputs on our remarkable new machine.

You'll notice that amongst all the usual sockets and terminals, we've gone and incorporated a special 66-way expansion port.

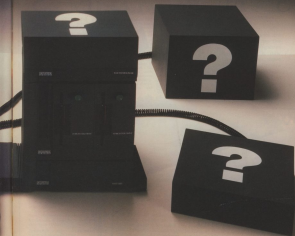
This will accept a whole range of new peripherals that are in the pipeline, including those that are a mere twinkle in the eyes of our hardware designers.

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 puts more user RAM at your disposal than almost any other computer.

But plug in our special Rampacks to the basic unit, and you can progressively increase that figure to a truly extraordinary 1,500K.

catching up with technology, catch 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 672 x 512 pixels, 256-colour boards, a high speed video processor, the Enterprise will outgun 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 games of the mid-seventies.

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

Whilst 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 TC will be available with CP/M running, and you can even use Lisp, Fort 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 straggling in the distance.

ENTERPRISE
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S H A D E S



COMMODORE 

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for 1 to 4 players extending
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REQUIRES A JOYSTICK.
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G·A·M·E·S N·E·W·S



•Bored with plodding through the games listings in C&VG? Fed up with making mistakes and having to start programming in the listings all over again? Well, help is at hand. If you own a Microsoft modem, you'll be able to download programs for the Spectrum and BBC — and hopefully soon — for the C&M 64 direct from the Microsoft 8000 system.

As from this issue, the programs we feature for these machines will be going onto Microsoft.

I·N·B·R·I·E·F

•Is it a cheat? Is it a Module-CIT? No, it's SUPER GAMES! Yes, that C&M with super powers will soon be coming to save the computer gamers of the world! (Somebody have signed a deal with Tony Blair to make this extremely popular program the star of a computer game which will be released in April 1985, this game — which Microsoft say is their first original program for one package — will initially run on the C&M, E16, Spectrum and Amstrad with versions for the BBC, Electron, Atari and Thomson following. C&VG will be running a special Super Games competition, next issue — don't miss it!)

•The C&VG/Computer Trade Weekly Auction and Sale in aid of Ethiopia will be held on Saturday June 18 at County Hall, with various celebrities, singers and representatives from the home computer industry expected to attend. We want you lot out there to come and join us! Bring along any computer-related pro-

ducts you don't want so we can add them to the sale, or send them direct to us here at the office.

•Creative Sparks are all set to light up the pocket-money games market with a new range of games tapes under the collective name of Sparklers. The games will sell at £2.50 and will cover all the popular home computer. Titles will be announced soon.

SAVE DR WHO!

As the BBC reckon that they can get away with copying Dr Who from our screens, do they! Well, here at C&VG we're sure that many of our readers will be as upset as us at the news of the good Doctor's banishment from the airwaves, that The Master finally found a way to get at us here by taking on the appearance of a BBC executive! In any event, we're sure that you will want to join with all the rest of the Time Lords in an appeal to the BBC not to get rid of our hero and support C&VG's Bring Back the Doctor campaign.

All we want you to do is put your name and address on the coupon below — send it to us at Computer & Video Games, Bring Back the Doctor, Play Court, 58-59 Parlington Lane, London EC2R 3JG — and we'll pass our protests on to the powers that be at the BBC. You can also get a threat to sign using the second coupon!

Come on, don't let the BBC do what the Daleks, Cybermen, Ice Warriors and The Master have all failed to do over the years. Write us NOW!

COMPUTER & VIDEO GAMES BRING BACK THE DOCTOR CAMPAIGN

Name

Address

Signature

Name

Address

Signature

DESIGNER OF THE MONTH

NAME: Stephen Redman

BORN: Sunderland, 1964

GAME: Day in the Life

Mild-mannered Stephen Redman has gone right for the throat of the computer business with his first ever game — based on a day in the life of the man who could be said to have started the whole thing off, Sir Clive Sinclair.

You can read about the game elsewhere in this issue. But now read about the 21-year old student of computer science who created this controversial game.

Stephen is studying at Newcastle University, and has been working on the Sir Clive game in his spare time over the past 18 months. But why make Sir Clive a character in a computer game? "I needed a character and he fitted the bill," says Stephen.

He approached Micromega, the people behind Code Name Mar and Jasper, with the game and they were quick to realise a good game when they saw one!

It was after meetings with the people at Micromega that Stephen came up with the general theme of the game. You take Sir Clive through the day in which he has a very important appointment with a very important person at Buckingham Palace. He even managed to squeeze in a CS at the last minute! "I got a lot of help from



me because in Newcastle — all of them are into computers."

Stephen intends to follow a career in computing — with games continuing as a hobby. "We'll just have to wait and see what happens," he says.

In the meantime, anyone who can get Stephen a ticket for the Milk Cup final, when Sunderland take on Norwich, can be assured of a few good bits and tips on Day in the Life!

Favorite Book: Cold old English grub!

Favorite Drink: McEwan's Eighty Shillings

Favorite TV Programme: Red Street Blues

Favorite Computer Game: March Day from Ocean

Countries visited: France

Favorite Music: Dire Straits, Joan Armatrading

The thing I hate most about the computer industry: Access Computers!

H·O·T G·O·S·S·I·P



GIBBO!

Two Gibbo sons Gibbo — age 21 — has been writing games for two years. He helped write *The Pit*, *Blitz* and *Apocalypse* for the arcade market and then moved to computer games. Don't sign that and *Amaze* Special for Taito, after having interviews at Williams, he built *Brat's 2*, a video music track. He played one up with *Amaze*. The Gibbo video game computer pulled in — as he decided to make out a full game (which then he was looking to develop more for games. Gibbo is a student, and will appear locally.

Mark Harrison, age 22, and Gibbo at the 11th day, the place are last year in a

and 2 in 10 field, however, the deepest graphics for *Blitz* and *Amaze* Special as a video — and have seen to all up to 10 different graphics while. He also managed the music for *Amaze*.

Mark is married with three children — that aged 10 (the game today), Ann aged 7 and Ben aged 1 month, who has yet to sell his first game console.

John Gibbo is the best real computer with music and the art team to produce more software if this type, as well as computer and a special tape were project which is expected to be finished in September.

PETALS OF DOOM



There were two new Commodore 16 games I received this month from Greenlit Graphics. *Petals of Doom* and *Defender*. The two, *Petals of Doom* was clearly the better (I guess *Defender* being a non-

inspiring rewrite of the first).

It is a cross between *Jet Pac* and a scaled-down version of *Defender*. The graphics are good and the use of colour reasonable but it lacked a little in terms of

GET ON DOWN WITH GHETTOBLASTER

"Allyo dere, de name is Rodney and I's gotta get de tapes from all de funkiest mix masters in Funkytown. When I's got dem tapes, dey gotta be delivered to de Incredible Studio."

Tony Gibbons assures me that the above (albeit brief) description is the basis for his new game called *GhettoBlaster*.

GhettoBlaster has you travelling around the town's 256 screen locations picking up the tapes and delivering them safely to recording offices. There are ten tapes in all to collect with the last tape in Hollywood Park (it's let YOU decide this one out).

To help you along the way, you have a ghetto-blaster holstered on your

shoulder blaring out music (as long as you have a tape and batteries!) This music can be directed at the inhabitants of Funkytown to make them dance and thus not hinder you in your work. However (and there's always a "however") not all the townsfolk respond to the musical notes you fire at them.

The worst buds to look out for are the Fun Angels who love to dance but possess a fatal touch and the Park Wardens who you can cuss at at your peril.

There are nine other forms of nasty cruising the town, like Jack Flash, Gangsters of the Groove, Bandits of the Beat, The Tone Deal Walkers and the

Rams Charlemagne, all of whom have their own special properties (yet I will not reveal all — you can work it out).

The tapes are behind the red, gold and green flashing doors spread around the town, but to deliver the tapes you must also get a set number of people "Dancing in the Street" (sorry, I'm revealing my

age). The number of people who have to dance is five times the number of tapes you have already delivered and the screen border will flash as soon as they are all dancing.

As you try to enter various shops around the town (recording stores, pub etc), various messages appear to advise you of your status, so you cannot



H·O·T G·O·S·S·I·P



playability although it must be said that by current standards this is a good game for the C64.

A specimen is trapped in a cave and has to defend alien flowers as they grow. When they reach full height, he can teleport to the next phase. Each phase has more aliens but with the same basic aim of zapping aliens and staying alive. There are power gauges to watch and mindless zapping will leave you defenceless until the batteries recharge.

This is a good game bearing in mind the current lack of top quality software for the C64 which hopefully will win or other companies enter the scene.

doodle in the pub or hide in the park too long without being given the Order of the Boot.

The music in this game is enjoyable as it fits the scene well and does not irritate. In fact, there is an option to use the Commodore Music Master Package by placing the music keyboard over the 64 and pressing the shift lock key down you can play along with the soundtrack.

There is also the option to turn the volume level of the ghetto-blasters up or down for those late night sessions.

The graphics are slick, the laws large and the challenge ever present so you should not find this an easy nut to crack. It's a very strong effort from a new solo programmer (ex-Teknet, see profile) and I suggest you keep an eye out for his future games.

GOSSIP

Do any of you out there remember the fracas over Colin Stiles leaving the old Imagine team to join Software Projects last year? Well I am reliably informed he has joined Green (although David Ward, the MD, has denied it) and may be involved in the relaunch of the Imagine logo under the auspices of the Ocean management. It's a strange old world.

After my telephone call to Bug Byte last month, I have heard they have signed a deal with Quicksilver involving seven new games. This deal gives Quicksilver the rights to the seven new titles and is said to allow Bug Byte to concentrate on producing games. On the other hand, it could be that Bug Byte has cash flow problems and was lured out by its old friend Rod Cousins at Quicksilver.

Does Jeff Minter TRULY feel for this fellow sheep? I can exclusively reveal that he does, and HOW do I know? Well at a recent trade dinner, Jeff was furnished as he had not eaten all day BUT, on picking up the menu for that evening, he saw the following — SADDLE UP LAMB! — and, despite his hunger pangs, he refused to eat the lamb. P S Guess who ate his portion?

Two golden stiles are, or shortly will be, no longer with us. Victims, those people with the large number of colour ads, and Oric have been put under compulsory legislation.

Does I say that you should hold on to the games and discs as they may be collector's items in years to come?

I'm quite an Atari fan BUT a recent call to their Slough offices proved painfully wrong.

I had a query over their new GOSG disk drives and went to get some clarification on the hardware.

"Hello, can I speak to someone in technical please?"

Five minutes later and it was still ringing!

"I'm sorry he's in a meeting."

"You only have GMS men to answer all technical queries in Atari's UK Headquarters?"

"I beg! No two, it's silly he's at? Have you tried Sales Shop...?" (His laughter at both ends of the line....)

US Gold. An awfully large amount of money has been spent in promoting the US Gold logo and I hear that Vanguard House was due to enter the software scene with a similar US Gold logo. Well US Gold was not going to have any of it and took out an injunction to stop Vanguard sending out any games under the logo.

I'll keep you posted on developments as they arise.



D-DAY FOR THE QL!

Games Workshop have upgraded their D-Day wargame for the QL.

The workshop people are claiming that this is the first original graphic game for the machine.

Mike Singleton reviewed the Spectrum version last issue — so check your back issues for more details on the game!

D-Day for the QL will sell at £24.95. The game has also been converted for the 64, priced at £8.95.



CHANNEL 4

If you were watching Channel 4's new computer programmes I suspect right on March 1st, you will have seen COPS's new advertisement. Keith Campbell, talking all about our Ad-Active Help-out! film, he is very well-known!

The Channel 4 station, which goes out at 5.30 pm on Mondays, aims to bring you up-to-the-minute news and groups from the wonderful world of computers. And like the BBC's Clip-Stop programme, Channel 4 will also be broadcasting live software.

The program is also presenting the transmission of software by light — and will be showing how to construct the circuitry for a light pen which can be used to capture the "lightest" programs.



R·E·V·I·E·W·S

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

GYRON

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £9.95

Now here's a really **DIFFERENT** game! You may not think that a 3D maze game could be different — but *Gyron*, the latest full price game from Firebird, most definitely is.

The idea of the game is to penetrate the defences of a vast maze-like structure created by a sorcerer-cientist to protect his knowledge. The maze is confusing enough on its own — but the sorcerer also decided to make it deadly by constructing laser towers to zap any intruders.

Faced with this formidable task, the sorcerer's enemies gathered to discuss just how they could break into the system. The result was a *Hydroid* — a remote-controlled probe robot armed with a high-intensity optical laser.

And this is where you come in! Take control of the *Hydroid*, guide it through the deadly maze and discover the sorcerer's secrets — which is not as easy as it sounds.

The *Hydroid* can be damaged by collisions with the walls — and can be totally wiped out by the giant Phoenotype "revers" which bundle through the maze.

The laser towers are multi-directional — and totally featureless when viewed from the outside. Fortunately, your *Hydroid* is armed with radar and it can check out which way the tower is likely to be pointing its deadly weapon. You can either destroy the tower or make it turn by zapping it with the *Hydroid*'s laser.

The screen display shows a main view of the maze — plus an image of the *Hydroid* itself which changes colour as you progress through the various zones of the maze, a "vitality" or energy indicator



plus a radar screen illustrating your surroundings. Colour bars at red and green which appear at the sides of the main display are used to indicate side passages — your *Hydroid* can only see in the direction it is facing.

You can control the *Hydroid* using a joystick or keyboard — user definable keys are a feature of the game too!

Gyron is an immensely challenging game and — just to name a few interesting — Firebird are offering a



Paraph 500 or cash equivalent as a prize for the first person who cracks the *Neocopia* maze version of the game first.

You notice I said *Neocopia* version. On the B-side of the tape there will be an easier version of the game called the *Airline*. This is great for practising — or for those of you who like a faster game, but no prizes for solving it!

Oh yes — there is a time limit built into the hard version. Expert opinion says that if you've spent around 20 minutes trying you might as well start another game!

Graphics — as you can see from last month — are vector line style. But don't let the simplicity fool you. The

programmers, two mathematicians and two computer geeks, have developed a real way of moving things behind other things on screen — if you follow me! Just watch the giant robot revers and you'll see what I mean.

Once you've got the hang of driving the *Hydroid* around the maze — and it does take a lot of getting used to — you'll be hooked. Don't fail to have a look at Firebird's best full price game yet.

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



R·E·V·I·E·W·S

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



2 SHOOT THE RAPIDS

MACHINE: CBN 64
SUPPLIER: New Generation
PRICE: £7.95

An interesting sports simulation from New Gen. The graphics are pretty basic but game play is enthralling. You just have to get your paddling action right to get your canoe right way round across the finishing line. I spent a lot of time going backwards down the river!

The object of the game is to complete a series of station courses against the clock — avoiding hazards like rocks and motor boats along the way. Each river flows at a different speed — so you have to be on the ball to beat the clock.

A Decathlon-style joystick action won't help you to succeed in *Shoot the Rapids* — you must be cool calm and collected.

A novel and interesting game for water sports fans.

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

3 SLASIDE SPECIAL

MACHINE: CBN 64
SUPPLIER: Taskart
PRICE: £8.95 cash, £9.95 disc

Here's the antidote to *Alas Over Moscow* for peace people and conservatismists everywhere.

The general idea of the game is to collect radioactive seaweed from a polluted

beach — avoiding mutant guards and jellyfish — and to take it to Downing Street where you must shake it through the windows at well known members of the Cabinet who pop up at the window.

Just to distance the game a bit from real life, the scenario for the game says that the pollution has been caused by a nasty bunch of aliens called Polykians who have invaded earth and taken over the government, taking on the appearance of the real Cabinet members.

The hero of the game is Maelum Rodney, who has stumbled on the awful truth and realises that the only way to stop the insane Polykians is to bombard them with the atomic seaweed!



The evil Polykians are easily recognisable in the "Downing Street" screen. Pick your least favourite Tory minister and shake something at him. Very satisfying — unless of course you are a 'Young Conservative'!

Slaside Special is a novelty game — and its lasting appeal could be limited. But if you fancy a laugh have a look at it.

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

4 AQUA RACER

MACHINE: CBN 64
SUPPLIER: Bubble Bus
PRICE: £8.95

Ever wondered what *Pole Position* with boats instead of cars would be like? Then check out *Aqua Racer* from Bubble Bus.



It's got nice 3D style graphics, and good sound — and it's fun to play, too.

The idea is to race your powerboat against the clock over a series of different courses. Lots of other boats attempt to stop you claiming *THE POWER BOAT* championship.

There are 20 courses to race on — just a qualifying round in true *Pole Position* style.

Aqua Racer is a nice twist on the *Pole Position* theme. A game for race fans.

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

5 SLAPSHOT

MACHINE: CBN 64
SUPPLIER: Arting
PRICE: £8.95 cash, £10.95 disc

There's only one thing wrong with this superb sports simulation from Arting. You have to have two people to play it.

WHY didn't you include a player vs computer option, Arting?

OK. Giving over with. Now onto the good news. *Slasheet* is an accurate representation of that rough tough sport, ice hockey.

The aim of the game is simple — to score goals. Achieving that aim involves a mixture of ice skating skill, strategy and brute strength — I've heard that the real life game is a bit like that too!

The simulation follows the rules of the game closely. Each game consists of three three-minute periods — and yes, you do start a penalty if you deliberately chop an opposing player down!

The graphics are simple but effective — and the game also features speech. You hear the roar of the crowd when you score a goal and an announcer at the start of each period. The crowd sounds are terrific!

I particularly enjoyed the considerable joystick skills you MUST develop to get your skaters performing effectively. A real challenge this.

Overall, *Slasheet* must rate as one of Arting's best games to date. Great fun and great value.

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



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



6 PITSTOP II

MACHINE: CSM 64
SUPPLIER: Coder
PRICE: £9.95

Slip into the driving seat and prepare for the best Formula One racing game since *Pole Position*!

Pitstop II not only features the usual race sequence but also an exciting pitstop screen where you have to refuel and change the tyres on your high-performance race car before the other racers get too far in front!

As you race against the opposition, you have to keep an eye on the condition of your tyres and fuel, the harder you drive, the more your tyres wear and you could end up stuck out on the circuit with a blown tyre if you don't take care.

Race against the computer or a friend in this terrific race simulation. Pitstop II features a split screen, day & night style. Each part of the screen shows the winding track and the other race cars — until you decide to make a pitstop that is. Then the display switches to the pits where your drive wait to refuel and change the tyres on your racer. This can get pretty hectic as the computer controlled car — or your friend's racer — gets further in front!

You can check on your tyre wear by switching for a colour change — when they turn white you are in big trouble.

The graphics are excellent and the sound is great — lots of roaring engine sounds — best of all, though, Pitstop II is great fun to play.

You can race on all the major Grand Prix circuits of the world — except, strangely, Silverstone — the home of British motor sport.

You can also compete in the Grand Circuit, racing on each track over a "season".

There is a championship table which flashes up after each race, and several skill levels — from novice to pro. Now, where did I put my crash helmet...

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

7 HOLLYWOOD

MACHINE: CSM64
SUPPLIER: Allegis
PRICE: £10

Allegis's software star, Dragger, heads for Tinsel Town and the biggest job of his career so far in *Dragger Goes to Hollywood* — an action, arcade adventure.

Set among the many studios of a giant Hollywood tin company's headquarters, the game sets Dragger a tough task: he has to reach the office of ace producer Spectrum — best known for his epic action movies *Tarzan* and *Clash of the Titans* of the *Kinky Kind* — and steal the only copy of his latest film!



There's fun for various movies associated with the characters you find in each studio play as you enter different screens. For example, you get the Star Wars theme and a little Darth Vader in one studio, the Superman theme and the Man of Steel himself in another, and a giant shark

swimming around to the Jaws theme in a third.

This is the best Dragger game yet. Don't fail to catch the opening night!

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



8 INWARD'S LAIR

MACHINE: Spectrum
SUPPLIER: Bubble Bus
PRICE: £6.99

This must be the best game yet from Bubble Bus! Programmer Stephen Crow readily admits that he was inspired by *Ultimate's* *Alt* Altac when writing the game — but what's wrong with taking an idea and developing it? Just look at all the *Alt* clones around.

Anyway, on to the game which revolves around the adventures of a character called Porcine Pete who has accidentally discovered the Wizard's Lair while on a polluting expedition.

Pete has found sundries about this place and knows that scattered around are bits of a magical golden lion — and sets out to discover them. But the Lair is inhabited by some really horrible monsters who guard the golden lion.

Pete can collect weapons, food, spells, keys and gold during his quest — it's true

arcade adventure style. He'll need them all before completing the challenge.

The graphics are terrific — similar in style to *Alt* Altac and *Sabre Wulf*. Animation is smooth and flicker free and the sound is good too. Some screens have Sabre Wulf-style jungle while others have rocks or *Alt* Altac rooms.

Each of the nasties has its own particular characteristics which you must learn before engaging them in battle, which adds to the challenge of the game.

A worthy sequel to *Alt* Altac *Inward's Lair* is extremely well presented, great fun to play and terrific value for money.

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

WITCHSWITCH

MACHINE: CSM 64
SUPPLIER: English Software
PRICE: £8.95

Suddenly everyone is making games about witches — and it's no wonder near Halloween! *SW*, English Software's *Witch Switch* was one of the first — and an entertaining ramp; it is too!

You take on various forms during the game — a monkey, *Continued on page 100*

The BOND DIARY

COMING SOON TO A C&VG NEAR YOU!

"My name is Bond. James Bond. . ." How many times have you thrilled to those words? They mean that action and adventure are just a few short film frames away. Now Bond is back in town and soon to be seen saving the world again in a brand new C&VG title called *A View to a Kill*. And, as *James Bond*'s a Bond computer game to go along with it! Yes, C&VG comes to you with small screen thanks to the people who brought you *Star Trek*. Over the next couple of issues C&VG will be tracing the development of the Bond game — bringing you all the inside information on how it came to be — in **THE BOND DIARY**. It promises to be just as intriguing as one of the Bond games. This issue we'll be taking you a bit about the background to the game. Next issue we'll bring you exclusive screen shots of the game itself — and then in July C&VG will proudly present an C&VG extravaganza with competitions and much more. But you can't wait! In the meantime, on with the main feature . . .



I's all started when Mark Newborn and Dennis Wootley, the people who made over the £20,000 prize adventure game *Nurds*, began looking around for a follow-up.

They looked about the new Bond movie. *A View to a Kill* and immediately saw the great potential for a computerised version of 007's adventures. But this time they wanted an arcade game — not an adventure. After all Bond movies are packed with action!

They set about acquiring the license to the movie for us as yet uninterested for and began looking around for a software company good enough to team up with the girls.

They chose *Sybit*, a relatively unknown company with the advantage of having a team of very talented programmers. Another company, called *Spinal K*, who specialise in game design and production, created the storyboard for the game which *Sybit* then began to turn into data and graphics.

The bug in *Spinal K* and *Sybit* was to produce four arcade style games based on events featured in the movie.

Dennis struck lucky when they discovered that a friend was a film editor actually working on the Bond movie. He was quickly snuffed up to help make sure that the games had as close to the film as possible.

Meanwhile, the supergroup *James Bond* had been chosen to write the theme music to *A View to a Kill* — and Dennis decided that they wanted to use the same

music on the game and set out to get another game for a licence. It proved successful and the *James Bond* sound will be featured for the first time on a computer game.

Another first for *James* is that the game will be released at the same time as the Bond movie has the cinema screens. The *Illustrations*? game came along sometime after the movie.

And looking of *Illustrations*?, our programmer and head of, *Animation*, *Bond* *James*, has now disappeared of the game and been the look of it? *Animation* will be handling the game in the U.S.

The *A View to a Kill* game is being written for the Spectrum, Amstrad 64, Amstrad and MSX — and an *Amstrad* version could be on the cards.

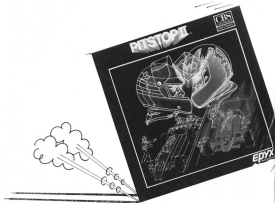
The repeat premier of the movie will take place in London on June 19th.

What could Bond think about all this? Well, according to Mark and Dennis, the current James Bond is the elegant, sexy of *Roger Moore* enjoys playing computer games. We hope to bring you his views of the C&VG game!

Next issue we'll bring you some exclusive screen shots of *A View to a Kill* film in each issue of the programme at work.

Don't miss it!





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CATCH BREAK FEVER



This up and coming group of break dancers are near the end of a routine in which they have tried to screw themselves into the pavement and have proved that you can ski without snow. They now need a big finish which will impress the judges at the Elvira Wallop Modern Dance Contest.

They have planned a move in which one member in the line drops down onto a shoulder and spins round while two others meet and jump over him.

The two who jump land in the same order that they take off in.

They want to repeat this move enough times to end up with the

group lined up to spell their name **KRAZIEST**. Being out of puff and rapidly running out of bars, they'd like to repeat this move as few times as possible. Can you work it out for them?

To record your effort, simply name the pair who are to jump each time and whether they are to jump right or left, as you look at them. Put your best answer on the coupon and post it to Break Fever, Computer & Video Games, Priory Court, 30-32 Harrington Road, Leyton EC18 3AV. Closing date is Mar 1985 and the editor's decision is final.

The winners will be chosen from those sending in an answer which requires the least number of moves.

HERE'S WHAT YOU CAN WIN!

The first prize winner in our great Break Fever contest will get a complete Breaking kit. This consists of a set of breakdancing clothes, including trainers etc, a video of the movie *Breakdance*, the soundtrack album from the film and a copy of the Break Fever game of course!

There will be 20 runners up who will get a copy of Break Fever, for the Commodore 64, plus a Breakdance poster and free membership of the Interceptors Software Club.

So what are you waiting for — start Breaking NOW!

C&VG-INTERCEPTOR BREAK FEVER COMPETITION

My answer is.....

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NEW!

CAN YOU BEAT BRIAN JACKS?

Are you fancy yourself as a sporting expert? Do you? Well now Computer & Video Games has teamed up with Martech and Bucasor Sporting Goods to make sure you really look the part when you play at your favourite sport.

We're offering a complete set of sports gear to the top prize winner in our terrific Brian Jacks Superstar Challenge competition!

Martech are releasing a new sports simulation based around the exploits of Brian Jacks. Olympic Judo ace and star of many a TV Superstar programme. You could own a Bucasor sports kit, suitable for your favourite sport, just like the gear Brian wears when he's throwing people around in the gym or going for yet another record for arm-dips on TV!

The Brian Jacks Superstar Challenge will be available for the Spectrum, CEM 64, BBC, Electron and Amstrad. Ten copies of each version of the game will go to the best two runners-up who own these machines.

All you have to do is answer the five questions about Brian below, fill in the coupon and rush it to Computer & Video Games, Superstar Competition, Priory Court, 36-38 Farnham Lane, London EC1R 5AU. Closing date is April 19th. Normal CAVG competition rules apply. The editor's decision is final and no correspondence will be entered into.

So what are you waiting for!

ABOUT BRIAN JACKS

Brian Jacks has been British Judo Champion an amazing 11 times and Open Champion five times. He has won Olympic and European medals for his sport. He was the youngest sixth Dan in this country and has captained the British International Judo team on several occasions. He became British and European Superstar Champion in 1979 and 1980 following BBC TV's popular sports challenge.

He now regularly appears on children's TV shows, writes for magazines, and performs many fund raising activities, as well as training young would-be Judo Superstars. He is a true sporting Superstar!

THE GAME

Martech's new game features eight of Brian Jacks' favourite Superstar events. These are arm-dips, squat thrusts, cantering, cycling, football, swimming, archery and the 100 metres. Each involves a new challenge to your computer sport skills. You'll need fast reactions and plenty of stamina to beat Brian at his own game! Reckon you are up to it? Then enter our competition today!

THE QUESTIONS

1. What grade does Brian Jacks hold in Judo?
2. What is Brian Jacks' world record for arm-dips on the parallel bars in one minute?
3. How many times has Brian represented Britain in the Olympic Games?
4. Brian has appeared regularly on TV over the last few years. Name three programmes in which he has appeared.
5. What is Brian's favourite fruit?



CAVG/MARTECH BRIAN JACKS SUPERSTAR COMPETITION

My answers are:

1. _____
2. _____
3. _____
4. _____
5. _____

Name: _____

Address: _____

Tel: _____

If I win the top prize, I would like Bucasor sports gear suitable for (tick box):

- Athletics ☐ Judo ☐ Football ☐
Computer ☐ Own (tick box)
Spectrum ☐ C64 ☐ BBC ☐
Electron ☐ Amstrad ☐

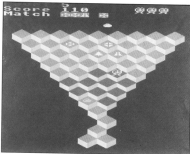
My favourite sport is: _____

GAME OF THE MONTH

Tom Sato, the man behind the MSX supplement in our December issue, has turned his hand to programming the BBC computer and has come up with some pretty amazing results.

Smooty Party is Tom's adaptation of the successful arcade game Q*bert. Tom's game differs from the original in that, instead of having the same shape to jump across - a pyramid in Q*bert's case, the program presents an ever-varying selection of different shapes which you must cross changing the colour of the squares.

Bonus points can also be scored by picking up objects.



```
1001H I%(5),J%(5),K%(4),H%(3)
,5%(3),M%:120,8%(3),O%(3),U%(4),
UR%(4)
200K,10:OLDPRTIMH
300H ERROR:GOTO70
400TV255
500MODE2
60PROCINIT:GOTO80
70PROCX
80PROCST
90X:=576-Y:=588
100Z=-INKEY$(10)
1100X15.1
120IF Z="" THEN250
130MOVE(X,Y):PRINTM:SOUND1,1,
100,3
140IF Z="/" X:=X+DX:Y:=Y+DY
150IF Z="2" X:=X+DX:Y:=Y+DY
160IF Z="H" X:=X+DX:Y:=Y+DY
170IF Z="." X:=X+DX:Y:=Y+DY
180P:=POINT(X+4,Y+32)
190MOVE(X,Y):PRINTM
200G%=(D%*(YMOD128-X/32)+X%
)/DIV 128+1+(Y% DIV 64-1)*3/16%
T%(X)>0PROCX
210IF P=0 THEN IF FND(8) THEN70
220G%=(P%?)-T%(X):T%=(P%?)-
230VDU4:PRINTTAB(6,1):T%="":VD
US
240IF S%#F%PROCLP
250IF H%(1) AND RND(4%)=1PROCX 1
,K%(1)
260IF H%(2) AND RND(4%)=1PROCX 2
,K%(2)
270IF H%(3) AND RND(4%)=1PROCX 3
,K%(3)
```

```
280IF H%(1) AND I%(1)=0% AND Y
%>J%(1) THEN IF FND(1) THEN70
290IF H%(2) AND I%(2)=0% AND Y
%>J%(2) THEN IF FND(2) THEN70
300IF H%(3) AND I%(3)=0% AND Y
%>J%(3) THEN IF FND(3) THEN70
310IF C%(8) THEN G%=(G%-1)/(C%#0)
THENPROCST(M%)
320IFT%>0% PROCXB
330GOTO100
340DEFPROCXB(B%,N%)
350H H%:GOSUB360,390,400
360SOUNDH%,1,128+H%*25.2
370ENDPROC
380PROCXB(B%,N%):RETURN
390PROCXB(B%,N%):RETURN
400PROCXB(B%,N%):MOVEI%(B%)
,J%(B%):PRINTM:H%>J%(B%):J%(B%)=J%(B%
)+64
410IF RND(2)=1 THEN H%=-C% ELSE H%
=C%
420IF POINT(X%)+32+H%>J%(B%)
+32=0 THEN470
430I%(B%):=I%(B%)+4%
440MOVEI%(B%),J%(B%):PRINTM(H
%)
450ENDPROC
460IF J%(B%)=68 THEN I%(B%):=640,J
%(B%):=960:GOTO450 ELSE H%=-H%:GO
TO440
470DEFPROCXB(B%,N%):IF RND(2)=
1 PROCXB(B%,N%):ENDPROC
480PROCXB(B%,N%):ENDPROC
500DEFPROCXB(B%,N%)
```

SMARTY BERTY

RUNS ON A BBC

BY TOM SATO

```
5181F X%=(X%8) OR Y%=(Y%8) :P
ROCSH%=(X%):ENDPROC
```

```
528PROC DQ%(X% B%)(X%)-(X% B%)(
X%) :DQ%=(X%-(X% B%))Y%=(X% B%)(
Y%)
```

```
5381F POINT(1%)(B%)+32+R%,J% B%
)+32+D%)+0 PROC SH B%,X% :ENDPROC
548MOVE1%(B%),J% B% :PRINT$(X%
X%)
```

```
5581%(B%)=1%(B%)+R% :J%(B%)=J%(
B%)+0%
```

```
568MOVE1%(B%),J% B% :PRINT$(X%
X%)
```

```
578ENDPROC
588DEFPROC D% (X% (1)=D% (2)+D% (2)=
D% (3)+D% (3)=4*TG%+241
```

```
5981F R%(1)=D%(1) AND R%(2)=D%(
2) AND R%(3)=D%(3) THEN T%=T%+(
R%(1)-239)*R%(2)-239)*R%(3)-23
9) :SOUND 3,5,188,18 ELSE T%=T%+4*
TG% :SOUND 1,4,188,5
```

```
608VDU4 :COLOUR7 :COLOUR132 :PRIN
T$(X% :2)CHR$(X%1)CHR$(X%2)CHR$(
X%3) :COLOUR3 :COLOUR128 :VDU5
```

```
618UTG%+0 :ENDPROC
```

```
628DEFPROC L% :L%=L%+1 :PROC P%(L%
) :PROC FL :PROC S(1) :X%=576 :Y%=588
:MOVE D%,Y% :PRINT$(X% :576) :ENDPRO
C
```

```
638DEFPROC S(1) (R%) :R%=R% :1%(R%)=
648 :J% R%)+388 :MOVE1%(R%),J% R%
) :648PRINT$(X%(R%)+3) :H%(R%)=TRUE
:R%=R%+1 :IF (X% R%)=0 C%+0 :ENDPRO
C
```

```
6581F R%+1 C%+0 :H%(2)=FALSE :H
%(3)=FALSE
```

```
6681F R%+2 C%+0 :H%(3)=FALSE
```

```
6781F R%+3 C%+0
```

```
688ENDPROC
```

```
698DEF FND(R%) :MOVE R%,Y% :PRINT$(
R% :PROC DEX 58) :MOVE R%,Y% :PRINT$(R% :P
ROC DEX 58) :MOVE R%,Y% :PRINT$(R% :PROC
DEX 58) :MOVE R%,Y% :PRINT$(R% :PROC DEX
58)
```

```
7081F H%+0 :MOVE R%,Y% :PRINT$(
```

```
7181F H%(1) AND H%(1) :MOVE1%(1
),J%(1) :PRINT$(X%(1))
```

```
7281F H%(2) AND H%(2) :MOVE1%(2
),J%(2) :PRINT$(X%(2))
```

```
7381F H%(3) AND H%(3) :MOVE1%(3
),J%(3) :PRINT$(X%(3))
```

```
748PROC FRUITY
```

```
758PROC S(1)
```

```
7681F V%+0 THEN =TRUE
```

```
778=FALSE
```

```
788DEFPROC H% :H%=(H%+1888 :SOUND 3
,5,188,38) :FV%+5 :T%+T%+58+H%/188
:ENDPROC
```

```
798Y%+Y%+1 :PROC FL :ENDPROC
```

```
808DEFPROC INIT
```

```
818VDU23 :224,1,3,7,15,31,63,12
```

```
7,255
```

```
828VDU23 :225,255,127,63,31,15,
```

```
7,3,1
```

```
838VDU23 :226,128,192,224,248,2
```

```
48,252,254,255
```

```
848VDU23 :227,255,254,252,248,2
```

```
48,224,192,128
```

```
858VDU23 :228,0,0,0,0,0,0,54,73
```

```
868VDU23 :229,137,137,137,157,9
```

```
8,125,36,136
```

```
878VDU23 :230,0,0,0,0,0,0,0,52
```

```
888VDU23 :231,188,64,64,64,28,0
```

```
,0,0
```

```
898VDU23 :232,18,54,54,34,0,0,0
```

```
,0
```

```
908VDU23 :233,0,56,76,198,198,2
```

```
54,124,0
```

```
918VDU23 :234,0,0,48,64,64,0,0,
```

```
0
```

```
928VDU23 :235,0,0,68,48,0,48,68
```

```
,0
```

```
938VDU23 :236,0,0,16,56,56,16,0
```

```
,0
```

```
948VDU23 :237,0,56,124,64,124,6
```

```
8,56,0
```

```
958VDU23 :238,254,252,248,252,2
```

```
54,255,286,132
```

```
968VDU23 :239,127,63,31,63,127,
```

```
255,115,33
```

```
978VDU23 :240,132,286,255,254,2
```

```
52,248,252,254
```

```
988VDU23 :241,33,115,255,127,63
```

```
,31,63,127
```

```
998VDU23 :242,0,0,0,28,119,28,0
```

```
,0
```

```
1008VDU23 :243,0,28,0,73,119,73,
```

```
0,28
```

```
1018VDU23 :244,0,28,28,28,54,54,
```

```
119,0
```

```
1028VDU23 :245,0,28,54,119,0,119
```

```
,54,28
```

```
1038VDU23 :246,0,0,28,28,62,62,1
```

```
27,0
```

```
1048VDU23 :247,0,99,183,48,28,18
```

```
,115,99
```

```
1058VDU23 :248,0,0,28,28,54,34,1
```

```
19,62
```

```
1068VDU23 :249,0,38,73,84,42,21,
```

```
73,58
```

```

1070R#8=CHR#10+CHR#0+CHR#1+CHR#2
24+CHR#225+CHR#10+CHR#0+CHR#0+CH
R#225+CHR#227
1080R#9=CHR#10+CHR#0+CHR#4+CHR#2
24+CHR#225+CHR#10+CHR#0+CHR#0+CH
R#225+CHR#227+CHR#10+CHR#3+CHR#0
+CHR#0+CHR#0+CHR#225+CHR#10+CHR#
3+CHR#2+CHR#224+CHR#10+CHR#0+CHR
0+CHR#10+CHR#0+CHR#0+CHR#225+CH
R#10+CHR#3+CHR#2+CHR#227+CHR#11+
CHR#11
1090R#10=CHR#10+CHR#0+CHR#3+CHR#2
28+CHR#0+CHR#10+CHR#229+CHR#0+CH
R#11+CHR#10+CHR#0+CHR#1+CHR#230+
CHR#0+CHR#10+CHR#231+CHR#0+CHR#1
0+CHR#0+CHR#4+CHR#232
1100R#11=R#1+CHR#25+CHR#0+CHR#100+
CHR#235+CHR#40+CHR#0+C#
1110R#12=CHR#10+CHR#0+CHR#0+CHR#2
24+CHR#226+CHR#10+CHR#0+CHR#0+CH
R#225+CHR#227
1120F#1=R#1+CHR#10+CHR#25+CHR#0+C
HR#100+CHR#235+CHR#40+CHR#0+CHR#
10+CHR#0+CHR#0+CHR#237
1130R#13=R#1+CHR#10+CHR#25+CHR#0+C
HR#100+CHR#235+CHR#40+CHR#0+CHR#
10+CHR#0+CHR#7+CHR#236
1140R#14=R#1+CHR#10+CHR#25+CHR#0+C
HR#100+CHR#235+CHR#40+CHR#0+CHR#
10+CHR#0+CHR#0+CHR#235
1150VDU19,14,3,0,0,0,
1160VDU19,11,3,0,0,0,
1170VDU19,13,6,0,0,0,
1180VDU19,0,6,0,0,0,
1190VDU19,15,7,0,0,0,
1200VDU19,10,7,0,0,0,
1210R#15=CHR#25+CHR#0+CHR#32+C
HR#0+CHR#246+CHR#235+CHR#10+CHR#
3+CHR#10+CHR#233+CHR#0+CHR#10+CH
R#3+CHR#0+CHR#234
1220R#16=CHR#25+CHR#0+CHR#32+C
HR#0+CHR#246+CHR#235+CHR#10+CHR#
3+CHR#0+CHR#233+CHR#0+CHR#10+CH
R#3+CHR#0+CHR#234
1230R#17=CHR#25+CHR#0+CHR#32+C
HR#0+CHR#246+CHR#235+CHR#10+CHR#
3+CHR#11+CHR#233+CHR#0+CHR#10+CH
R#3+CHR#0+CHR#234
1240PROC1
1250ENDPROC
1260DEFPROCDST:CLS:PROCTT:TX=0:S
2=0:V0=6-D5=64:G0=1000
127BLX=GET-48:IF LX=0 OR LX>=1
0 THEN 1270
1280PROCPC(LX):PROCFRUITY:PROCS
IC(1):PROCMU:ENDPROC
1290DEFPROCP(R):R=R#2-1:CLS:VD
U4
1300COLOUR3=PRINTTAB(0,0)*Leve1
"
1310COLOUR6=PRINT:LX

```

```

1320COLOUR2=PRINTTAB(0,1)*Score
"
1330COLOUR3=PRINT:TX*0*TRK(0,2)
"Patch "
1340FX=1:SZ=0:VDU5
1350FOR X=R TO A+11
1360Z=X MOD 9
1370IF (X DIV 9) MOD 2)=1 THEN
Z=9-Z
1380MOVE640-640Z,900-640(X-A+1)
1390FORI=1TOZ:PRINTES:FX=FX+1
1400NEXT:NEXT
1410PROCSPA
1420VDU4:COLOUR7=COLOUR132:PRIN
TTAB(6,2)CHR#0(1)CHR#0(2)CHR#
0(3):COLOUR130:PRINTTAB(9,2)*"
COLOUR3:COLOUR128:VDU5
1430R=IX:RESTORE1500
1440IF A>10 R=4+(A-10) MOD 6)
1450FORX=1TOR:READ KX(1),KX(2),
KX(3):NEXT
1460R=IX DIV10:RESTORE1500
1470IF A>10 R=4+(A-10) MOD 6)
1480FORX=1TOR:READ CX,6X,6X,6X,6X
TX=0-6X:6X=5-6X:CX=5-CX:6X=6X
6X=CX/2
1490ENDPROC
1500DATA1,0,1,2,0,1,1,1,1,1,2
,2,1,1,1,2,2,1,2,3,2,3,3,3,3
,3,3
1510DEFPROCFRUITY:V0=V0+1:PROCF
L
1520C=576-YZ=500-MOVECL,YZ:PR
INT0:ENDPROC
1530DEFPROCFI
1540FX15,1
1550VDU4
1560PRINTTAB(13,0)*" "TAB(
13,1)*" "
1570VDU5
1580IFV0=1ENDPROC
1590FORX=1TOV0-1:MOVE000+000X,1
000:PRINT0:NEXT
1600ENDPROC
1610DEFPROCDSPA:DT0=0:DN0=0:DX(1
)=0:DX(2)=0:DX(3)=0:GDOL0,7
1620FORI=0TO130 W0I=0:NEXT
1630IFLX=11 THEN1650
1640FORI=1TO10:R0Z=R0C(0):PROCD
S:NEXT:ENDPROC
1650R=1:RESTORE1720
1660REPEAT
1670END R0X
1680IF R0Z=1:R0Z=R0Z+1:GOTO1670
1690IFLX=0PROCDOS
1700UNTIL R0=MX+1
1710ENDPROC
1720DATA1,1,1,2,-1,1,1,2,3,-1,1
,2,2,3,-1,1,2,3,4,-1,2,2,3,4,5,-
1,2,3,4,5,5,-1,3,4,5,5,5,5,-1,3,
4,5,6,7,8,-1,4,5,6,7,8,1,2,-1,5,
6,7,8,1,1,1,1,-1

```


Hi ... Rat Fans Roland's Rat Race



Yeh, it's me, your favourite Superstar. In my first tape game! I'll need all your help to find my furry friends in the nasty Rats World where all kinds of monster machines live. Hurry now, and I'll see you on your screen, from your cuddly, adorable me, Roland Rat Superstar.

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*it's
brill!*

Big Five Software and U.S. Gold proudly present the sequel to the world's most popular arcade game.

Bounty Bob returns with the new and exciting follow-up adventure to **Miner 2049er**. This time around it's even tougher than before and Bob needs your help more than ever to guide him through the mines. The mineral deposits have multiplied and now it's an even more exciting, making it extremely difficult to survive the hazards of the underground perspective! Using the high-powered special equipment in Bob's only hope of achieving his objective of securing the mine and defeating the plans of the evil Vulcan Robot!

Bounty Bob's **Miner 2049er** features 20 of the greatest platform adventures produced including: Grain Elevators, Power Energy Feed Bars, Gravity Lifts, Rock Walls, Switch Tubes, Hydraulic Lifts, Mobile Section Units, Transponders, Canisters, Utility Holes, Pulverizers, Mining Wonders, Hazardous Mines, Secret the greatest high score factory in computer history and much, much more!

Special features include:

Multi-Chained Music, Game Adjustment Screen, Adjustable Game Mode, Two-Player Mode with dual joystick capability, Level Playability.

Available for: Atari and Commodore 64.

Coming soon to: Amstrad, BBC and Spectrum.



This is what they said about Miner 2049er...

When **Miner 2049er** emerged as the unquestioned popular choice among Atari (and beyond) users, being simply (by the popular vote) more fun, or even closer to cooking up their own three "Kings of the Year" Apple Awards. In the Atari demo, joystick controller having made the voice of the gaming nation, recommending that a new leader be elected that year and given to **Miner 2049er**. It's the only game of great pleasure to witness the excitement of the Atari Grand Award award for the Best Electronic Game of the Year.

Miner 2049er Game

Last year **Miner 2049er** was a valuable study at Electronic Arts of the Year. But this delightful multi-screen shooting and jumping game has exceeded the next rising on the ladder of fun in the same high style by scoring as a triumph in the field of three mining. **Miner 2049er** has historical significance as well as intrinsic value. It was the first electronic game designed for the home market which could be played on almost every microcomputer system. The multi-screen, leveling made it the 1984 game to enjoy a worldwide reputation. It is a fun with a good reason to find in the home entertainment center.

Electronic Arts of the Year

When I saw the result **Miner 2049er** I said "Let me hope it is among the world." The response has been amazing. We collected the biggest advance orders ever!

Barry Friedman
International Computer Group U.S.A.

Bounty Bob will leave them speechless!

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```

1738
1740DEFPROCOS
1750RND=RND(8)*.015:RND=RND(11)
1760IF POINT(64+RND*128+640*(RY
2.000 2)=0),.58+RND*64)=0 OR NOT(
RND+RND*9)<.9 OR(RND=5 AND RND=0
) THEN1750
1770RND=32+RND*128+640*(RND MOD
2)=0),.58+RND*64:PRINTCHR(241)+R
ND)
1780RND*(RND+RND*9)=RND
1790IFDT<3THENDT=DT+1:RND*DT
)=RND*241
1800ENDPROC
1810
1820DEFPROCXI:RESTORE1830:FORI=
8704:READA(I):UK(I):NEXT:ENDPROC
1830DATA2000,ALPHA,1500,BETA,10
00,GAMMA,300,DELTA,100,EPSILON
1840DEFPROCXI:CLS:VDU5:GCOLOR,2:
FORI=1TO9:MOVE50,1052-1496-PL0T1
,1200,0:MOVE50,1044-1496-PL0T1,1
200,0:NEXT
1850I=-1:REPEAT: I=I+1:UNTIL I=4
OR TX=UK(I)
1860IFUK(4)>TX THENA=TRUE:GOTO
1920 ELSEA=FALSE
1870IF I=4THENI=10
1880FOR A=3 TO I-1 STEP-1:IF A=
-1THEN1900
1890UK(A+1)=UK(A):UK(A+1)=UK(A)
1900NEXT
1910UK(I)=TX:UK(I)=""
1920MOVE250,810:GCOLOR,1:PRINT"S
PARTY BERTY":MOVE250,810:GCOLOR,3
:PRINT"SMARTY BERTY"
1930FORA=1TO3STEP2:FORX=8704:GC
OLOR,A:MOVE110+RND,610-X*96+RND:P
RINT,X+1," "UK(X)*9 "":MOVE720+RND
3,610-X*96+RND:PRINTUK(X):NEXT:A
EXIT
1940GCOLOR,2
1950IFR<1THEN1990
1960MOVE100,150:PRINT"I=Put you
r name"
1970MOVE100,80:INPUTN:IF LEN(N)
#200 THENLEFT(N,20)
1980UK(I)=N:TX=0
1990MOVE380,50:PRINT"Press a ke
y" (A=GET:ENDPROC
2000DEFPROCDEX(X):T=TIME:REPEAT:
UNTILTIME=T+X:ENDPROC
2010
2020DEFPROCCTT:VDU5:GCOLOR,2
2030FORI=1TO5:MOVE250,1052-1496
-PL0T1,800,0:MOVE250,1044-1496-P
L0T1,800,0:NEXT
2040MOVE250,300:GCOLOR,1:PRINT"S
PARTY BERTY"
2050MOVE570,710:PRINT"by"
2060MOVE400,514:PRINT"T. Sato"
2070MOVE250,900:GCOLOR,3:PRINT"S
PARTY BERTY"
2080MOVE570,710:PRINT"by"
2090MOVE400,522:PRINT"T. Sato"
2100MOVE380,350:PRINTB# MOVE610
,375:PRINTB#
2110VDU4
2120COLOR17:COLOR132:PRINTTAB(
4,21)"RTAB:15,21">"T"TAB8,26">"Z
"TAB11,26">"
2130COLOR12:COLOR128:PRINTTAB(
5,22)CHR(238)TAB14,22)CHR(239)TAB
(7,25)CHR(241)TAB12,25)CHR(240)
2140COLOR3:PRINTTAB(3,29)"Inpu
t level 1-9"
2150ENDPROC
2160DEFPROCJU
2170H=VELOPE1,1,3,2,-2,6,6,6,10
0,0,0,-5,100,0
2180H=VELOPE3,4,0,0,0,0,0,0,125
,-5,-3,-1,125,110
2190H=VELOPE4,3,-32,-14,-49,75,
63,73,9,5,-8,-4,125,125
2200H=VELOPE5,3,27,7,43,67,74,2
16,10,1,0,-5,125,125
2210H=RND(4):GOTO2220,2230,224
0,2250
2220RESTORE2330:GOTO2260
2230RESTORE2340:GOTO2260
2240RESTORE2350:GOTO2260
2250RESTORE2360
2260REPEAT:READ A:
2270IFR<0THEN2290
2280SOUND1,3,A2,4:SOUND2,3,A2,3
:SOUND2,0,A2,1:SOUND3,3,A2+1,3:0
SOUND3,0,A2,1
2290UNTIL A=0
2300PROCDEX(57)
2310RFX15,0
2320ENDPROC
2330DATA 101,109,101,109,101,10
9,101,109,117,121,117,121,117,12
1,117,121,129,137,129,137,129,13
7,129,137,149,149,145,129,149,0
2340DATA 101,149,101,149,101,14
9,145,109,145,109,145,109,117,13
7,117,137,117,137,129,121,117,10
9,101,149,101,0
2350DATA 101,117,129,117,109,12
1,137,121,101,117,129,117,101,0
2360DATA 149,101,149,101,149,10
1,109,149,109,145,109,145,117,13
7,117,137,117,137,149,149,145,13
7,129,149,101,0
2370REM SMARTY BERTY
2380REM (C) T.SATO 1983

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GAMES WORKSHOP

Welcome to the workshop! Hundreds of you rushed to Richard Nagler's aid after last issue's *Pyjamarama* hints. Richard couldn't work out the final stages of the game. But now, with your help, he should be well on the way to making *Wally* up!

PYJAMARAMA

The Prof had to choose just one person from the many *Pyjamarama* readers out there for the purposes of the workshop — and he is Rupert Rinks of Lower Bunsbury, Middlesex.

Rupert says that, in order to de-activate the magnetic lock, you must first get the magnet which can be found in the chest under the kitchen table.

- Get the driving licence from the first room you enter on level one. Then go out onto the roof via the room with a pyramid of tea chests. Walk right until you pick up the ignition key.
- Go to level four and slide down the banisters by grabbing a rope. This will exchange the key for a crash helmet.
- With the crash helmet and the library book go to the library on level two (just before the lift room) and jump onto the table. You can now walk across the table and pick up the alarm.
- Go to level four and get the conveyor belt controller. You should now have the camera and the controller. ON!
- Enter the room with the HELP button and turn the HELP button ON.
- Now, as quickly as possible, take the lift from level four to level three. Enter the room with the plane and fall through the hole in the floor.
- You should now be standing next to a balloon. Walk towards it and you will be taken up a series of ledges. Move along these until you can jump onto a tea chest, which has been activated by the HELP button. Jump from the chest and you will be able to collect the chest key. Go to the kitchen on level two and walk past the chest. You should now have the magnet.
- Take the magnet — with a full can of fuel, as explained by Richard last issue — and go to the main on the rocket.
- When you arrive on the moon, walk to the door on the far right. Enter and switch off the magnetic lock by jumping towards the button. Now, with the lock switched off, collect the clock key and return home.
- Go to level four and enter the bedroom with the alarm clock in. Walk to the alarm clock and ... **YOU'VE DONE IT!**

Thanks Rupert!

SKOOL DAZE

David Leak from Chasewater, Staffordshire has been doing his homework on *Skool Daze*.

- To collect all the shields on the top floor, simply jump at them while the teachers are looking elsewhere.
- All the shields on the second level can be reached by knocking down your fellow pupils and jumping onto them to get the extra height to reach them.

- The shields on the lowest level can only be reached by knocking down the teachers and bouncing a pellet from the catapult off their heads! Please don't attempt this in real life ...

AIRWOLF

D. Messenger, C. Smith and M. Trinder from Kaysdon, Cheshire have been tapping around in *Airwolf*.

- Obstacle 1 (Screen 3 "wall"): Don't try to shoot the top row of bricks. Shoot the three rows below.
- Obstacle 2 (Screen 3 "wall"): Position your *Airwolf* with its nose facing out of the screen before you start firing. You need to remove those rows of bricks.
- Obstacle 3 (Screen 6 "rays"): Enter screen six and hover between the two rays. As soon as the one on the right has fired once, go diagonally down to the right to enter screen five.
- Obstacle 4 (Screen 5 "red box"): When you enter screen five, you will think that you have to go into the small cave to shoot the small red box — **DON'T!**
- Obstacle 5 (Screen 6 "rays"): Re-enter screen six diagonally upwards. Go straight past the second ray and enter screen seven.
- Obstacle 6 (Screen 7 "laser"): As soon as you enter screen seven, go diagonally past the first laser and wait for the second laser to light up.
- Obstacle 7 (Screens 8 and 10 "cameras"): Enter screen 10 and hover near to the left side of the camera until it lowers its barrel toward you. Make sure it is shooting to the left before you move over it. Once you are clear of the first cannon, go straight past the second cannon and hover at the bottom of the screen and shoot the red box. Go back up to screen seven and then straight back down to screen 10.
- Obstacle 8 (Screen 10 — the harden!): Shoot over the wall below the laser and get ready to go down. Hover near the centre of the screen with the cannon firing upwards.
- Obstacle 9 (Screens 12 "rays, laser and red box"): Go down until you are between two rays — wait until the second one stops firing then continue down. Shoot the red box and hover until the second ray stops again. Go up until you reach the laser, hover close to it and wait until it has fired three times before moving up.
- Obstacle 10 (Screen 9 "laser"): Go back past the two cannons in the same way as before. Wait until the laser goes out and enter screen eight.
- Obstacle 11 (Screen 8 "robot wall"): Wait in the entrance of screen eight until the "robot" fires. Quickly go to the other side of the room and fire away two bricks. Go back to the entrance. You must remove eight bricks from the four rows nearest on the left.
- Obstacle 12: Pass the laser, wait until the flying saucer has passed and then go into the space above the saucer's range. Go to the right and while firing move left. Before you do this, remove the two layers of bricks you are least from your starting position. You must then go down to hover near the bottom of the screen. When you have done this, you must collect the satellite.

It's up to you to find your way out!

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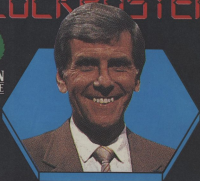
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Did you bring it?" I asked innocently. "Have you got it, you know — the THING?"

"Sure," said Scott. "Well, sort of!" He grinned and pointed me in the direction of an IBM PC.

And suddenly there I was, in the shape of Ben Grimm, also the Thing. This isn't a far cry and slowly sinking! I was in it all the deep-end, or would be within a few moves, I guessed. So I transferred my ego to the Human Torch, for already I was affine with an idea.

"This will impress the Chief Examiner," thought I. You've probably guessed what I was **"THINGING"** (Ugh), but I don't believe it impressed the CE one little bit.

It certainly didn't impress the target which continued slowly to engulf the poor old Thing.

Scott had not finished writing *Questprobe II*, based on the Fantastic Four, but I am sure that there was a way out of the tar pit from the fiery look on his face.

"I don't quite know how much he's written yet," said Mike Woodcoffe, head of Adventure International, behind his hand so that Scott wouldn't hear, "but when I tried it, it looked like only two locations." I knew exactly what Mike meant, but then *Adams to Pines*' Island looked like only one location for ages when I played it — but it was complete!

I had to leave the Thing to languish in the pit for a while. I will be back to tell you if (but not how!) I managed to release him within the next couple of months — just as soon as the *Adventure* is finished.

A meeting with Scott is always a good opportunity to ask a few questions on behalf of some of the many people who write in to the *Q&A* Adventure Helpline.

Scott's advice to Dwayne Cordman of New Zealand, who can't get hold of most of his games, is to try Commodore International, or, failing that, Adventure International UK, at

88 New Summer Street, Birmingham B18 3TE.

Savage Island Part 1 is still defeating many players, including Steve Donoghue. In Part 2 it still bottoms out a bit! Having completed the game once, I cannot seem to repeat getting through the hurricane! There is obviously a random element in Hurricane Attack — the time it starts, how long before the logs fall, and so on.

"To survive the hurricane, you must get that log as soon as you possibly can," said Scott. "The sooner you get it, the better the chances of being able to complete the tasks you need to do before Hurricane Attack reaches its peak. It is possible that on some occasions you may not be able to survive long enough and will die, but these occasions will be very rare."

"Hyperventilate" is a word that has troubled some of our reader readers who have been pecking the text in *Claymorgue Glade*. "Perhaps you could ask Scott why he included this most obscure command?" asked John English of Northfield, Birmingham. So I did: "Hyperventilate" is the concise expression for breathing in and out deeply to absorb oxygen," explained Scott. "But, of course, there are other more obvious commands in the game that will achieve the same result" he added.

Another obscure word, this time used in open text in *Adams to Pines*' Island, is "Pecore". Scott laughed when I described my attempts to nail the ship there. "It's all in the *Synonymists Reference*. All you have to do is look it up!" he exclaimed. I said that's just what I had done, even-



ally, to get on the right track. "In that case, I'd have to change my reference source from now on, to look you!" he joked.

As I departed to catch the last train home, I left Mike Woodcoffe explaining to a horrified Scott what wheel-clamps are and how they can get stucked even to his cars that are parked in the wrong place!

Want to get your hands on one of the last copies of Scott's rare *Questprobe: Adventure*? We've got 20 copies of the game to give away thanks to Scott and Adventure International — all you have to do is answer the questions below, fill in the coupon and get it to us before June 18th — that's when the game will be released.

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1. Name the four original members of the Fantastic Four. We've already given you a big clue — but answer!
2. Which Marvel superheroes featured in Scott Adams' *Adventure* have starred in their

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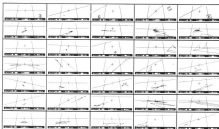
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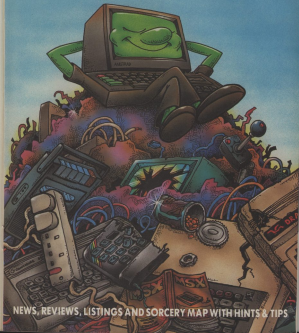
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AMSTRAVAGANZA!

THE C&VG GUIDE
TO THE AMSTRAD



NEWS, REVIEWS, LISTINGS AND SORCERY MAP WITH HINTS & TIPS

SOCCER



WE ARE IN THE WORLD. 1



WE ARE NEAR THE VILLAGE. 2



WE ARE NEAR THE VILLAGE. 3



WE ARE NEAR THE VILLAGE. 4



WE ARE NEAR THE VILLAGE. 5



WE ARE NEAR THE VILLAGE. 6



WE ARE IN THE WORLD. 7



WE ARE NEAR THE VILLAGE. 8



WE ARE IN THE WORLD. 9



WE ARE IN THE WORLD. 10



WE ARE IN THE WORLD. 11



WE ARE IN THE WORLD. 12



WE ARE IN THE WORLD. 13



WE ARE IN THE WORLD. 14



WE ARE IN THE WORLD. 15



WE ARE IN THE WORLD. 16



WE ARE IN THE WORLD. 17



WE ARE IN THE WORLD. 18

EARLY

In *Virgin's Sorcery*, you play the part of a sorcerer set the task of releasing eight of his fellow sorcerers from imprisonment. There are 40 rooms to explore and, in addition to eight special objects you need to help you release the sorcerers, there are ten assorted weapons and aids to help you in your quest.



WU ARE IN THE TUNNEL, 14



WU ARE IN THE TUNNEL, 12



WU ARE IN THE TUNNEL, 12



WU ARE IN THE TUNNEL, 22



WU ARE IN THE TUNNEL, 22



WU ARE IN THE TUNNEL, 22



WU ARE IN THE TUNNEL, 24



WU ARE IN THE TUNNEL, 22



WU ARE IN THE TUNNEL, 22



WU ARE IN THE TUNNEL, 20



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WU ARE IN THE TUNNEL, 17



WU ARE IN THE TUNNEL, 17



WU ARE IN THE TUNNEL, 17



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WU ARE IN THE TUNNEL, 17



WU ARE IN THE TUNNEL, 17

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There are five types of deadly creatures, but each one can be killed by at least one or more of the weapons that can be found in parts of the game. It doesn't take long to find that a sack of spells or a shooting star will kill anything, but you must also find out which weapons kill which monsters because you can only carry one object at a time. The many other objects used in the game, including keys, bottles and floor de lils, will enable you to enter locked rooms and open trap doors.

You will have to use almost all the magical objects to rescue all of the sorcerers and, with your energy level falling everytime you're attacked, you will have to move very quickly to survive.

For instance, in the Chateau, when you see the magic wand, you need a key to open the trap-door and a key to get the magic wand but there's only one key in the room. In order to get another key, you have to go out of the door on the top left. You will find yourself near the Chateau with two creatures, a boy and a floor de lil. To get back to the magic wand, you open the door with the floor de lil. Once the door is open, you can go back again, pick up the key, return to the room containing the magic wand, release the trap door, pick up the spare key, release and pick up the wand and escape through the left hand door into the Tunnel. Now take the wand through the bottom left hand door. You will now be in the Tunnel with two creatures, a key, a river and an energy-giving machine but, unless you have a shooting star or a bag of spells, you can't kill both of the monsters. So, from here it is a desperate rush to free the sorcerer and escape as quickly as possible, leaving the Tunnel by the door you came in.

The easiest sorcerer to release is the one in a room above the Chateau, who is released by a book of spells found in the same room. You will find that this reveals another door which you cannot get through. If you leave this room by the top right hand door, you will find yourself in a room with a floating eye, a warrior, a sword and a bottle. The warrior can be killed with the sword if you like, but you must take the bottle with you on your way out.

You will now be near the Chateau again with two creatures and two objects — including the golden chalice — but to open the mystery door you must carry on towards the woods carrying the bottle. Use the bottle to open the door, but both monsters with the shooting star, replenish your energy from the cauldron but, most importantly, pick up the floor de lil. Because your steps to the mystery door and — Open Sesame! — this reveals another

sorcerer who can be released using the golden chalice seen two screens earlier.

Each sorcerer can only be released by using a certain object. For instance, you can use the Sorcerer's Moon to release your colleague at Stonehenge. A harp will free the sorcerer crouched up in the palace and a goblet of wine will do the trick for the sorcerer stuck out in the Wastelands. These are fairly straightforward cases of finding down the object. The last two sorcerers, however, are linked together and prove very difficult to release.

When you are in the Castle you'll find a room with a scroll and a coat of arms. Bearing your coat of arms, leave the Castle by the right hand door and you will be able to open the door halfway down the cliff face. Once you've opened this door, return to the Castle and pick up the scroll. Returning via the cliff into the dungeons, use the scroll to release another sorcerer, making use of an axe in his cage to kill the monster in the room. You must leave by the left hand door, picking up a bottle as you go. This particular bottle is used to open a trap door, but first use a nearby sword to kill the warrior in the way. Pick up the key in the top left hand corner and use the bottom right

hand corner to enter the Strongroom. Open the trap-door with the key. It is a good idea to clear this room with a convenient sack of spells. To release the sorcerer, you must now go all the way back for the coat of arms in the Castle, then back through the Dungeons to the room where you picked up the key.

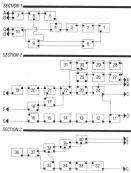
Go through the left hand door into the Wastelands. This is where you will find the crown to release the final sorcerer, but you can't go from the Wastelands back to the Dungeons without first using the coat of arms to open the door. Once you've done this, simply take the crown into the Strongroom and release the sorcerer.

Whatever order you release the sorcerers in, when you have released all eight of them, don't forget to go back to The Sanctuary and join your fellow sorcerers on your pedestal.

You've then beaten the game! In order to get higher scores, though, you must pick up as many objects, kill as many creatures and visit as many rooms as possible. Releasing all the sorcerers will win you the game but it won't necessarily get you the most points.

I hope I haven't given too much away — but there's lots more in January for you to discover yourself. Have fun!

SORCERY MAP FOR AMSTRAD CPC 464



Other you can find it in the back of the book. The book is available in paperback and hardcover. It is available in the book store and get it now before it's too late!

AMSTRAD NEWS



BACKPACKER'S GUIDE TO THE UNIVERSE

Fantasy Software's very successful trilogy of arcade Adventure games is to be converted to run on the Amstrad CPC 484 computer.

The Backpacker's Guide to the Universe, a series of three Adventure games featuring the character Ziggy who starred in Fantasy's other game *The Pyramids*, is loosely based on the hugely successful book and TV series *The Hitch Hiker's Guide to the Galaxy*.

The unique feature of the game is that it contains an information program at the end of the tape which gives you hints and advice on how to complete some of the puzzles in the game, similar to the *Encyclopaedia Galactica* in *Hitch Hiker's*.

The first program on the tape also contains a mini version of the guide but to access the whole of the second program you have to stop playing the game and load the second program — making sure that you don't have the chance to keep referring back to it.

The first part of the trilogy, entitled *The Cosmos of Exile*, will be available in the next few weeks and should sell for around £7.00. ■

DECATHLON

Ocean Software's best selling title of programs is being converted to run on the Amstrad.

Deley Thompson's Decathlon, *Hurricane II* and *Kong's Revenge* are all presently Ocean's top sellers at the moment and are selling high in the charts. *Deley* was probably the most successful game of last year (and more perhaps Software Projects' *Jet Set Willy*).

Smart Hawk is now under an Independent Television is also going to have a computer version on the Amstrad, Spectrum, Atari 8800 and Commodore 64.

Ocean have purchased the full licensing rights to the game which will be on sale in mid May.

The new TV programme is very like an old one (called *Knight Rider*). This year is an electronic motorcycle equipped with an astonishing array of high-tech weapons which are used in the pursuit of criminals.

Ocean have also picked up the rights to the popular series *Knight Rider* — a compromised one this time.

The game will be available on the same machines as *Smart Hawk* and should be released in September.

All Ocean's titles for the Amstrad, including *Deley*, will sell for £6.95 each, on cassette. ■

Frankenstein 2030 is a futuristic game based on the legend of the monster created by Doctor Frankenstein.

You are a renowned scientist of the 21st century who has been working on a project to develop revolutionary new surgery that allows human limbs to be added to even lifeless bodies.

Spurred on by the challenge of resurrecting Frankenstein's

FRANKENSTEIN

monster, you decide to use a new micro surgical technique in which you are shrunk down to a microscopic size together with a submarine-like capsule and then injected into the body of the patient.

You must fight off the attacks of the monster's defence systems on the way towards the brain to repair the damage that has been caused by his years in suspended animation.

Frankenstein 2030 will be available from Lion Software for £8.95. ■

PSA have launched one of their most successful new simulations, *Battle for Midway*, on the Amstrad CPC 484.

Battle for Midway got its start in command of the US Pacific fleet six months after the Japanese bombing and on Pearl Harbor in 1941 which finally brought America into the second world war.

MIDWAY

The Battle of Midway marks the turning point of the battle for the Pacific. If the Japanese are allowed to invade the Midway Islands, they would have a base from which to attack Army Hawaii and then mainland USA, possibly changing the whole outcome of World War II.

Battle for Midway is one of the new breed of simulations that actually place you in a life-like situation where you have to make decisions on when to attack or retreat and how many ships to send into each battle — or the back steps with you!

The game is played on three levels. First, you are given a large scale map showing an overview of your sea forces. Second, you have a constantly updated details of those forces down to the last fighter. Third, you get a visual representation of the battle and your forces at every stage. This way you can keep well briefed on your own position.

Battle for Midway is available for the Amstrad, MSX, Commodore 64 and Atari computers. ■



DALEY THOMPSON'S SPOT THE DIFFERENCE CONTEST

Daley Thompson's Decathlon, the smash hit game which sprinted its way to the top of the charts during last summer, is on the starting blocks and is almost ready for the Amstrad.

As always, C&VG are a step ahead of the competition and we have 50 advance copies of Ocean Software's Daley Thompson's Decathlon for the Amstrad to be won in our spot the difference competition.

Just check both of the pictures of Daley and try to spot the four differences in the illustration at the bottom. All you have to do then is fill in the missing items in the spaces on the coupon and send it off to Computer & Video Games, Priory Court, 20-32 Farringham Lane, London EC1R 3AU.

Daley is a complete simulation of the two day Olympic event in which you must excel at ten different sports ranging from the pole vault to the 110 metres hurdles.



DALEY THOMPSON SPOT THE DIFFERENCE COMPETITION

The differences are: 1).....
2).....
3).....
4).....

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.....



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

1 WORLD CUP

MACHINE: Amstrad
SUPPLIER: Aris Software
PRICE: £7.95

England's surprisingly good form in their recent world cup qualifying matches has created a resurgence in football support and even computer addicts, not known for their athletic prowess, are getting daily feel and yearning for the sight of acres of muddy grass.

The Amstrad has its very own version called World Cup by Aris Computing which on first appearance looks very like Commodore's international Soccer cartridge.

The game begins by asking you to choose one of the 12 teams on offer, ranging from Brazil to Wales.

The game then goes through the preamble of having all the players trot onto the pitch in pairs and stand in their proper positions. After this performance, which lasts several minutes, the whistle blows and you're off.



You then have a game lasting around 15 minutes which includes a change of ends at half time. At the beginning, the computer slaughters you every time. Wingers dash along the touch line, dancing past your defenders, daisy the keepers and smash the ball into the back of the net. Typical score lines are 7-0, 8-0 and 12-1 — a lucky shot in the last game.

But once you have played the game several times, you notice that the computer players always behave the

same way in certain situations. Once you have learned these "programmer" moves, it becomes very easy to run rings around the computer controlled teams and I had soon won the World Cup four times on the 1st with a little practice.

■ Graphics	6
■ Sound	6
■ Value	5
■ Playability	5

2 FIGHTER PILOT

MACHINE: Amstrad
SUPPLIER: Digital Integration
PRICE: £5.95

Fighter Pilot was the first true aeroplane flying simulation available on the market which was a truly realistic representation of flying a jet aircraft.

The man behind the game, designer and joint owner at Digital Integration, Dave Marshall, is a qualified pilot and has made every effort to make the program as realistic as possible.

Fighter Pilot is an incredibly complex program though. There are, for instance, 25 different keys that are used during a full game. The game is based on the McDonnell Douglas F15 Eagle fighter plane and includes an in-built combat option in the program's menu.

At the beginning of the game you are given a list of different options ranging from take-off and landing practice to airborne combat. There are also four levels of difficulty — usually I choose the lowest level and the practice landing option.

Predictably, I crashed fairly rapidly on my first few attempts. Soon I was able to keep the plane under reasonable control but still hadn't mastered the art of landing in one piece. Either I was descending too quickly and hit the ground before I could get more thrust from

the engine or I came into land too fast and had my undercarriage ripped away from me.

Fighter Pilot is an incredibly complex program — to do it full justice this review would have to take up several pages of the magazine. In my opinion, the game offers the most playability and the longest lasting appeal I have played on the Amstrad.

This, of course, doesn't mean that I would recommend it to every Amstrad owner. If you like to get straight into a game fairly even needing to glance at the instructions, but once up your joystick and start firing, then Fighter Pilot is not the game for you. On the other hand, if you are willing to spare quite a few hours getting to know the game, you will have guaranteed yourself months of flying fun.

■ Graphics	6
■ Sound	7
■ Value	6
■ Playability	8

3 ROLAND AHOY

MACHINE: Amstrad
SUPPLIER: Amstrad
PRICE: £7.95

Roland Ahoy is an addictive if not particularly sophisticated release from Amstrad. It is one of those games which you know you can beat quite easily but fail repeatedly to do so.

You play the part of Roland, a valiant and ruthless captain of a pirate ship, on the lookout for any unattended treasure that he can bury on some remote desert island.

Sailing across the ocean is never an easy job at the best of times but you monsters and rocks don't make Roland's life any easier.

To get to the treasure, you must first help Roland stow cannon balls from the pirate



When you have tied your ship up in the harbour, you have to sneak into the town and steal as much treasure as you can carry. Not surprisingly, the town's inhabitants are less than happy about this arrangement and you have to run back to your ship dodging a hail of bullets. From here, you must travel to the nearest desert island to bury your treasure. And this is where Roland Ahoy and I gained company.

At the beginning of this review I said that the game had a certain addictiveness. The only reason the game has any addictive qualities is because you know that the game is dead easy to complete and all you want to do is just that to prove how easy it is. The game is, unfortunately, so easy that you can't even do it because Roland Ahoy has so many annoying features and unexpected bugs.

There is no skill in the game or equipment to be got from this piece of software. It is, in fact, an absolute dead loss!

■ Graphics	6
■ Sound	4
■ Value	3
■ Playability	4

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BY DAVID CRANE



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

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



4 BLAGGER

MACHINE: Amstrad
SUPPLIER: Allgate
Software
PRICE: £7.95

Computer games fall into several different categories of programs, for instance, adventures, shoot-'em-ups and strategy games all of which are very popular. A new game for the Amstrad, Blagger, is in the most popular category — the climbing games.

Blagger is one of the many games which has been spawned from the American game, Monkey Zaffer, a parody of Mario Bros, a game which Blagger resembles in many ways.

The basic theme of the game is roughly the same as MM. You have to guide your character through many dangerous and tricky caverns, collecting sets of keys that will open a door to the next level of the game.

Monsters and hunter killer robots patrol each of the levels making sure that no fortune seeker who enters their cavern emerges alive. Like hell, the monsters don't chase you, but move in a fixed route preventing you from making an easy escape.

The game does sound similar to Mario Bros and, for my taste of any rate, it is a little too slow in some parts for it to be a mere coincidence. The rumbling platforms are straight out of Mario Bros and some of the screen layouts.

This is, of course, fine if you don't already own a copy

of Mario Bros, but is a bit of a bummer if you do.

It's fast becoming regretful the amount of times I have given the same advice to people interested in buying new software — buy it because it's a good game, but don't buy 20 other games because they are all nearly alike.

Blagger is a well written and professionally produced game. But I think it would be a shame to add it to the same software collection as Mario Bros. I mean — why waste your money when you could buy a copy of Virginia's Gentry.

• Graphics	3
• Sound	4
• Value	3
• Playability	3

5 JAMMIN'

MACHINE: Amstrad
SUPPLIER: Tasker
PRICE: £8.95

Jammin' is anything but an ordinary game.

In the game, you play the part of 'Rankin Rodney', a street musician who is trying to make it into the big time. Unfortunately for Rodney, he is having a lot of problems getting all his instruments together in the game place.

Bad notes and turn chords trouble Rodney and, if he happens to run into one, he drops everything at the shock of losing such an awful note.

The game is played on a multi-coloured maze which has part of the screen moving in four separate directions, like coloured escalators. Rodney must hop onto the coloured escalators and jump off at the right point to collect the particular musical instrument he wants which he then brings home.

Rodney has a couple of enemies who try to beat his progress. But once Rodney all

across the maze, if Rodney happens to run into one while he is carrying a musical instrument, he instantly drops the instrument which returns to its original position in the maze.

To move on to the escalators, Rodney must wait for a coloured square of the same colour as the one he is standing on, then the joystick is pushed in the direction in which he wants to move.

The game has 20 different levels and should provide several weeks of hair-pulling sessions. Consider yourself an expert if you manage to finish the game without a scolding hairline.

Jammin' is an unusual and very entertaining game. Well worth the pennies it costs.

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



6 CENTRE COURT

MACHINE: Amstrad
SUPPLIER: Amstrad
PRICE: £7.95

The only thing in Amstrad's Centre Court which has been left out is the odd lantern from one of the players — but I suppose you could supply that yourself.

Centre Court is a simulation of the lawn tennis game and includes options for either a two player game or a single person against a computer opponent.

Not only is the grass court represented on the screen,

there is also a cheering crowd, an umpire and line judges which are all animated beautifully. The representation of the players and the ball — which is just too small — is a little disappointing. Otherwise the game is comparable with the best tennis simulations on other machines and is more reliant on skill than most in not letting the computer do most of the work for you.

Serving is made much more difficult than in most other games because you have to hit the ball while it's in the air. If it's too high, it will overshoot the line or hit the net if it is too low.

You can vary the speed, height and direction of shot so, just like the real game, you can lob, smash, volley into a corner or play a gentle drop shot over the net.

One big drawback of the game is the size of the ball used — it's tiny. True, it may be in proportion to the size of the player's but it would only have improved the game if this small alteration had been made.

All round, a well produced game which, in spite of a few niggles, still rates as one of the favourite simulations on the Amstrad. Well worth adding to your software collection.

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

7 MARIOBROS

MACHINE: Amstrad
SUPPLIER: Software
Price
PRICE: £5.50

Mario Bros and Jet Set Willy have probably made Mario the best known computer games character in Britain. If you have been unfortunate enough to own a computer that doesn't have

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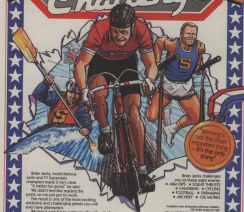


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48K SPECTRUM • COMMODORE 64 • BBC 'B' • ELECTRON • AMSTRAD



R·E·V·I·E·W·S

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



its best adaptation of the game, or you don't own a computer at all, then you've never played a real computer game.

Both games are now available on the Amstrad computer and are almost exactly the same as the Spectrum original. All the platforms and crumbling ledges are there, as well as the mainframe toilets, mutant telephones, boxes and boring perogues.

The aim of the game is fairly simple. You must guide Miner Billy through 20 levels of a dilapidated mine which is being run by a workforce of robots. Sounds simple, isn't it?

On each and every level there are several different floating keys which have to be collected before the door to the next level opens up. Things are made difficult by monsters patrolling the mine shafts, platforms that scramble under your feet, sending you clanking to the bottom of the mine and poisonous mushrooms which kill Billy on the slightest contact.



It took several months for the first person to crack the Spectrum version of the game and discover the game's secret. I'm sure Amstrad owners will have as much of an entertaining and

inspiring time as thousands at Spectrum and Commodore owners did. Even after nearly two years on the market, Miner Billy is still as exciting and novel as the day it was released.

The sequel, Jet Set Willy, also stayed at the top of C&A's charts throughout the summer and was almost unanimously praised. I personally thought the game was quite an anti-climax following all the speculation before its release. Software Projects have replicated the game very accurately, though, and I'm sure it will be selling quite high up the charts again.

Graphics	5
Sound	5
Value	5
Playability	5

8 STAR AVENGER

MACHINE: Amstrad
SUPPLIER: Sams
Computing
PRICE: £5.95

Unlike most computers that have arrived during the past three or four years, the Amstrad is almost the only computer to have a substantial software catalogue already available for it at the launch of the machine.

This means that conversions of well known computer and arcade games take some time to appear. Star Avenger is typical of the fast movement in Amstrad games and is a complete conversion of the arcade game *Scudman* with lots of extra features added, too.

The aim of the game is guide your rocket ship through a guarded underground fortress. First you must break through the outer defences of the city, following up with a bumbling run over the city, and then onto the hidden lair of the robot controlling the city's

automated defences to destroy it.

The program also allows you to jump through any of ten of 50 levels of the game, so you can practise playing a particularly difficult or tricky part.

My first big disappointment with the game is that the controls are solely confined to the keyboard. It is obvious that no provision has been made for gamers with synths, especially in a game like Star Avenger, where a lot of very fine adjustments in direction are often necessary.

Graphically the game is fairly impressive. Lots of colour and rapidly changing scenery help to give the game the touch of an arcade game. Although the animation of the ship is of the same quality, the jeriness of the movement makes it difficult to negotiate tight corners and also makes firing rockets and fuel dumps even harder.

Star Avenger is a reasonable shoot-'em-up. It is well worth grabbing a copy for the odd zapping session, although I'm sure that this game is not going to become a classic on the Amstrad.

Graphics	5
Sound	5
Value	7
Playability	7

9 GHOULS

MACHINE: Amstrad
SUPPLIER: Micro Power
PRICE: £5.95

Ghouls, the latest release from Micro Power, is likely to send shivers down even the most experienced gamer's spine.

The scene is a large deserted and reputedly haunted house on top of an eerie hill. Local gossip says that the last owner of the house was an insane millionaire who hoarded a collection of precious South



American Inca stones which, apparently, have astonishing magical powers.

Many other adventures have tried to remove the jewels from the mansion but none have ever emerged alive. It's up to you to enter the house, find your way through the many trap-filled rooms and retrieve the fabulous treasure.

The insane owner has built in some novel, and horrifying, alterations into the house including poison-sprayed spikes, rising floor boards and sinking floors.

The house is also filled with malevolent ghosts and ghouls which track you down in each room. These can be made to disappear if you find one of the odd gems which have been strewn around the house. This will give you just enough time to make your exit from the room.

Each level is constructed to give you as little chance of reaching the top of the screen as possible.

Ghouls is certainly a tough nut to crack — and I could imagine myself playing for several weeks before becoming even nearly competent. This game does have to drawbacks. Often a decision is extremely frustrating because you need a lot of luck and very little skill in some parts of the game.

Overall, the game scores highly in my ratings and I would recommend it to anyone looking for a good thinking game.

Graphics	5
Sound	5
Value	5
Playability	5



```

320 IF ac!>0 AND ac!<oi!=INT(ac!
  /o!) THEN CLS:oi!ac!+5150:scr=1:
  IF liv<3 THEN liv=liv+1
330 IF scr=1 THEN GO ELSE 200
340 REM *** MOVE DOTTEN ***
350 PEN 4:LOCATE 9,9:PRINT a1#c
  o!>LOCATE 9,9+1:PRINT a2#c(o)
360 op=op+oam
370 IF JOY(0)=1 THEN x=p-y+4:GO
  SUB 500:IF col=0 THEN p=p+2
380 IF JOY(0)=2 THEN x=p-y+1:GO
  SUB 600:IF col=0 THEN p=p+2
390 IF JOY(0)=4 THEN q=q+1:a1#c(1
  )=CHR$(216)+a2#c(1)=CHR$(217)+ow
  op+ow+o!>GOSUB 530:IF col=1 THE
  N q=q+1
400 IF JOY(0)=0 THEN q=q+1:a1#c(1
  )=CHR$(212)+a2#c(1)=CHR$(213)+che
  o!>op+ow+o!>GOSUB 530:che=0:
  IF col=1 THEN q=q+1
410 IF op=0 AND oq=4 THEN mov=1:G
  OTO 440
420 mov(2-mo)=1
430 PEN 1:LOCATE 1,25:PRINT"Scor
  e :~":USING"#####";ac!:LOCATE o
  9,0:PRINT"~":LOCATE oq,op+1:PRI
  NT"~"
440 IF t=0 AND s=0 AND scr<32 TH
  EN q1=92
450 IF p=12 AND q=21 THEN q=1:GO
  UND 2,200,25,7,0,1
460 IF p=12 AND q=0 THEN q=20:GO
  UND 2,200,25,7,0,1
470 IF op=0 AND oq=4 THEN 510
480 x=p-y+4
490 GOSUB 740
500 IF p=1 THEN SOUND 1,100,2~s
  c!>ac!+50
510 RETURN
520 REM *****
530 Py=(o-1)*32)+1+Py((26-o)*
  816)+22
540 IF che=1 THEN p=p+36
550 IF TEST (Px,Py)<0 THEN col=
  1:RETURN

```

```

560 col=0
570 RETURN
580 Py=(o-1)*32)+Py((26-o)*816)
  +1
590 Px=Px+24
600 Px=Px+12
610 IF TEST (Px,Py)<0 THEN col=
  1:RETURN
620 IF TEST (Px,Py)<0 THEN col
  =1:RETURN
630 IF TEST (Px,Py)<0 THEN col
  =1:RETURN
640 col=0
650 RETURN
660 Py=(o-1)*32)+Py((26-o)*816)
  +33
670 Px=Px+24
680 Px=Px+12
690 IF TEST (Px,Py)<0 THEN col=
  1:RETURN
700 IF TEST (Px,Py)<0 THEN col
  =1:RETURN
710 IF TEST (Px,Py)<0 THEN col
  =1:RETURN
720 col=0
730 RETURN
740 Py=(o-1)*32)+12+Py((26-o)*
  816)+16
750 IF TEST (Px,Py)<0 AND TEST
  (Px+12,Py)<0 THEN p=1:RETURN
760 p=0
770 RETURN
780 REM *** KILLED ***
790 IF scr<31 THEN PEN 1:LOCATE
  o!>o!>PRINT b1#c(91):LOCATE o!>o!>
  +1:PRINT b2#c(91)
800 LOCATE oq,op:PRINT"~":LOCATE
  oq,op+1:PRINT"~"
810 LOCATE 9,9:PRINT a1#c(2):LOC
  AT 9,9+1:PRINT a2#c(2)
820 1=(o-1)*32)+16+Py((26-o)*816
  )+16
830 DEG
840 SOUND 1,100,200,7,0,2
850 FOR p=100 TO 0 STEP -8
860 PLOT 1,0,0:DRAW 14*(COS(p-90
  )+14*(SIN(p-90)),0
870 PLOT 1,0,0:DRAW -(14*(COS(p-
  90))+14*(SIN(p-90)),0
880 NEXT
890 FOR p=1 TO 500:NEXT
900 liv=liv+1:IF liv=0 THEN o!>=
  o!>5150:GOTO 60
910 PAPER 2:PEN 0:LOCATE 4,1:PRI
  NT"~HIT SPACE BAR~":PEN 1:PAPER 0
920 WHILE INKEY="" :WEND
930 scr=1:ac!=0:liv=2:o!=5150:GO
  TO 60
940 REM *** ROBOT GHOST ***
950 PEN 1:LOCATE c,d:PRINT b1#c
  o!>2:LOCATE c,d+1:PRINT b2#c(2)

```

```

960 READ c,d
970 dand=1:IF d=259 THEN RESTO
RE 1810:d=1
980 IF c#t AND d#s AND a#3 THE
N 32#t:ELSE x=d+y#GOSUB 740:
2#t#t
990 PEN 2:LOCATE c,d:PRINT CHR#
(210):LOCATE c,d+1:PRINT CHR#(2
1):PEN 4
1000 RETURN
1010 DATA 2,2,3,2,4,2,4,4,4,6,4,
8,5,8,5,10,5,12,5,14,5,16,6,16,7
,16,8,16,9,16,10,16,11,16,12,16,
13,16,14,16,15,16,17,16,18,16,19
,16,19,18,19,20,19,22
1020 DATA 18,22,17,22,17,20,17,1
0,17,16,16,16,16,14,16,12,16,10,
16,8,17,8,18,9,19,8,19,6,19,4,19
,2,18,2,17,2,16,2,15,2,14,2,13,2
,12,2,12,4,12,6,11,6,10,6,9,6,8,
6,8,8
1030 DATA 7,8,6,8,5,8,5,10,5,12,
5,14,5,16,4,16,3,16,2,16,2,18,2,
20,2,22,3,22,4,22,4,20,5,20,6,20
,7,20,7,22,8,22,9,22,10,22,11,22
,12,22,13,22,14,22,14,20,15,20,1
6,20,17,20
1040 DATA 17,18,17,16,16,16,16,1
4,16,12,17,12,18,12,19,12,20,12,
1,12,2,12,3,12,4,12,5,13,5,10,5,
8,4,8,4,6,4,4,4,4,2,5,2,6,2,7,2,8,
2,9,2,9,4,9,6,10,6,11,6,12,6,12,
4,12,2,13,2,14,2,15,2,15,2,17,2,
18,2,19,2,19,4,19,6,19,8,19,8,17
,8,16,8,16,10
1050 DATA 16,12,16,14,16,16,17,1
6,18,16,19,16,19,18,19,20,19,22,
18,22,17,22,17,20,16,20,15,20,14
,20,14,22,19,22,12,22,11,22,10,2
2,9,22,8,22,7,22,7,20,6,20,5,20,
4,20,4,18,4,16,5,16,5,14,5,12,4,
12,3,12,2,12,1,12
1060 DATA 20,12,19,12,18,12,17,1
2,16,12,16,10,16,8,15,8,14,9,13,
9,13,6,12,6,11,6,10,6,9,6,9,4,9,
2,8,2,7,2,6,2,5,2,4,2,3,2,2,2,2,
4,2,6,2,8,3,8,4,8,5,8,5,10,5,12,
5,14,5,16,6,16,7,16,8,16,9,16,10
,16,11,16,12,16,13,16,14,16,15,1
6,16,16,16,14,16,12,16,10,16,8
1070 DATA 15,8,14,8,13,8,13,6,12
,6,12,4,12,2,13,2,14,2,15,2,16,2
,17,2,17,4,17,6,17,9,16,8,16,10
1080 DATA 16,12,16,14,16,16,15,1
6,14,16,13,16,12,16,11,16,10,16,
9,16,8,16,7,16,6,16,5,16,5,14,5,
12,5,10,5,8,4,9,3,8,2,8,2,6,2,4
1090 REM *** FOLLOWING GHOST ***
1100 flag=0
1110 IF BRD(8,5) THEN flag=1:GOTO
1140

```

```

1120 IF t#t THEN x#y#t:ch#x#
GOSUB 530:IF col=0 THEN t#t-1:
GOTO 1260
1130 IF t#t THEN x#y#t:ch#t:
GOSUB 530:ch#0:IF col# THEN
t#t+1:GOTO 1260
1140 IF a#p THEN x#y#t:GOSUB
580:IF col=0 THEN s#s+2:GOTO 126
0
1150 IF a#p THEN x#y#t:GOSUB
640:IF col=0 THEN s#s+2:GOTO 126
0
1160 IF t#t#t AND a#p THEN t#t+1
:GOTO 1260
1170 IF s#t#p AND t#t THEN s#s+1
:GOTO 1260
1180 IF t#t#t AND s#p THEN t#t-1
:GOTO 1260
1190 IF s#t#p AND t#t THEN s#s+1
:GOTO 1260
1200 IF flag=1 THEN flag=0:GOTO
1210
1210 IF s#s#s AND t#t#t THEN r#r#r
D#D ELSE 1250
1220 IF r#r#r THEN x#y#t:ch#r
GOSUB 530:IF col=0 THEN t#t-1
1230 IF r#r#r THEN x#y#t:ch#
t:GOSUB 530:ch#0:IF col=0 THEN
t#t+1
1240 IF s#s#s THEN x#y#t:GOSUB
580:IF col=0 THEN s#s+2
1250 IF r#r#r THEN x#y#t:GOSUB
640:IF col=0 THEN s#s+2
1260 IF t#t#t OR s#(s#s) THEN PEN
1:LOCATE ot,os:PRINT blink(1):LOC
ATE ot,os+1:PRINT b2nc(1):x#y#s#s
t:GOSUB 740:ot#ot+1:PEN 3:LOCAT
E t,s:PRINT CHR#(210):LOCATE t,s
+1:PRINT CHR#(211)
1270 ot#ot+os#s
1280 RETURN
1290 REM *** START ***
1300 DEFINT A-Z
1310 ENT 2,100,10,2
1320 ENT 1,25,-0,1
1330 SYMBOL AFTER 200
1340 SYMBOL 200,129,129,129,129,129,
129,129,129,129
1350 SYMBOL 201,235,0,0,0,0,0,0,
205
1360 SYMBOL 202,224,24,4,2,2,1,1
,129
1370 SYMBOL 203,129,1,1,2,2,4,24
,224
1380 SYMBOL 204,7,24,32,64,64,12
8,128,129
1390 SYMBOL 205,129,128,128,64,6
4,32,24,7
1400 SYMBOL 206,0,0,0,0,0,0,24,2
4
1410 SYMBOL 207,24,24,0,0,0,0,0,
0

```


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1420 SYMBOL 200,24,36,66,66,129,
129,129,129
1430 SYMBOL 209,129,129,129,129,
66,66,36,24
1440 SYMBOL 210,0,24,60,126,126,
255,219,219
1450 SYMBOL 211,255,255,255,255,
219,73,73,0
1460 SYMBOL 212,0,24,126,126,255,
254,252,248
1470 SYMBOL 213,248,252,254,255,
126,126,24,0
1480 SYMBOL 214,0,24,126,126,255,
255,255,255
1490 SYMBOL 215,255,255,255,255,
126,126,24,0
1500 SYMBOL 216,0,24,126,126,255,
127,63,31
1510 SYMBOL 217,31,63,127,255,12
6,126,24,0
1520 INK 0:0:INK 1,25:INK 2,11,2
5
1530 INK 3,11:INK 4,24
1540 DIM a1%(2),a2%(2),b1%(2),b2
%(2):sc:=0
1550 o!:=5150
1560 a1%(1)=CHR$(212):a2%(1)=CHR
$(213):a1%(2)=CHR$(214):a2%(2)=C
HR$(215):b1%(1)="":b2%(1)="":b
1%(2)="H":b2%(2)="D"
1570 scr=1:liv=0
1580 RETURN
1590 PEN 3:SCREEN 3:
1600 PEN 1:PAPER 0:BORDER 1:MODE
0
1610 PRINT "LLLLLLLLLLLLLLLLLLLL"
"
1620 PRINT "HHHHHHHHHHHHHHHHHHHH"
" Precede
1630 PRINT "H000000000H00000000H"
"
1640 PRINT "HHPHLLJHHHLLJHPH"
" each
1650 PRINT "H0H0H LK0K0KJ H0H0H"
"
1660 PRINT "HHHH HHHHHHH HHHH"
" of
1670 PRINT "H000H000000H00000H"
"
1680 PRINT "HHHHHHHLLJHHHHHHH"
" these
1690 PRINT "H0000000H H0000000H"
"
1700 PRINT "HLLJLJLK HLLJLJLK"
" PRINTS
1710 PRINT "LJLK0H H0HLLJ"
"
1720 PRINT " HHHH HHHH"
" (1620-1040)
1730 PRINT " 0000H H0000"
"

```

```

1740 PRINT "LJLK0H H0HLLJ"
" with
1750 PRINT "LJLK0HLLLLLLLLLJLK0HLLJ"
"
1760 PRINT "HHHHHHHHHHHHHHHHHHHH"
"
1770 PRINT "H0000000000000000000H"
"
1780 PRINT "HHPHLLJHHHLLJHPH"
" CTRL CK
1790 PRINT "H0H0HLLJ LJLK0H0H"
"
1800 PRINT "HHHHHH HHHHHH"
" character
1810 PRINT "H000000HLLJ00000000H"
"
1820 PRINT "HHHLLJHHHHHHHLLJHHH"
" (upwards)
1830 PRINT "H000HH000000000HH000H"
"
1840 PRINT "HLLJHLLJHHHLLJHLLJH"
" arrow)
1850 PEN 4: LOCATE 1,25:PRINT"Sc
ore :=":USING"#####":sc!
1860 RETURN
1870 REM ###INSTRUCTIONS###
1880 MODE 1
1890 PAPER 0:PEN 2:LOCATE 17,2:P
RINT"DOTMAN"
1900 PEN 1
1910 PRINT:PRINT" Use the joystick
to move the 'dotman'"
1920 PRINT"around the maze,eatin
g the dots,"
1930 PRINT"and avoiding the ghas
ts,"
1940 PRINT:PRINT" Each dot eaten
scores 50 points,"
1950 PRINT:PRINT" After all the
dots have been eaten,"
1960 PRINT"you move on to the ne
xt stage,until,"
1970 PRINT"after the 3rd stage,t
he game repeats,"
1980 PRINT:PRINT" The 3 stages a
re as follows:-"
1990 PRINT:PRINT" 1) A 'robot'
'ghost' patrols the maze,"
2000 PRINT:PRINT" 2) A 'ghost'
will chase you about the
maze,"
2010 PRINT:PRINT" 3) Both gho
sts together,"
2020 PEN 0:PAPER 2
2030 LOCATE 7,23:PRINT"HIT THE
SPACE BAR TO START"
2040 WHILE INKEY="" :WEND:PEN
1:PAPER 0
2050 RETURN
2060 SPEED WRITE 1:SAVE "DOTMAN"
:SPEED WRITE 0:SAVE "DOTMAN"

```


THE HOBBIT CONTEST



The *Hobbit* is a classic book — and a classic Adventure game! Frayn Mitchell's computerised version of Tolkien's fantasy has become the standard for other graphic Adventures to reach since its release a couple of years ago.

Now the game is available for most popular home computers — and our mates at Melbourne House have offered us 10 copies of the game for the winners of our grand *Wabbits* competition. Not only do you get the game but also a copy of the paper-back *Middle Earth* compendium with Tolkien's own illustrations. Not bad eh?

Dos versions of the game for the Beek and CEM 84 are now available — and look have a few new tweaks added. There are also new versions for MSX and Amstrad as well as cassette-based games for the BBC, CEMs, Spectrum, and Cera/Amos.

How do you get your hands on one? Just answer Bilbo's questions below, fill in the coupon and rush it to Computer & Video Games, Middle Earth Competition, Priory Court, 28-32 Farmington Lane, London EC2H 1AU.

Closing date for the competition is May 15th, normal C&VQ rules apply and the editor's decision is final. As usual.

BILBO'S QUESTIONS

1. Name three of the dwarves who set out on the Adventure to the Lonely Mountain with Bilbo.
2. What creatures did Bilbo and the dwarves get tangled up with while travelling through Mirkwood?
3. What did Bilbo find in the goblin's tunnels and what powers did this object have?
4. What is the name of Bilbo's nephew and main character in *Lord of the Rings*, the epic sequel to *The Hobbit*?

C&VQ/MELBOURNE HOUSE ROBBIT COMPETITION

My answers are:

1.
2.
3.
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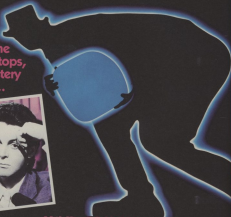
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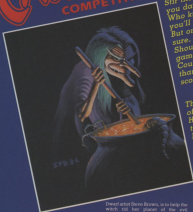
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COMPETITION

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The Mystery of the
Witch's cauldron.
So hurry up and get
your skates on...



OK, so our verse writing isn't up to much! But we have got a pretty neat prize on offer for the first person to complete Palace Software's latest and greatest game, called *Cauldron*.

Together with Palace Software, Computer & Video Games is proud to announce the greatest Golden Brocade Competition!

You, the first person to complete *Cauldron* and return Computer & Video Games with the proof of their success will soon be the proud owner of the very same Golden Brocade which is the object of the witch's quest in the game.

We revealed exclusive information about this great new game for the Commodore 64 and Spectrum last issue. The basic idea of the game, programmed by Richard "Liv' Dead" Lendellier and designed by White

Deaf artist Steve Brown, is to help the witch rid her planet of the evil Pumpkins and rescue the Golden Brocade.

The graphics are simply amazing — we can guarantee that you've not seen anything like them on the 64! Our screen shots just don't do the game justice.

The action takes place on, around and within a planet — a self-contained "world" packed with mazes and hazards. Your witch can actually fly around her planet — crossing oceans, forests and islands before venturing beneath the surface to do battle with the Pumpkins.

Cauldron really is a mega-grade Adventure — not to be missed by adventurers and rogues alike.

To win the mighty Golden Brocade, all you have to do is get a copy of the game — complete it and hand out a map of the game. The first person to get us a map — and answer

the tie-breaker question below correctly — will be the proud owner of the very special Palace Software Golden Brocade!

Cauldron will be released for the Spectrum and Commodore 64 in early April and retails at £2.99.

Don't miss out on this extremely exclusive prize. Rush out and grab a copy of *Cauldron* now. You know it makes sense...

C&VG/PALACE SOFTWARE CAULDRON COMPETITION

(Please attach this coupon to your entry)

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Address.....

The tie-breaker quiz:

What is the name of the Russian witch who has a house built on milk made out of chicken legs?

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Complete the entry form using your skill and judgement, and send it off in the next post.

RULES OF THE BRITISH TELECOM MODEM COMPETITION

1. The competition is open from Monday 22nd April to midnight (Sunday 5th May) when the competition closes.

2. Entries must be submitted by the next working day after the questions and teabreaker were 'phoned.

3. Entries can only be made on the official entry form and become the property of British Telecom Communications.

4. The competition is open only to residents of the United Kingdom over the age of 16 years, living on the mainland (excluding Irish or British Isles communications post and mobile telephones) (25 and over for telephones not awarded) (Over-seas entry not accepted).

5. Entries must be submitted by the competition address stated on the form by Friday 18th May 1985 and must be completed.

6. All entry winners will be provided by the competition address (British Telecom) or 044 234 2444 (Surrey).

7. The winners will be chosen as follows from entries received on time and properly completed:

8. The entries for each type of prize pack will all be sent directly to the 5 questions and will be the responsibility of the person who sent them to the competition organizers while the teabreaker will be the responsibility of the person who sent them to the competition organizers.

9. The decision of the competition organizers is final and no correspondence will be entered into, although various written communications.

10. British Telecom Communications will offer a square-type BT 'phone socket conversion on a one-to-one basis to those who change from a square-type BT 'phone socket.

11. Entries will only be sent to those who have changed from a square-type BT 'phone socket to a square-type BT 'phone socket.

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G4 _____
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B. Teabreaker Sentence complete (20-words unless in text):

C. If you would like the prize pack for the:

☐ SPECTRUM/SPECTRUM +
☐ BBC MODEL B (Tele Choice)
☐ COMMODORE 64

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COMMODORE 64



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Almost half of my monthly mailing consists of letters containing cheat codes for various games. You know, those secret POKES that let you get straight to the hardest screen, or code words to give you unlimited lives. This month, Bug Hunter, Enterprises brings you a host of cheating POKES to, if you're stuck at level one on your favourite game, read on. We may have just the information you're looking for.

FALL GUY PROBLEM

First, though, a note about the Fall Guy for the Spectrum, from Kile. The turbo loader used on early copies of the game has been causing problems with many cassette, and the game is now sold without the fast loader. If you still have an early copy and are having problems, return it to your dealer who should be able to get it replaced for you.

DISKS FOR THE 64

Paul Filmer writes from Kent in reply to an earlier letter about copying cassette-based games to disk on the 64. Paul recommends DOSOFF which costs £3.99 from 3 Oakmoor Avenue, Basingstoke. I haven't tried the program myself but, if you're looking for such a program, write to the company and ensure that it will do what you want BEFORE you send off any money.

MICRONET MAILBOX

Next, here are some of the messages I received this month via Micronet. If you're a member, my mailbox number is 012 368 586. David Thomas says that, when playing March Day, it is possible to stand with the ball just bouncing up and down on your head. It's a useful way of wasting time, he says. Hmmm?

If I Russell simply writes to tell me that he's ill, while Leigh Rye says there's a bug in Javel for the Spectrum. Fire at a glass while it's passing through a wall, score high, and your score increases dramatically.

Geoff Chapp says if he can write to Keith Smith through Micronet, I

hear that Keith is in the process of getting online, Geoff, and will soon have his own mailbox number.

Maurice Poole says "On Shocklock, type 258 spaces and see what happens".

CODENAME CHEAT!

Now, all you potential cheaters, here goes...

Ian Farrelly says that for 255 lives on Salago for the BBC, type "LOAD "SALAGO", then "25500-ATT and CALL 4402. For the equivalent on FRANK, "LOAD "FRANK", "255000-ATT then CALL 4404.

If you have the CBM Ghostbusters game and want some more money, here's a name and account number which will give you £500.00. Hey, Cheats in the name, and the number is 88888811.

J G Gunning says that, for endless lives on Motor Mania for the 64, POKE 6940,255 and then STX 8000.

Bill on Motor Mania, Kamal Farrah suggests that, when you get out of the gas station, turn left instead of going straight on. You will disappear to where the police car usually comes from. Push the joystick forward and you'll find that whatever comes near can't kill you.

Next, US Gold's Season for the 64, courtesy of Paul Smith. Type the word RED at the start of the program to enter cheat mode. You are now immortal.

There's a bug in Poland 2: The Cavalry for the Amstrad, according to Iain Leitch. When you fall in the tank, hit the down-arrow key as soon as you appear. The machine thinks that you have jumped out of the cave and multiplies your points total by 10.

On Chary Korp for the 64, says Andrew Mills, stop the program by pressing RUN/STOP and RESTORE. Then, LEFT 480 and look for a statement that says L=L+1. Change the 1 to a 4 and this will change the level of play.

I Bonds offers the following tip for Mr Z on the BBC. First, "LOAD "MAIN PROGRAM" 1800 then enter N1EGR-ALA. Then use CALL 64080 to start the game, and you will be immortal.

HELP FOR THE VIC

M J Davies, like many others, complains about the lack of Vic tips. To remedy the situation, he's sent me the following very useful list. So, all you Vic owners, get your digits tapping and try these:

POKE of WOLF: For infinite lives, reset the Vic then POKE 1678: POKE 164,1. Rewind the tape and VERIFY. When the cursor appears, type STX 9490. Then type LOAD and press PLAY. After a while, the word READY will be printed. Press RUN/STOP and RESTORE then POKE 12008,304. STX 12000 should start the game.

For Vic Jet Pac, rewind the cassette and LOAD the loader program. Change lines 80 and 110 to 118 DATA 180, 31, 32, 46, 2000, 180, 200, 148, 232, 35, 126, 140, 218, 30, 78, 39, 32.

Type RUN. The game will load and both players will have 255 lives.

Next, Abductor. Reset the Vic, rewind the tape, VERIFY the loader and stop the cassette. LOAD the main program then POKE 6999,255 and type RUN.

Finally, Morbid. Reset the VIC, rewind the tape, VERIFY the loader and LOAD the main program. POKE 150,255 and then STX 1125. Again, you'll have 255 lives. Thanks, Mr Davies, the cheque's in the post!

DIY WITH G&VG!

Redmond O'Leary says he actually likes all the adverts that appear in G&VG. He says that they're so colourful, he papers his bedroom wall with them. And, because there are so many, he can change them every month, saving him the cost of the paint. So you see, what other magazine lets you paper your bedroom for just 99p a month?

Finally this month, a word to the person who sent me a mailbox on Micronet asking what I do on Saturday nights. Open letters, usually! And write Bug Hunter.

BY ROBERT SCHIFFREEN

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POLE

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POSITION



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ARCADE

IT'S A RECORD FOR ROBOTRON!



For a change, this month let us look at the people who play pinball — players who have established themselves as a little bit special.

First, let's be under no illusions. Luck, both good and bad, can play a major part in a game of pinball.

Now, let's stir up the paper-lion north of Watford. All of the players I am about to mention come from the south of England. I honestly don't know of any outstanding northerners. Maybe you know differently. . . .

London-based, Geoff "Arcade Attack" Harvey, is a superb player. Geoff plays very much in the American style, very animated and highly self-critical. When watching Geoff play, stand well back.

From a small Norfolk village comes Phil "The Greek" Oakley. The nickname doesn't denote his nationality, but his uncanny ability to pull off a shot called "Greeking".

Steve Gyer, of Slough, is a fine player with a style that contrasts with that of Geoff. He stands very upright, uses total concentration and the only movement is the finger flingers.

Last, but not least, there is the legendary Graham "Punch Ball" Goscoe from Norwich — so called because of the wicked consistency with which he destroys his opponent on ball loss. He is also famous for his unusual stance, bent well away from the machine.

These are just two of the country's very best. There are others, of course, and hopefully some of them live up north. . . . So let's hear from some of you up there!

James Thomas has done it again! After a marathon attempt to play *Robotron* into the ground, we believe that a new British record now stands.

James is a second year geology student at Leicester University and a very keen alien hunter. Just over a year ago, he scored a magnificent 80 million on *June First* (C&A VG July 1984) and smashed the world record in an amazing 30½ hours.

Friday, February 8th was the day picked for sailing *Robotron* and started with an early delivery of the machine, donated by Keeble Leisure who fitted it with two brand new super deluxe joysticks especially for the marathon. Camp was set up with sleeping bags, blankets, food and lots of music to offset boredom.

determined not to use his secret weapons — caffeine tablets — until they were absolutely necessary.

During short rest periods to give him time to recharge his batteries, James' trusty lieutenant, Paul Westmore, took over to prevent *Robotron* from taking over. Twenty-four hours from the start James had picked up a score of 120 million.

By midnight on Saturday, muscle fatigue and boredom set in, although a change in the music helped. He carried on for a while longer but, by 2.00 am on Sunday morning, James had to stop with a score of 184 million which took an incredible 42 hours to accumulate.

The world record still stands at 245 million but James has brought the British record closer to this massive



MR DO CLOWNS AROUND

Some games are instant hits in the arcades and fizzle out after a few short months. Other games are known as "steady earners" and those are the ones — like the Mr Do series from Universal — that catch your eye, are easy to play and always remain popular.

Mr Do's *Mill Race* is the third in the series and has proved itself to be universally liked. Fun. . . . Sorry! You play the game of Mr Do who's a cute little clown having the time of his life on a roller coaster.

The aim of the game is to get to the goal at the top of the screen which means that Mr Do has to make a hair-raising climb using the roller coaster as a sort of ladder. Take great care to ensure that a coaster doesn't wobble by and flatten him.

If a coaster does come shooting round a bend, there are escape ladders that will take him out of danger. However, if his feet are safely off the track on one level, his head may well be poking above the track on the level above.

Fruit and a wide variety of objects let slip by happy passengers can be collected to earn extra points — but don't get too enthusiastic over these and lose sight of your goal!

Unlike the majority of games where the aim is to increase your score, Mr Do starts off with 4,000 points which decrease when the game starts. The longer you take, the lower your score. Speed and strategy are very important. An accelerometer button can be used in emergencies to hasten Mr Do out of sticky patches



Photo: Michael Mulvey

Play started at 10.00 am and James describes the first few hours: "The scoring was slower than was hoped and down, gloom and despondency set in after 12 hours with a score of only 80 million."

With a heavy snowfall, the temperature dropped rapidly throughout the night but hot food and drinks were in constant supply.

Fatigue began to take its toll towards dawn of Saturday but James kept going,

figures. The photo of the deadbeat duo was taken 34 hours into the marathon with James at the helm.

Although he found out a few days later, James didn't realise that he had glaucoma from the time and did very well keeping going for 42 hours.

If you think you have beaten a world or British score at your favourite game, write into Arcade Action and we'll do our best to verify your score for you.

ACTION

although this causes the score to decrease faster.

When the letters EXTRA appear over the goal and if you can remove those, you will be awarded an extra life. Likewise, if you get to the goal while a diamond is in evidence, you will earn a replay.

The game ends when your score reaches zero. Mr. Do is a colorful and snappy game which generates a lot of skill on later levels.



GET TO GRIPS WITH GALAGA

Galaga has always been a favorite of these players desperate for a fun, colorful shoot-'em-up. Julian Rignall, super champ of C&VG's 1983 Arcade Championship, shows you how to beat the Galagas at their own game. Dear to you, Julian.

There are three types of aliens in Galaga: blue, red and Boss Galagas. Blue ones always keep back at the bottom of the screen, describing a circle before going past your fighter, and red ones always proceed down the screen straight past you to return to the top. Both these aliens are worth twice as much in the air.

The Boss Galagas are the most important — apart from being the key to high scores — worth 400, 800 or 1,600 points depending on the size at impact, they also do something special. Every second time which comes down the screen emits a tractor beam to capture your fighter. If you hit the Boss who captured your fighter, it descends to

join your current fighter as a tandem team with double firepower.

All Galagas shoot very accurately so where your ship is positioned so it is important never to stay too long in one place.

When starting a game, the Galagas always come from the top and sides in lines making a formation at the top of the screen. They always cross the same formation but have three different patterns. These are always consecutive and are essential to learn so you know where the next Galagas are coming from.

On screen one, three lines of Galagas don't drop bombs but on screen two they do. After wave one, there are never Galagas in the formation that needed so the excess Galagas peel off and make death dives towards you. At screen 18, there are the maximum numbers of Galagas in the formation with up to six of them making dives at your fighters.

When the formation is complete, some Galagas start to break away from the group to dive bomb your craft — not many on screen one but up to 12 or more from screen 20. By screen 12, it is now that your memory of the lines of Galagas in formation becomes essential. Try to blast them all before they form at the top and have a chance to attack.

Keeping up a constant barrage of double firepower will leave only a few Galagas left to kill. Another point worth mentioning from this screen onwards — any Galaga that goes past your fighter will dive again as usual, but this time at twice the speed.

From screen four onwards there is a Bonus Galaga. During a wave, a red or blue Galaga will flash a few times and mature into three aliens — the destruction of all three will result in a 1,000, 2,000 or 3,000 points bonus. The mutation is always heralded by a noise to keep an ear out for this as they will help to boost your score.

The special feature of Galaga is its "challenging waves" — these appear after

stage two and on every fourth stage thereafter. These consist of 40 aliens which appear separately in five groups of eight. They don't drop bombs and come in patterns which are easily memorized.

It is essential to memorize these waves to achieve maximum bonus points from each wave because, after each one, it states how many aliens were hit and multiplies the sum by 100 points. If all 40 aliens are killed, then a special 10,000 points are given. This is the key to the high scores as it is possible to obtain 20,000 from one challenging wave. Also the last alien shot in the line is worth between 1,000 and 3,000 points depending on where it is.

A few other points to remember — try not to shoot the Boss Galagas until they come down the screen after formation because of their point value. They might also learn. Memorize the line patterns prior to formation and the challenging wave patterns. Also remember wave ten and 18 are exactly the same as screen one, apart from the fact that screen 18 is twice the speed.

Finally, listen out for Bonus Galagas and keep up a constant barrage or else you won't last long! By the way, after screen 30 the game doesn't get any harder.



CAN YOU BRAVE THE BANDIT BANK?

Bank Clerk needed immediate.

41000 per month. MUST shoot straight and have steel nerves.

Those of a nervous disposition need not apply. The job description for a bank clerk in

Mexico is a little strange but, when playing Sega's Bank Panic, you'll understand.

At one time, the bank is



operation was well known as banking is easy money and they attacked miserably, bursting in, brandishing a shooter and walking off with the loot.

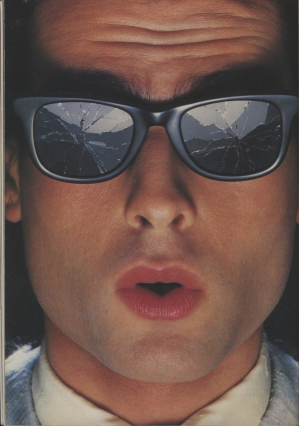
One day the bank manager woke up to the fact that more money was flowing out of his bank than was being deposited and installed an early warning system.

You play the bank clerk and, as the aliens come in to deposit their money, you have to make a split second decision as to whether they are genuine.



You are facing the 12 entrances, keeping a watchful eye on the warning grid above each door which warns of thieves approaching. Using the joystick, you scroll right and left until you have those doors filling the screen and wait for them to open.

The key to success is quick reflexes. As someone opens the doors, you have to wait to see whether they will pull a gun on you. Only then can you open fire. Shooting before a gun is pulled could mean that you murder an innocent citizen. The game has been well designed in that some bandits delay a moment before pulling their pistols. It leaves you groping the joystick nervously in anticipation.



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sphere. All the games have featured highly in the CAVO Top 30 charts.

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Continued from page 24

an owl and finally the witch herself as she bids to save the village from an oncoming volcano. There are four screens packed with neat "cute" style graphics and several skill levels.

To say much more about the plot would be to give the game away — the cassette tape instructions don't give much away either. You have to wait out what the witch must do to progress to the next screen by solving the riddles that the instructions set.

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

DAY IN THE LIFE

MACHINE: Spectrum
SUPPLIER: Mongoose
PRICE: \$4.95

Programmer Stephen Aspinwall picked a controversial subject for his first game — Sir Oliver Smeeth.

You have to guide Sir Oliver through a very important day in his life — the day he has to pick up his knighthood from Buck House.

He has to traverse the difficulties of getting dressed in his complicated house, the terrors of commuting, the problems of raising a car-cash machine actually through up and the perils of shopping.

The game isn't just good because of its novelty value — it is playable too. Lots of people to be solved and lots of fun to be had doing them. The graphics are big and bold and the title "Sir Oliver" character is really neat!

No, we don't yet know what the man himself thinks about the game. But watch C&VG to find out.

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

CANDALF

MACHINE: C64
SUPPLIER: Tynac
PRICE: £9.95/\$14.95

The poor white wizard Candalf leaps from the pages of *The Hobbit* and *Lord of the Rings* to take part in a small skirmish with an evil bunch of Lizard men who are about to make off with some of his best apprentices. Tynac have come up with a novel adventure style shoot-'em-up in which you control Candalf and his deadly spells to slay the Lizard men who are attacking your castle.

Hordes of the creepy green things swarm towards you from the forest which surround your castle. Blast them with a spell and they turn into gold coins — you can rig up and pick these up if you are brave enough! The Lizard men have a nasty friend in the shape of a poisonous spider who stalks into the castle and attacks out hero in a particularly nasty fashion.

It's inevitable that the Lizard men eventually get through your defenses and drag away an apprentice — though you can follow him in an altered aid rescue.

Candalf the Sorcerer is a two screen game with nice graphics and good sound. A nice change from playing alone from beyond the stars. Addictive too!

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

DUKES OF HAZZARD

MACHINE: Spectrum
SUPPLIER: DSI
PRICE: £9.95

At last! The long awaited debut of the Duke boys hits the computer scene. And although the game isn't as spectacular as one of those amazing stunts you see the General

Lee perform on TV, it isn't bad either.

The basic idea of the game goes like this. The Dukes need cash to pay off Boss Hogg — and to get it they decide to enter a race now which has a \$5,000 prize. But they have to get to the start at the race first — and the Boss and other assorted badies are out to stop the General Lee getting there!

You have to drive the General across some rugged countryside — avoiding other vehicles, dodging bombs from helicopters, bi-planes and even a hot air balloon.

Dukes is basically a scrolling arcade-type game — with cars instead of spacecraft. The graphics are nice and the scrolling pretty smooth. It takes a while to get used to the controls, you can make the General jump and weave around the roads — but once you've done this you can get sleek in.

I particularly enjoyed the "crash" sequence. The General does a neat three point spin before coming to rest!

Hazzard fans will enjoy the game. The rest of you should take a look at a demo first. Listen to the General Lee musical airhorn at the start of each game. A nice touch...

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

BANJAX

MACHINE: BBC
SUPPLIER: Polio
Software
PRICE: £9.95

Legend has it that any bear intelligent enough to reach the inner Sanctum of the Golden Temple shall become Lord of the Lands of Mystere. Will Banjax prove to be such a bear?

He might well, because this is not the hardest game you've ever played. It's a

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

minute of arcade and Adventure in which you send Banjax scurrying around a series of locations, including hedge mazes, woods, mountains and castles — 240 screens in all — in search of the elusive Inner Sanctum.

Needless to say, there are various routes to contend with — birds, spiders, snakes and bees — which kill if you touch them, but they're a bit slow and not very fearsome.

The graphics are simple and effective and the game has an attractive look feel, but it falls rather uneasily between an arcade and Adventure without being one or the other, and there's not nearly enough mystery and variety to keep you coming back for more.

■ Graphics	8
■ Sound	8
■ Value	6
■ Playability	8

BRUCE LEE

MACHINE: Spectrum
SUPPLIER: US Gold
Datadisk
PRICE: £7.95

Bruce Lee featured the pages of C&VG's reviews section for months after the C64 64 version first appeared. And now he's back — on the Spectrum.

Briefly, the idea of the game is to help Bruce get to a wizard who is hiding inside a vast fortress protected by Ninja soldiers and the indestructible Green Yano.

Bruce has to kick and chop, leap and hop his way through the fortress in this neat twist on the regulation platform game theme. The animation of the characters is great, the graphics bold and colourful — and the game features so the unique single player/player vs. computer options.

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

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9 CAULDRON

MACHINE: CMMH
SUPPLIER: Palace
Software
PRICE: £7.99

You've already read about the fantastic graphics in last month's CMMH. Now read how the game is great fun to play!

The basic idea of *Cauldron* is to help the witch defeat the evil Pumpkins and rescue the Golden Broomsticks. To do this, the witch must brew up an evil potion in her cottage cauldron and find the Pumpkin leader in his hide-out deep within the mysterious planet.

The witch's quest takes place in, over and around her home world. The programmers have created an entire planet — with forests, seas and islands above ground and weird caverns underground.

There are lots of things to discover and puzzles to be solved — and the first *CMMH* reader to complete the game and send us a map will win the real Golden Broomstick. So we're not giving too much away here!

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



10 HYPERSPORTS 2

MACHINE: AMRSE
SUPPLIER: Konami
PRICE: £15.00

Here is yet another offering from the Konami house for the sports enthusiasts. With the usual detail and superb use of graphics,

is the first part of the



game, quick reactions are required in the Skatiscoring (fly paper) event.

Vertical elevation of your gun sight is automatically set up by the computer and is shown by two small squares on the screen which move up and down. To get proper horizontal aim, watch the swing of your gun with the flying targets, firing with either the space bar or joystick button.



The marksman prize of brown is according to his success, leading to the second event, Archery.

In essence, by looking at the target display, you can see if you are high or low, left or right and adjust accordingly with the following arrow. At the bottom right hand corner, the shape of the last arrow is shown and the amount of arrows remaining are shown in a slot next to the archer. The upper screen display is in the same format as the previous event. Quite a degree of skill and judgement needs to be exercised to achieve consistent results. Qualifying for the next event

CHARACTER: TOM
ENDURANCE: HENRI'S

is one thing, word records are another, but at least you can move on to the Weight-lifting event.

It goes without saying that here is another graphical treat. In addition to the already familiar information at the top of the screen, there are two further items showing a countdown from 30 seconds to 200 and the weight being lifted in kilos.

When all these events have been successfully completed, you return to Skatiscoring. But this time the qualifying scores in all events will be higher.

Hypersports II has all the essential ingredients, from the judgement necessary for the first two events, to the sheer necessity of pounding the keys for the weightlifting.

■ Graphics	10
■ Sound	9
■ Value	10
■ Playability	9

11 E ONE'S A WALLY

MACHINE: Spectrum
OS: 54
SUPPLIER: Micro-Gen
PRICE: £3.95

The adventures of Wally Wink, videogame superstar, continue in the only game to come with a "Tart" single on the

8-side!

Wally, star of *Automania* and *Pyramania*, introduces

the rest of his family and friends in this latest graphical extravaganza from the Micro-Gen programmers.

You'll meet Wally's wife, the lovely Wilma, plus Tom the Punk, Harry the Happy, Dick the Plumber and Herbert the baby — Wally's pride and joy.

Micro-Gen claim this is the first fully animated interactive arcade Adventure. You can control any one of the six characters — except baby Herbert — at any stage during the game.

The object of the game is to help Wally open the safe in the bank in order to pay the game some wages. In order to do this, certain tasks have



to be done and certain puzzles solved.

Each member of the gang has different characteristics and abilities — and you must decide which one can save certain puzzles and complete certain tasks as you play the game.

Each character has three lives to begin with — and you must keep everyone 'alive' throughout the game to succeed.

The graphics are excellent. The characters are drawn in that 'cartoon style' and the backgrounds are packed with detail.

As in *Pyramania*, Wally's latest Adventure, the game includes both arcade style shoot-'em-up screens as well as arcade Adventure sequences.

Everyone's a Wally will keep you busy for hours — and when you're bored if you can still admire the pretty graphics.

The song, by Mike Berry, will take you humming along too — but, beware, prolonged

R·E·V·I·E·W·S



exposure to the music could serve a severe case of terminal whistling!

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



12 YIE AR KUNG-FU

MACHINE: All PCs
SUPPLIER: Borens
PRICE: Not Known

Five Stars

The *Yie Ar Kung-Fu* is a relatively informed, means-oriented, and in this terrific game everybody gets the one-two treatment. The game will surely become a classic among those of us who have fawned themselves at opponents of the martial arts. The background is an oriental setting where kung-fu is traditionally known in kinds of belts out of each other.

The top of the screen displays the score of Lee (yourself) and his particular opponent at that scene, together with a long bar which shows the "ai" or energy remaining for each. When the "ai" starts turning red, either you or your opponent are in trouble and it's nearly knockout time. Beginning the game with these Lees, you get an additional life at 50,000 and 50,000 points.

The remaining Lees are shown after the individual "beat" and control of the action is either by joystick or keyboard.

The controllable actions are vertical jump, high kick, advance and retreat, backkick, punch and duck. The fire button must be activated to score a hit while using any of these techniques. You can also jump clear over your

opponent and deliver a flying head kick, but again timing and the point of contact need to be spot on.

The scoring is quite complex, ranging from 100 points for a straight punch, to a flying kick or footsweep at 500 points.

It all sounds great so far, but until you see the speed and moves that your opponents can make, you don't realize what you are in for. If you back him into a corner at either side of the screen, he simply hops round you and starts attacking from the other side. All opponents have the same striking power as Lee and must have additional weapons.



On stage one, Wang has a large stick which he wields very freely in addition to his other moves. The second stage has two spinning fireballs at you if you retreat too far. Chen, your third adversary, has a nearly length of chain which reaches out towards you and, incidentally, looks like Pluto in a green suit! All stage four Lang is armed with throwing spikes and stage five has Lee spinning through the air in combat with you.

You can hit the fireballs and throwing spikes at high and low levels to score extra points. Between stages there are also bonus points to be scored by hitting lamps, bottles and bricks, moving at various levels. When you have reached stage five, you return to your first opponent and start smashing more points.

This game is very challenging. The superb graphics and background oriental music add authenticity to what, I am sure will be a very popular game. If you

haven't got an Atari, beg to borrow one just to play this game.

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

13 CASTLE QUEST

MACHINE: BBC B
SUPPLIER: Manganese
PRICE: £12.95 cassette
£14.95 disc

I have not played anything like this before. It is fabulous. Let me explain. *Castle Quest* is an arcade Adventure game set in a large castle made of colourful bricks, planks and ladders with many islands, such as a torch, gold bar and an axe, scattered around. Like traditional Adventure games, the object of the game is to solve many puzzles and ultimately to find the wizard's treasure. The thing is, all this is played

was caught by a mob of green hairbrushes and thrown into prison. I took me ages to work out how to escape from the prison by experimenting with some of the objects found inside the cell. The solution was perfectly logical but, since the execution of it is in an arcade format, it took a lot of attempts to finally work out the timing. Once you're made your escape, you will be able to do a fair bit of exploration.

As I said, this game is difficult but it is one of the few games which was as addictive. I couldn't stop playing it. It is not for those who are new to arcade adventures but is a must for anyone who can stick with games like *Elite*. Go and buy it if you like a challenge.

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

IN SPACE

MACHINE: Citi 16
SUPPLIER: Microdeal
PRICE: £6.95

Microdeal's trackball-based hero comes to the Citi with a colourful, well-presented game. *Cuthbert* is on a fooling mission. He has to collect fuel pods from several platform-style planets and return them — individually — to his space-shuttle. Avoiding various nasties, all course!

Sometimes *Cuthbert's* shuttle has engine trouble — and he has to fuel for vital repairs before the ship blows up.

An action-packed game — with keyboard or joystick options available. Nice odd, colourful graphics and good sound all go to make this one of the better Citi games around.

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

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LEVEL 9 ON THE MOVE

Level 9 are moving on to bigger Adventures! Having gone as far as they can with their sophisticated text compression techniques, the next move will be towards disc-based games, according to Peter Austin.

That does not mean that Level 9 Adventures will no longer be available on cassette. Disc will be more convenient to use, but adventures with cassette systems will be able to run the new games. At certain points in a game, the player will be asked to load in a tape specified by the program.

For example, suppose such an Adventure were set in a number of

different countries. If, in the game, the player left London and flew to New York, then a tape user would get a message "Insert Tape 3 and press Play on recorder".

In the meantime, Level 9 are on the verge of releasing *The Red Moon* and *Waves in Paradise*.

As well as moving to a new format, the Austins will be moving from their base at High Wycombe. They have found premises in Watton-Super-Mare which will give them more room in which to spread out their business activities. By mail-order adventures — watch out for announcements of a change of address!

AMAZIN'

Your mission: extremely hazardous. Your chances: top secret. Your chances of survival: minimal. So start Amazon from Tullius (now renamed Tulliam), by the way.

As an agent of NIST (National Intelligence Resource Technology), you are sent to the Amazons to discover what happened to cause the death of a recent expedition there. The natives are hostile, the army corrupt and the volcanoes erupting.

The action starts at NIST headquarters in Washington, where you are just in time to watch the last transmission from the beleaguered team. The satellite transmission is fast coming to an end and you are invited to tune it in using your pointer. The screen changes to display a receiving screen, with interference and a fading voice. Movement of the joystick changes the tone of the fading and eventually you get clear signal reception, alternating with spells of interference.

You are then summoned to the boss's office for briefing and a test conversation follows, in which you are asked your name. I called myself Supreme, of course! At the end of the session, you are asked if the assignment is OK — if you answer NO, the game ends with you getting booted out.

Now follows a series of airborne maneuvers, including a call on Professor Amazon, where you team up with a friendly parrot called Pico. From then on, PACO is the word for HELP, but he sometimes gets a bit insulting. All sorts of pitfalls confront you and, if you make the wrong choice, it's curtains — from getting beamed up in a parking lot to making a tasty sacrifice to cannibals.

There's not the drawback of the game. The story is narrative in its approach and the player is fully firmly led along the chosen storyline, with minor deviations, leading in the direction of death. It tends to be almost a multiple choice type of

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No club is complete without a President, and we at C&VD are proud to announce that SCOTT ADAMS has agreed to become ours.

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issue and send it off to us marked "Adventure Club" to guarantee you receive the bi-monthly newsletter and become eligible for the phone-in Hotline service — not to mention fantastic special offers and events!!



W'AMAZON

Adventure, only in a discreet way. For example, in Bonerick's office, having belatedly the parcel, if you try to leave without having ideas of the objects that will be useful to you, Parc will squawk in your ear "Bonerick takes more money stuff" and you will not be able to exit the room until you have done so!

The narrative sections are well presented, but are displaced with timing delays for reading and character effect. This means that a single line, with a lot of waiting during scenes that are repeated. Hence a SAVE disc is a must and saving must be done quite frequently to avoid the frustration of the narrative delay.

Three levels of play are offered — Bonerick, Explorer and Leader — so I went into the game from the start at different levels quite a few times to observe the differences. There were none that I could detect up to the point I played, which I judge to be about the half-way mark.

I did discover, though, that the joystick has absolutely no effect on turning in the signal from the expedition other than changing the speed slightly. The message you are given is a clue. The best thing to do is to sit back and let it play.

The packaging is similar to that of *Amazons With Damons* inside the Amazon (above) covers two discboxes, a sheet of top secret papers telling you how to play the game and a map with coded references on.

There are a few sound effects and some music, plus some of the best graphics I have seen on the Commodore — they really are good. Some graphics done do not make a good Adventure game and I'm glad I wasn't over-impressed with the one. It left me feeling that, with its apparently limited choices open to me, I would have been just as well if I stayed the game in book form.

Amazon is from Titmouse for the Commodore 64 and Apple II, both on the only priced £19.95.

NUMBER ONE SUSPECT — ME?

Veronica Ashcroft, owner of Ashcroft Pubs since the death of her father, was determined to keep faith with a tradition going back 118 years. So she held the Annual Halloween Ball as usual. You too! I was invited along!

This was a fancy dress ball — they always have sinister undertones, don't they? There were guests there dressed in all manner of strange costumes from a peasant farmer sandwich to a six foot invisible table — none of Harvey no doubt!

There was I, dressed as a cowboy, leaning against the bar listening to the local scandal, when, what should Veronica do than spill a drink all down her Fairy Queen outfit? She left the ballroom to clean herself up and that was the last I ever saw of her — alive! I swear it!

But guess what was tightly wrapped round her neck when her body was discovered? My laser! If only Smythe, the damned butler (a port of noble bearing), hadn't got in the way when I tried to follow her, then maybe I wouldn't be in the fix I am now!

This is the setting for *Suspect* which follows Infocom's *Witness* and *Deadly* mysteries. This time you are not the detective but a reporter and, as the title suggests, you are also the prime suspect. So prime, in fact, that it is very likely you will be arrested and convicted.

I said "setting" and I mean just that, for it is not just background. It all happened while I was there! The ballroom was crowded with guests in fancy dress, all moving around the house at will. I started off having a chat with Veronica about her favourite racing horse "Barking Grass", a mood so bleak that it can hardly be seen in the dark! Then Veronica left to clean up her dress.

I had a dance or two with Alicia, but she seemed rather cold, so I returned to haggrooping.

The band was playing *Breakdown* and this was followed, during the break, with *Stairway to Heaven* on the stereo. I danced that one with Linda.

Shortly after leaving the bar to settle an argument about the price of haggis, Colonel Marston returned to announce our horses had been

murdered! Shortly afterwards, Sergeant Duffy clamped my shoulder in a wire-tike grip, and I was under arrest! I was subsequently convicted and, believe it or not, my actions at the party were brought up in court and held against me! I was virtually told how I played the game. My movements certainly seemed suspicious!

The next few times I played the game, I tried different tactics, and each time I could see the same events re-enacted from a different viewpoint. The murder seemed inevitable, so maybe I had better do a bit of snooping to prove my innocence! Looking through the vast mansion revealed nothing at a first pass. Perhaps there was a clue in the tape on the video? I tried to turn it on, but was told: "This is a tape you haven't seen before and you can't follow its controls. It is made by the Probosc Magma VCR Company!" Thanks a lot!

I think that my next course of action is to carefully record the movements of the guests as they wander around the house and farm — and they do seem to wander a lot! The house is huge, with "wings" in all directions. There are many interconnecting hallways — the long hall, the east hall, the front hall and so on.

Of course, if my name was Paul Coppins, I'd be strongly telling you by now how difficult I found it to complete the game, but then it's rumoured that Paul solves an Infocom Adventure before breakfast each morning!

MOSAIC'S DIARY

Watch out in a few months' time for Mosaic Publishing's release of the next most famous diary in the world after that of Samuel Pepys. The *Diary of Adrian Mole* (aged 11.8 years) will be coming to your computer screens as an Adventure game in the early autumn.

Mosaic have commissioned three purveyors of popular problems — Level 9 — to create the game around the Mole diary.

Around the same time, Mosaic will be bringing you a computer game based on the popular TV series *Yes Minister*.

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WAKELIN

PAUL'S STATEMENT

It is said that in every barrel of apples there is at least one rotten one, and I have just found Indiana's. Although it retains the usual Indiana style of excellent text and full sentence input, the plot of this standard level detective story unfortunately does not.

In places it appears as weak and transparent as to resemble the invisible Man. To give you some idea how simple it is I managed, to my surprise and disbelief, to completely solve the mystery in just under two hours.

The setting is Los Angeles on a cold Friday evening in 1938. You have been invited to the home of a Mr. Linder, who claims that his life is being threatened by a Mr. Ralph Miles. You are to establish some basic facts behind Linder's claim.

You gather that some time ago Miles was having an affair with Linder's wife Virginia who, it is claimed, committed suicide when Linder found out. Miles is holding Linder responsible and is out for vengeance. Whilst you are sitting in Linder's office hearing this chat, a dark shadow appears at the window and blows Linder away, or so it appears.

So far the plot seems good, but it's when you actually start investigating the case that things just don't quite come together. The characters in the story number only two, not counting yourself and your sidekick, Sergeant Duffy. This means, of course, that it's not going to take an awful lot of effort to work out who is the guilty party.

The DUFFY HELP command causes Duffy to come straight out and tell you where the next clue is to be found, instead of giving a gentle hint. In my opinion this spoils the whole point of the game which rarely must be to solve the mystery yourself.

What is the point of shelling out good money for a punting game, if you are given the answer to almost every puzzle by typing just two words?

Personal Rating: 2

Paul Coppins

STEVE'S STATEMENT

It had been a normal day in the office until I received a telephone from some crazy Joe who called himself Linder. He was a hot shot in the business world, plenty of cash and no worries, or so it seemed. But here in my hand was a message saying his life was being threatened by a guy called Miles.

I remembered a newspaper article I had read recently. Yeah! Mrs Linder had committed suicide and she'd been lookin' around with this Miles guy because her husband had left

REVIEWS



What does our "Personal Rating" factor mean? We use it as a measure of the enjoyment an individual reviewer derives from a game. Because *Adventure*, like *Hobbes*, are so diverse, a reviewer's opinion is often very much a matter of personal taste, providing that the game is competently presented. As we have a regular team of reviewers, by naming the author of each review, it is hoped that the reader will be able to judge whether a particular game is his or her type. Of course, any particularly good or bad features will be mentioned in the review, in any case.

An illustration of how this works is best demonstrated by two reviews of *The Witness*, a *Detective Adventure* from Indiana, PAUL COPPINS and STEVE DONOGHUE, both well known to regular *CARD* readers, have very different views on the game....

time to give her any attention. I picked up my coat and headed off to Linder's house. I had this gut feeling I was gonna be a long night.

When I arrived at Linder's house, it was the Chinese butler, Fong, who answered the door. I asked a few sharp questions and was eventually ushered into Linder's office.

Linder sat in a well worn leather chair and beckoned me to take a seat. There was a large window to the rear of the office and a back-door exit. In one corner stood a beautiful grandfather clock. A cat was lyin'

asleep on the floor.

Linder handed me a note: "Read this, it's clearly a death threat by that man Miles." Seemed obvious — I checked it over for date, but no dice. Just then Linder's daughter Monica looked in to say something about going to the movies with her boyfriend. Good lookin' broad, smart with it, as well.

Just as a servant of hers told me Monica had left, there's this almighty bang and the window explodes, shards of glass flyin' everywhere. When the dust settles, Linder is lyin' dead on the floor.

While I was searching the house, in came Sergeant Duffy, my trusty side, with a man in tow. "I caught this guy in the woods outside, calls himself Miles. Says Mr Linder asked him to come over tonight." Duffy hand-cuffed Miles in the sofa while I questioned him. This was going to be a piece of cake, I thought.

It wasn't — nothing seemed to fit. As my searching and questioning continued, it became clear that every member of the household had a motive to commit the murder. *Sometin'* told me that Miles had been set up. My mind was reeling, the mystery was getting deeper.

But what do you do when the only person to see the crime committed is yourself and you have only 12 hours to find the killer? You see folk, I am *The Witness*.

Personal Rating: 10

Steve Donoghue



EMPIRE OF KARN

The sequel to *Heroes of Karn* is a much snappier game than its forerunner. Starting off at your place, the Hall of Callisthenes, accompanied by Daria, thirty-seventh direct descendant of our old friend Heron, you set off to stop your empire from falling. Sheh, the corrupt king of Vordachas, is plotting your downfall.

Your arrival at Vordachas enables you to start the main part of your quest and, after talking across the desert, you come to the capital city, Indem.

The text responses are instant, albeit a little dense in the presence of such words as EXAMINE and GET. The only response to an unknown word is "Sorry, I don't understand" which gives little help to the player.

On the other hand, I did not find I was gazing around for words for too long, so the words must be adequate for the plot.

The last that you can't examine anything, I always think, spoils a game somewhat. On the other hand, there are some multiword commands which allow you to put things in and speak to the characters you come across on your journey.

The graphics are above average in detail and realism, but just a little slower than some to draw and fill. They are worth watching and they don't become a bore, as they display only on the first visit to a location.

All in all, I found *Empire* very pleasant to play and its music had my feet tapping non-stop!

Empire of Kame is from Interceptor Software for the IBM PC and Amstrad.

Personal Rating: B

Keith Campbell

HITCHHIKER'S GUIDE

Before you are put off buying a copy of the game or the book of the TV series by Douglas Adams, let me correct one small point. It does not cost the £3,500,000,004.99 (not 9999 quoted, but a mere 0.00499 (than normal). And it does have an advantage over any other form of this great work. You actually get to play the part of the greatest hitchhiker of all time — Arthur Dent.

If you think games are going to be any because you've read the book, seen it on TV, and heard it on radio, forget it! Douglas Adams, the mind behind the original guide, has joined forces with Infocom's Steve Merwin, the intrepid behind *Sorcerer* and *Planetfall*, to create a really new game scenario that will delight even the most jaded adventurer. In fact, to be successful in *Hitch Hiker* you must forget all that has been written before and approach this extraordinary Adventure with a clear and uncluttered mind.

The game introduces new concepts into Adventure which I found to be absorbing, pleasantly amusing and, in one instance, humiliating! I refer to a certain door that defied all the laws of common logic and just refused to open. On consulting the Master for suggestions, Keith only laughed, pointing out the fact that for sure it was stuck.

As you play *Hitch Hiker*, you will come across most of the characters to be found in the book. There is Ford Prefect with a snatched full of hitchhiking goodies. Trillian, still as captivating as ever. Zaphod Beeblebrox, as always, in two minds about everything. And, even more well-known than in the book, Marvin the Paranoid Android.

There is also a whole host of Syzix

Cybernetic Corporation creations, all with Genuine People Personalities. These include the over-protective shipboard computer, a Multi-matic darts machine and some very self-centred folk.

The latter, I discovered to my frustration, won't let you pass through unless you can prove without a shadow of a doubt that you can reconcile totally contradictory situations without going completely bonkers. However, once you have mastered the science of Improbability Physics, you will get the opportunity to play the part of anything from a space whale to the president of the galaxy.



There is another unusual feature in this game which really adds to the humor. Let's face it, it's not every day one comes across an Adventure that will lie and argue with you, just for the sheer hell of it!

The guide itself is rather like a database from which you can glean information at any time simply by asking. It even contains footnotes that make good reading in themselves. Mind you, they do seem to have held some rather wild parties in the guide's technical department, the outcome of which was that some entries have been deleted. As a result, no-one can remember where the back-up tapes are kept, nor indeed, if there ever were any!

As with all Infocom Adventures, the packaging contains lots of little extras that add to the fun. With *Hitch Hiker* comes two sets of definition cards, one on your beloved dweebs, the other, written in Yogon text, orders the total destruction of a little planet somewhere in the uncharted backwaters of the unfashionable end of the western spiral arm of the galaxy.

You also get a Don't Panic button badge, postcard sensitive sunglasses (which are impossible to see through) a microscopic square fleet for attacking microscopic civilizations,

and that all-important, go-anywhere pocket fluff!

The puzzles to be found in the Adventure are somewhat like its humor, that is, as rich and witty as my mother's hot cake — and that's good! To solve them you must throw feasible logic out of the window and start thinking in terms of the unthinkable, the seemingly impossible. In a galaxy of improbability drive ships and wacky robots, anything can happen, and usually does!

One final thought. Whoever it was at Infocom that called this a standard level Adventure, should, as the guide itself has declared, "... be the first against the wall when the revolution comes".

Personal Rating: 12,877,431.

Paul Coppins

TRIAL OF ARNOLD BLACKWOOD

Another game for Adventure started Dragon covers this month and this time it's from a small company called Nemesis. The game revolves around Arnold Blackwood, a private eye who has been hired by Lord Erbus, but the problem is that he has lost his memory and cannot remember what he was hired for! It is your task to help him regain his memory.

From waking up dazed on the Erbus Estate, you progress round and round and round, and not very easily forward! This game is very difficult to get into, even with a hint sheet! After a few hours head slog, I managed to amass a fine collection of objects, ranging from a blowlamp to a half-eaten kipper.

On my journey I met up with a rampaging Thrift, who was to blow over, and the cat Mousie, who was also a pain. Regular readers will know that The Pink Fairy laughs out loud at such things and sure as taste I ended up finishing the game with a score of 40%.

It is not necessary to score 100% to complete the Adventure, but if you do you will have had a very hard game. You will have had many more tasks to perform than just the main one which is to return the Cold Amulet to Lord Erbus.

The Dragon has been used to almost its full capabilities, with the character set having been redefined and sound used extensively. If you get to the plans, play it and later to what makes the Dragon's sound functions as good — it's enough to turn Spectrum owners green with envy!

The Trial of Arnold Blackwood is for Dragon and Amstrad computers, price £4.95 inc p&h, from Nemesis, 15 Carlisle Road, Ringstead, Epping, Herts. I look forward to more Dragon releases from Nemesis!

Personal Rating: 7.5

Simon March

ADVENTURE PLANNER

For a long time now arcade breaks have had isometrics, and lockers have had mazes, but there have been no real accessories for the cream of the micro-arena, that A-team of the keyboard — the Adventure!

Prior and Rience, the company that became famous for its graphics planners for the ZX81 and Spectrum, have changed all this with the introduction of the Adventure Planner. This is a tool that no serious would-be hero should be without. It can help you obtain treasure just as easily as it can help to lose a beautiful princess.

In the good old days before *Murder Manor* got to Sorbus, the only planner available was a scrap of paper on which to draw a map. In our rush to progress with the Adventure in hand, the map inevitably becomes covered in a cross-hatched collection of lines that would need a road planner to unravel.

The Adventure Planner is a large (11 inches by 18 inches) pad of 80 pages, each one of which has over 150 squares, so that your Adventure can be mapped out, planned with ease. With the pad comes some useful hints on how to plan and construct maps. It costs £3.50.

Personal Rating: Can I have another one?

Simon Marsh

EMERALD ISLE

Before offering the third part of the Snowball trilogy to the world, Level 9 have taken time out to squeeze in a "quickie". Described by Pete Austin as a slightly earlier Adventure than their usual style, *Emerald Isle* is £1 cheaper than the rest of the Level 9 range.

The action takes place in and around tree-top cities of wooden buildings, where a contest for the heir to the throne is about to take place. Presumably it is your object to win and take over from the existing king! How you set about this task is a problem in itself, since the rules and conditions don't seem to be sound.

But first you must escape the parachute team, which you are dangling at tree-top level, for you have bailed out of your plane somewhere near the Bermuda triangle. Once down, you find yourself confronted by a mass of launches, through which you must fight your way to enter the city.

The usual style of Level 9 text is accompanied by what is becoming the familiar look of Level 9 graphics. These are fast to draw and quite pleasant to look at without being exceptional.

There are two commands, WORDS and PICTURES, which toggle the

graphics on and off. I found I needed to use these in a number of locations where the text description was longer than the space below the graphics window. Unfortunately, the words don't stop scrolling when the new message reaches the top line of the text window, so one either has to read very quickly, or type WCGDS to be able to follow the descriptions.

I think Pete Austin was being modest when he described this game as easier than usual, judging by the size of the map and number of objects I had assessed compared with my score out of 1,000. All in all, another offering from Level 9 of the high standard we've come to expect.

Emerald Isle is available for BBC, C164, Spectrum, Amstrad, Acorn, Menomoth and M64 at £3.00 on cassette and for BBC and C164 at £3.50 on disc.

Personal Rating: 5

Keith Campbell

THE PRISONER

Many of the smaller software companies cannot afford large advertisements and tend to go relatively unnoticed. That doesn't mean that their Adventure games are necessarily inferior, as I discovered when I played *The Prisoner*, from Speed Software.

The Prisoner is based on the television series of the same name and many of the locations in it will be instantly recognisable to followers of the programme.

The character you assume is No. 6, surely the most famous number ever! You wake up in a village — really a high security prison for ex-secure-service personnel, to assure they don't spill the beans! From your room, you progress outside where you see many weird things — a statue, a rock boat and a tree to nowhere!

The first real problem is to overcome your hunger which develops to fatality after 30 moves. Not a brilliantly original trap, but its saving grace is a nearby restaurant where, during the course of a meal, you may come across the Book of the Village. Reading this transports you to some very original problems based on various episodes in the series. On the way to your goal, you are confronted with such things as exploding cricket balls and poisoned ale.

The Prisoner has been written using the Quill plot the new Illustrator. The graphics produced with the Illustrator are just simple line drawings which do not add to the game and, like most Adventures with graphics, a larger vocabulary would have been preferable! On the other hand, good use is made of colour and sound and a new character set has

been created.

I can recommend this as a well thought out and well written game. I hope to see more from Speed soon!

The Prisoner is for the 48K Spectrum priced £3.50, including postage and packing, and in case you have difficulty in locating Speed they are at 58 Railway Road, Wymond, Manchester M20 1DT.

Personal Rating: 7

Simon Marsh

NUCLEAR WAR GAMES

Severn Software are well known for their *Mystery of Murder Manor* and *King Solomon's Mines*. There is something peculiarly frustrating about *Severn's* games and, in playing *Nuclear War Games*, I think I have got to the bottom of it.

Here, as in the other games, the graphics are very effective and extremely speedy. Sound, too, is used effectively. The problem is the problem!

By that, I mean the player is given no leads, for instance which words are not recognised, nor allowed to carry out actions which would seem logical unless they are part of the one true route to success. Couple with this a slightly "off-track" logic and one soon gives up.

This is a pity, for I think *Nuclear War Games* has some very good points. The presentation I have already mentioned. The plot, too, is interesting. You have to stop a Moral computer from initiating a nuclear war — and it has already taken over control and started the countdown!

Let me give an example of the difficulties I encountered. On a high-way running north/south, I am blocked at one end since that leads to Murder Manor is nice touch to explain an invalid exit on an open highway) and, after a few moves south, I am blocked by security gates at Moral. There is a garage en-route which yields various tools and an unmanned army truck further up the road.

After deciding, possibly mistakenly, that I couldn't get through or over the security gate and hence, my own logic suggested that if I drove the truck, the gate might be opened to let me through with no more than a casual check. In any event, the truck was there for some purpose, so I investigated.

Despite LOOK TRUCK saying YOU CAN'T SEE A DRIVER, I could not ENTER, CLIMB, GO THRU or CAR, nor could I DRIVE, START, REPAIR. . . you name it!

Nuclear War Games is for the Commodore 64 from Severn Software.

Personal Rating: 3 (but could improve with time)

Keith Campbell

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NEXT MONTH

Get ready to charge up to top gear for next issue's very special **Protop M** competition. You could be at one of this season's Grand Prix races thanks to CBS and CA VCRs grab your old-tilt and prepare to qualify for the June issue of **Computer & Video Games**. You'll need to be quick to catch a copy...

Hello John, got a new game? Find out about how Mr Daley and our Tel got tangled up in the software business in your favourite computer magazine. 'Er indoors won't like it at all!

Find out all about the people who put the word special into special effects in blockbuster movies like *Fran* and *The Last Starfighter*. And it's definitely not all done with mirrors...

CS-VG's special agent has been going undercover to bring you the inside story on the new James Bond game *A View to a Kill* — with some EXCLUSIVE pictures of the game. Discover some secrets next issue.

Solve the mystery at Electric Software's **The Wreck** and win yourself an **MSX** computer. Watch getting your feet wet first

COMPETITION RESULTS

Did Morfin destroy the evil Shards with the Ice Shards in your version of *Doomdark's Revenge*?

If you successfully completed the three "Fighting Fantasy" episodes based around *Reynard's* best-selling game *Doomdark's Revenge* in the December, January and February issues of **Computer & Video Games**, the three questions should have caused no problems.

In part one, we asked what treasure of Lutor's was the most valuable. The answer was The Crystal Ball which allowed Lutor his first glimpse of his adversary.

Part two asked which of Tanthal the Dreamer's three Fey races was the most useful in her quest to find Morfin. The answer was the race of the Sun — it is the only spell which would defeat Shards the Weaver in her guise as a wolf.

Part three requested that you find the most useful of Morfin's three magical possessions. The Cap of Dreams was the best as it allowed Morfin to arrive the all-important Dragon.

There are 20 copies of *Reynard's Lords of Midnight* awaiting the winners. This first of the *Midnight* trilogy, by CAVG columnist Mike Singleton, featuring 32,000 screens of action, independently moving enemies, treasures, traps, dark lords and wizards has just been converted to the Commodore 64.

For Spectrum owners who already have *Midnight*, we can offer *Doomdark's Revenge* for the winners.

Ian Drury, Ashford; Colin Rogers, Aberdeen; M Kaden, Sheffield; M Bagshaw, Staffs; Ian Green, Rye; W M Chas, London; David Naylor, Leeds; Geoffrey Herbert, Worcestershire; Clay Wilkins, Yorkshire; A Wain, Northwich; M Bergh,

Enfield; Tony Jeffries, Kent; Richard Johnson, Pembrokeshire; J Murphy, Liverpool; Andrew Pymans, Wiltshire; Vincent de Sanctis, Lancashire; M J Davies, Dyfed; Stephen Jones, Chester; B Price, Cornwall; Paul Goodman, London.

20 people are going to help Alan Rogers — The Last Starfighter — save the universe and their survival kit will be winging towards them very shortly.

In the meantime here are the names of the winners: Shaun Wynn, N Humberstone; Neal Addison, Leeds; Adam Perry, Stevenage; Karen Baxter, N Yorkshire; Dean Douglas, Wilt; Martin Kneepel, Vienna; Andrew Davies, Clwyd; Hans Learing, Denmark; Darren Rutherford, Co Durham; Christopher Carr, Preston; David Collins, Gloucestershire; Jason Stevens, Bradford; John Palmer, Leich; Barry Pope, Cheshire; Conrad Lucas, S Wales; Robert Coombes, Leeds; Neil Pauline, Film; John Adams Powell, London; Richard Williams, Ipswich; Justin O'Brien, Eastbourne.

The three winners of our February giveaway are: Miles Childlow, Devon; David Alan Eggs, Co Durham; Andrew Hulseop, Cornwall.

There will be a slight delay in the arrival of the Tablets as we are awaiting a new batch in the office but, don't despair lads, they will arrive.

A couple of months ago we asked you to send in your ghost stories, and 88 winners would win a copy of the *Chthonians* game by Activision. Next month we'll be printing a couple of the best. So watch this space! PS, Could Darren Broughton, one of the winners, please send us his full address?

RAPID ROUND-UP OF NEW RELEASES

AMSTRAD Amsoft	Centricout Junction Services The House of Horrors	CM Bellhouse Houser	Games Pack 1 Games Pack 2 Golden Eggs Flight Pack 7/21
Amsoft	Split Bladder Pythagoras Classic Racing Dragon's Lair Software Star	Amsoft	
Addictive		DRAGON Design Design Romuald's Revenge	
Atari Enigma Software	Atari Smash Hits 1, 2 & 3 Colossal Chess 3.0	MSX Activision	Super Rapt Petal 2 Hoop Scrambler Mr Wong's Loopy Library
BBC Videos	Apple Pie Mushroom	ORIGAMI Seven Software	Chopper
BBC & ELECTRON Raffles	Identity Europe	WD 30 Interceptor	Witan

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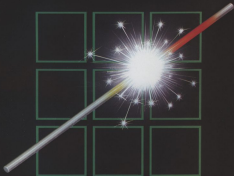
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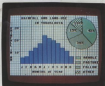
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