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It's getting closer each as you read this!



Game of the Month
Way of the Exploding Fist



Cover: Courtesy of Nike
How well do you know your British boxers? Turn to page 11 and have a bash!

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WATCH OUT! IT'S



DYNAMITE DAN

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"What makes the game is the graphics – large, witty, bizarre and beautifully animated... each screen has something remarkable, and horribly difficult puzzles... Dynamite Dan is not just another Miner surrogate and is at least as essential to your collection.
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Trailer/E-106/nostyle/September

CLASSIFIED INFORMATION

SECTION 1

- THE CONTINUUM CONTINUES...
- There's just eight short weeks before the new look Computer and Video Games blasts off from your local newsagent. It's hard to believe, but we're going to make the universe's brightest and best games magazine even better.
- We'll still be bringing you up to the minute previews, reviews, news and features, but in an exciting new hi-tech style.
- In the next issue we'll reveal more of our secrets, but in the meantime don't settle for second best - order your copy of the new look E-106 today.

SECTION 2

- What's more we've arranged a special offer for you. We're not giving the game away yet though - you'll have to wait until next month to find out more.
- But if you cut out the coupon on the right and hang on to it until the next issue, you'll be able to save yourself £1 when we reveal all...

COUPON

1

£1 OFF SPECIAL OFFER/CLARE



H·O·T G·O·S·S·I·P



This month's offering is rather special — it is an exclusive preview of the Walt Disney games to be released by US Gold.

Can the games really capture the excitement of the cartoons and be worthy of the Walt Disney name? Tony Tetsworth finds out.

I used to love diving into the back view of my local flight on Saturday mornings, seventy palms draped right around a huge lot of wax poppers. The highlight of the morning was the cartoon Walt they are back and with a vengeance, in a rather different format.

US Gold will be releasing a series of games licensed from Walt Disney, the first two being *Winnie the Pooh* in the Hummel Actin Wood and *Donald Duck's Playground*. They will be available on the Commodore 64 and will be aimed at the seven to eleven year olds.

OK, so I like a good magazine, sheet it is it is never available advertise the most misadjusted video kids and Donald does not fall into any of those categories. However this is a new area and, like slaughtering millions of aliens, it can be fun!

The game has stunning graphics and immense playability. It involves Donald running around town doing different jobs — waste, waste.

There are four places of work, McDuck Airlines, the Produce Market, the Toy Store and the Amiguish Railroad.

THE WONDERFUL WORLD OF WALT DISNEY

The Produce Market sees Donald, switching produce around off a truck and placing it in the correctly marked bins. If you make a mistake and put it in the wrong bin, it falls to the floor and squelches! McDuck Airlines is similar — you have to identify luggage on a conveyor belt by its labels and then throw it into the appropriate trolley.

A rather hairy place to work is the Toy Store. Donald has to put the toys on the shelves in their correct places by climbing up a ladder to the correct shelf. Perks are, of course, never far away and the Amiguish train troubles by causing the toys to fall — so you must make a dash for the special shield that covers the shelves when the train approaches.

Finally we have the Amiguish Railroad — here Donald has to guide the train, by just a few switches, between two towns. He picks up a parcel from one and delivers it to the other.

With all four jobs, Donald selects the amount of time he wishes to work and on completion of a shift is paid. He can then go shopping in Minnie's Five and Dime shop, Mickey's Hardware store or Goofy's Junk Shop. He can buy a variety of items ranging from ladders, markers, bats, swings and slides to trans-

puders, tyres, boxes and more. He then uses these items to set up a playground for his three nephews Huey, Dewey and Louie — the final goal of the game.

Obviously as this game is aimed at a young age group it is designed to develop certain skills. The four sub-games teach special relationships as well as matching and logic skills, whilst the concept of work, pay and use of money will help a child grasp a most fundamental concept.

The graphics are straight out of a cartoon. And the game is very entertaining — provided that you play it on the top level! Overall I have only one quibble — the sound could have been better!

Are you writing comfortably? Then I will begin...

"Oh brother," said Pooh. A knock at the door, it was his friend Piglet who seemed quite upset.

"Oh dear, I seem to be missing something," said Piglet.

"That's odd," said Winnie the Pooh. "I think I'm missing a few things myself. Oh well I'm feeling a little rumble in my tummy. Things are bound to look a little better after a little something — join me won't you?"

So starts the Pooh adventure. After a little

something to eat they go and visit Eeyore the donkey, the rabbit and Christopher Robin to find they are all missing something!

Christopher Robin tells Pooh a blustery wind mixed up everything in the forest and it will take a real hero to sort out the mess.

Pooh sets out to put matters to right and you have to guide him on his travels around the forest. There are ten objects to collect, each object belonging to a particular character or place.

If you find an object, you then have to give it to the right person, leading in mind you can only carry one object at a time.

Plotting a map is helpful and navigating the object quickly is essential. If you delay, the dreaded mist comes. You lose your sense of direction in the mist and can end up in some very strange places! Tigger is another problem (they tell me he is "bouncy"). If you meet him, he will take anything you are carrying and move you to another part of the forest.

The only person who helps you is Owl who gives you helpful clues.

It is a good educational program with competent problem solving and comprehension skills. Both these games should be available around August time, but will cost around the £14.99 mark.

That wraps it up for this month — but watch out for next month. I have got you two DYNAMITE pieces of software — one is the ultimate race game and the other will have you swooning in disbelief!

■ Not too long ago I mentioned to Ocean that Konami had not marketed their games over here although they were on release in the US. Similarly Konami told me they were trying to put their own package together for release in the UK. They

have seen the light and you the consumer will benefit — they have agreed on a joint venture that will shortly see Konami games in the UK.

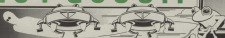
■ It appears that Konami are burning the candle at both ends these days! The

July issue of virtually all Commodore user magazines have an "exclusive" on the James Bond game. To set the record straight, C&VG had the first REAL exclusive two months ago!

■ Sorry lolol! Apparently Commodore are NOT offering free disc drives at

starting a disc club as reported last issue. They tell us that our story was just an unconfirmed rumour and are fed up with answering telephone calls from hundreds of C&VG readers! So please don't bother the poor people at C&V and more...

H·O·T G·O·S·S·I·P



I had worked hard for this. Now my chance had arrived. This was the big one!

I had spared no physical agonies in my preparation. I had run the marathon (backwards), done high altitude training on the roof, ripped joysticks in half and endured the final test, THE BURN. I thought I had done enough, but boy was I WRONG! Summer Games II is — the sports challenge!

The game starts with the traditional lighting of the Olympic Flame and the release of a flight of doves. You are then faced with a menu of game options. You can play all, some or even just one event.

To ease you into the competition, there is also a training mode for each event and the facility to see the world records at the opening and closing ceremonies at your leisure.

There are eight events in all and, unlike other Olympic games, the joystick waggling is at a minimum. The emphasis is on timing and co-ordination.

Let me stress that all eight events are quality items, although I will concentrate on my favourite four — Triple Jump, Javelin, Bowling, and Cycling.

The Triple Jump is mean. You have to wiggle the joystick up and down to build up speed on the run up and push the joystick to the right at the three crucial steps. This sounds easy, but your timing has to be immaculate to make the jump successful. If you fail, your athlete falls, sprawling in the sand. He then picks himself up — head down in shame!

The Javelin event is aspects. The animation in this event looks like impossible physics with true to life inertia built in! You have to press the fire button in time with the athlete's running steps to increase pace. As he approaches the line, you push the joystick to the left,

SUMMER GAMES II



his arm goes back and he will release the javelin when you release the joystick. Simple but beautifully effective.

Bowling really tests your timing — you have to push the joystick left and right in relation to your bowler's movements. If your timing is spot on then you will stroke that much more effectively and cover the distance a lot faster. Again, great graphics and a true quality arcade feel.

The really grueling event in my mind is the Cycling. This event is very hard to master. To move your cyclist, you must push the joystick in one of eight directions as indicated by an arrow on the

screen. If you are pushing the stick in the right direction at the right time, you will pick up speed.

As you pick up speed, so the arrow moves faster and eye-hand co-ordination is crucial to survive.

I had my doubts about the Equestrian events. Could Spex really deliver on a horse-riding game? Yes, they could! Very skilful timing is essential to leap the fences correctly. Any falls and knocked fences earn you penalty points. If you get too many penalties, you are disqualified. Superb animation once again.

In the High Jump, you must gauge the angle of

approach to the bar as well as monitoring your speed. I found this very hard to do initially, although a little practice soon cured the problem. A nice touch here is that you can put the bar at whatever starting height, you wish. As is standard, you get three attempts to clear the height.

Fencing is finicky to play and some real dedication is needed. You can parry, thrust and stop with the best of them but you have got to learn HOW first! If in solo mode, you take on a droid (I hate that droid!) and have a three minute bout in which to score as many points as possible. Considering the complexities of such a sport it has been translated well to the 64.

Finally there is Whitewater Kayaking. This is really hard to play! The water gurgles manly away as you fight with the current to get your kayak through the 16 gates. Four men can paddle for control but the current takes over at the slightest lapse. If you fail to pass through a gate, you get penalty points which are translated to time penalties at the end.

Other features in the game allow you to load the events from Summer Games one and play any game from the two packages combined. There is a high score table on the disc version I have, and you can select the number of joystick wags you wish to use.

The closing ceremony is stunning. It has the Jaiwan flying in from the distance and the infamous Olympic torch with scrolling messages. To crown it all, there is a fireworks display. Well, what else could there be?

Spex have Winter Games under development at present and, if it is half as good as this game, they have a real winner on their hands.

Summer Games II will be sold in the UK by US Gold and will be available around the end of August.

"These are even crazier than I am, Folks!"



**This month's
MicroGamer
zany program**

"My two bijoux choice-ettes"

1. Frankie goes to Hollywood
by Ocean.

A fab game featuring the intergalactic mega hunks themselves.

2. Mad Doctor
by Creative Sparks.
*Fiendishly clever!
A game crammed with gunk and gore
(and other naughty bits).*

"My pick of the Arcade and Adventure:"

The way of the
Exploding Fist

By Midgame House
Manual sets for two combatants, involving 18 maneuvers such as kicks, feints, and blocks. By outwitting opponents, and gaining complete control over your body, you can change from a quality fighter into a Death Den. Spectrum 486, Amstrad, Commodore 64.

£9.95

THORN EMI Computer Software

International Micro Software Division

REPTON

by Superior Software

The object is to retrieve diamonds from an underground cave system, using maps and passwords. But look out! Frenzied reptiles are lurking just around the corner (huh).
BBC Electron £9.95



by Virgin

The player, alias Rocker Rodney, delivers dances to his record company. But first he must test their danceability by blasting the people of Funky Town to their feet. Superbly fat soundtrack includes Baker Street and Electric Avenue.
Commodore 64 £8.95

SHADOW/FIRE

by Beyond

The player has a 300 minutes of real time to rescue Ambassador Krylo held captive by the horrible General Zolt. All commands are issued through picture symbols to enable the game to be played at a truly interspace pace.
Commodore 64 £9.95
Spectrum 48K



THE ADVENTURE by Tynesoft

A chunky chase game based on the popular TV persona. Put on your kit and your lavender water, leave your walking stick and zap the evil Scanner. Combat before he takes the world to bits.
Commodore 64 £9.95
Spectrum 48K



by Gargyle

Cachalain, the hero, is trying to free a companion imprisoned in the conist city of Dune Parach. But first he must take part in hundreds of minor adventures. A game for brilliant warped minds.
Spectrum 48K £9.95

FRANKIE

by Ocean

A perilous journey to the centre of the pleasurezone with those wheezy Frankie boys. Plus a unique live recording of flexa.
Commodore 64 £9.95
Spectrum 48K

Something for
rappers everywhere:

JUMP JET



by Aring

A sophisticated combat and flight simulator requiring a strong nerve, and a head free of manoeuvre. The mission - to seek and destroy is ever-deteriorating weather.
Commodore 64 £9.95

"Things for sporty
hunks to play."

Graham Gould's TEST CRICKET

from AudioLogic

Superb sports simulation, with lots of

googlies, madders, and silly mid-offs. It's just like real cricket, except that, with you in control, England may even win the Ashes!
Commodore 64 £9.95

"Something to
de-scramble
your brain with."

MINI MOFFICE

by Database

Comprising a word processor - for writing letters and reports, a database - for storing addresses, and a spreadsheet - for storing complicated numbers. Pretty clever stuff, huh?
BBC Micro £9.95

"A bonus for all
you 'Stuff' fans."

DON'T BUY THIS

by Firebird

A cringe-olug compilation containing the five most forgettable games of all times - about as exciting as watching grass grow.
(Recommended for incoherence).
Spectrum 48K £2.50

Win -

UNMASK THIS MONTH'S
MYSTERY MICROGAMER
AND WIN A 3-PACK
PROGRAM PRIZE - TEN
PRIZES MUST BE WON.



If you know the answer, send this coupon in to us, not later than 30 July 1985. The best ten correct entries drawn will each receive FRANKIE 6283 TO HQS, LONDON and MMD, DORSET.

I say the Mystery Microgamer is

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CMS

G·A·M·E·S N·E·W·S



HOLIDAY CENTRE

You're all just about to go away on holiday, right? And you'll be thinking about all those wonderful postcards you'll be sending back to your mates.

Well, here's a special **C&MG** challenge for you. We want to see the neatest, most boring or tasteless postcard you can find while you are away and send it to us at **C&MG** with a suitable message on the back. Then we'll pick the neatest postcard and send the fortunate person who mailed it to us a suitably awful prize. Interested? Good! But remember we'd like to be able to print some of them in **C&MG**.

Send your waff holiday postcards to Computer & Video Games, The World Postcard in the World Competition, Priory Court, 30-32 Harrington Lane, London EC1R 3NA.

Don't forget to tell us your name and address so we can send your prize to you.

RELAX — AGAIN!

Just how many more versions of Franklin's Relax stage are there? The boys who went to Hollywood seem to have more mixes of their number one smash than Mr. Kipling's school. You'll get one on the new Ocean game based around the group. It's a live version of the controversial tune.

The game also features another "new" break. This time the game and then play as audio cassette which gives you instructions on how to play the game on the a-side and some Franklin's points on the b-side. "Database is a new idea," says Ocean boss David Ward. But what about David's Machine then, David?

BUILD A BODY

The next sporting superstar to get the computer game treatment will be strong man Geoff Capen. Mercho, the people who brought you Eddie Kidd and Brian Jack's Superstar, are behind this new sports simulation which promises to be just a bit different.

The game will be based around Geoff's exploits in those Strongest Man in the World endurance shows shown on TV. Not only will you have to compete in some grueling events but also "build a body" which is up to all that exercise!

HYPERSPORTS

Ocean has acquired the rights to publish eight of Japan's top arcade games for the Spectrum, Commodore and Amstrad throughout Europe.

Hypersports — a sports simulation — will be released first, followed by Ocean's **Double Recommended** retail prices for the games will be £7.95 for the Spectrum, and £8.95 for Commodore 64 and Amstrad machines. Ocean will also produce C&MG disc versions on selected titles and these will be available at £12.95.

The **Air King-Fix**, **Ripper Rally** and **Scavenger's Golf** will be released during the following months. Also, a classroom faces currently enjoying major success in the coin market, and **Comet Bakery** another fun arcade game are scheduled for release in November and December.

Watch out for **Quake Minus One**, the latest creation from the minds of Mike Hedges and Warren Poulter.

It's a fast-moving, real-time action game set deep beneath the Atlantic where a **Teat** power station device reaps havoc from the Earth's core to fuel the world's industrial nation.

Quake Minus One

A serious organisation — the Robot Liberation Front — intends to sabotage the Teat's fail-safe device and trigger off a nuclear earthquake. The Teat's computer will be destroyed and wild events will ensue the coasts of America and Europe.

The game opens on the day the **ELF** salvages the Teat complex — **Quake Minus One**.

Computer scientists have managed to establish communications with the computer which control Teat. This means it is expected to destroy the four remaining Teat computers — **Zero**, **Positive**, **Yellow** and **Am**.

DESIGNER OF THE MONTH



NAME: Vaughan Dow

BORN: Edinburgh, 1945

GAME: Jump Jet

There can't be many computer programmers with more first-hand knowledge of their subject than former RAF Hawker Jump Jet pilot, Vaughan Dow.

Hawker game for Amstrad is **Jump Jet**, a flight simulation which also combines combat action.

Vaughan, who now works as a pilot for Dan Air, was also responsible for the

highly successful **Flightpath 232**.

He became interested in computer programming when he bought a Commodore 64 in October 1983 for his children.

"I thought I would learn the basics to teach the kids," he says. "At the time I was also working as a flight simulation instructor for Dan Air. I was sure I could do something by way of programming a comparatively simple flight simulation game."

The result was **Flightpath 232** which has gone on to reach top sales of around 60,000 so far.

Encouraged by the success of **Flightpath 232**, Vaughan then turned his mind to **Jump Jet** which involved "far more complex programming".

Vaughan says **Jump Jet** "is accurate representation of the problems of Jump Jet flying in the computer will allow."

He is now working on another program but will not say what it's called or what it is about.

Favourite Flight Book

Favourite Video *Drumhale*

Favourite TV Programme *The Minister*

Favourite Computer Game *None*

Countries Visited *Norwegian*

Favourite Music *Opera*

The thing I like most about the computer industry: *Nothing*

G·A·M·E·S N·E·W·S



St Brigid's School in County Donegal, where grown women pay for the chance to re-live their jolly hockey sticks schooldays, is to become the subject of a computer game.

The Secret of St Brigid's, written for the Commodore 64 and Spectrum by Pricilla Longedge — one of the school's regular "pupils" — centres on the adventures of Brigid Brinen.

She is a girl at just a little over school age who goes to St Brigid's for a taste of straight boarding school life. But she finds it a little too real.

The Secret of St Brigid's promises to be the first of a series of "novelty" games from St Brigid's. Alina Mortenson Scott, headmistress of St Brigid's, says: "The production of games software is a very underdeveloped field in Ireland. We intend to strike ahead and fill that gap. We'll be hearing more of St Brigid's."

CLUMSY COLIN ACTION BIKER

Motomonic, the budget game specialist, has joined forces with the snack food firm KP to launch a new computer game based on Clumsy Colin, the never-banishing character for KP Skips.

Clumsy Colin Action Biker will sell for £2.99 and will be available for the Spectrum 48k and the Commodore 64. The link-up means the game will be publicised on 12 million packets of Skips.

KP's Bob Davis said: "With our track record, we obviously feel that we are already well-known to our customers, but we can only gain by having Skips' Clumsy Colin featured on over 80,000 computer games.

"In addition, it seems logical to link up with another company who has similar but not conflicting interests."

And Motomonic's Martin Alper added:

"Most importantly, working with KP has given us access to the big multiples and having the game published on all KP Skips packs has sealed the game's success."

You've heard of MUD — now get ready for MUND! No it's not a strange creature from a Flash Gordon film — it's a new interactive game being put together by Infamarc, the Hartfordshire-based computer club.

The Multi User Network Game commonly known as MUND, will eventually have thousands of users. Many will be bored Adventure game players, who have exhausted their last breath in a terrifyingly boring fight with a bearded pirate. Initially 32 or so users will be able to play MUND simultaneously.

For every action in the game which changes the MUND world significantly there will be a reward of MUND power points. Accumulate enough of these and the MUND world quite literally, is yours!

As your character is your entry point and access system within MUND he/she is very important. Above all you must never (if you can help it) let them die.

The MUND game is scheduled for general release in the first half of 1988.

Applications for further details should be made, in writing, to MUND Applications, Infamarc, Garry Place, Weyford, WD1 8LR, or telephone Weyford 891282.

"Here we go, here we go, here we go . . ." with *Five-a-Side Football*, a new game from Axiom. The software house says the game will include singing and close up scenes of penalty shots. The game, available for the Commodore 64, will cost £5.95. An Amstrad conversion will be out in the autumn.

Up and coming games to look out for include *Super Pipeline X* for the Spectrum from Task Set and *Aggravant*, a driving strategy game for the Spectrum, from CRI. Both will sell for £7.95.

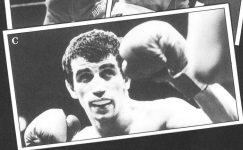
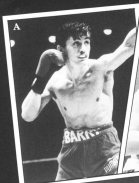
A new after-sales service package to speed up the repair and replacement of faulty hardware has been announced by Sinclair research and its UK distributors, TBO.

Each new machine is now accompanied by a Sinclair "Blue Label" which details the new procedure and includes a postage paid voucher to cover the cost of its return direct to the factory.

Customers who have a problem with their machine within the 12 month warranty can use the card to post it to Sinclair, together with proof of purchase, and the company promises return despatch within seven days of receipt.

If the machine is taken back to the dealer where it was bought, it will be checked, and if necessary forwarded to Sinclair. The customer can choose to have the repaired machine returned via the dealer or direct to their home.

Within 30 days of purchase, customers who experience a problem can opt for a direct replacement of their machine from the dealer.



Computer & Video Games always includes other computer games magazines for us — but this time we've decided to deliver a knockout punch with our **EXCLUSIVE** Frank Bruno's Boxing competition.

Together with **ELITE**, the software company behind the Bruno boxing game, and **NICE** sportsman, the people who made all the glory years men by top sports stars, **CS&V** are offering YOU some extremely special prizes.

All you have to do is identify the three British boxers pictured, fill in the special coupon and send it to Computer & Video

Games, Frank Bruno Competition, Percy Court, 35/37 Farringdon Lane, London EC2A 3AE.

• First prize winner will get an online **NICE** sports kit for the sport of his or her choice.

• Second prize winner will have a choice of two items of **NICE** sportswear.

• Third prize winner will be able to choose one item of **NICE** sportswear. 50 runners-up will get copies of *Frank Bruno's Boxing* — which is available for the Spectrum, Commodore 64 and Amstrad.

We want a good close fight — so get your entry off today!

CAMPBELL/NICE FRANK BRUNO COMPETITION

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Name

Address

FRANK COMPETITION BRUNO



Computer & Video Games visited Frank Bruno — in training for his forthcoming title fight — at a gymnasium in Coving Town.

You won't find any computers in the gym — they are a bit too delicate! — but Frank has seen the Elite game and likes it. "It's a good game and it's pretty realistic — I hope it sells well."

By the time you read this, Frank should have fought the Swede, Anders Eriksson in the European Heavyweight Championship title fight at Wembley. We hope he did as well as Elite's version of the heavyweight championship challenge is based to do!

Frank wears Nike sports gear at all his title fights — and you

could win some Nike kit suitable for your favourite sport if you enter C&VG's exclusive Elite/Nike Frank Bruno's Boxing competition. And check out our round up of the best boxing games around on page 22 and 23.

The runner-up will be invited to help Frank decorate the gym.

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Guide bouncy 'Thing' through this underworld fantasia searching for the armoury to equip himself carefully for the final encounter with the evil Toy Goblin.

Commodore 64



THING ON A SPRING



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TECHNICIAN TED



DAVE's Hot Gossip: **TOMY TAKAGUCHI** is a dedicated games nut. And he just loves to tell the world about the latest and greatest games that he uncovers in his quest for the ultimate game experience. But his mission in life causes him a few problems. What happens when he gets a game that no-one else is ever going to see because the software supremo involved won't release it? We decided to put Tomy out of his misery — and let him give you a glimpse of a few games that you may NEVER see again!

Movie Patrol are top class micro conversions.

AtariSoft has the licence to many more arcade games and hopefully they will be converted to the same high standard.



Parker Video was poised to enter the UK games market with a host of top name branded games. Unfortunately they pulled out as they decided the

and better and I was shocked to hear that they were not going to release two games — which I consider to be among their finest — in the UK.

They are *Pack Patrol* and *Zone-ranger*. *Pack Patrol* has some of the best graphics and music I have ever heard into a single game. It is VERY playable and very challenging. *Zone-ranger* is a cross between *Smurfs*, *Asteroids* and *Overstar* (an Atari game from the arcades). Again it offers superb gameplay and presentation.

The other titles I will mention come from miscellaneous games companies, but are all of a high standard.

Blair's amazing version of *Q-Bert* To call its graphics "cartoon-like" is an injustice, they ARE cartoons!

Mad Rascal is also from the arcades — however, the author did not really finish the game (it lacks polish) as a

GAMES THEY REFUSE

I LOVE playing games. I eat, sleep and talk games! This dedication has earned me rewards. I now have two computer systems at home and over 3,000 games to choose from. Well that isn't enough. I also have two full size arcade machines — *Tempest* and *Klax* — for those long-time hours between 12 and 4am.

This huge collection of games has also caused me a great deal of frustration. There are so many good games I receive from the US and Europe that are never officially released in the UK. Why? Well, you'll have to ask the software companies about that. But I'd like to give you a brief glimpse of the goodies you're missing!

As there are so many — see the list — to choose from I have selected some of the best for detailed examination.

AtariSoft has produced many superb arcade clones for home micros — and a few duff ones! *Blindforce* managed to gain popularity in the arcades but it was in a vector graphic format. The 64 conversion is quite close to the original but it is S-L-O-W to play.

Mike Portman, Mario Brochev and

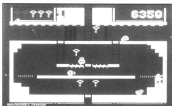
home micro market was too volatile.

This left many top quality branded games sitting on the shelf in Limbo. As Parker Games are, in the main, licensed from the arcades, they are produced to a very high standard. This is reflected in *Popeye*, *Cygnus*, *Star Wars*, *Q-Bert*, *Mr Do's Castle* and *Masterblaster's Revenge*. All these games are produced to real arcade's level — *Star Wars* being the weak link in the chain — and they would have had a price tag of around £25 each.

I cannot do these games justice. If you liked the arcade originals then

licensing deal was never concluded. This is a shame as the game is so close to the original. The music is so good!

Somebody somewhere likes *Frank the FRC* micro original now on the 64 and *Amstrad* as they have written a *Frank Trainer*. This version allows you to choose any starting screen with 20 lives. Incidentally, I hear *Bridge* magazine, with which that if you type "American Express" on the 64 version while holding down the CTRL key, a message appears on the screen saying "That will do nicely" and put you in to a cheat mode!

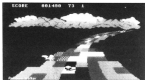


these are the real McCoy. I hear one of the UK's top software houses could be signing a marketing agreement which would release some of these games. So keep your fingers crossed!

AtariSoft games have got better

I have seen quite a few versions of *Crystal Castle* but none to touch a version from *Thunderbolt*. This is *Crystal Castle* it has all the corridors, secret exits and playability of the original.





Super Daxxon was written in the UK by a company called Horware. This company seems to have closed down and there are now complications over the release of software it has developed. Don't panic as Super Daxxon is by no means a great game.

from Atari originals. The list — printed elsewhere — is merely a taster. Hopefully someone will enter the UK and market these games.

Two custom Atari games that must be mentioned are, *Behind Juggi Lines* and *Killblaster*.



SE TO RELEASE



It is a reasonable follow-up but does not offer anything really new.

Being a fan of shoot-'em-ups, I particularly like *Moons Shells* from Dataeast. It is a shoot 'em-up game, more 'space' game. *Juno First* is also from Dataeast and compares favourably with the arcade original.

Atari Software is another UK company to close down, but not before it had produced some quality games. *Sandita* is a colourful version of Space Invaders—Centipede—Galaxian and Phoenix all rolled into one. *Wayout* is the ultimate maze game. You don't just PLAY this game — you are it!

The graphics are A-rating. Truly true to life as you move around the maze.

The Atari micro also has a wealth of games never released in the UK. In fact, many of the 64 games have come

Juggi Lines was written by Locustille and Atari together and is based on the film *Serious of the Jedi*.

This must be the ultimate 3D game. The screen display has yet to be equalled. Hopefully this game will be out later this year as at present there are copyright problems between Locustille and Atari.

In the game you fly around a planet — napping the scenery and picking up fellow space pilots who have been shot down.

Killblaster is a 3D one-on-one foot-ball game with superb graphics. It is very addictive and fun to play.

I have had to restrict myself to the skimpiest outline of these games as there are so many. If you have enjoyed this feature and would like to see more detailed reviews or more features on the same lines, write in and let me know!

Atari Software You May Never See:
Behind Juggi Lines/Killblaster/Monster's Revenge/Landscape/Music/Mission 2/Keytone Cops/Aquatron (A superb version of Defender)/MASH/The Last Starfighter/Centipede 2000/Oliver Folly/Sea Dragon/Wayout/Preppie/Vanguard/Wandita/Follow the Flag/Wayout 2/AD/Captain Game

Old Software You May Never See:
O'Reilly's Mine/Galley Lightbox/Pontoon/Batman/Popeye/James Bond/Andy And Frank/Cohen's Tavern/Monster Smash/Mid Runner/Cyprus/Star Wars/Star Trek/Space Demos 2/Mary's Builders/Summer Attack/Miss SMASH/Planet (Ward)/J-Rat/Double Wars/Cole Wolf/Miss Furman/Cool Bell/New York City/Wargames (from the film)/Mr De's Castle (a Paradox/Air Support/Whisper Box/Park Patrol/Chopper's Zone Ranger/Excellent version of Starstar/Moon Patrol (TBE version)/Jungle Hunt/Time Runner/Chopper Hunt/Trak Tracker/Star Mar 2/Cosmic Games (the version from Thunderbolt/Rainbow Walker/Solar Fox/GI Joe/Chocchase/Journey to the Centre of the Earth/Mario Bros from Atariach, this version is superb)/Montezuma's Revenge/Trade/Magnum Construction Set/Space Taxi/Sea Games/Dream House/Super Daxxon/Devil Wheel/Juno First (The official arcade version)/Dino Eggs/Kepton/Slashed/Monster over/Explosive/Boulder/Fast Eddie/Scoopy/Revenge Zone/Night Mission/Pinkie/Amaze/Maze Compuser/Cave of the Wolf Wizard/Carpetman/Arcade Sky-works/Gems/Moon Shuttle/Space Jam/Dragonhawk/Water/Rally Speedway/Bringing you from Commodore/Blueprint/The Music Shop (from Boulderboard Software)/Wayout

R·E·V·I·E·W·S



At the first sign of summer sunshine everybody seems to have gone sports crazy. All manner of energy-sapping sports computer games have now been unleashed onto the market.

Football, cricket, tennis, baseball, American football, karate and boxing are some of the sports covered.

Activision has weighed in with the most titles — all with a distinct American flavour — *On-Field Football*, *On-Count Tennis* and *Star League Baseball*.

DACC has unluckily picked a time when the reputation of English soccer has reached an all-time low to release *Bobby Charlton Soccer*.

Karate appears to be one of the "in" sports which has attracted the attention of programmers.

Melbourne House hopes to smash, chop and kick its way to the top of the charts with *Way of the Exploding Fist* for the Commodore 64, price £9.95.

The program aims to simulate all the moves of this ancient martial art — including blocking, ducking, jumping, kicking, feinting and counterattacking.

Shaping up to take on *Way of the Exploding Fist* is *International Karate* from System 3 Software. Let battle commence and may the best man win!

Meanwhile, the thrack of leather on willow will soon be heard when Audiogenic launches Graham Gooch's *Test Cricket*.

It has arcade and simulation modes both of which feature graphic animation. The main action takes place in the widest area, with similarly animated outfield scenes.

In the arcade mode, the player has joystick control of the batsmen when his team is in or the bowler when his team is fielding.

The teams are selected from squads made up of the cream of the English and Australian teams.

Graham Gooch's *Test Cricket* will be available for the Commodore on test-loading cassette, price £9.95.

And if some of the new crop of summer sports games takes your fancy, there is always the many old favourites still riding high in the charts.

For example *World Series Baseball* (Imaginet), *Brian Jay's Superstar Sports Challenge* (Marble), *Pitstop 2* (CBS), *Football Manager* (Addictive Games), *Salvy Thompson's Devolution* (Ocean), *International Basketball* (Commodore), *SEGA Racers* (Mastertronic), *Pole Position* (Atari), *Grand National* (Elite), *Formula One Simulator* (Mastertronic), *Match Day* (Ocean) and *Steve Davis Snooker* (CBS).



THE WAY OF THE EXPLODING FIST

MACHINE: CMB 64
SUPPLIER: Melbourne House
PRICE: £9.95

Forget Bruce Lee. Make room for *The Way of the Exploding*

Fist. It's brilliant.

Fair and furious martial arts action combined with player skill. What more could you want?

The game is set at a tournament and the aim is to improve your fighting skills and eventually obtain the position

of Shaolin Monk.

Each animated figure — as with the various Oriental tank games — is a joy to see. Movement is fast, smooth and realistic.

In all, there are 18 possible moves including: punching, kicking, blocking, dodging, jumping, feinting and counterattacks. The action is so realistic that you find yourself winning as the blows find their target. The sounds of punches, kicks and grunts are just like the soundtrack of old martial arts films — loud, totally over the top, but just wonderful.

Points are scored on how well each move was carried out.

For example, if a flurry of aggressive strikes fails to make contact with your opponent, no points are awarded. If the move is correctly carried out, points are awarded. If you hit your opponent but it is not a perfect blow, only a half-point is scored.

Current score is shown on screen by yin and yang symbols.



The game has one and two player modes. When playing the computer, the player is to defeat successive opponents and each one is slightly better.

In the two-player mode, the winner is determined by whoever has the highest score after four bouts. Each bout has a time limit.

If you can't make up your mind on which game to buy this month, you could do a lot worse than to splash out on *The Way of the Exploding Fist*. And mind the furniture.

Graphics	9
Sound	9
Value	9
Playability	10



R·E·V·I·E·W·S



ON COURT TENNIS

MACHINE: IBM 64
SUPPLIER: Activision
PRICE: £10.99

Anyone for tennis? There's nothing like a fast ball sent to court thriller to get the

adrenalin flowing.

And second best is the real thing has to be Activision's On-Court Tennis.

Everything is here for the tennis enthusiast. Realism is the key word.

The view of the court is the same as you get on television coverage of tennis. There's a choice between one or two players, different playing surfaces — grass, hard court or clay — and a choice between three and five set matches.

There is also a choice of four players modelled on real

tennis champions.

The joystick gives full control over racket strokes, serves and smashes. It also triggers off your player's service. Pressing the fire button sends the ball across into the opponent's court — if you are lucky, of course — but the serve may go out of court or into the net.

If there's a rally in underway, the computer automatically moves your player to the ball allowing you just to concentrate on the shot.

A special feature of the game is the "floating

intelligence" which lets the computer player vary its skill with yours. As you get better, so does he.

On-Court Tennis is an absorbing game. As with the real game, it requires practice to get anywhere but the effort is well worthwhile. It's the only way you deal with.

Game, set and match to Activision.

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



STAR LEAGUE BASEBALL

MACHINE: IBM 64
SUPPLIER: Activision
PRICE: £10.99

Any game which allows you to "bring in a baseball bat" showing whatever your starter line" has to be American.

And Star League Baseball's just that — very American.

Most people have a rough idea of the game behind baseball, but the expressions and

instructions on this game left me perplexed and confused.

Just what is a "baseball bat" or "relieve"? What is the point of a "high slider", "a medium screwball" or a "low slider"?

After having played the game, I still have no idea.

Having said that, the graphics of the game are very good and the animation of the players, batsman and pitcher

are excellent.

The instructions for the game are very comprehensive but it would have been a help to have some of the more exotic terms explained.

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

BOBBY CHARLTON SOCCER

MACHINE: BBC
SUPPLIER: DACC
PRICE: £11.95

Bobby Charlton Soccer combines the challenge of management and the thrill of matchplay in one game.

The manager module is the "dressing room" phase of the game. This enables you to select team characteristics, player skills, accuracy and stamina. Optional injuries can also be included.

Match play includes all the authentic moves — kick-off, throw-ins, goal kicks, corners, passing and shooting.

Two can play the game and a one person versus the computer option is also included.

The game players get a large, three-dimensional aerial view of the pitch and sound effects — including an ear-piercing whistle and crowd noises.

A player under your control can gain possession of the ball in a number of ways. A loose ball may be collected by touch-

ing it. You can also tackle your opponent but whether you win possession of the ball depends on the accuracy of the approach and the relative skill levels of the players involved.

The player under joystick control is indicated by a short black line below him. His number also appears at the bottom of the screen.

Game control is good and the graphics are adequate. The players are a little on the small side by this is probably inevitable to enable 22 men to fit on the field. DACC says it intends to introduce further

modules at regular intervals. Those planned include World Cup and Gaijin League modules.

Bobby Charlton also does a voice introduction on the cassette, giving hints and tips on how to play. A press release with the game claims Charlton was involved in the game's "concept giving guidance and advice".

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



ON-FIELD FOOTBALL

MACHINE: IBM 64
SUPPLIER: Activision
PRICE: £10.99

To the uninitiated, the world of American Football remains a mystery. But those who have managed to penetrate this

strange sport become truly captivated.

For those of you who love the game, Activision's On-Field Football will be a must.

You can play against a computer team or take on a human opponent. "Floating intelligence" enables the computer to vary its standard of

play along with yours.

As expected with an Activision sports game, On-Field Football contains considerable detail.

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

R·E·V·I·E·W·S



BRUNO + ROCKY = KNOCKOUT

Fist like a butterfly, sting like a bee! If you can't punch your way out of a paper bag, you'll love the new trend for boxing games. You can go a few rounds with a really big and nasty opponent and call him all the names under the sun without having to experience the joys of hospital food. C&M's heavy-

weight — or is it overweight? — tears of reviewers have been slugging it out with an assortment of musclebound monsters. Now C&M invites you to take your ringside seat for some fighting talk! Seconds out! Round One. And Elite boxer Frank Bruno steps into the ring...



FRANK BRUNO'S BOXING

MACHINES: Spectrum/CBM 64/
Amstrad
SUPPLIER: Dine
PRICE: Spectrum £8.95
CBM 64 £7.95 Amstrad £6.95

Bruno goes all out to KO the opposition in Elite's boxing

simulation, endorsed by Britain's top boxer.

The aspect of the game is to defeat eight opponents in a bid for the Heavyweight Championship of the World. Fighting styles differ from opponent to opponent — so simply learning the controls of the game isn't enough.

To defeat each opponent, Bruno — the character you control — has to knock him down three times during a three minute round.

A KO is achieved by reducing your opponent's "vitality" — indicated by "bar graph" graphics at the top of the screen — by a barrage of

switches or by activating the KO meter which enables you to land a devastating KO punch! If you fail to defeat your opponent, you get a chance to take another crack at him.

The screen shows the ring with a huge crowd of spectators, taunting him. You look over Bruno's shoulder at a cartoon style graphic opponent — each of the eight challengers is different. Frank began life as a wire frame figure — as can be seen from our pre-production screen shot. Since then Elite have altered him to become a fully animated and "lifelike" character.

You control Bruno using keyboard or joystick — either way you'll find as if you're being thrown through a couple of rounds with a real boxer!

Overall a great sports simulation. The animation is great and play action really addictive. A champion game!

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

Seconds out! Round two. And Spanish championship contender Rocky bids for glory...

ROCKY

MACHINES: Spectrum/CBM 64
SUPPLIER: Dine
PRICE: Not to be announced

Thud! Crunch! Oooooo!!! The sound effects in this boxing game from Dine's, the Spanish software firm behind the Galimatraz trilogy of arcade adventures, are quite authentic! And make you feel back in pain as a fat crates into your jaw. Duchi!

The screen set-up is similar to Elite's Bruno with a little picture of your opponent and a graphic representing you at the bottom of the screen, plus



an "energy" bar graph display for both boxers.

Both boxers are drawn cartoon style — no wire frame figures in this version. But you can't move about quite as much as in the Bruno game — it's much more an all out slugging game.

The animation is great — but unfortunately your opponent in the ring doesn't get a facelift for each new round. Only the graphics face at the bottom changes, and the skill of your opponent alters.

Each opponent gets tougher to KO — you have to knock each one down three times in a timed round to progress to the next.

Rocky — no real relation to the films of the same name — is a boxing game for street fighters. No fancy footwork here — just well timed punches!

The game is joyless or joy-

board controlled and both will get a bashing as you play. Overall, Rocky doesn't offer quite as much variety, but if you're not into fighting strategy and enjoy a good punch up — then Rocky is the boxer for you.

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

Seconds out! Round three. And the awesome Alligata duo square up to each other!

KNOCKOUT!

MACHINES: C64/Spectrum
SUPPLIER: Alligata
PRICE: £8.95

Stand up and fight! That's what you do in Alligata's championship challenge. No over-the-shoulder views this time, in this punch-out, the screen displays two full length boxers — seen from a side

view. You can fight the computer or another joystick-controlled opponent.

If you win four bouts against the computer, you qualify for a second battle against a new opponent — on side two of the tape. You must use a special code to load the second side and you only get it after defeating the first opponent.

There is an interesting menu screen which allows you to

select the skill of the opponent you wish to fight. And there's an interesting "create opponent" feature which allows you to determine just how the other boxer will move, dodge and punch when you come to fight him. All of a sudden, isn't it?

The animation of the boxers is a bit wooden — but the controls are pretty easy to master and it's nice to see full

length figures. The "create" mode enables you to select a sequence of up to 30 movements.

Overall, a satisfying game — but more on par with Rocky and Bruno!

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



R·E·V·I·E·W·S



AMAZON WARRIOR

MACHINE: CSM 64
SUPPLIER: New Generation Software
PRICE: £7.95

Be careful not to lose your head in the Amazon jungle.

Your only defence against the dangers which lurk in the dense, steaming undergrowth is a blow pipe and a fast pair of feet.

The game is played in three phases — the jungle, the caverns and the ruined temple.

Each phase is packed with snakes, scorpions, head hunters and vampire bats.

Points are awarded for each kill and bonus points are given if a particular challenge is overcome without losing a life.

Alternatively, you can decide to try and outwit the jungle dangers. But sooner or later, you will have to stand and face the foe.

The Amazon Warrior is controlled just by the joystick. Pushing the stick forward allows the warrior to load a poison dart into the pipe. If it is empty, moving it left or right will raise the pipe through a variety of firing angles.

The graphics are nice and the screen scrolling is smooth. The perspective through the trees is also pleasing.

Amazon Warrior, although reminiscent of *Forbidden Forest* is a challenging game which should keep you hooked.

Amazon Warrior was written by 20-year-old Geoff Sumner, a graduate of the Royal Academy of Music and winner of the Royal Philharmonic prize for composition.

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



WEB DIMENSION

MACHINE: CSM 64
SUPPLIER: Activision
PRICE: £19.95

This is a very, very strange game. Weird, in fact. There is no time limit, no Web Dimension, no scoring and no lives to be lost. So what is there?

Activision describes the game as "a very unique computerised music video with an electrifying revolutionary web, riddled by exquisite effects and 11 outrageous tunes".

The screen is a grey web

from which life springs — atoms, animals and plants. As these organisms and things slide along the web, you must try to connect them. If you're successful, more creatures are produced and, according to the game's score, "wondrously wild music will be your reward".

If all the connections are made properly and all the organisms are frozen, you progress to the next phase.

Web Dimension is an intriguing game which does not really fit into any specific category. Nevertheless, it does have an addictive quality which keeps you playing.

A game well worth getting tangled up with.

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



HERBERT'S DUMMY RUN

MACHINE: Spectrum
SUPPLIER: Mikro-Gen
PRICE: £9.95

Herbert's Dummy Run, the new release for the Spectrum and the Commodore 64 from Mikro-Gen, is a continuation of

the misdeeds and adventures of the 'Wally' family.

This time the youngest member of the family, Herbert, has got himself lost in a department store and has only four and a half hours to find his parents before the shop shuts for the evening.

Like the previous Wally games, Herbert's Dummy Run is an arcade adventure with numerous arcade game screens included within it. Unlike the others, it is relatively easy to complete as long as you've had plenty of practice, according to Mikro-Gen that is. Your aim is to find your way

through the exciting and dangerous shop trying to find Herbert's parents in the lost and found department.

Instead of a percentage score to tell you how far you have reached in the game, you get a jolly baby score — different, I suppose!

There are various objects in the game which you must find and use to their best advantage. The tennis racket is obviously used for playing tennis, as you'll find out if you play the game. Although the uses of certain other objects, the tennis for instance, are probably not as straight-

forward as they might appear.

The game is packed full of interesting, amusing and fairly difficult tasks for you to complete and riddles to solve.

Mikro-Gen are one of the few companies who consistently release better and better software. Herbert's Dummy Run is no exception.

Don't be a dummy — get to your local department store and buy it now!

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

OPERATION SWOOPFISH

MACHINE: CSM 64
SUPPLIER: British Software
PRICE: £9.95

Another war game carefully timed to coincide with Second

World War celebrations.

But with Operation Swoopfish you take the German side as a U-boat commander who has to stop an Allied invasion. Your submarine has been damaged and is unable to dive below periscope depth.

To attack the aircraft the U-boat must surface and fire its deck gun. But the sub becomes vulnerable on the surface when the enemy boatsmen into view although its guns have a range of more than six miles.

Operation Swoopfish is billed as "the ultimate war game". It's good but not that good.

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

Don't Buy another tape...

(OR DISK!)



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R·E·V·I·E·W·S



TIME SLIP

MACHINE: C18/Plus 4
SUPPLIER: English Software
PRICE: £8.95

Watch out for the standee at your local software shop —

here's a new game out for the C18 and Plus 4.

Game-derived owners of these machines should certainly take a look at Timeslip from English Software.

The most impressive thing about the game is how much action and detail has been packed into 18.

The game design is also unique with three-way split-screen scrolling sections. Each section is 15 screens wide.

The Timeslip task is fairly

simple. A time disturbance has been raised to a desert planet. Thirty six time orbs have been placed within the three time zones. Destruction of the planet is imminent.

Your mission is to destroy all the orbs and synchronise the time to 000hrs in all three zones.

Zone 1 is the planet's surface and you control a starfighter. Zone 2 is set in underground caverns and in Zone 3 you control a mini-sub.

In each of the time zones there are various hazards to

everyone. It's possible to freeze the action when you're in difficulties in one time zone and move to another to continue play.

Timeslip's designer and programmer, Jon Williams, has come up with a rifty and exciting little game. C18 owners should take three others for him.

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

JET SET WILLY II

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

The phenomenally successful series of games starring the marauder Willy, continues with the release of Jet Set Willy II — The Final Frontier.

The game continues in the same house that the original Jet Set game started in.

While Willy has been ill, he has employed some builders to do some work on the stairs. He

wonders why they had a green screen, but out of politeness doesn't ask them, but what was even stranger is that they added several rather strange rooms to his mansion and refused any offer of payment.

What have these strange beings done to Willy's house and what secret purpose does the locked room hold in store for the poor, unassuming miner?

Your task is to help Willy tidy up the mess that the aliens have left behind and, of course, explore the new rooms that have been added to the

mansion or Maria will throw Willy out on the street.

Those people who have seen or played JSW before will, on first sight, think that the game is exactly the same as the original and it is true that they do appear that way. But each room has its new puzzles and unexpected surprises. Plus all the completely new rooms that have been added to the game.

The game is harder than JSW (a lot harder according to the two programmers, John Dainell and Stephen Davies), and should keep mining

fanatics happy for several months if not years trying to solve this complicated and absorbing game.

Don't listen to the critics who claim that the Jet Set Willy is a copy of its predecessor — it isn't.

Bound to be one of this summer's biggest sellers — miss it at your peril!

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

ELIDON

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

When Elidonised for reviewing, I must admit that the thought of a game about fairies certainly seemed different.

On loading (about five minutes) the graphical treats started to unfold. Elidon has

taken some while to research and the diligence by the writer reveals itself screen by screen.

Using the joystick or keyboard, you are able to select your options. The music accompanying the game is Gregs Andra Dance.

Looking at the visual aspects, you begin to wonder where the space was for the music in the available memory (Elidon uses about 55K).

The garden shows at the beginning needs some magic flowers to complete it, and since there are 300 "flowers", the need for mapping will be obvious.

The animated fairy operates very well and a great degree of accuracy can be obtained, especially with the joystick or in my instance, the joystick is used. Since the skills and entrances to the roomy need

few judgements, don't think that you can dispense with your skills.

The game is visually stunning with the best graphics I have yet seen on the Commodore.

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

TAPPER

MACHINE: Spectrum
SUPPLIER: US Gold
PRICE: £7.95

If you're thinking about taking a holiday job as a barman, here's the game to play if you want to check out just how suitable you are for the job.

Basically the idea is to keep up a steady flow of drinks reaching your usually customers, collecting their empty bottles back along the bar at you, picking up tips and not dropping anything.

The character on the screen needs at least ten pairs of hands — and you need extremely quick reactions to keep up with

everything that's going on.

Tapper is a fast and funous game with good graphics and average sound. It scores really high on the old C64G playability meter too!

If you fancy a fast moving game with an original theme then get your boss to give you a break from serving and rush around to your local games

store — you'll find the salesmen rushed off their feet getting copies of Tapper for eager Spectrum owners!

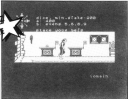
• Graphics	9
• Sound	7
• Value	8
• Playability	9



R·E·V·I·E·W·S



BLITZ
GAMES



DUN DARACH

MACHINE: Spectrum
SUPPLIER: Gargoyle Games
PRICE: £19.95

"Following a tateful, bloody and largely pointless battle against the Conachis, Cuchulainn the Great was returning home to Muirneath in company of his faithful charioteer, Loeg.

Towards the end of the second day the pair came across a wayside inn and went inside to claim lodging and sustenance, leaving their war chariot beside a strange horse drawn carriage.

While they waited for food, they were approached by Skar, a sprinkle beautiful girl, who told them that she was the owner of the strange carriage but was desperately troubled for her conveyance had developed a shattered axle, rather somewhat unseemly noise. Loeg, (and to assist her) — and, together with Skar, left the inn.

Cuchulainn settled back to enjoy his food and drink. But after a while he went outside to find Loeg. Instead he found his horse slain and Loeg gone. Of the strange carriage there was only a cloud of dust disappearing along the Eastern road and the hint of ghostly girlish laughter carried back to his

ears by the wind.

Running back into the inn Cuchulainn grabbed the terrified innkeeper and forced him to reveal the full story.

Skar was an ally of the Conachis. Cuchulainn had so recently been fighting and Loeg had been taken in retribution for the death of the Forbearing Arian during that fateful battle. Loeg was being taken to the secret city of Dun Darach!

This is how the scene is set for the long awaited sequel to *Tir Na Nog*, the animated graphic adventure which caused such a stir among gamers last year.

Gargoyles, *Dun Darach* is a worthy successor to their first, more classic, adventure. It breaks more new ground on the Spectrum with improved animation of the old characters, who inhabit the most shadowed city of Dun Darach and a considerably enhanced plot.

The basic object of the game is to rescue Loeg from the clutches of the evil Skar. But there are several secondary quests to be dealt with before you can even think about saving Loeg.

There are 11 other characters, each with their very own personalities, who Cuchulainn will come across in his wanderings around the

strange city.

Most of them seem determined to rob him off, stealing money and belongings from the unsuspecting 'warrior'. But they will also help him — if he can find out what they want in return.

The city is divided up into seven different areas with different features. All have various shops containing items which Cuchulainn will need during his time there. He can buy, sell or barter for items he wants. But remember, time doesn't always pay!

Control keys have been added so for *Dun Darach* it's now much easier to get a quick response from your character in a tight spot. The screen display is similar to *Tir Na Nog*, except that the icons for the other characters that you meet in the city are displayed underneath the main graphics window.

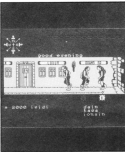
You can still turn your 'camera angle' through 180

degrees to get an all round view of your surroundings and switch direction. At the top of the screen is a useful compass which aids map making and your progress through the city.

Dun Darach is an entertaining game. It has real atmosphere — you really feel as if you are strolling the streets of a strange city. You have to learn how to make your way in this odd place, from left and the right people and above all, how to rescue your old mate Loeg. It's also a real step forward for the arcade animation adventure game.

The game comes nicely presented with an informative booklet and useful quick reference card for the characters. I can't wait to get back into the city!

Graphics	B
Sound	nm
Value	10
Playability	10



R·E·V·I·E·W·S



JUMP JET

MACHINE: CSM 64
SUPPLIES: Airing
PRICE: £9.95 disc/£11.95 cassette

This is it! Your chance to get your hands on the controls of a Sea Harrier — and later it's a seek and destroy mission.

Jump Jet was written by Vaughan Dow, who for many years was a jump jet pilot. It contained not only the

challenge of coping with a fight simulation but also the thrill of combat.

There are four skill levels, plus one for practice, ranging from Flight Lieutenant, Squadron Leader, Wing Commander to Group Captain.

The instrument panel is in view all the time, showing radar, altitude, fuel, time, compass, artificial horizon, power and warning lights.

Airspeed, missiles, angle of engine thrust, undercarriage

and flap position are also displayed.

The initial screen is a bird's eye view of the jump jet positioned on an aircraft carrier.

As the jet lifts off and gets above 50 feet, the view changes to a split screen, one showing a side view of the carrier and jet, the other a rear view.

Once the jet climbs to 200 feet, the screen changes again — this time to the view from the cockpit.

Enemy aircraft can be tracked on the radar and when the jet climbs within five miles the screen changes again. The enemy disappears from the radar and then reappears within the pilot's view.

Once visual contact is made, the pilot must fight, hopefully surviving to return to the carrier.

One disappointment is the way the enemy aircraft is destroyed. There's no grid explosion. The plane just dis-

appears in a reddish blur.

Speech is also incorporated in the Jump Jet program to convey vital messages and add some realism — examples are "Prepare for take-off" and "Mayday".

Jump Jet is a challenging and absorbing game. The graphics are nice and clear and the lay-out of the screen is also pleasing.

Although it's important to read the accompanying booklet, it's fairly easy to get airborne — unlike some other flight simulations — but the rest of the mission is very challenging.

For those who like flight simulations, Jump Jet is well worth buying. Conversions will also be available for the Amstrad, Iliac, Spectrum, C16 and Vic 20.

■ Graphics	15
■ Sound	15
■ Value	18
■ Playability	18





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GREAT BRITAIN

(THE CHALLENGER)



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CANADA

The big, powerful lumberjack from Canada, with the beauty of a grizzly bear and the speed of an elephant.



2 FUNG LONG CHOP
JAPAN

All the way from the land of the rising H.P., Fung Long Chop is a martial arts master of No. 1 can do.



3 ANDRA PUNCHEDOV
USSR

Andra is a fast, dancing Russian who goes to your head faster than a neat glass of vodka.



4 TRIBAL TROUBLE
AFRICA

Tribal means trouble for anyone. He has a temper that puts the rest of your family to shame. He's a fast puncher with unerring accuracy.



5 FRENCHIE
FRANCE

Frenchie may appear to be cool, suave and sophisticated, but the deceptive facade hides a rather menacing individual, ready to make you see stars.



6 RAYOU MARIOSI
ITALY

Rayou is not a man to mess with. He knows all the dirty tricks, and uses them without a care in the world.



7 ANTIDOTEAN ANDY
AUSTRALIA

Fed on a diet of empty lager cans, this man feels no pain. Run an interrupted punch down.



8 PETER PERFECT
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World Famous, World Champion Peter Perfect. The most real and accurate boxer in history is set to drive his engine of glory all over you. Could anyone be a match for mucho man?



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elite

An illustration of a complex blue pipe system. At the top, a horizontal pipe has two angled branches extending downwards. Below this, the title 'SUPER PIPELINE' is written in large, bold, yellow block letters with a 3D effect. Underneath the title, the pipe system continues with several horizontal and vertical segments. Two vertical pipes in the center are highlighted with red and yellow rectangular frames. At the bottom, a horizontal pipe features a circular valve with a red handle. The entire scene is set against a background of vertical bars, suggesting a prison or industrial setting.

SUPER PIPELINE

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commodore 64
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CONTRACTION

MACHINE: BBC
SUPPLIER: Icon
PRICE: £1.95

This game is all about picking apples, but you can forget about the harmless proceeds of your youth. Here the orchards are filled with carniferales and a host of deadly creepy creatures, not to mention various formidable and undesirable obstacles.

You must brave the perils of the goblins in the sky, the dangers of the deep, the demons and fiends of hell, the foul-furred spider's lair, the chilling snow palace and five other locations in your quest to — well, to pick apples!

And it's not easy. The timing has to be just right, and one of my major complaints is the rather arbitrary way you can sometimes be killed by being close to a hazard, as well as actually touching it. In a game that's difficult anyway, this can be really irritating.

It's an entertaining little game from Icon which is strongly reminiscent of *Fruit* — I would say the graphics were about on a par with *Fruit*. The screens are very lively with plenty of movement, although there are rather irritating dead ends. There seems to be a fixed route round each location and, if something goes wrong — a few breaks off a tree, or something — you're trapped

and have to start again.

I'm not sure about the exact significance of the title — I suppose they couldn't think of anything else to call such a bizarre collection of locations and hazards. Beyond building up a score by collecting as many apples as possible, the only point to the game is the fun of negotiating each screen.

Icon describes the game as "madcap fantasy" which just about sums it up. It will pleasantly while away a wet Sunday afternoon.

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

DANGER MOUSE IN DOUBLE TROUBLE

MACHINE: Amstrad
SUPPLIER: Oceanic Sparks
PRICE: £8.95

Following the success of *Danger Mouse* on the Spectrum and Commodore 64, the superspy rodent is back in action on the Amstrad.

Danger Mouse is up against his old enemy, Baron Blatz Gorenberg, the world's most villainous bad who is bent on world domination.

Hidden in the depths of the Peruvian jungle, Baron Gorenberg has developed a 32K RAM OMCS ROM — Royal Artificial Mechanisms, *Danger Mouse* Operating System, Really 'Ordie Mouse! It is an electronically adjustable mega-vicious hardware and *Danger Mouse*, with the trusty Perfid as his sidekick, set to track down and deactivate this deadly device before it's too late.

Viciousness aside, mischievous intentions, mouse-eating burms, crocodile-induced waters and flying

robots must all be faced.

All the game ingredients which made the *Danger Mouse* game such a success on other machines are present in the Amstrad version.

Meanwhile, *Danger Mouse* will be back in a brand new adventure in the autumn.

And no-doubt Baron Blatz Gorenberg will be at the bottom of a fresh lot of trouble.

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

FIONA RIDES OUT/ DARE DEVIL DENNIS

MACHINE: CIB 64
SUPPLIER: CSM
PRICE: £7.95

Fiona Rides Out and *Dare Devil Dennis* is a two-game deal on one tape at a nice price.

Fiona is the better game with good quality animated graphics, 13 levels of increasing difficulty and frequent trips to hell.

For *Fiona* is a witchswatch who has had her power taken

away by other witches. Your job is to help her regain her powers.

To do that, Fiona must shoot down her spell ingredients, pick them up and put them in a cauldron until one of her tools appears above it.

If, however, Fiona's energy falls below zero she is sent to hell. If she escapes, she regains a life. But if she touches the burning rocks or demons, Fiona is reincarnated into the living world — but this can only happen five times.

The second game is *Dare Devil Dennis*, a movie stunt-

man who has to tackle the worst motorcycle stunt of his life — more than 80 different levels.

The game has a strange beginning where Dennis is seen walking across the studio set. As he goes, he must leap over beams and up into the air in sequence, escaped balloons for bonus, just quite why is not explained. Still, strange things happen in the world of film.

■ Graphics	6 1/2
■ Sound	6 1/2
■ Value	6 1/2
■ Playability	6 1/2

WILADOE

MACHINE: BBC B
SUPPLIER: Imagine
PRICE: £7.95

Wiiadoe, from Imagine, is an exploration game in the classic sense. The plot is typical of a fantasy adventure — taking the world from a terrible dragon, Gmaun, and taking revenge for your grandfather's sudden demise.

This is, of course, much harder than it sounds, for each species of foe needs a different spell to be defeated and the vital scrolls are very well defended.

Three parts of a golden wheel must be collected in order to go dragon-busting which, in turn, will restore the dragonage, allowing you to enter the castle.

The screen is presented "side-on", like *Manic Miner* or *Fruit*, and looks very odd, the landscape of trees, cliffs and dungeons waits scrolls ahead of you, scrolling the various types of nasty that you must overcome. There's number six and are all nicely drawn in multi-coloured, mode 2-graphics. Three of these can be killed and are not really a problem, other than preventing you passing if you don't have the correct item.

In the time given to review a game, it is not easy to tell just how long the appeal will last. Certain games, whilst looking like world-beaters at the start, will fade after a very short period of playing time. However, *Wiiadoe* looks as if it will retain its mystery for a long time to come and gradually unfold, rather than being a flash-in-the-pan.

Imagine are offering a £100 prize for the first person to complete the game early next month until August.

■ Graphics	90
■ Sound	7
■ Value	10
■ Playability	8

FALCON PATROL II

MACHINE: Spectrum
SUPPLIER: Virgin Games
PRICE: £8.95

Falcon Patrol II is a classic on the Commodore 64. Unfortunately the game can't be said about the conversion.

The basic idea is to fly your jump jet around over a desert style battlefield blasting enemy

helicopters and ground emplacements.

The graphics are OK, the sound not too hot and game play eventually extremely boring. Give this one a miss.

■ Graphics	6
■ Sound	5
■ Value	5
■ Playability	4

THE CAPTIVE

MACHINE: CIB 64
SUPPLIER: Masteronic
PRICE: £1.50

A new arcade style adventure from Masteronic at a nice price.

This is a real time adventure set in the Glen of Colvonn Carpass, blending scrolling screen landscapes, joystick control of your player and keyboard instructions to pick up or

drop items.

Many of the objects — it used to be only you — can hold you escape.

While the graphics or the idea behind the game may not be brilliant, it would be silly to quibble considering the price of the game.

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

CAVO: Are you interfacing with anyone at the moment?

Max: What an odd-fashioned question! If you mean "cooing", "walking out", "dating" or any other of these weird modern terms you youngsters seem to love, I suppose you want me to say I had a quite a time with the speaking clock. But I don't do jobs like that.

CAVO: Is Max Headroom your real name? If not, have you a reason for changing it? Is there a guilty secret in your past?

Max: Yes. No and No — in that order. But if you want to tell more secrets, you can change them round a bit. No, usually I keep the initials and use that a quiet name swap with Michael Headroom. I think he wants to reap back, but I'm not strutting around in a full-jacket for anybody.

CAVO: How did you get your start? Was it due to a programming error or was it a planned imperfection?

Max: It was an accident, but now I like it. Defects are the way to get on in public life. Have you noticed how many politicians can't say "R" properly? I think there must be corners in it for scoring MPs. The classic case is how old Meg Thatcher's voice is steadily getting lower — although that could be a hairy prospect.

CAVO: What generation do you represent?

Max: I appeal to a very wide group of people of all ages between 18 and 18½.

CAVO: Please give graphic details of your life style.

Max: Well, press photographs are always trying to catch me walking through airports, grinning and smiling, carrying one of those expensive leather shoulder bags. But I won't let them.

CAVO: How did you stop them?

Max: I always use a plastic carrier.

CAVO: Do people buy you?

Max: I happen to know that there are some at MS who are very keen to.

CAVO: Do you exist in your own time and space or someone else's?

Max: Do you mean I share a flat? No.

CAVO: I don't think you understood our last question. Never mind, what is your ambition in life?

Max: I'd like to share a flat and understand your last question. Also I'd like to do my little bit to get the world back to the peace, love and harmony of last August.

CAVO: Will the new strides in technology help you develop your character?

Max: I hope. More all they'll help me improve my writing so I can stop half spelling jokes and start writing them completely.

CAVO: Who did you fancy for the FA cup this year?

Max: I hoped it would be the Queens so I wouldn't be disappointed to see the Duke of Kent lifting the trophy this year.

CAVO: Do you play computer games?

Max: Of course not. It's not much fun playing with yourself. And it's boring to win all the time.

CAVO: Where do your jokes come from?

Max: I still get fed up by things the professor makes on a wall somewhere, but all the really good material comes from me.

CAVO: Who programmed you?

Max: Originally the producers, but now I'm almost completely self-programming, and I've about to become the first ever computer-generated producer/writer/performer. You wait and see the difference when it happens!

CAVO: Just what is going on behind you in the studio?

Max: Mostly tears and emotional outbursts from people who can't take the pressure that goes with working with a highly successful almost perfect performer. They just don't have the luxury it takes.

CAVO: What are your earliest memories?

Max: Winona last prize in a "Bonny Monocrop" contest. See, comedy comes naturally!

CAVO: You play a lot of music on your show. What is your favorite kind of music?

Max: I love old signature tunes, and I've just bought "Another 20 Golden Old Ghosts" to complete my collection. My other current favorites are "Repeat Watch Times, Vol 2" and an early recording of someone vs. Max.

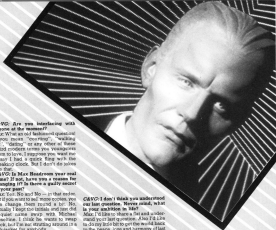
CAVO: Who are your heroes?

Max: Hollywood greats like Clint Eastwood and Robert Strehlem. I suppose I'm bound to go for the robust types.

CAVO: What is your idea of a good night out?

Max: Getting my entire fan club together in one place and beating them at bridge.

CAVO: Thanks for letting us discover more about the Max factor, Max. We still like that joke!



GHETTOBLASTER COMPETITION



Dance to the music and let the best go on, far over with a fantastic programmable synthesizer.

That's the number one prize in another fantastic competition brought to you by Computer & Video Games and Virgin Games.

Virgin has a hit on its hands with its new game GhettoBlaster which involves the exploits of Rockin' Rodney, a record company messenger in Funky Town. The 12 original pieces of music which accompany the game will have you dancing in your seat.

The game is the work of Tony "Gibbo" Gibson and Mark Hansen, pictured right. Now they have come up with this competition for you to enter.

In the game GhettoBlaster, streets are named after some well known songs. What we want you to do is name the artists that have recorded them.

The person who gets most right will win a ghettoBlaster and the 12 runners-up will get copies of the game (Commodore 64 only).

In some cases, the song has been recorded by more than one person. Any correct answer will do.

CS&V/VIRGIN GAMES GHETTOBLASTER COMPETITION

Name.....

Address.....

Song	Artist
Moonlight Drive	_____
Rocky Road	_____
Pleasant Street	_____
Tobacco Road	_____
Sunny Goodie Street	_____
Electric Avenue	_____
Route 66	_____
Gasoline Alley	_____
Strawberry Fields	_____
Blackberry Way	_____
Field No. One	_____
McArthur Park	_____

Go-Breaker: The best record of 1965

so far has been.....

because (is not more than twenty words).....

COMPUTER GRAPHICS PACKAGES

How many of you want to be the next top games designer? Come on. Hands up! Okay — well, how many of you can program graphics? I mean REALLY program graphics to the standard of, say, the better games you've played. Not the sort of thing that looks like a heap of Lego bricks thrown up in the air.

I'm talking about easy-to-use brushes and colour, instant Light & Magic Ltd. stuff!

Well, my brief, as the designer of this esteemed magazine, was to go through various Graphics Packages that are available for the home-user market. This means that I am going to give these games the once over, just like you will, in a shop or at home, get a first impression of the facilities and come up with how best they can be used.



LEONARDO

Spectrum 486
Price: £19.95

Thorn-EMI have the "ultimate graphics package" for the Spectrum 486 which has almost everything.

On loading, everything I found tricky — but then I had working a phone-line difficult — you are presented with a choice of control. I used a joystick, which is essential for any serious graphics work. This gives a blank screen with a flashing cursor and you can start to draw.

Using this mode of DRAWN you can change the thickness and whether you want to draw straight lines or arcs or circles. By referring to the information window, you can see what is going on behind the scenes. I found this to be a little misleading, as you have lots of numbers floating about.

Leonardo has an interesting feature of WINDOWING, with which you can



invert, draw and shift the image contained in the WINDOW. You can roughly paste the picture. This is a very useful piece of graphics as it is difficult, if not impossible, to work on a picture using the clumsy pencil displayed on the screen.

Colouring was fine though I found the Spectrum a hard task master for my jump memory. Which key does what? Luckily, the instruction manual has some keyboard maps to help, but one day you would have been better.

Various other features were Mirror Images, Word Painting, 3D Drawing and Undo (After Defined Graphics). This also has an extensive selection of standard characters in memory to use it, and when you want them, I didn't.

The manual, although comprehensive, was far too technical for the average user and really would tend to be a seasoned designer to get instant results.

Powerful and penetrating. But cheap!



THE DESIGNER'S PENCIL

Commodore 64
Price: £10.95

This little gem from Activision has an excellent programming screen allowing fast drawing. What it basically does is give you various ratings of characters all ready to call and, by moving an arrow cursor, you can compile your own program. This makes for a slow technique, but good and useful — even though, as an artist, I would have liked more freedom to jot and draw rather than have shapes "defined" to me by the program. I have this down of a simple listing pad — perhaps a light post in the future!

The demo was the best of the bunch, showing what could be done — but not how! It took a while to get the hang of entering the various levels, but fortunately the manual is well designed and easy to follow.

I found the simple act of drawing different areas through the colour library was good. It still wasn't what I would call "user friendly" — the "strings" command parameters and locations and words like "location" were used.



ARTIST Commodore 64 Price: £18.95

After loading this program, you'll find "Y" will call up a simple menu and select menu. Remember to call up JOY both the menu, though, or you'll spend 15 minutes trying to figure out how to move the cursor! The menu was good, with instructions and options in a panel on the bottom of the screen.

The commands were chosen by moving the cursor, a task I found fiddly and often inaccurate. But with one word, no doubt, be easier.

The CHASE facility was so basic that



a Wandering mode but useful due to its expandability — still a was hard to understand. Creating and saving new UFGs was very simple. You can call up this drawing facility and make a big image, reduce it to whatever size you like and store it for further use. The problem I had with Artist was getting menu in I went on. Perhaps it was just me, but I found that the cursor kept sticking. The fill commands sometimes didn't work — and generally gave me a hard time.

Overall, Artist, although powerful, was hard to understand and difficult to get the hang of.



THE ARTIST Spectrum 486 Price: £19.95

This program arrived in a sort of unboxed state. The manual consisted of two typed pages, so it's probably easier to untangle the packaging.

The concept is a good one, and is obviously aimed at the games designers with its animated figures you can call up instantly.

The program has an interesting OVERLAY facility getting GDT, ODT and ARBIT to your picture. This, plus scaling and mirror use, makes this an attractive proposition from the start.



GRAPHITO BBC Price: £29.95

It would be silly to have a review of graphics packages without at least one real hard-line program.

This BBC disc or cassette pack is the real thing. Far more complex than the other programs, but a must for graphics freaks into 3D. 2D/3D lines and perspective with hidden line erasing. Easy to program using a set of FORTRAN, I think. It is a joy to use and very powerful. Nice solid graphics and lighting, too.

Advanced still though not really for games.



LIGHTMAGIC Spectrum 486 Price: £14.95

New Generation Software have, in my opinion, come up with a winner in this delightful package.

The main menu is clear and concise giving very instructions with a screen editing panel (and the user have had drawing). It is a pleasure to use editing commands in a great help in future design.

Two object designs give maximum visibility in complex scenes, and the use of a 45° line to give curve location.



is simple to understand and accurate. Another feature I found a small test for the main designers in the thick 3D brush stroke, giving a narrow shaded wall effect at a 45-degree angle (two dimensional).

The greatest thing about Lightmagic, though, is the user really seems — everything from helicopters to tanks, boats and boats. Just take your pick, move it around with the joystick and forget instant games! This was what I was looking for in all these games — was heavily with instant results and no complex programming.



SUMMARY OF TERMS

BRUSH: Should have a range like this. You just call one up and move it about with the joystick instead of a brush.

REGISTRATION: These are line squares or blocks which are stored in memory to be called up and moved around the screen. They are made up of...

FIELDS: These are the building blocks of colors and shape, even texture, that build up the picture. Imagine Lego bricks.

LOCATION: This is usually the way the user places a point on the screen, like as a map reference — you know — 0 up, 1 along, that type of thing!

PRE-SET DRAWING: These are circles, straight lines and arcs that the user defines using formulas on the screen. Can be complicated but very useful and interesting.

2D LINE: This is really position marking line LOCATIONS for 2-dimensional lines.

2D/3D LINE: which are for 3-dimensional drawing.



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Hi there, techno freaks. It's time to power up the old word processor yet again to bring you a whole new selection of goodies aimed at helping you get more from your mouse. And if this page is anything like that introduction then it'll sure be worth reading!

SOFT FINGERS?

Before we start, though, a plea. If you've found a wonderful piece of information about your computer that you want to share with everyone, please make sure that I can read it. If it's a short listing, it's best on a computer printout so that I can be sure that it works. Not that I do any poor programming efforts, it's just that no one's typing is infallible and a mistyped POKE can cause a lot of angry phone calls and red typewritten letters.

I feel like being kind this month, so I won't actually name the person who sent me a police for Music Mirror on the Vic, whose letter ended by saying "we're STICKING to our guns!"

DOZY DRAGON

Here's a little routine which slows down the speed at which the Dragon 32 loads a program. I'm sure many Dragon owners will find this extremely useful. However, I can't help admitting that the main reason I'm posting this tip is because I think the headline's terrific! To make your Dragon drag on, type **POKE 38640**. Thanks go to Richard Chubb (edwin.01@btopenworld.com) for this one.

CYN PROBLEMS

We still get a couple of letters every week here at CEMC from people complaining about the old Commodore 64 cassette recorder. It appears that, while some readers never have any problems loading or saving programs on their 64, some machines just don't like the C64

Scott Dawson, from London, and Paul Schenkel, from Cardiff, are this week's winners of the "Who's got a healthy GEM" competition. Scott's only loads some of his games. Paul's main problem was with his copy of *Sea Slide Special* from Taitex. Like most others, Paul returned his copy of the game to his local computer store, where, you guessed it, he had no confidence at all.

Apparently, Commodore has admitted that some CIBs have had

problems. If you're one of those, I'd like to hear about it. Drop me a line if you have a problem with your CIM, or any other piece of computer kit. It would be interesting to see just how reliable home micros and peripherals are. I'll give you the top 10 micros which are the most available in a couple of months.

Meanwhile, if you buy a computer and it turns out to be faulty, it is the responsibility of the dealer who sold it to you to put it right. If the machine is under guarantee, there should be no problems. You should ask for your money back or a replacement machine, and try not to accept having the broken machine repaired.

Guaranteed periods on computers are often not very long warranties. In your machine breaks down a few weeks after the guarantee runs out, try writing to the managing director of the company that makes the machine. Ask him if it is possible for his company's machines to last just a few weeks more than the guarantee period before breakdowns happen.

GRAPHICALLY BETTER

A couple of people have asked how to get those fancy screens to appear on your Spectrum when loading a game. You know, the flashing Masterblaster logo on the gorgeous graphics that Ultimate uses.

Actually, making the system load reduce the owner is the main goal.

Designing the graphics is rather harder. The Miner Miner logo is all done with flashing screen attributes. Although you can't normally have movement on the screen while a program is loading from tape, you can have a screen with a flashing message.

Now, suppose one part of the screen is blue flashing on a red background. At each flash, the colours are reversed, which gives the impression of movement. You'll see this technique used quite a lot on Macintosh, if you look around.

To make a still picture, use one of the art packages currently available for the Spectrum.

Once you have designed your screen, you'll need to save it. If you are using an ad package, use the option in the program which saves your design.

In SCREEN format, if you have used your own designs, type SAVE "LOAD-ORN" SCREEN. This saves the current contents of the screen on tape and calls the file LOADORN.

Now, when you have written your game, save it on the same page after the heading screen.

Before the loading screen, you'll need to record a small program which says **LOAD "LOADSCREEN" SCREENS**. **LOAD - LINE 0**. This will load your screen, then load your game and start the game running from line 0. If your game starts at a different line, alter the 0 to a different number.

Why not try to produce a CD/DVD loading screen at the beginning of the tape you record the magazine's listings on? It will add a professional touch to your edition.

A DEVIL OF A PROGRAM

Here's a program, beautifully typed by a dot matrix printer (though on blue paper) courtesy of Jon Paul Eldridge. I can't say where he lives as I've mistook the latter forcity, though. (He put his name in a NAME at the top of the program. The idea of the routine is to keep prying eyes from your BASIC listings and stop people breaking into them. In Jon's own words, it gives the hacker hell.)

To disclose your program, try to put a number of lines in your program consisting of REM followed by speech marks and then an "a" sign. For example, in REM "a. Save your hourly REMtime program, clear the machine and move in this circuit into routine:

100-SEVEN PAGES—2200-TOP4—
L200F0410T0 TOP4 IF 141—574
AND A141-525 AND A141-540
A141-540—2200-TOP4

Run the routine, which sets up key F0 with the lock function. Now, load your BASIC program and press F0. That's all there is to it.

By this way, says Jim, by typing CACOL
and a CACOL I will.

Well that's about it for this month. Remember, if you have a problem with your mirror, or there's something in the manual that you just can't get to grips with, drop me a line in the C&VG office or to the Ray Hunter account on Microsoft, number 0113660535.

BUG HUNTER

— WRITE TO ME AT COMPUTER VIDEO GAMES
PROPERTY, 30-32 FARRINGHAM LANE
LONDON E5 8JH OR PHONE ME
ON 01-251 6222.



First, to the problems with the listings in the June 1985 issue. We haven't had any calls concerning Deluxe (Amstrad), so presumably this is okay. However, of the other three listings, one contains a few errors and the others have a couple of quirks.

HUNCHY (Spectrum)

This is the bug-ridden program of the month. Everything seems to be all right with the first program (page 71).

Line 30 of the second program contains the first problem. This isn't a display bug, but the author obviously had a microdrive and this line will contain a microdrive load command. The purpose of this line is to load in the user-defined graphics if they are not already present — this is why it checks to see whether the first byte of the UDG area has been set to "00". If you always run the first program before the second, then just omitting this line will solve the problem. Alternatively, change the line to read: 30 IF PEEK (UDG ">0) THEN LOAD "bchr" CODE.

Next comes the last line (1050) from the first program and run this. It will set up the graphics, draw the screen, including the "NOW LOADING..." message, then return to BASIC. Now type the line: SAVE "bchr" CODE: UDG ">" 2178 and save the UDG data AFTER the second program on the tape. From now on there is no need to run the first program. Just load and run the second which will automatically load the UDG data from tape.

The other minor problems concern the new method we are using to draw graphics. The inverted graphics in line 6500 should be SHFT+4, then 7, then 7, whilst in graphics mode, not the SHFT+7 shown. This should give a table shape.

The lines 6990 to the end of the program haven't had the UDGs changed. These should be:

LINE	GRAPHIC CODE
6850	P (right of them altogether)
7030	A, B (one of each)
7130	U (just one)

OGGS EGGS (Atari)

We saw problems here, but the printer played up a bit. Some lines, such as 140,160 and 801 to 850 have large gaps in them. These spaces are not significant and can be left out without causing problems.

It is always best to remember that printers often do print spaces where they aren't necessary. The Commodore will sometimes list a line that seems too long — sometimes abbreviations and you won't spend hours poring over a listing.

PENGI (Commodore 64)

There are no errors or printing problems that we know of with this program. Nevertheless, we've had quite a few enquiries concerning line 301. The problem here is that the Commodore 64 will only allow line lengths of up to 80 characters (two screen lines). Unfortunately, line 301 (as printed) contains 84 characters. So how was it typed in the first place?

Obviously you don't need to type in the space after the line number which will save one character, leaving a total of 83. In addition, the real trick is to use command abbreviations. The best known of these is "PRINT", which can be abbreviated to "P", saving four more characters. This should now allow you to enter the 78 characters on the line. However, for further saving, "POKE" can be abbreviated to "P% B" (control characters are the same as those in the listing, ie, SHFT+O, and so on).

These, and many more abbreviated commands, can be very handy on both the Commodore 64 and the Vic-20, so you'll probably find it useful to familiarise yourself with them.

PYRAMIDS OF AARON (Spectrum)

We've had quite a few enquiries concerning the problem from our May 1985 issue. The main problem seems to be with people being unable to type line 30. Well, having diligently typed in the program (revel from the magazine listing), everything worked, including line 30!

It did turn out that all the graphics had been converted to upper-case characters, without any indication that they should be graphics. Therefore, as a general rule, if you find any of the letters A, B, C, D, E, F, G or H between inverted commas in a PRINT statement, then type them in graphics mode. This will at least give you decent looking screens.

Finally, for people still stuck on line 30. There doesn't seem to be anything, but here it is again:

```
30 FOR I=-50 TO 50: PLOT 156,156:
DRAW I,-156+I/50 AND I=-50:
PLOT 43,150: DRAW I/5,-48+I/10
AND I=-50: PLOT 50,150: DRAW
I/3,-50+I/15 AND I=-50: LET I=I+
50 AND I=-50: NEXT I
```

CREEPLY CRAWLEY (Spectrum)

We've had quite a few enquiries about the game Creeple Crawley in the April 1985 issue. Some of you may be having difficulties with the user-defined graphics. Unfortunately, these are not shown in the rest of the listing, but instead appear as normal upper-case letters inside the inverted commas of PRINT statements. So, to get the correct symbols, use Graphics mode for the printed characters in lines 1030, 1035, 1040, 1070 and 1010 to 1040.

SEND US YOUR GAMES!



Have you written a game's program that you'd like to see printed within C&VG? You needn't then bite this lion and stuff it to us at Computer & Video Games, Program Listings, Priority Court, 30-32 Farnham Lane, London EC9P 3AU. We'll pay £20 for each listing we print — we get your game to us today!

We'd also like you to send us a photograph of yourself — it doesn't matter how silly you look — so we can feature your smiling face alongside your listing and make you **REALLY** famous, famous and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself, we're afraid that we can't return your tapes to you.

Taking of tape — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer.

Lots of our readers have been asking just what happens to their games when they arrive at C&VG. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our

"to be published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are pinpoints. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

And starting here and now you could become C&VG's Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

Program name:

Machine make: Model:

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basis, and any, etc.) needed to run it:

Author's Christian name: Surname:

Address:

Tel: Date:

Type of game: (if original please say so)

Loading instructions:

Game instructions: (if not included in the listing)

Office use only

Date received:

Evaluator's comments

Acknowledgement sent: ☐

Good enough to publish ☐

Name of evaluator:

Needs some tidying up ☐

Date sent out:

Not worth publishing ☐

Date due back:

Needs to be returned to author for alterations: ☐

Date sent:

Same game already published on this micro ☐

Due to be published in issue of magazine:

Wouldn't load ☐



ENTOMBED

Never having played Ultima's first game for the Commodore 64, *King of Karnath*, I am unable to make a real comparison to *Entombed* — all I can say is that *Entombed* is a far more complex game, with many maze-like corridors.

If you're looking for help on the first screen, I can tell you that all you need do is jump at the top in the far right wall. The statues will now remain parked.

Now, look at the Level 1 map. There is obviously only one important route. Go to room A and, using JUMP, make your way to the chest. Here you will find the magic whip — but don't use it yet. Leave your function at JUMP and make your way back to the exit. Now switch your function to USE WHIP. When any unwanted creatures approach, give them 40 lashes!

Move onto room B and walk under the large beetle — no skill needed here!

You are now in Level 1. You will find a scroll to read in room D, but read all scrolls quickly because they are displayed for such a short time that they cannot be read twice.

Does anyone know the purpose of room C? Those who do, write to Prof. Fisher right away!

To gain access to Level 1, go to room E, stand in the left (from your view) of the obstructing statue and whip it vigorously. Keep moving closer to it as it moves, or the statue will be out of range of your whip. The door is now closed and you can go through the door.

You are now on Level 1. Go to room G, where the statue is apparently immovable. Go to room F, touch the chest (don't forget to use JUMP to clear this screen) and you will find a "Small Idol". Return to room G. The statue moves from the door.

You are now in Level 4. Go to room H. See those things that the bird is dropping all around you? Well, you must collect them! Not by merely walking under them and catching them as they fall, but by

jumping at them!

After collecting numerous bird droppings, the screen sets, the sun rises and a second scroll is shown. In room I there is another scroll in a chest. To reach it you must walk under the flying snakes and JUMP over the snakes.

In room J there are four ghosts in each corner of the screen waiting threateningly and, if you approach the tomb in the middle, they all attack you.

If you JUMP forwards towards the tomb, the ghosts don't attack you! Apart from this, though, I haven't discovered anything else about room J.

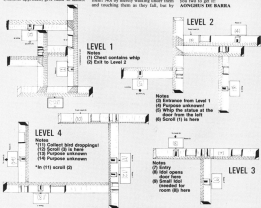
Finally, does anyone know how to reach Level 2? I simply cannot imagine that big boulder in room K. Any ideas?

GENERAL TIPS:

Walk close to the wall in the corridors. The monster always appears at the bottom and from here you can jump at the passing Falcons to gain extra lives.

Always keep an eye on your oxygen level when in rooms A-H. Don't bother collecting an extra life if it's going to cost you two to get it!

ADRIANUS DE BARBA





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003 CIRCUS CHASE
041 CIRCUS CIRCUS

VC 20 & 4000
000 MICKER THE BRICKO

SPECTRUM 16K/32K
000 RUN EASY RUN
030 DON'T PANIC

SPECTRUM 48K
000 WIKING RAIDERS
012 THE WILD BUNCH
014 MR. FREEZE
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001 SASSA AND
002 THE HELM
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The winner will also get top class instruction to help improve his or her computer skills.

And there will be a chance to enjoy other facilities at Dinmore — rifle shooting, archery, swimming, canoeing and a full evening entertainment programme with discos, films and campfires, to name a few.

Guests stay in dormitories which take six to 12 people. They are equipped with bunk beds, sheets, pillows and blankets.

The house contains modern toilets and showers, kitchen and dining rooms, games rooms, tack shop, reflex bar and television lounge.

Most of the house is centrally heated and clothes washing facilities are available.

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LABYRINTH

Can you enter the Labyrinth and attempt to slay the Minotaur? Somewhere in the heart of the maze it is waiting for you.

Scattered throughout the Labyrinth are weapons and items which may be of use. Pick them up and discard them at will.

You enter the maze with a full of thrust which you must survive as you progress through the passages. It is vital in finding the way out again.

In Labyrinth you can decide on the complexity of the maze, the speed of the Minotaur and the difficulty of the fight.

When inputting this program, remember to take particular care over the data statements and the use of full stops and commas.

```
10 REM LABYRINTH BY JO JOHNSON 1985
20 DATA "maze",0,0,4,-2,4,5,-1,0,5,1,
3,5,3,4,5,-2,4,55
30 DATA "maze",0,0,4,-4,0,5,-4,1,5,-
3,3,5,-3,1,3,3,0,3,3,3,5,4,3,5,0,3,3,0
4,3,1,5,-3,1,5,-3,0,5,-0,55
40 DATA "attack",3,0,4,-3,1,5,-3,1,5,
4,1,5,4,5,-3,0,55
50 DATA "attack",4,1,5,0,5,0,1,5,1,
1,5,1,5,5,0,55
60 DATA "attack",5,0,4,3,0,5,-3,1,5,-
3,1,5,3,3,5,0,55
70 DATA "damage",4,3,4,0,1,5,3,3,0,0
5,4,0,5,5,0,4,5,-1,4,5,4,5,5,0,4,-1,
5,1,5,5,-2,5,1,5,5,-2,5,0,5,-1,5,3,0,0
9
80 DATA "hammer",7,4,4,0,5,5,-3,5,5,
-5,2,5,4,5,0,5,5,4,3,5,4,5,5,5,5,0,0
55
90 DATA "sword",8,5,4,0,1,5,0,5,0,
3,5,3,5,0,4,5,-1,4,5,-1,0,5,0,0,4,-1,5,
1,5,5,-2,5,1,5,5,-2,5,0,5,5,-1,5,0,55
100 DATA "speed",5,5,4,3,5,5,-3,1,5,5,
-3,1,5,3,1,5,3,1,5,5,5,7,5,3,0,0,3,1,
55
110 DATA "move",10,7,4,3,0,5,-3,0,5,-3
3,5,3,3,5,3,0,5,4,0,1,5,5,0,0,55
120 PRINT#1:"GOTO 200"
130 MAX=0
140 DIM MAXEN(2,MAX),MINEN(MAX),THEN(2
,MAX)
150 MIN=0
160 DIM CHX(100),EX(100),OBY(100),EY(
100),CHN(100),CW(100),CX(100)
170 MAXEN=0
180 MODE=0
190 PROCinit
200 CH=0:FX=0:EW=0:EX=0:FX=STARTX:FY=0
TARTY
210 GO=0:FX=0:EW=0:EX=0:FX=0
220 FOR I=0 TO 10
230 CHX(I)=0:OBY(I)=0:EX(I)=0
240 NEXT
250 FOR I=0 TO MAX
260 THEN(I,1)=0:THEN(I,2)=0
270 NEXT
280 DIM-TIME:FX=0:EX=0:MY=0:MYW
290 REM * MAIN LOOP
300 IF EX=0 THEN PROCmove=1
310 IF EX=0 THEN EX=0
320 IF EX=1 THEN EX=0
330 PROCdraw
340 PROCdraw
```

```
350 EX=0
360 IF EX="0" THEN GOTO 440
370 IF EX="0" THEN GOTO 440
380 IF EX="0" THEN GOTO 440
390 IF EX="0" THEN GOTO 440
400 IF EX="0" THEN GOTO 440
410 IF EX="0" THEN GOTO 440
420 IF EX="0" THEN GOTO 440
430 IF EX="0" THEN GOTO 440
440 GOTO 440
450 ON(100) ("LEWEN",EX(1)=0:GO=0:40
460,440,400,400,400,400,400,400,400
470 IF EX="0" AND EX=0:1 THEN EXW
EX=0:GOTO 440
480 IF EX="0" AND EX=0:1 THEN EXW
EX=0:GOTO 440
490 REM * ERROR
500 V=0:GO=0:40
510 REM * TURN LEFT
520 DIR=DIR-1:IF DIR=1 THEN DIR=DIR-
4
530 GOTO 440
540 REM * TURN AROUND
550 DIR=DIR+1:IF DIR=4 THEN DIR=DIR-
4
560 GOTO 440
570 REM * MOVE FORWARD
580 IF EX=0 AND FY=0 THEN GOTO 440
590 IF EX=0 THEN EX=0:1
600 IF EX=0 THEN FY=FY+1
610 IF EX=0 OR EX=0 THEN EX=0:1
620 IF EX=0 OR EX=0 THEN EX=0:1
630 IF EX=0:1 THEN EX=0:1:1
640 IF EX=0:1 THEN EX=0:1:1
650 IF EX=0:1 THEN EX=0:1:1
660 IF EX=0:1 THEN EX=0:1:1
670 IF EX=0:1 THEN EX=0:1:1
680 IF EX=0:1 THEN EX=0:1:1
690 IF EX=0:1 THEN EX=0:1:1
700 IF EX=0:1 THEN EX=0:1:1
710 IF EX=0:1 THEN EX=0:1:1
720 IF EX=0:1 THEN EX=0:1:1
730 IF EX=0:1 THEN EX=0:1:1
740 IF EX=0:1 THEN EX=0:1:1
750 IF EX=0:1 THEN EX=0:1:1
760 IF EX=0:1 THEN EX=0:1:1
770 IF EX=0:1 THEN EX=0:1:1
780 IF EX=0:1 THEN EX=0:1:1
790 IF EX=0:1 THEN EX=0:1:1
800 IF EX=0:1 THEN EX=0:1:1
810 IF EX=0:1 THEN EX=0:1:1
820 IF EX=0:1 THEN EX=0:1:1
830 IF EX=0:1 THEN EX=0:1:1
840 IF EX=0:1 THEN EX=0:1:1
850 IF EX=0:1 THEN EX=0:1:1
860 IF EX=0:1 THEN EX=0:1:1
870 IF EX=0:1 THEN EX=0:1:1
880 IF EX=0:1 THEN EX=0:1:1
890 IF EX=0:1 THEN EX=0:1:1
900 IF EX=0:1 THEN EX=0:1:1
910 IF EX=0:1 THEN EX=0:1:1
920 IF EX=0:1 THEN EX=0:1:1
930 IF EX=0:1 THEN EX=0:1:1
940 IF EX=0:1 THEN EX=0:1:1
950 IF EX=0:1 THEN EX=0:1:1
960 IF EX=0:1 THEN EX=0:1:1
970 IF EX=0:1 THEN EX=0:1:1
980 IF EX=0:1 THEN EX=0:1:1
990 IF EX=0:1 THEN EX=0:1:1
1000 IF EX=0:1 THEN EX=0:1:1
```



RULES ON A BBC

BY JO EDWARDS





LABYRINTH

```

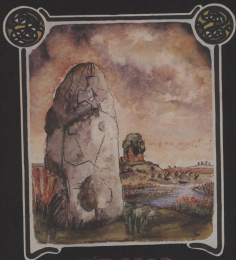
950 IF D=3 THEN GOTO 960
960 ORIGIN(2)=PCORIGIN(1)+VY*DS=3
970 GOTO 980
980 REM * SNAP
990 IF D=3 OR PC=0 THEN GOTO 995
995 ORIGIN(2)=PCORIGIN(1)+VY*DS=3
995 GOTO 980
995 REM * FIGHT
995 IF MAX=0 OR MY<=FY THEN GOTO 995
995
995 PROCESS
995 GOTO 980
995 REM * END OF PROGRAM
995 YOU ENCLICLIS
995 END
995 DEF SPECIAL1
995 CLS:YOU 21.0.0
995 PRINT "You are Thomas about to a
near the"
995 PRINT " Labyrinth to slay the M
monster"
995 PRINT "You will find weapons here
do or"
995 PRINT " greater or lesser worth"
:PRINT
995 PRINT "You have a ball of thread
which"
995 PRINT "You are asked to help you
find"
995 PRINT "Your way out":PRINT
995 INPUT "Comp(ass) of Maze ? (1=0)
mag1": COMPLEX:PRINT
995 INPUT "Speed of Monster ? (1=0)
movement": SPEED:PRINT
995 INPUT "Difficulty of Fight ? (1=0
map1)": FIGHT:PRINT
995 PRINT "Labyrinth being constructed"
995
1000 PRINT
1000 PRINT " Please wait."
1000 MASEN(1)=1
1000 FOR I=2 TO MAX
1000 MASEN(I)=MASEN(I-1)*2
1000 NEXT
1000 X=MSE(MSE)
1000 Y=0
1000 STARTX=0
1000 STARTY=0
1000 FOR I=1 TO MAX
1000 MASEN(I,1)=0
1000 MASEN(2,I)=0
1000 NEXT
1000 RESTORE
1000 FOR I=1 TO 50
1000 READ ORIGIN(1),ORIGIN(2),ORIGIN(3)
1000 REPEAT:READ I:UNTIL I=50

```

```

1000 PROCESS(ORIGIN(1)-ORIGIN(1)+Y
NEXT
1000 PROCESS(VYX-X:DS=3-Y
1000 PRINT "Exit path to outside."
1000 G=0
1000 RESTORE
1000 DEF PROCESS
1000 FOR I=1 TO COMPLEX
1000 DIST=END(X)
1000 IF X=1 THEN DIR=0
1000 IF X=MAX THEN DIR=0
1000 IF Y=0 THEN DIR=0
1000 IF Y=MAX THEN DIR=0
1000 IF DIR=0 OR DIR=0 THEN NEW=0
1000 IF DIR=1 OR DIR=3 THEN NEW=1
1000 FOR J=1 TO DIST
1000 IF DIR=0 AND X=MAX THEN X=X-1
1000 IF DIR=0 AND Y=MAX THEN Y=Y-1
1000 MASEN(NEW,Y)=MASEN(NEW,Y)
ON MASEN(Y)
1000 IF DIR=0 AND X=1 THEN X=X-1
1000 IF DIR=0 AND Y=1 THEN Y=Y-1
1000 NEXT
1000 DEF PROC
1000 DEF PROCESS
1000 IF A=0 THEN GOTO 1000
1000 MOVE M,A:DRAW M,1000-A
1000 MOVE M,A-B:DRAW M,A-B:DRAW M,I
1000-A-B:DRAW M,1000-A-B
1000 M=1000-M:M=1000-M
1000 ENDPROC
1000 DEF PROCESS1
1000 MOVE M,A:DRAW M,A-B:MOVE M,1000-
A:DRAW M,1000-A-B
1000 M=1000-M:M=1000-M
1000 ENDPROC
1000 DEF PROCESS2
1000 MOVE A-B,A-B:DRAW A-B-B,A-B-B
1000 MOVE 1000-A-B,A-B:DRAW 1000-A-B-B
,A-B-B
1000 MOVE 1000-A-B,1000-A-B:DRAW 1000-
A-B-B,1000-A-B-B
1000 MOVE A-B,1000-A-B:DRAW A-B-B,1000
-A-B-B
1000 ENDPROC
1000 DEF PROCESS3
1000 MOVE A-B,B-B
1000 SCOL 3,1:DRAW A-B,1000-A-B
1000 SCOL 3,1:DRAW 1000-A-B,1000-A-B
1000 SCOL 3,1:DRAW 1000-A-B,A-B
1000 SCOL 3,1:DRAW A-B,A-B
1000 IF DIR=1 AND X=STARTX AND Y=START
Y THEN
COL=0:PROCESS(A-B,B-B,1000-0[A-B
1,1000-0[A-B-B))

```

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Written by
Vaughan Dew
Jump Jet Pilot

ANIROG



LABYRINTH

```

3500 PRINT "There will be a number for
  n 1-9"
3510 PRINT "On the Minotaur's forehead
  - If you"
3520 PRINT "Hit it quick enough, you'll
  i kill!"
3530 PRINT "The minotaur."
3540 PRINT:PRINT "His return."
3550 IS=GET$(CLS:V00 19,1,0)IS=C-55
3560 PROCmin
3570 I=ABS(5)*RND(0.9999999999)
3580 V00 31,33,35
3590 PRINT RND(0.9999)
3600 T=TIME-RND(2000)
3610 REPEAT UNTIL T=TIME
3620 PROCmin
3630 V00 19,1,7)IS=31.0,35
3640 T=TIME:IS=GET$(T-TIME
3650 IF RND(0.9999999999) THEN PRINT "You've
  say!"PRINT:GOTO 3700
3710 IF TLT<=CNDR)*10*10/FLIST THEN S
  GTO 3730
3720 IF TLT<=CNDR)*10*10/FLIST THEN S
  GTO 3750
3730 PRINT "You also" GOTO 3750
3740 REM = ESCAPE
3750 PRINT "You have wounded the beast
  t and have the chance to escape"
3760 IF IS=6 THEN PRINT "But you have
  lost the " CNDR)*10*10/FLIST
3770 IS=1
3780 GOTO 3850
3790 REM = DEAD
3800 PRINT "Bad luck - you're dead!"
3810 GOTO 3850
3820 GOTO 3850
3830 REM = KILL
3840 GOTO 1-15,35,15)GOTO 1-15,15
  1,13,35)GOTO 1-15,13,35
3850 PRINT "Well done - you've killed
  the Minotaur."
3860 PRINT "Now you've got to find yo
  ur way out"
3870 C=MIN(5-MIN(5,ABS(C-MY))
3880 REM =
3890 PRINT "All return"
3900 I=GET
3910 ENDPROC
3920 DEF PROCmin
3930 IF M<=0 THEN GOTO 3940
3940 I=ABS(M)-MIN(ABS(M)-5)
3950 IF I=1 THEN GOTO 3960
3960 I=-3*(I-1)
3970 SOUND 1,5,0,5
3980 ENDPROC
3990 DEF PROCmove
4000 IF IS=0 OR IS=5 THEN GOTO 3070
4010 I=ABS(5)*RND(0.9999999999)

```

```

3070 IF I=1 THEN GOTO 3070
3080 IF C=MY AND FLAG(5,MY,MY+1) T
  HEN IS=IS-1 GOTO 3070
3090 IF C=MY AND FLAG(1,MY,MY) TH
  E N IS=IS-1 GOTO 3070
3100 IF C=MY AND FLAG(12,MY-1,MY) T
  HEN IS=IS-1 GOTO 3070
3110 IF C=MY AND FLAG(12,MY,MY) TH
  E N IS=IS-1 GOTO 3070
3120 ENDPROC
3130 DEF PROCmin
3140 V00 29,3000000
3150 MOVE -0.5*AC/DEAM C,-0*AC/DEAM C,-
  0*AC
3160 MOVE 0.5*FLIST IS,0*AC,0
3170 DEAM 0*AC,0*AC,MOVE 0*AC,0*AC/FLIST
  IS,0*AC,0*AC
3180 DEAM -0*AC,0*AC,MOVE -0.5*FLIST IS,-
  0*AC
3190 DEAM -C,-0*AC
3200 V00 29,010
3210 ENDPROC
3220 DEF PROCmin
3230 V00 29,5001A-B
3240 MOVE 0.5*AC/DEAM 0*AC,0*AC/FLIST
  IS,0
  0*AC
3250 MOVE -0*AC,0*AC,MOVE -0.5*FLIST IS,-
  0*AC,0*AC
3260 MOVE -0*AC,0*AC,MOVE -0.5*FLIST IS,-
  0*AC,0*AC
3270 GOTO 3070
3280 PROCmin(-0.5*AC,0*AC,0*AC)
3290 PROCmin(-0*AC,0.5*AC,0*AC)
3300 V00 29,010
3310 ENDPROC
3320 DEF PROCmin(a,b,c,d,e,f,g)
3330 IF F=ABS(a,b,c) THEN PROCmin
  ELSE PROCmin
3340 IF F=ABS(a,b,c) THEN PROCmin
  ELSE PROCmin
3350 IF F=ABS(a,b,c) THEN PROCmin
  ELSE PROCmin
3360 IF F=ABS(a,b,c) THEN PROCmin
  ELSE PROCmin
3370 IF F=ABS(a,b,c) THEN PROCmin
  ELSE PROCmin
3380 IF F=ABS(a,b,c) THEN PROCmin
  ELSE PROCmin
3390 IF F=ABS(a,b,c) THEN PROCmin
  ELSE PROCmin
3400 END

```

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He says: "They are a good joke. You've got to have a sense of humour. People take things so seriously. Why can't we send ourselves up?"

He adds: "We have no plans to



convert the games for other machines — Commodore and the BBC users should be very grateful."

We've got 30 copies of *Don't Buy This* to give away, thanks to Firebird. So how can you win? All you have to do is send your nominations for the worst five games currently on the market.

If we agree, a copy of *Don't Buy This* could be yours. You never know, it could lead to a follow-up compilation — *Don't Buy This Again!*

SAVE/TREMBLE DON'T BUY THIS COMPETITION

(Please attach this coupon to your entry)

Name.....

Address.....

My nominations for the five worst games are:

1

2

3

4

5

The closing date is August 18 and the editor's decision is final.



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APPLE CRAZY!

RUNS ON A SPECTRUM

BY MAX MILLS

Carl The Farmer's Boy needs quick reflexes to catch all the falling apples in his basket.

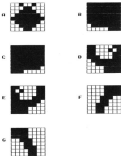
If more apples are caught than dropped, you move up to the next level. But, as the apples thin, have less distance to fall, you will need quicker reflexes.

Programmer Max Mills includes one tip. Although the apples fall randomly, towards the end of each level they are more likely to fall from the left.

The Farmer's Boy can be controlled with a Kempston joystick or the q and w keys.

You'll see right a table of all the user-defined graphic characters used in the program. Instead of confusing the listing by leaving them in, we've changed them to underlined upper-case letters. So, for instance, if you see 'A' in the listing, go into graphics mode (CAPS SHIFT + B) then press the 'A' key (you'll see a graphic character), then press CAPS SHIFT + B again to return to normal text.

Lines 5 and 7 use symbol graphics (the ones on the number keys). When in graphics mode, type the underlined number. If the digit is preceded by sh, then hold down a "SHIFT" key while pressing the number, to give the reversed graphic.



2 BORDER OF PAPER IS INC. 4: 0
10

```

      5 PRINT AT 6.71;"XXXXXXXXXX XXXX
XXXXXX XXXXXXXXXX XXX XXXXXXXXXX
          XXX XXX XXX XXX XXX XXX
XXXXXX XXXXXXXXXX XXXXXXXXXX XXX
XXXXXX          XXX XXX XXX
          XXX XXX XXX
          XXX XXX XXX XXXXXXXXXX "
ENDPROC=END**
```

```

T PRINT AT 10.7: "ababababab ab
ababab ababababababababababab
ab
ab ab ab ab ab
ab abababab abababab ab ab
abababab ab ab ab ab ab
abababab ab ab
abababab ab ab ab
abababab ab ab ab ab
ababab abab abab ab
ababab abab "

```

1. 中: 德恩 2. 中: 德恩 3. 中: 德恩 4. 中: 德恩 5. 中: 德恩 6. 中: 德恩 7. 中: 德恩 8. 中: 德恩 9. 中: 德恩 10. 中: 德恩 11. 中: 德恩 12. 中: 德恩 13. 中: 德恩 14. 中: 德恩 15. 中: 德恩 16. 中: 德恩 17. 中: 德恩 18. 中: 德恩 19. 中: 德恩 20. 中: 德恩 21. 中: 德恩 22. 中: 德恩 23. 中: 德恩 24. 中: 德恩 25. 中: 德恩 26. 中: 德恩 27. 中: 德恩 28. 中: 德恩 29. 中: 德恩 30. 中: 德恩 31. 中: 德恩 32. 中: 德恩 33. 中: 德恩 34. 中: 德恩 35. 中: 德恩 36. 中: 德恩 37. 中: 德恩 38. 中: 德恩 39. 中: 德恩 40. 中: 德恩 41. 中: 德恩 42. 中: 德恩 43. 中: 德恩 44. 中: 德恩 45. 中: 德恩 46. 中: 德恩 47. 中: 德恩 48. 中: 德恩 49. 中: 德恩 50. 中: 德恩 51. 中: 德恩 52. 中: 德恩 53. 中: 德恩 54. 中: 德恩 55. 中: 德恩 56. 中: 德恩 57. 中: 德恩 58. 中: 德恩 59. 中: 德恩 60. 中: 德恩 61. 中: 德恩 62. 中: 德恩 63. 中: 德恩 64. 中: 德恩 65. 中: 德恩 66. 中: 德恩 67. 中: 德恩 68. 中: 德恩 69. 中: 德恩 70. 中: 德恩 71. 中: 德恩 72. 中: 德恩 73. 中: 德恩 74. 中: 德恩 75. 中: 德恩 76. 中: 德恩 77. 中: 德恩 78. 中: 德恩 79. 中: 德恩 80. 中: 德恩 81. 中: 德恩 82. 中: 德恩 83. 中: 德恩 84. 中: 德恩 85. 中: 德恩 86. 中: 德恩 87. 中: 德恩 88. 中: 德恩 89. 中: 德恩 90. 中: 德恩 91. 中: 德恩 92. 中: 德恩 93. 中: 德恩 94. 中: 德恩 95. 中: 德恩 96. 中: 德恩 97. 中: 德恩 98. 中: 德恩 99. 中: 德恩 100. 中: 德恩

```

DEEP .2, 7: DEEP .2, 9: DEEP .2, 1
5: DEEP .2, 13: DEEP .2, 14: DEEP
2, 15

```

DO DEEP .2,12: DEEP .2,7: DEEP
1,12: DEEP .2,7: DEEP .2,4: DEEP
F 1,7: DEEP .2,2: DEEP .2,4: DEEP
F .2,6

```

50 RESTORE 60: FOR i=USR "a" TO
60 USR "z": READ x: PONE i,g: N
EXT i

```

```

      60 DATA 35,24,60,128,255,125,6
9,24,255,255,255,255,255,255,127
17,255,255,255,255,255,255,255,2
24,125,6111 11000101,125,6111 110
0011,127,63,15,15,15,143,125,12
9,254,252,240,240,15,15,15,28,24
,55,63,63,240,240,240,56,24,25,1
2,12

```

```

100 REM LATEX
110 LET GO=3: LET STP=1
120 INE T: PAPER 0: BORDER 0: C

```

```

330 IF @P=1 THEN LET @B="
      APPLE CRAB"

```

```

140 IF #1=2 THEN LET #0=1: LE
T #1=0
by

```

```

150 IF str=3 THEN LET pos=5: LET
T="4"
      Max Hill

```

```

100 IF NOTED THEN LET p=0: LE
T 0: " Catch the apples as they
2-11 "

```

```

170 IF str=3 THEN LET go=0; LE
T str=" Use q and w to move your
man "

```

```
100 IF ans=4 THEN LET pos=10: L
ET str=" From 4 for Kempton Jay
      ans="
```

```
190 IF SEP=7 THEN LET GO=11: L
LET SEP=" Press a for keyboard..."
```

```
200 FOR f=1 TO 30: BEEP .001, f:
PRINT AT 20,30-f:201 TO f: NEE
```

210 LET STR=STR+1 IF NOT=THE
3 LET END=GO TO 200

720 00 TO 150

```

235 IF INKEY="a" THEN LET N=N+1
GO TO 275

```

```

257 IF INKEY="a" THEN LET N=0

```

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100 100 100 100
100 100 100 100

姓名: _____ 学号: _____
 班级: _____ 日期: _____

```

200 LET cm=0: LET cr=0: LET li
201

```

```

TPO PRINT AT 0.2:"APPLES CAUGHT
"100" MISSED "000

```

```
399 PLOT 0.165: INK 0: DRAW 255
,0: PLOT 0.166: DRAW 255.0
```

310 PRINT AT 0.0: OVER 1: INC 2



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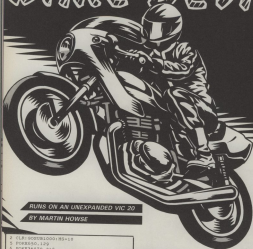
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11

DARE DEVIL



RUNS ON AN UNEXPANDED VIC 20

BY MARTIN HOWSE

```

2 CLR:SCOTSL000,85-10
3 FORE$D0,129
5 FORE$B$F9,218
10 DATA:0,1,2,85,64,255,185,56,0,134,64,
88,255,255,255,103,129,64,30,88,64,56,34
,33
15 DATA:0,4,12,20,36,64,132,255,0,0,0,0
,0,0,0,0,0,20,30,63,88,255
17 DATA:4,5,82,66,127,100,160,64,255,255
,255,255,255,255,255,255
20 FORE$F1$B$F0$B$1:READ$1:FORE$F,A:REST
25:FORE$F4$B$F0$B$2:FORE$F,FE$1:25600+P:1:B
EXT:50-1
30:PR[99]"[CLEAR]" : FORE$B$B$B,255:FE+TT90-1
P+FE$5000:B+01:80-80-1:FORE$B$B$B,7,80-145
60:FORE$F2$B$F0$B$3:FORE$F,0:FORE$B$B$B+P,0
+REST
50:FORE$F2$B$F0$B$4:FORE$F,0:FORE$B$B$B+P,0
+REST
60:FORE$F2$B$B$B$B$B$B:FORE$F,0:FORE$B$B$B$B$B$B+P,0
+REST
61:A=0
62:20-0
    
```

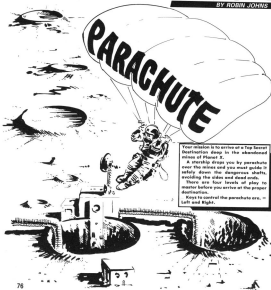
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[illegible]

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left and right.



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ATSTRAD CFC 404

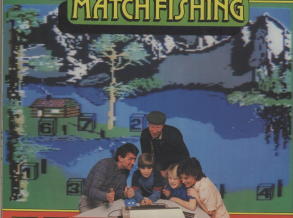


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[illegible][illegible]



PROFESSOR VIDEO'S

GAMES WORKSHOP

First of all an apology. In the June issue, we published some jokes for Sabre Wulf and Jet Set Willy but, going by the deluge of mail, they didn't work. Sorry about that, folks! In future, PLEASE test your jokes carefully before sending them in and mark which computer they are for.

DRAGONTORC

William Howe of Miami (that's a good one for those who don't know their geography) has sent us a list of the Dragontorc spells and their effects.

Once you have opened up the labyrinth and explored a bit, you will find that not all your enemies are killed by the Missile Spell — the winged devils and werewolves are unaffected. To hit these, you need to find the Warrior Spell which is in Merlin's cave.

In the cave you will find two seals. The Halgor seal will open the way into the Sanctuary of Halgor in Wolfwood. It can also be used to remove the curse on the spiders in the sanctuary. The Return Spell will help you find an arrow which will destroy the mirrors of Brian, Troyana, Dent and Carol. Wave the crystals of anti-magic over the seal and you will have the power to control the HAND found in the cursed crypt of the western kings. The HAND will kill the witch queen of the north.

The Dragon Spell found in the ruined fortress of the Giant will have a welcome effect on a dragon found in Halloworth Cavern.

The Dragontorc Caverns are found in the cursed crypt of the Western Kings, the ruined fortress of the Giant, Halloworth Caverns and the Lost Valley of Beria.

Bedazzle the elves by giving them jewels and bows — they will repay your kindness. The Blast Spell will cure snake, spider and werewolf bites. Some of your enemies may pick up something you want, so if you can't find a key go and try bashing some monsters.

DEATH STAR INTERCEPTOR

R. P. Asher from Hantsfordshire wrote in with the following tips for levels 1-4.

Level 1: As you launch, you stray to one side. To avoid this, push the joystick in the opposite direction in order to squeeze past spacecraft through the stage.

Level 2: On the first skill level, move your Ship to the top-left corner of the screen, then no enemy craft can hit you. If you're feeling like a sap, move around the top left corner — shooting diagonally at the aliens.

Level 3: When you appear in the trench, move to the right of the screen and tap the barriers at the base. When the gas barrels appear stay on the right — as far as the X-wing will allow — and tap the barriers on the right wall. Only the barrels on the left will fire, allowing you to move up and down to

avoid them. When the laser tanks arrive, leave them alone!

After a while space ships will arrive. Move into the middle and move up and down to avoid the gas turret lasers. Wait there for the reactor.

Level 4: While in the trench the reactor will appear. Tap it!

STARION

Here are a couple of tips from Martin Neill, of Queensway. Take the first score and the first time this will give you the NEAL. Take this to the ninth time. There you will get the EDC. Take this to the seventh time and you will get the DIAMONDS. From there, go to the 5th time. That's where Martin runs out of tips. Who can give the Post, the rest of the class is to finish the game?

POKE CORNER

Let's see if we can get it right this month!

Points for the Spectrum — Kokolau! Most First type Merge™ when the screen comes up after cut of memory then type:—

```
10 POKE 30983,0:CLEAR 34180:LOAD""CODE:
RANDOMIZE USR 66180:LOAD""CODE:POKE
37450,0:RANDOMIZE USR 41712
```

This will give you infinite lives.

Also 4 — This will give you infinite lives, but follow the instructions carefully and type: DATA correctly.

```
0 REM ALIEN 0 INF LIVES
10 LET TOT = 0:POK M = 9090 TO 9090:READ
A:LET TOT = TOT + A:POKE N,1:NEXT M
20 IF TOT <= 1800 THEN PRINT "ERROR IN
DATA":STOP
30 STOP
30 PRINT AT 10,0:"INSERT TAPE"
RANDOMIZE USR 50800
100 DATA 62,295,55,13,14,1,231,33,203,62,50,8,
31,242,62,15,211,284,208,86,8,49,233,33,66,176,
34,233,85,33,187,186,37,24,238,1,208,8,237,176,
243,237,84,35,41,236,239,33,137,87,238,51,51,12,
41,235,1,248,1,33,233,94,233,33,239,98,231,53,
184,98,82,208,237,78,186,1,37,97,52,8,56,24,202,
62,201,50,172,119
110 DATA 108,8,58
```

Type in the program and run it. If you get the error message, recheck DATA, keep running the program till you get the stop message. When all is well, take out lines 30 and 38 and save to tape. Rewind, Load and Run. Now play the whole of the Alien 0 tape.

Now a couple for the Spectrum and the Commodore from S. Kaaga. Blaster for the C64 — tap space bar very quickly and then press CTRL key — any letter from 0 to I and you go onto a different screen. Revenge of the Mutant Camels — type in GGAAA while the game is playing — the words CHEAT MODE OPERATIVE come on the screen, then hit the space bar at any time to go onto the next scene.

Now the Spectrum jokes. Guess what game these are for — JAW! But, I have been assured that these do work. To enter the jokes, type MERGE™.

PROFESSOR VIDEO'S



GAMES WORKSHOP

Stop the tape when the first part of the loading stops. Type in the codes, then type RUN.

POKE 36898:8 Infinite lives.

POKE 37025:8 Takes away Maria.

POKE 36848:8 Makes the Narayanses

POKE 36358:8 Makes Willy jump higher

POKE 37073:8 You get all the objects.

If any of you have poles for the less popular machines, send them in. It's the only way they will get featured on this page.

Here's one for the Vic20 all the way from M. Powell in Australia. To get 255 lives on Jet Fly do the following. Load the loader program without running it by just typing "load". Delete line 70 which says 575 5000. Hold shift down and press RUN/STOP. This loads the machine code and places it in the memory. Then type POKE 5175:2. 5 being any number from 1 to 255.

For player two type POKE 5166:2. Then type 575 5075 and press RUN/STOP to start the game.

Poles for the BBC from Lee Taylor, Blackpool, Cheshire. Type — "LOAD" CH-800" (Return) when it has loaded type, "ASDFD" — 320 Return

CALLIBRA (Return) This will give you 255 man per game.

3D STARSTRIKE

Michael King has been busy again and come up with a set of hints for 3D Starstrike. On the first stage, keep your finger on the fire button and, as your gunsight and enemies, quickly move the gunsight as far to the top of the screen as you can and keep it in the middle.

If you do this, you can always blast the ships before they get close enough to do your ship any damage. But keep an eye on your laser power as it will drain very quickly. To boost this power, take your finger from the fire button — but do this only in periods of relative calm.

On higher levels, just continually fire as you move your sight around the screen. The ships come in so fast that you will hit them all.

The second stage requires you to act quickly but calmly. Do not get so eager that you end up flying your spacecraft upside down and miss all the towers tops. When you get more enemy craft, only shoot the ones which will hit you and do the damage.

The third and hardest stage becomes easier if you remember to go under the high corridors and over the low ones. This way you don't get as many hitting you. Also don't overuse front side to side.

The last level is the easiest. Just hit the two crosses on either side of the rectangle. When you hit them, they change shape and flash. You only need to hit each cross once. Then it's back to stage one. . . .

IMPOSSIBLE MISSION

Paul and Paul from Manhattan have written in with these hints for all of you still struggling away with this game. First thing to do is map the game out and then assign any easy rooms you come across. Keep as many "answers" in mind as possible and only use them when you really have to. A lot of objects

can be searched by a "Search more, Search more" routine. This takes a lot of time, but, you will need all the "answers" for the harder levels. Remember where the "game's moves" are and use them for extra answers and 100 points. Use the phone! The bits of puzzle are a puzzle in themselves — some pieces can be used twice and others are no use at all.

ELITE

Here are two short methods of increasing your Credits and Ratings on Elite by Steven Parker, Hull.

To improve your credits:— When you have amassed 400 credits, buy a Polar Laser. When asked "Where to put it?" reply 0. The computer will say "Laser Present", then put on your Status page, showing your credits to be increased by 100-400 credits. **KEEP REPEATING THESE KEY DEFECS0050— 015-credits>0.**

To improve your Kill Rate:— 1. Before launching, choose a planet for hyperspace jump. 2. Launch. 3. Decrease speed. 4. Go into rear view. 5. Shoot at the halfway of the space station!! **DO NOT MOVE !!** 6. Stay in this position for as long as possible even when you cannot see the halfway — you can still shoot the Vipers exiting from it. **Do Not Chase Vipers That Escape!!** When three or more Vipers have escaped your lasers, use either an Energy Bomb, your jet-set hyperspace jump or escape pod.

Remember you only need lasers mounted on the forward and rear positions so, when you have enough credits, buy military lasers for these positions.

Matthew Thompson of Redwater has come up with a few more tips on this game. As soon as you have enough credits, travel to a planet of Tech. Level 11 or higher and equip your ship with a docking computer, as this will save a lot of time and allow you to make money. Don't waste money on side lasers as these are practically impossible to use. When in combat with Thorped massive ships, ignore the small remote controlled Dargon mini ships sent out.

RAID OVER MOSCOW

Richard Lake from Herk wrote in with these playing hints.

Inside the Hanger — try to keep opening the doors until last thing as this gives you more time to get out. If you are about to crash into any walls, quickly press the space bar — this will return you to the map without losing a stealth bomber. Try to get at least two bombs out of the hanger.

Destroying the Silo — first destroy the surrounding silos, as this will give you more points and an extra bomber per silo. If you now move to about one centimetre from the left of the screen, you should be able to kill off many enemy planes without being shot at. Do this until 30 to 40 seconds from impact and then destroy the main silo.

33 Commandos (Jawwaw) — first blow up the doors and then the towers — with careful aiming, the top towers can be made to fall onto the tanks gaining double points.

ENTER THE COMPUTER JUNGLE

ATARI SAFARI

News
Reviews
Prizes to
be won



ATARI SAFARI is a new computer game for the Atari 800 and 1300 series computers. It's a jungle adventure where you play the role of a safari guide. You'll be exploring a lush jungle filled with exotic plants and animals. Your mission is to find the hidden treasure of the jungle. The game features a variety of colorful graphics and sound effects. You'll need to use your wits and a little bit of luck to survive the dangers of the jungle. Atari Safari is a fun and challenging game that will keep you entertained for hours. It's a must-have for any Atari computer owner. The game is available for purchase at your local Atari store or through the Atari website. For more information, please visit the Atari website at www.atari.com.

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MACINTOSH v F16 v 520ST

	APPLE II	APPLE II	ATARI 520ST
Processor	6502	6502	68000
Memory	128K	128K	520K
Disk Drive	5.25"	5.25"	5.25"
Graphics	4096	4096	16-bit
Sound	8-bit	8-bit	16-bit
Software	1000	1000	1000
Price	£100	£100	£749

PRESS COMMENT

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QUASIMODO

SUPPLIER: US Cole
PRICE: £9.95 cassette/
£14.95 disc

The Golem! The Bellar! Quasimodo, the famous and much abused hunchback of Notre Dame, is having a right ding-dong.

He's been accused of stealing the royal jewels and even his body is out to get him. To clear his name, Quasimodo must find the precious stones.

The game consists of three levels each containing one of the jewels. The first is the Archer level where soldiers' stone walls hang arrows at Quasimodo. He tries to fly them off by hurling rocks onto them.

The next level is the Bell level where Quasimodo must swing from bell to bell in search of one of the jewels. But bells and a ghost do not make things easy for him.

The third level is the Castle level and once again Quasimodo must save the king and arrows of outaged soldiers. At the top of the castle lies the third and final gem.

Quasimodo is a very playable game but the graphics aren't brilliant and the game is rather overpriced for what it is.

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

BLUE MAX

SUPPLIER: US Gam
PRICE: £9.95 cassette/
£14.95 disc

There's something irresistible about daylight games — and the Blue Max is no exception.

A three-dimensional diagonally scrolling screen allows you to shoot enemy planes, strafe guns and tanks and bomb

buildings.

The object of the game is to assault three specially marked targets within the day. You only have one aircraft — and very little time.

Anti-aircraft fire can damage your plane but repair work can be carried out if you can safely land on a friendly runway.

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



MOON PATROL

SUPPLIER: Atari
PRICE: Not available

Lunar fun as you drive your moon buggy across the moon's rugged surface, avoiding rocks and craters while fighting off aliens who swoop from above.

The graphics are good and the scrolling, as you would expect from Atari, is excellent.

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

DRÖPPONE

SUPPLIER: US Gam
PRICE: £9.95

It's almost worth getting destroyed in Dröppone just to see the fabulous fireworks display as you disintegrate into a thousand particles. But it doesn't help your score.

Your mission is to protect men on the surface of Jupiter's satellite, Io, from being destroyed by invading aliens and return them to the moon-like landing pad.

The men are searching for

crystals which can power a space cruiser which is waiting to take the survivors of the devastating robot wars on earth to the safety of another solar system.

The graphics are excellent and the high-speed scrolling screen allows fast and very smooth action as you blast the different alien attackers.

- Graphics 10
- Sound 7
- Value 6
- Playability 6



SPACE SHUTTLE

SUPPLIER: Activision
PRICE: £9.95

If you love flight simulation games, you'll love Space Shuttle.

Your mission is to launch, rendezvous and dock with a satellite orbiting about 210 nautical miles above the earth and then return safely home.

The simulation is complex — it comes with a very detailed flight manual — and challenging. Hours of fun.

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

KISSIN' ROUSINS

SUPPLIER: English Software
PRICE: £9.95

Kissin' Rousins is the first British release for the Atari to include digitised speech.

It's created with a special sound sampling system without the need for any extra hardware.

But, unfortunately, that's all that is really special about it. In style, Kissin' Rousins pays lip service to Klondike.

It is, however, a fast moving arcade game with good graphics, sound and a nice

presentation.

To reach your Kissin' Rousin, you must overcome a variety of objects, each of which gets progressively harder.

The first objects to jump over are hydrants and dustbins. Later ones include caterpillars, kangaroos, bats and frogs. Bombs also fall from the sky to complicate matters.

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

CONAN

SUPPLIER: US Gold
PRICE: £14.95 disc/
£9.95 cassette

The first computer game to feature Robert E. Howard's masterful fantasy hero, Conan the Barbarian.

Conan must fight his way through seven levels packed with 41 monsters, 1000 and monsters — avoiding dangers by leaping, jumping and hacking away with his mighty broadsword.

The main object of the game in each level is to find a mystic gem and place it in a gem holder and find the key to the next level.

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

BRUCE LEE

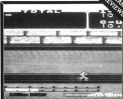
SUPPLIER: US Gold/Deasch
PRICE: £9.95

If you play Bruce Lee for kicks you will not be disappointed. The aim of the game is to get Bruce through the fortress of an evil wizard, claim his fortune and possibly destroy him.

Bruce has to run, jump, kick and slash his way through 20 screens defended by Hien soldiers and the indestructible Green Yarn.

Although it is basically another platform game, the animation of the characters plus bold and colourful graphics lifts Bruce Lee out of the ordinary.

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



DECATHLON

SUPPLIER: Activision
PRICE: £9.95

Ten events of strength-testing action. From the 100 metre dash to the 1500 metre race, there's the long jump, the discus throw, it's a sporty stuff!

Speed, strength, stamina and the will to win are all needed. Excellent graphics and a lot to play.

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



ATARI HITS

SUPPLIER: English Software
PRICE: £14.95 cassette/
£17.95 disc

Three volumes of five games representing great value for money even if you don't like all the games.

For some strange reason, Jet Set Jack (J&B) is included in each volume.

Volume One has Jet Set Jack, Fire Fleet, Dan Striker

Black, Captain Billy's Boat and Hyperblast.

Volume Two has J&B, Asterix & Gatty Soldiers, Death of the Dragon and Hogeye's Daughters. Volume Three consists of J&B, Starward, Diamonds, Robin Hood and Citadel Warrior.

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

FORBIDDEN FOREST

SUPPLIER: US Gold
PRICE: £9.95 cassette/
£12.95 disc

If you go down to the woods, beware of a big surprise. Lurking in the undergrowth are giant spiders, bees, dragons and skeletons.

And if you survive this onslaught, there is also a phantom and dreaded demon to face.

You point off an angle using a joystick and your skill with the bow (and arrow) is your only protection.

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

ATTACK OF THE MUTANT CAMELS

SUPPLIER: Lianassch
PRICE: £7.95

A conversion of the original Commodore 64 game. Your tiny fighter plane takes on 60 feet high monster camels who are determined to take over earth.

The camels are shielded by neutrons and have in-built laser defences.

Attack is a sideways scrolling game, stretching over ten screens. At the top of the current screen, a small representation of the whole game is shown so you can work out the position and

distance to the nearest camel.

The ground is gradually marching towards the side of the screen and, if they reach it, the planet Earth will have been destroyed. Score enough hit and the camels will be wiped out.

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

POLE POSITION

SUPPLIER: Deasch/US Gold
PRICE: £9.95 cassette/
£14.95 disc

Pole Position holds the honour of being the first decent race simulation game to make it out of the arcade and onto home computers.

It set the standards others have followed. Admittedly, some have now topped it for graphics, sound and race detail.

But in doing so, these rivals have produced far harder games to play. That is all right if you want to spend hours mastering gear changes before getting a taste of the action.

Pole Position, however, allows you to enjoy the fun side of the sport straightaway.

Still a winner.

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

ANNA



APPARNA

RUNS ON AN ATARI

BY SCOTT SMITH

Lead a team of 18 climbers, 34 Sherpas and 33 porters trying to conquer Annapurna.

It's your task to plan the route, supplies and moves from camp to camp towards the summit.

Scott Smith says his record for completing this strategy/adventure game is 33 days in computer time. "Can you beat this?" he challenges.

```

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1990-1991	1991-1992	1992-1993	1993-1994	1994-1995	1995-1996	1996-1997	1997-1998	1998-1999	1999-2000	2000-2001	2001-2002	2002-2003	2003-2004	2004-2005	2005-2006	2006-2007	2007-2008	2008-2009	2009-2010	2010-2011	2011-2012	2012-2013	2013-2014	2014-2015	2015-2016	2016-2017	2017-2018	2018-2019	2019-2020	2020-2021	2021-2022	2022-2023	2023-2024	2024-2025	2025-2026	2026-2027	2027-2028	2028-2029	2029-2030	2030-2031	2031-2032	2032-2033	2033-2034	2034-2035	2035-2036	2036-2037	2037-2038	2038-2039	2039-2040	2040-2041	2041-2042	2042-2043	2043-2044	2044-2045	2045-2046	2046-2047	2047-2048	2048-2049	2049-2050	2050-2051	2051-2052	2052-2053	2053-2054	2054-2055	2055-2056	2056-2057	2057-2058	2058-2059	2059-2060	2060-2061	2061-2062	2062-2063	2063-2064	2064-2065	2065-2066	2066-2067	2067-2068	2068-2069	2069-2070	2070-2071	2071-2072	2072-2073	2073-2074	2074-2075	2075-2076	2076-2077	2077-2078	2078-2079	2079-2080	2080-2081	2081-2082	2082-2083	2083-2084	2084-2085	2085-2086	2086-2087	2087-2088	2088-2089	2089-2090	2090-2091	2091-2092	2092-2093	2093-2094	2094-2095	2095-2096	2096-2097	2097-2098	2098-2099	2099-2100	2100-2101	2101-2102	2102-2103	2103-2104	2104-2105	2105-2106	2106-2107	2107-2108	2108-2109	2109-2110	2110-2111	2111-2112	2112-2113	2113-2114	2114-2115	2115-2116	2116-2117	2117-2118	2118-2119	2119-2120	2120-2121	2121-2122	2122-2123	2123-2124	2124-2125	2125-2126	2126-2127	2127-2128	2128-2129	2129-2130	2130-2131	2131-2132	2132-2133	2133-2134	2134-2135	2135-2136	2136-2137	2137-2138	2138-2139	2139-2140	2140-2141	2141-2142	2142-2143	2143-2144	2144-2145	2145-2146	2146-2147	2147-2148	2148-2149	2149-2150	2150-2151	2151-2152	2152-2153	2153-2154	2154-2155	2155-2156	2156-2157	2157-2158	2158-2159	2159-2160	2160-2161	2161-2162	2162-2163	2163-2164	2164-2165	2165-2166	2166-2167	2167-2168	2168-2169	2169-2170	2170-2171	2171-2172	2172-2173	2173-2174	2174-2175	2175-2176	2176-2177	2177-2178	2178-2179	2179-2180	2180-2181	2181-2182	2182-2183	2183-2184	2184-2185	2185-2186	2186-2187	2187-2188	2188-2189	2189-2190	2190-2191	2191-2192	2192-2193	2193-2194	2194-2195	2195-2196	2196-2197	2197-2198	2198-2199	2199-2200	2200-2201	2201-2202	2202-2203	2203-2204	2204-2205	2205-2206	2206-2207	2207-2208	2208-2209	2209-2210	2210-2211	2211-2212	2212-2213	2213-2214	2214-2215	2215-2216	2216-2217	2217-2218	2218-2219	2219-2220	2220-2221	2221-2222	2222-2223	2223-2224	2224-2225	2225-2226	2226-2227	2227-2228	2228-2229	2229-2230	2230-2231	2231-2232	2232-2233	2233-2234	2234-2235	2235-2236	2236-2237	2237-2238	2238-2239	2239-2240	2240-2241	2241-2242	2242-2243	2243-2244	2244-2245	2245-2246	2246-2247	2247-2248	2248-2249	2249-2250	2250-2251	2251-2252	2252-2253	2253-2254	2254-2255	2255-2256	2256-2257	2257-2258	2258-2259	2259-2260	2260-2261	2261-2262	22
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Source: National Health Survey, 1990. Data from the 1990 National Health Survey are available at <http://www.cdc.gov/nchs/nhanes>. The data are available for the years 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, and 2000.

GOOD
BYTE

BANK OF AMERICA	
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Item	Quantity	Unit Price	Total Price
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2. 2000	2000	2.00	4000.00
3. 3000	3000	3.00	9000.00
4. 4000	4000	4.00	16000.00
5. 5000	5000	5.00	25000.00
6. 6000	6000	6.00	36000.00
7. 7000	7000	7.00	49000.00
8. 8000	8000	8.00	64000.00
9. 9000	9000	9.00	81000.00
10. 10000	10000	10.00	100000.00
11. 11000	11000	11.00	121000.00
12. 12000	12000	12.00	144000.00
13. 13000	13000	13.00	169000.00
14. 14000	14000	14.00	196000.00
15. 15000	15000	15.00	225000.00
16. 16000	16000	16.00	256000.00
17. 17000	17000	17.00	289000.00
18. 18000	18000	18.00	324000.00
19. 19000	19000	19.00	361000.00
20. 20000	20000	20.00	400000.00
21. 21000	21000	21.00	441000.00
22. 22000	22000	22.00	484000.00
23. 23000	23000	23.00	529000.00
24. 24000	24000	24.00	576000.00
25. 25000	25000	25.00	625000.00
26. 26000	26000	26.00	676000.00
27. 27000	27000	27.00	729000.00
28. 28000	28000	28.00	784000.00
29. 29000	29000	29.00	841000.00
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31. 31000	31000	31.00	961000.00
32. 32000	32000	32.00	1024000.00
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47. 47000	47000	47.00	2209000.00
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51. 51000	51000	51.00	2601000.00
52. 52000	52000	52.00	2704000.00
53. 53000	53000	53.00	2809000.00
54. 54000	54000	54.00	2916000.00
55. 55000	55000	55.00	3025000.00
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58. 58000	58000	58.00	3364000.00
59. 59000	59000	59.00	3481000.00
60. 60000	60000	60.00	3600000.00
61. 61000	61000	61.00	3721000.00
62. 62000	62000	62.00	3844000.00
63. 63000	63000	63.00	3969000.00
64. 64000	64000	64.00	4096000.00
65. 65000	65000	65.00	4225000.00
66. 66000	66000	66.00	4356000.00
67. 67000	67000	67.00	4489000.00
68. 68000	68000	68.00	4624000.00
69. 69000	69000	69.00	4

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Account	Debit	Credit
1. Cash	100.00	
2. Accounts receivable	100.00	
3. Inventory	100.00	
4. Prepaid expenses	100.00	
5. Equipment	100.00	
6. Accumulated depreciation		100.00
7. Accounts payable		100.00
8. Long-term debt		100.00
9. Equity		100.00
10. Retained earnings		100.00
11. Dividends	100.00	
12. Sales		100.00
13. Cost of sales	100.00	
14. Selling expenses	100.00	
15. Administrative expenses	100.00	
16. Interest expense	100.00	
17. Income tax expense	100.00	
18. Net income		100.00
19. Total	500.00	500.00

[illegible][illegible]

Abstract

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THE ATARI FILE



BY PHILIP MORRIS

Funny thing, the home computer business. Market a computer for use in the home, like Atari did in America back in 1979, when they released the Atari 400/800 machines, and nobody takes them seriously as computers. Other manufacturers, such as Apple, couldn't believe that Atari could actually manufacture a real computer, after all Atari just made games machines, didn't they? In fact what Atari did was to manufacture a computer which had superior features to the Apple, and at a much cheaper price.

War back in the late 70s, which seems like an age in home computer terms, Tandy and Apple machines were being used mainly for business and educational purposes, and the thought of JUST playing games on them was abhorrent to a lot of people. Then Atari came along with a new range of cheaper machines which had Raycast/Blasde (Boris) graphics, 4 channel sound generators, built-in joystick ports and cartridge software slots — features previously unheard of in home machines. And what happened? Well, people think they are just higher priced, super-duper games machines, and Atari find that they have

a problem in seriously trying to market them.

At the time, the market had not yet developed to the stage where home computers were regarded as the best machines for games and entertainment generally. The Atari VIC2, Metal Ion/Invision and other American machines, long since extinct, dominated the market for games, with all the titles on cartridge at around 30 dollars each.

Well, you would have thought that the software companies who jumped in to produce games software on cassette and disc for the Atari computer would have set low prices, say 10-15 dollars, to expand the sales of the new "games" machines, thus reducing the costs of manufacture for Atari etc. etc. If this had happened right from the start, Atari could have quickly dominated the scene in much the same way as Sinclair did with the Spectrum in the UK.

Unfortunately, the software houses thought that they could stick to the 30 dollar price, even on cassettes and discs which are very, very cheap to manufacture. MAJOR MISTAKE. The average consumer will only put up with high prices for a time, and then do one of two things: either stop buying games, or start copying other people's.

Games companies producing software in the States have dropped like flies over the last 3-4 years, leading to a shortage of new Atari titles, leading to a drop in sales for Atari. Until Jack Tramiel came to the rescue.

Of course, Atari's attitude towards software companies in the old days did not help. They appeared to go out of their way to make it difficult for new companies to produce quality software, by restricting access to vital programming information, by not approving "unofficial" memory upgrades (which boosted the sales of the Atari 400 model, incidentally).

By not supporting the software companies whose efforts would have greatly expanded the market for the excellent Atari machines, Atari, in effect, cut their own throat. Now, in 1984, of course, under its new leadership, Atari is making every effort to help those companies upon whose products Atari's very existence may come to depend!

The sad fact about the above sequence of events is that by now Atari would have dominated the world market for low price home computers, if only the marketing people at the time had seen sense and decided to market the machines at the prices at which they are available today. But the people in charge made enough mistakes for two companies, let alone one!

However the quality of the machines was never disputed and the current



Ami 130XE computer, the first really cheap 128K home computer, demonstrates that the technology and design of the first Ami was way ahead of its time back in the late '70s when they were introduced.

Clever entrepreneurs, like Cline Sinclair, were quite to see the market for low price machines, even if they lacked most of the features that the first Amis had, and even the Spectrum became the cheap entertainment computer that the Ami machines had tried to become. But now with the advances in technology, 128K computers with proper keyboards, proper sound chips and specially designed graphics chips are available from Atari for less than \$300, opening the way for more software companies to produce games at the same prices that other people pay for Spectrum, C64s and Amstrad games.

The next two years will undoubtedly see the launch of more sophisticated machines from not just Atari, but also Commodore and the MSX manufacturers, all aiming at educating the public to 16-bit bit processors with the "promise" of faster machines, superior graphics and cheaper prices.

As long as the hardware manufacturers follow the right path, and help the software companies, there should be room for most of the major manufacturers to co-exist without the "Computer Wars" that have been waged over the last two or three years. We all know that competition is healthy, and generally in the interest of the consumer, so we should be able to look forward to more sophisticated games, satisfying a wider range of interests, with the emphasis on LOW PRICES, most of all.

If the American software companies realize this now, then the future for new titles for Ami machines looks very healthy. If they do not, then Jack Tramiel should start to worry right NOW!!

MEMORIES ARE MADE OF THIS

Thanks for the memory — that's the message to Atari from Jack Tramiel for the new Atari computers.

The XE 130 is the first Atari onto the market that has received the Tramiel treatment. At \$199.99 for 128K RAM, it represents a remarkably good deal.

But it is the imminent arrival of the Atari ST range that is causing the real excitement. The \$29.97 — which is 512K of RAM — is expected to sell at between \$690 and \$700. The price will include a separate 800k three and a half inch floppy disc drive.

Both the 520 ST and its companion 130ST have 163K ROM, expandable to a maximum of 32K via the cartridge slot.

With the new Atari computers, Tramiel certainly seems to be delivering his much vaunted sales philosophy of "Power Without the Price."

At the launch of the XE 130 earlier this year, Atari (UK) Sales and Marketing Manager, Bob Marling, said: "We didn't set out to achieve this price. What we have done is use the latest chip technology so that we have made one new chip do the work of several older ones. It not only decreases costs, but also boosts reliability."

And by sheer volume of manufacturing, Atari hopes to keep its costs way below those of its rivals.

Tramiel, the founder and former head of Commodore, bought Atari in July 1984 and immediately set about surrounding the company with the promise that it would provide technology for the "masses not classes."

Atari home computers were first introduced in 1977 with the 400 and 800 models. These were updated in 1983 with the Atari 800XL and 800XL, more powerful versions of the original machines.

—HELPLINE—

If you have any queries or problems relating to Atari or its products, why not call Atari's Helpline on 070 309 3770.

The Helpline is staffed throughout the week and it now operates on Saturday as well.

Although the product was good and reliable, the UK mass market saw the machines as out of its price range.

Tramiel intends to change all that — not only with the new range but also by cutting the price of the older machines.

This means that an Atari 800XL with 64K RAM and Atari BASIC built-in can now be bought for around \$129.99 compared with \$249.99 previously.

Supporting peripherals such as the 1010 program recorder now sell for \$24.99 (previously \$49.99) and the 1050 disc drive for \$199.99 (previously \$299.99).

Atari's software was also overpriced in the UK. Titles that sold for around \$28 can now be bought for around \$7.99.

Added to the fact that most of Atari's software is compatible across the whole range of computers, many independent software houses should now be encouraged to produce their own titles for the Atari.

But as it is, Atari's own software range is very extensive both for games and utilities.

For example, the ATASWRIITER wordprocessing cartridge can be bought for \$29.99 while ATASL 10000, a syllable educational language cartridge, costs \$29.99. There are also teach yourself courses on foreign languages and BASIC programming. So there's little doubt of the potential now being displayed by Atari.

The mass computer market is still headed by the Spectrum and the Commodore 64, though, in many eyes. Amstrad has now firmly stated its claim as the number three machine. Will Atari be able to break the stronghold on the market?

Atari boss, Jack Tramiel, is confident of once again becoming a formidable force in the personal computer market. Games may be harder to do it. Now only time will tell if Atari's potential is ever realized. If not, it could well be just thanks for the memory, Atari.

Full Prestel facilities are now available to Atari users with the arrival of Muscle Technology's Multi-Viewsystem. Global system interface and software package. The DatabaseInterface and Multi-Viewsystem disc-based software gives the Atari owner not only access to Prestel, and other previously inaccessible videotext systems, but also to electronic mail, telex, database and user user communications — plus allowing Timesoftware downloading.

The package can be used with Atari models 400, 800, 800XL, 65KEM, 65KEM and 130XE.

The cost by mail order will be £29.95 inclusive of VAT.

DRAGONWORLD

Of the new Telerium (or Trillium) adventures I have played, *Dragonworld* is by far the best. One of the reasons I say this is because it was the first one in which I was able to play from beginning to end without having to go through one of those — *damn I say it! — silly arcade games!* That, for me, has been the downfall in other games in this series.

Then again, if *Adventure* with a quick burst of arcade action are your thing, you can take such a route through the game and that, I feel, makes *Dragonworld* just that bit special.

Just as in real life, there is no right or wrong way to go about things. Back time he plays, the adventurer may find new and better ways of solving the same puzzle!

In fact, in many ways, the game reminded me of *Barbarian of Glenmorgue Castle* in that you can use things you find in a multitude of different ways. Use the wrong item in the wrong place and you'll eventually come screaming to a halt. I haven't to add!

Most of the action takes place in *Kendeth*, a city typical of its time, even down to the bazaar where it is possible to meet a tailor who bears a remarkable resemblance to a certain cartoon *Dungeons* character — not that I watch it, of course!

It is even possible to take your good friend *Barbarian* for a quick drink in the bar. He's a great guy, always on hand to offer advice or help in any sticky situation that might arise. (Just like the *Adventure* Hotline plus drink, eh *Keith*?)

Dragonworld has some really great graphics, and, for once, much to my delight, I left them on the whole way through this classic — a first for me, I must admit!

Also, from time to time you are treated to a short burst of music to highlight reaching a milestone in your quest to free the last dragon in *Dragonworld*.

Right — now for some of the not-so-good points! One example is when I tried to cross the castle courtyard with a young prince I had rescued from the assassin's dungeon, I wanted to disguise the prince with an assassin's cowl and I found I could not do so without a spare one. But I was carrying five of them at the time! Not to worry, the problem was soon solved another way — remember that I said earlier there were many ways of solving a problem!

The other idea I'm not too sure about is having coded clues on the back of the instruction booklet — rather like leaving a bag of sweets in reach of young ladies, as far as adventures are concerned! And, of course, the Commodore disc loading speed — or

should I say lack of it — slows the game down.

I must say that *Dragonworld* is one of the better adventures I have played for some time, and should provide many hours of spills and thrills for adventures of moderate skill. I can't wait to see what Telerium have to offer next!

Dragonworld is available on disc only for the Commodore 64 and Apple II series.

• Personal Rating: 9

Paul Coggins

REVIEWS



TEMPLE OF APASHU

We doubt any *Asari* adventures of long standing will have heard of it not played the *Temple of Apashu*. Now CBS Software, with the aid of Egypt, have made this available on a Commodore disc.

To give this new version a good try, I blew the dust off my old *Asari* copy and loaded both to see how they compared. Before I give my verdict, I'd better tell those adventures unfamiliar with the game just what things are about.

The *Temple of Apashu* is based on a dungeon with four levels. Each must be entered to recover the 16 different treasures that are to be found. Each of the levels is packed full of hidden traps, secret passages and rooms. Some are hidden by concealed doors, while others are more open — or are they?

The two different versions are very similar and the dungeons seemed in all respects to be the same down to the position of the traps and secret doors. The new Commodore version does have much better colour graphics and sound effects, although this seems to have been at the expense of keyboard response.

For that reason, in my judgement to

play, I found the *Asari* version more exciting, while the number of arrows I wasted on this air with the Commodore got a bit maddening at times. This was mainly due to the fact that I killed a monster but the computer was still carrying on combat commands from one move back.

If you have not played a version of the game before, then you might not even notice this effect. Overall, a good *Adventure*, worthy of its translation.

• Personal Rating: 8

Paul Coggins

CURSE OF THE SEVEN PAGES

After recently playing *Clash 'G'* from Imperial Software (CIB 10 June, Personal Rating 8), I was none too keen to load a second offering from the same source, in a similarly plain-looking idiosyncrasy. One shouldn't be influenced by the packaging of course, but it's difficult.

The game started by telling me about yet another evil wizard and how I must get his spell book, staff, hat and cloak, and what little hope I still held vanished!

I returned very quickly as I got into the game. A variety of original locations, and some surprise ways of finding new exits, combined with well-written and fairly lengthy descriptions to make an interesting game.

My journey took me through a room of seven mirrors into a forest and a magic garden, whilst other routes led to the real king's room, from where his magic could be explored.

Eventually I came across the toll king himself, standing by a rickety bridge and demanding the return of his crown before he would allow me across! Well, I didn't have it for now!

The input can be the usual two words most of the time, but longer phrases are supported, increasing the player's options for inventive solutions. Being in machine code, the response is immediate and the replies, although not identifying an invalid word, do give a clue as to whether a command is unrecognized or impossible.

I would only fault the game on the fact that, from a number of locations, there are too many exits listed that lead nowhere — in other words, to the room you are already in. This tends to make the text and size look a bit inflated and, while some of the text is up to that standard, the size of the game is obviously not. CIB — that and the name! I RATE it most!

Perhaps a little compressed at £5.95, *Curse of the Seven Pages* is fun the CBS Spectrum, from Imperial Software of Imperial House, 193 Churchhill Road, Parkstone, Poole, Dorset, Tel: 0202-110495.

• Personal Rating: 7

Keith Campbell

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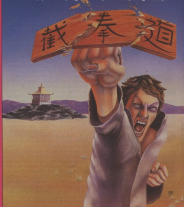
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ALICE IN WONDERLAND

This is a disc game in the Windham Classics series from Spinaxis Software and it falls right between the arcade and text categories. There are occasions when skill with a joystick is necessary — to be able to make progress — there are also problems to be solved on.

The method of play is by joystick only, but text commands can be entered by pulling the joystick towards you and pressing the button. You are then presented with a list of verbs (text icons perhaps?) and by moving a highlighting cursor across them and pressing the button, you can select the verb you want. A suitable reply will then replace the verb list.

In this underground world you must manipulate Alice to run, jump, crawl and crouch, to get to many of the locations in the game. If Alice is in possession of a passport, then she can float downwards instead of falling abruptly, for which there is a time penalty should she miss her target when she jumps. While in "passout" mode, which is achieved by holding the fire button down, she can also be steered.

There is a large adventure map, and each picture is read in from disc as Alice moves from one location to another.



In the game, you will meet up with a number of well-known characters, such as the Queen of Hearts, the Dormouse, a white rabbit, and even Lewis Carroll himself. When you meet up with someone, if you can get them to sing you a song, then then on you too can sing it. Singing a song to someone sometimes has pleasing results and is a useful activity!

Play takes place over 99 days and some events and exits depend upon being in the right place at the right

time. You can question what day it is, but the time of day is displayed on a number of clocks that are part of the furniture in some of the locations.

I found Alice just about scrupled into the Adventure category — but you need a good joystick hand! It is a charming game which should delight the younger computer games player and plenty of older ones as well.

Alice is from Spinaxis Software for Commodore 64, Apple II, and IBM PC.

•Personal Rating: 1

Keith Campbell

REVIEWS



ASHERON

Asheron is an Adventure with yet another approach to graphics. It is described as a "walk-thru" graphics system with locations opening out in perspective before your very eyes. This is not quite an apt description, but nevertheless the method is quite effective.

The graphics window occupies the top third of the screen. Moving east or west "slides" the picture across left or right a frame — you can hear it breaking past! Going north or south causes the picture to "split open", for want of a better description.

Moving east-west is therefore very similar to the 2D scrolling Adventure. This method is more consistent, since all movements are by text input or joystick.

Talking of text, there is quite a lot of it. Events happen while you are thinking and there are characters you can talk to, as in SAY TO MY "SADDLE HORSE". Shades of Robbin!

The objective is to find five treasures stolen by the wizard and return them to the princess before morning tea. All this takes place in a castle which houses, among other things, a frisky

horse, a temperamental cook and a bedazzling-interior Elf!

In the adventures in the fortress chamber as evil as he seems? Will the leader ever serve that jugged hare? And oh dear — when will the wizard stop his imitation of the Wizard of Prose? Well, that will hardly worry Amstrad and Spectrum adventures who are unlikely to have seen his antics!

Asheron is a very playable adventure from Mirrorsoft and is destined, I think, to become very popular. It is for the 486 Spectrum and Amstrad CPC684.

•Personal Rating: 2

Keith Campbell

ADVICE

Following hot on the heels of Island of Xan comes Amstrad from Robico Software, another machine code text Adventure for the BBC.

The game has what promises to be a good plot and performs every bit as well as its predecessor, but I have my reservations about it.

You are Rick Hansen — Special Agent — and find yourself in a damaged railway station. Most of the buildings are closed down and boarded up and the platforms are sealed off. Only the occasional freight train seems to thunder through, heading towards the dark entrance of the tunnel just up the line.

There is trouble in store for you if you try to leave, in the shape of a mysterious character hiding behind a parked car outside. There is also danger from within, for a stranger in dark glasses and upturned collar is on the prowl, and he's none too friendly!

An explosive tape recorder — so what's new? — tells you your mission, which is to assassinate General Garoto, who is "threatening to make the lot of us". The message suggests you stay overnight at the Tavern in the next village. It's just getting there that is the hard part!

The text in this game is very descriptive, as in "...rusty patches around the bulging rivets that line the metal walls ...". However, there seems little point in such descriptions, when they apparently have no use. SKAMING RIVETS merely gets the reply I CAN'T QUIT, the game's way of informing you it doesn't understand. This phrase is repeated all too often in reply to commands which the player will very likely use to try to crack the problems.

The method of escaping from the station — assuming I am on the right track — is cleverly implemented, but although I have escaped, I have not yet managed to get through the tunnel, let alone reach the next village.

Adventures are problems games, but this one is very frustrating for its lack of clues coupled with its poor

command vocabulary and CAN'T GUESS replies.

The **SAVE GAME** option is rather unusual in that it calls for a file name to be entered. This can be a problem if you inadvertently type in a non-existent file name when you try to restore a saved game, as the computer will lock up and you will have to reload the main program.

I really did persevere with this game, but ended up with one big question. Why do British Rail only employ aggressive guards expert in Oriental fighting techniques on their goods trains? And why do their trains only run in one direction?

Assassin is for the BBC B from Bobko.

•Personal Rating: 6

Keith Campbell

SCORED BY THE RINGS

Down at Pug End, Nimbo is talking to Grandad. They are seeking a legendary individual for a suicide mission. **Queen** who walks in!

Yes, it's you — fresh from a party of backing haggis. "Catch", remarks Nimbo, and throws you a small gold ring-like object. With astonishing lack of deftness, you catch it.

Perhaps the single most famous computer-graphics picture in the world is that of a comfortable sun-dappled room with a green door, and this is where you now find yourself. The room is complete with green door and purple carpet — the only thing that's missing is a chest.

Thus you learn your quest as Ferde Faggins, a fiddle yet for haggis, favourite nephew of Nimbo, and cowardly son of Baron of the Rings.

You must take the ring to the black land of Dornier, and destroy it but first you must go to Riverend and Seelwood, and in the company of your friends Span, Pungy and Murky.

So you head east and before long come across Farmer Faggins' Trifled Farm, where many barrels of ale are stacked against a wall. "Drink Ale" of course! Ferde drinks the ale, hiccupped twice, threw up all over the place, fell over and felt much better. So Ferde heads off to the River Bransname, whose source is the Great Funt Water Pipe and which is crossed by what looks remarkably like the Clifton suspension bridge. Go on, work it out!

Reed of the Rings is a man for hobbit-haters, and lovers of parody. It has large amounts of text in a Gothic character set which will, at the very least, bring a smile to your face and occasional pictures which only display the first time you enter a location, or type LOOK.

Perhaps the most surprising thing is that it was written with the Quill and Bluntator. I say surprising because it does not have the look of a typical

Quilled adventure — but then it certainly isn't a run-of-the-mill adventure anyway.

It comes in three parts on cassette or microdrive and each part must be completed before proceeding to the next. There are many locations to explore and, although I nowhere revisited them all, the map provided in the instruction book shows such places as Rorkwood and Seelwood.

There's even the Land of the Court

REVIEWS



Reviews. Perhaps that's where I should head — for one of the replies shows the game has no class. Yes, I split it all by typing **HELP**!

Reed of the Rings is from Data 4 for 48k Spectrum, cassette version at £5.95, microdrive version at £8.95.

•Personal Rating: 6

Keith Campbell

THE HELM

The Helm is another Spectrum game written using the Quill and is neat only. The object is to find and restore the sacred and powerful Helm of Immortality, currently held by the evil Lich. I guessed absurdly as I read about the plot — about as original as a sandwich in a lunch box.

The **Adventurer** lived up to my expectations in terms of its plot and problems — nothing special, so they say. Locked chest in first location. Solution — open chest with key I am carrying. Get knife since it's sure to be needed elsewhere. Come across unclimbable rope hanging from tree. Solution — cut rope with knife. To be fair, they do get more difficult, but seem rather mundane.

What does make the game different, though, is the style of text. Instead of

saying "I see..." followed by a list of objects present, the narrative goes: "Upon further careful contemplation of the immediate surrounding environment, I find the following" and then the list. Unusual the first time round, maddening by the tenth.

But it doesn't end there! Should you type a command that the program doesn't understand, such as "Move rubber" at the blocked mountain pass, you will receive the following message: "Unfortunately your sub-human linguistic attempts at simple communication are beyond me. Try conversing in the Queen's English."

A message that strong is a danger: one thing to put in any **Adventurer** with a vocabulary any smaller than the standard set by Tolkien. Best to play safe, on the basis that the programmer is more likely to have made an error of omission in the vocab, than the player a typing or spelling error.

Overall, the game performed well, but didn't hold my interest for very long and the attempts at humor wore thin very quickly. What I did like was the speedily sound every time I pressed a key, just what I thought a Spectrum keyboard should sound like!

The Helm is for 48k Spectrum from Firebird Software.

•Personal Rating: 5

Keith Campbell

SERPENT FROM HELL

Why do I always get the mean games to review? The game owner of judgement I was forced to play this month is called **Serpent from Hell**.

The plot printed on the cassette tape has a very suspect feel about it. The main idea is that the world is about to be destroyed by an evil force called **Cherub**, the Serpent from Hell. You, being the last remaining Knight of the Round Table, have to find the sword **Excalibur** and destroy Cherub.

It may be a good idea to quote from a legend, but when you get two of them muddled up and then produce a fast game, it's asking for trouble!

The program is written in a mixture of Basic and machine code, so the responses are quite fast, but the vocabulary lets the game down.

Graphics are to be found in the game, but to me these were so slow and boring that they seemed a complete waste of time and memory.

Serpent from Hell is for the 48k Spectrum, priced £1.95, but only worth the cassette it is recorded on.

•Personal Rating: Avoid at all cost!

Simon Marsh

The **Adventurer Club** is proving incredibly successful! With over 1,000 members already. If you want instant help from our phone-in helpline, a newsletter and a neat badge, then watch this space for another chance to join.

DON'T LET THE CRIMINALS GET THE BETTER OF YOU. WRITE TO...



ADVENTURE CHAT

The Helpline isn't just a series of problems and clues! Many readers write to express their views on Adventure games, and (ideas for the column) — like Gareth Williams of Swansea! "How about a poll to find the favourite ending of an Adventure?" he asks.

We continue: "People could let you have a score out of ten and you could work out the average and print the top ones each month!" Gareth goes on to say his favourite Adventure endings are: *TKY 8*, *Yobbit 7*, *Wulf 6*, and *Adventureland 5*.

Another idea comes from Mark Hardwicke of Tisbury, Wilt. "I have decided to ask you to initiate a new Hall of Fame in the Adventure world," says Mark. "It will be called 'Adventure in which it is impossible to make progress' and let me have the honour of putting forward the first nominee — *Jewels of Babylon*. This game is really without any logical progression. Now in the name of Adams are you expected to win through if the game gives you no bonus whatsoever?"

Matthew Bly of Northold, Birmingham, is a puzzle adventurer. "Please relay a message to Melbourne House — don't sacrifice complexity and descriptions in *Lord of the Rings* for graphics. A true computerist prefers to do without these altogether — and not just have a graphics off switch, because memory is still consumed," he suggests.

Rainer Pecher writes from Frankfurt about getting past the Garmen in *Lord of Time*. He has managed to do it the "wrong" way!

"If you offer the treasure more than one object, my *GIVE MIRROR AND SNOVEL*, the Fairy Queen from Time Zone 5 will appear, hand you a coin and disappear together with the Garmen. You can also do this to get the coin of the three bartenders."

Of course, Rainer knows this isn't the right way to go about things, so even though he had got over the

problem he adds: "But what do these games REALLY want?" That shows that the true adventure is never a happy cheat — he just HAS to know the right answer!

CSG/That a large number of readers in Germany, and many have written to the Helpline over the past couple of years. Now here's an unusual appeal for help! Acting, German resident Brian Longstaff of Sheffield is attending Adult Education classes in German and his topic, the idea of taking along some German language adventures, as a learning aid. Unfortunately, despite contacting some German friends, and looking around in the UK, he has not been able to find any!

Brian's search may soon be over for, up in Birmingham at Adventure International UK, Mike Woodroffe and his team are busy translating Adventures into Spanish and German. First language will be Spanish and the first game will be *Chewies*, followed by *Kulk*.

"Mike's getting quite good at Spanish," his wife Pat told me, "he's wandering round all day muttering phrases like 'un exámbulo de horrores' and 'Arrovero Fossidillo'".

In the meantime, if there are any German readers who know of any German-produced Adventures, please let me know so I can pass on the information to Brian. Details of the software company, price and price would be most useful!

"Translation: A swarm of ants.
Remember Nightmares!"

ELEMENTARY CHEATING

In the Spectrum version of *Shoggoth*, where Lestrade is at Kings Cross Road on the way back to the police station on Monday evening, one move before he climbs into the cab way to exhibit "Go to Bishop's Road" or any place name as long as it is not Parliament Street. This puts Lestrade in a predicament, as he cannot get out, so early on

Tuesday morning he will not enter and tell you to try again! Andrew Watts of Swansea wins a T-shirt for this ingenious way of getting his own way!

A-LEVEL CHEATING

Ivan Lamont and his friend Simon Walsh were slaving away in Dublin and fell drastically behind schedule, so they started off by using the "usual level 8 yuck check". PC08 IN=8308 TO &7C08;IN=1154;P3=31; VDU PROMPT ELSE NEXT

"Nothing unexpected," says Ivan. Then they had a really sneaky idea. What about restoring the game with some dummy location files? They found some really interesting things. "Go here's what you do," explained Ivan.

Save your best game position, and then hit BREAK. Type: PAGE = 4508; "LOAD" ADVDAT" 0000

When it's loaded, quite a few almost positions are held between 41004 and 41108. Set them all to one room 'say room 424 beside the fence' and save using "SAVE" ADVDAT" 0000 1FF 7FFF.

Now reload the main program and load it up. If you find the things then you'll get "quite a surprise!"

IMPASSIONED PLEAS

"Dear Lord Campbell," writes Kieran O'Donnell of Dundalk, "Ruler of Pinnacles, Lord of the skyline and all-round jolly good fellow!" I get the feeling I'm being softened up... "We are nearly there in *Philosopher's Quest*. We are masters of the MC passages, we've cheated the computer, but the mouse, found Spinn, the elephant runs away from us in terror, but how do you get out of the cell full of holes?"

"Philosopher's Quest will take the last pot! We do not give in!" I can't

ARCADE ACTION



PITFALL II

The adventures of Pitfall II may continue, and those of you who own a home computer may already have met the intrepid explorer created by American software house, Activision.

Arcade manufacturer, Sega, has bought the rights to Pitfall I and Pitfall II. The Lost Caverns and, for a change, an arcade game has been produced from a computer game. That happened into last year when Boulder Dash was converted for the arcades.

Pitfall II — The Lost Caverns is an amalgamation of Pitfall I and II and is as good as, if not better than, the computer game.

You start off by guiding Harry over a number of vital pitfalls — within these lie deadly obstructions. Using the joystick and jump button, you must swing him across a lake using some handy hanging vines. Logs must be jumped and you are into a compelling and playable game.

The aim is to enter the vast caverns beneath the earth's surface and find lost treasures. First, when picked up, will open passageways leading deeper underground.

Many dangers await Harry and, other than scorpions and frogs which lie underground, crocodiles lurk in the murky patches of water that must be crossed. In one scene, Harry must ascend a bottomless pit, hanging onto a balloon. Swarms of bees instantly

attack though they can be dodged, with careful maneuvering of the joystick.

A scene from the film Indiana Jones and the Temple of Doom has also found its way into the game. Harry leaps into a mining cart and whizzes off on a hair-raising, roller coaster ride into the depths, jumping chains and generally behaving like Harrison Ford.

Pitfall II — The Lost Caverns is an enjoyable game though it may be too well known to be an instant hit in the arcades. Only time will tell.



COMMANDO

Spent 30 pence and join the commandos in their fight against geriatric warfers.

Commando from the Japanese company, Capcom, is a game with a distinct military flavour. You play Super Joe, a crack jungle fighter, who is dropped behind enemy lines to wipe out an army of invading gunkles — not the furry kind.

Such is your talent that you are sent in alone, and, in my experience, face almost certain death. After all, commandos don't have nine lives, only three — and they are easily lost.

A chopper takes you in. The trees thrash alarmingly under the sudden downpour of air and the noise is both realistic and deafening. Armed with a gun and unlimited shots, and a grenade that needs replenishing, you creep forward.

Tripped! An evil-looking gunkie appears, firing erratically at you. Bullets scream across the jungle floor as you let them have it with your sub-



machine gun.

A new screen. Cannon fire rips through the dense forest, being super-human, you manage to dodge that as well. A bridge looms ahead and an elite soldier on a motorcycle. Can you take him out?

Points are scored for rescuing captives and destroying enemy generals and their headquarters. Further on in the game, the various stages each require a different approach and you will have to learn new techniques in getting from one side to the other. Avoid enemy trucks and jeeps — they will attempt to mow you down.

The jungle is very scenic with only a few scattered



pain trees — some screens have none — and you are not afforded much cover in your mad dash across each screen.

A winning jungle accompaniment, this fast and active game. Movement is smooth and the graphics are well defined in cartoon style, though they are not particularly colourful. Everything is that evocative shade of black befitting a game on the armed forces.

INDOOR SOCCER

Cherleaders bounce into the field. Kick their legs and wiggle their bottoms. It's time for the match to start. Two teams strut onto the pitch, their numbers sadly depleted, but ready, nevertheless, to kick their way to fame.

Indoor Soccer from Universal is the most inaccurate portmanteau of a sports simulation I've come across. The aim is to beat the computer, or a friend, at a game of football. However, it turns out that winning is not the aim — it's harder to lose!

Whatever happened to eleven-a-side? Each team has only three players including the goalkeeper. The keepers don't do an awful lot and the other four seem to spend more time kicking their opponents than the ball. Universal does not consider these unimportant activities as fouls and no penalties are issued. The ref, is probably smiling.



One disappointed player comments, "You can play for hours — it's very easy." I watch as he controls the red team, taking the ball straight to the goal. The blue team — controlled by the computer — are busy kicking each other and paying no attention. The ball goes in and the score is recorded. No matter that it is a home goal. He eventually gave up with the score standing at 7 to 0. The computer lost.

Someone else takes his place. The game starts and then the whistle blows — three minutes is up and the cheerleaders trot back. The crowd roars for the winning team — or maybe for the losers — and it's time to shovel in more money to give the computer another chance to win.

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COMPETITION

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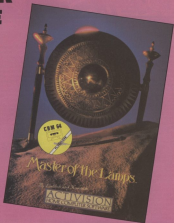
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Here's how you can win a copy of this great game. Below are printed four spells — or rather misspells. What you have to do is rearrange the letters in order to reveal the true meaning.

- 1) FOETE MALPS TERSAH
- 2) INDALA
- 3) SCORTYHAC
- 4) POCUTTER DAB DODDY MEACS

Send your answers, with the printed coupon, to Master of the Lamps Competition, Computer & Video Games, Friary Court, 36-38 Farringdon Lane, London EC3 8AF. Closing date is September 18 and the editor's decision is final.



NAME/MASTER OF THE LAMPS COMPETITION

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C&VG OFFENDS ARAB READERS

Dear C&VG,
I wish to make a comment about your April issue. I hope you will consider my suggestions, especially as it will not affect your magazine in any negative manner.

I am, as are many fellow Arab readers of your mag, not very comfortable about your use of a Star of David to indicate "Star Games". I would very much appreciate it if you could use another figure to indicate the status of such games.

The star not only offends me, it would mean that I can no longer buy my favourite games magazine.

It is not my intention to involve you in politics of any manner. I would just like to keep on reading C&VG, and may I remind you of your stance against *Raid* over Moscow which you thought was offensive. Besides you are not losing any of your Jewish readers if you use something other than a Star of David.

Samir Shah,
Alo Dhab,

United Arab Emirates.
Editor's reply: Well, we changed our Star Games sign before we received your letter, Samir — we hope you now live in politically neutral!

KUNG FU TAKES A BEATING

Dear C&VG,
Bug Byte takes a bigger beating! I also have *Kung Fu* by Bug Byte and, in reply to Ian Hedden's letter in the June issue of C&VG, I have beaten this score at Black Belt level 5 with over 800 points and can prove it! No lives lost either!

P.O. Malton,
Gloucester.

US SOFTWARE INVASION?

Dear C&VG,
I have had my C&A for a year now and I am very pleased with it. I think I am now a good judge of software as I have also had a Vic 20 and a 486 Spectrum.

When I first got my C&A, US Gold had only just started to import games. The first of these games were *Arch-Mind*, *Pentablast* *Forest* and *Atari Challenge*. Even now, a year later, I still rate these games as better than most English software produced today. Even so, there was quite a lot of good English software around, like *Brave* of the *Midnight Carnival* and *Witchback*. Since then, the shops have been swamped with very high value American software.

Do not think that I am one of those people who always buys British — I am not. All I am saying is that English software companies are not pulling their weight.

Stephen Sohier,
Middleton.

THE DRAGON'S LAST FAREWELL

Dear C&VG,
As a faithful reader of C&VG, I am proud to admit that I own a Dragon 64 — one of the few. We must be the few because not only does C&VG now ignore our presence but also your advertisements and seemingly most of the British computer industry.

My faith has been shattered by watching *Wip* on a magazine that once *Xmas* hasn't even mentioned the Dragon's funeral. I bid you all at C&VG's farewell.

G. Smith,
Bevila.

A REVIEW OF PIRACY?

Dear C&VG,
I think the main reason why copying occurs is because when people walk into a computer store and see a new release they will not buy it unless they have seen a review of a game. But no magazine — including C&VG — reviews software before it hits the streets so they leave it on the shelf.

The moral of this story is to review a game before it enters the shops. Everybody is prepared to buy an excellent game if they have read a review. *Shawn Andrews*, *Leicester*.

Editor's reply: Are you kidding, software houses?

ELECTRONIC TOP TEN

Dear C&VG,
In my opinion, having music in a game is the best idea since inventing the computer. Music helps take the edge off a game, it even makes the market. I have chosen my Top Five games from my games collection — I have a 64.

They are:
1) *King of the Hill* (Acq)
2) *Ghostbusters* (C&A version)
3) *Quake Express*
4) *Eye vs Eye*
5) *Cyran*

I often see many good games on the shelves of many shops in Colchester, but these are often let down by having poor music which sounds like a two-year-old playing a mouth organ whilst standing on his/her head underwater. But some games are good enough to be able to do without music — *Impossible Mission* for instance.

Peter Roe,
Colchester.

EYE-CATCHING COVERS

Dear C&VG,
Every time I walk into one of the many shops that stock your magazine, I am almost able to spot it as I walk towards the rack. Well, many other people may be able to do the same. I hear you say, but as I am a keen artist — well at least I like to think I am — I notice the quality of front cover you always have. This makes your magazine stand out from the rest in my opinion.

The artwork involved in games is no small feat. I really must congratulate you on outstanding covers and an excellent magazine.

S. Glanop,
S. Tordis.

Editor's Reply: Thanks for the compliment, Mr Glanop. We try hard to come up with new and interesting covers every month.

EXPENSIVE AMERICANS

Dear C&VG,
I am an American living here in Europe. Your magazine is pretty good but, I have noticed that you do not give a lot of information about US software and computers. I cannot find software for the Apple IIc or Commodore PET. I would like to see in some future edition something about US software.

Corraisa,
Monaco.

Editor's reply: We do run a regular letter from American columns.

Corraisa — but it's difficult for us to cover the machines you mention in any detail as they are well above the price range of the majority of our readers.



SICK OF SCOTT? SURELY NOT!

Dear C&VG,

How about giving us more about computers for our *SGT W*? But I mean in we buy the magazine to hear about computers not holidays (*Deathcap Dragons*) or American games (*Phoenix*) or where Jeff Minter goes on holiday?

I don't want to know about *The Last Starfighter*, *Gramline*, *Electric Dreams*, *Conan the Destroyer* or *Dune*, even if some of them have computer games based on them!

Instead, why don't you just tell us about the computer games and not the film?

Also in June's issue you tell us how the special effects of *Foot and The Last Starfighter* were created. That's great if you happen to own a mainframe.

By the way, I doubt if you can do anything about Doctor Who being taken off the air. The money saved will be used to create new and better programmes.

So I suggest that you dedicate your pages — and our money — to computer-based items. For example, why not some *Adventure* entries, for the less popular computers, in *Vic-20*, *Dragon*, *Tandy* or *BBC*?

By the way, will you stop praising Scott Adams in your *Adventure* section? He may be a good *Adventure* writer (like *SGT*) but I get sick and tired of hearing about him! Why not give him a break and let another *Adventure* get the limelight?

Do you have to go to all that trouble just to get free copies of his games to give away.

I doubt if this letter will

ever see the light of day again, let alone be printed!
D Mitchell
Southampton

Editor's reply: You could be starting something here with your jibe at Dr Who. Mr Mitchell just watch these pages. What do the rest of you think about the general interest articles we've been running in C&VG? As for your criticism of Scott Adams — well, point taken, but are you ready to deal with the giant Campbell arriving on your doorstep with a *blast instrument*?

BUT YOU CAN USE A JOYSTICK!

Dear C&VG,

I feel I must complain about your review of *Star Voyager* for the *Amstrad*, in the May issue of C&VG.

Your reviewer said he was disappointed that the controls were keyboard only. Well I find it ridiculous that a reviewer, who I presume gets free software to review, cannot be bothered to do his job properly. This is the third review of this game I have seen and each time the same criticism has been made.

On loading, the title screen appears and at the bottom it says "PRESS SPACE OR FIRE TO START". If you press start with the spacebar then you have to use the keys. If you press the joystick fire button then you can use the joystick. Also on the next screen it says "USE JOYSTICK OR the key layout shown". Alan Mavers (*Crashline*) *Overcast*.

Editor's reply: Point taken, Alan. But it would help to have all the information printed on the cassette label.

HAPPY BIRTHDAY C16!

Dear C&VG,

Over the past three years of your existence, you have had letters from frustrated micro owners telling you that you are forgetting about their particular micro.

First it was *Amstrad* owners, then *Amiga* owners and more recently *SBC* owners have had their say.

I'm not going to add to the list but state that you haven't even mentioned my micro even though it is now the cheapest colour micro on the market. I won't say it's the best one and it is now coming up to its first birthday. My micro is the Commodore 16.

So please start giving this poor little computer a look in every now and then.

Shawn Barry
Midhurst
W Sussex

Editor's reply: We have been reviewing C16 games and featuring news items about your machine, Shawn. Five C16 games are reviewed this issue.

WHAT ABOUT A US SOFTWARE CHART?

Dear C&VG,

I just dropped a line to my local newsagent every month and it is *ACE*. It stands out on the rack at my local newsagent and would be easy to the hand if I had to pick a favourite magazine.

I think your article are brilliant, especially *Jet Set*. Please could you send me his autograph and, if possible, some of his original?

Even though I have a horrible Agamem, I will never miss an issue just to read about the current

software and hardware news.

You ask for ideas about what to put in the US column — well, how about a US software chart and computer selling chart? Alan Connolly
Solihull

YET ANOTHER CONVERT TO C&VG

Dear C&VG,

A few months ago, my favourite magazine was stopped, so while browsing through all the newspaper's mags, I picked up yours and flung it through it. I bought it and after reading it I was totally hooked.

Your *Adventure* column is the best I have ever seen and also the biggest.

I think your support for machines like the *Amstrad*, *MTX* and *TI* could be better.

Maybe you could do an article each month on the very best software on machines which aren't as popular as *Spectrum* and *Commodore*.
Nicky Dain
London

Editor's reply: Welcome to C&VG, Barry. Glad you like it. Watch out for an *Amstrad* special in August.

THE INCREDIBLE SHRINKING MAG.

Dear C&VG,

In the November and December issues of last year, 119 pages each, but now only about 100 pages each. Why is this? Also what has happened to the Top 30 chart? Christopher Brooke
Chorlton

Editor's reply: The size of your C&VG depends on simple economics. Christopher. The more adverts we get, the more pages overall. And the Top 30 was back last issue!

PEN PALS

Welcome to Computer & Video Games' Pen Pal Page. This is the page that is designed for you to get in touch with one another, if you would like to get in touch with someone from this country, please write one of C&VG (remember to mark your envelope with the person's name). Any reader who lives abroad should write directly to them — you will find their address under each letter.

Dear Sir
I just recently bought your magazine in a bookstore. It is very interesting. I am interested in writing to a fellow-computer buff who also has a C64 (I have a disk drive, datamaster and printer). I am a novice programmer but I enjoy all types of programs — recreational and educational.
Craig A Paschalis
48 Peckham Road
Wandsworth
New Hampshire
03061
USA

Dear Sir
I own an Atari 800XL and disk drive. I have lots of great games for my computer. I would like to have some pen pals from anywhere. We could exchange software, talk about our computers and send each other information. I live in Northern Ireland and would really love to share playing tips for games such as *Chinatown*, *Samurai* and *Brace*. Sam. Hope to hear from you soon.
Richard Allen
NI Ireland

Dear Sir
I am a Spectrum 486 owner and I collect games. I have got nothing against *Adventures* but, surprisingly, I just can't play them, except the *Lords of Midnight* trilogy. I

also enjoy games like *Brace Lee*, *Chinatown* etc. I would like to make contact with Spectrum owners in England.
Lastly, you don't necessarily have to like the software I mentioned. I just want to talk and hear about new and old software. Please send your letter to the address below.
Vigore M Karakostas
Elizabetown 27
Riverside 201
Ireland

Dear Sir
I buy your magazine frequently here in Egypt. I would like to swap letters with another C64 owner.
Abdel Hadi Hakim
PO Box 2610
Horti
Heliopolis
Cairo
Egypt

Dear Sir
Hello! Does anybody know how to find the list which is needed to pass through the shell in *Mountain of Kef*? I am looking for a computer pen pal from any country, as long as they can speak English.
Clay Smith
Scotland

Dear Sir
I own an Acorn Electron and I would like to get in touch with another Acorn user. I am twelve years old and I like all different types of software. I would

be interested in someone about my age who would like to swap software.
Darrel Elizafer
South

Dear Sir
I have an Intellivision game component and the computer adapter. The Intellivision is very good for games, but I cannot find any games, listings or programs for the computer. So, if there is anyone with an Intellivision computer, please contact me through *Computer & Video Games*.
Oliver Milt
Nuclea

Dear Sir
I am a Commodore Vic-20 user in Nelson, New Zealand and would like a British pen pal who also has a Vic 20, for exchanging software and computer knowledge. My other interests are tennis and arcade games. I am 15 and would like a male pen pal about my age. I have a large collection of interesting software.
Please write to—
Andrew Palmer
31a Karamer Street
Nelson
New Zealand

Dear Sir
I represent a small group of Atari computer users in the London, Essex and Kent area. Although our group is quite small in membership, it is very big in enthusiasm. We would desperately like to contact other Atari users and user groups with the view to exchanging news and views etc. If there are Atari users out there, we want to find them.

If you could point this, it would be a great help and no-one could say that you ignored the Atari, which of course you don't.

Martin Smith
Dagenham
Essex

Dear Sir
Solo Software have just announced the formation of the UK branch of the International M2-P00 Owner's Club.

Membership costs £18.50 per annum and hundreds of people have joined in the first few weeks since it was announced.

For an application form to join the club, write or telephone Solo Software at Box 958, Blackpool Trading Estate, Worchester WR3 9TJ — (0454) 85381.

COMPETITION

We've got three of the latest Ultimate games for the C64, BBC and Amstrad to give away to our growing band of overseas readers. All you have to do to win. *Knight Lore* on the Amstrad or BBC, or *Entombed* on the C64 is write and tell us just why YOU should win one of the three great games. Easy? Send your entry to *Computer and Video Games*, Pen Pal Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is September 16th. Don't forget to tell us which game you want to win. — *Knight Lore* or *Entombed*.

GUTS. STRENGTH. SPEED. THE WILL TO WIN.

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DON'T FORGET US — PLEASE!

Dear CBWG,
A number of points:
• Good mag — well worth \$10.
• Very impressive Adventure Routines. It is nice to be replied to personally when there must be hundreds — 1,000s? — of screens for help.

Two out of ten to Keith Campbell, even if he wasn't able to help with *Tie No Mop*.

• Having just read your Golden Japanese awards for this year, I think it would be fascinating to publish a retrospective view of previous years. Imagine software must be in there somewhere.

• Finally — a good man. I find it extremely annoying to read reviews of new games to be told they are available for C64 alone and then find advertising for the Spectrum version — and don't say it doesn't happen very often, because it does. Last month alone it happened with *Shatterline* and *World Baseball* — so STOP IT!

Dave,
Camden.

AN ALTERNATIVE OPINION

Dear CBWG,
Regarding the letter from Michael Weintraub (CBWG, May) I have a few comments to make:

- 1) Frankie Chase Po Hollywood shock: only Radio 1 DJs and 13-year-olds.
- 2) I can see why, to a

generation have lost Donna Donna, Howard "Ming" Jones, M20 Gersh and the like, F.C.T.H. seem "revolutionary".

However, I am afraid they are not. Their rebel pose is just that — a pose. They are as plastic and packaged as all the other chart bands. There just happened to be packaged extremely well (congratulations, Paul McCartney).

3) I suspect that Michael is too young to have witnessed the phenomenon that was the summer of 78.

4) F.C.T.H. are NOT the new Sex Pistols. There are a rock'n'roll twinkle.

5) Go to a good record shop, Michael. Find the section

"Alternative/Punk" (if there isn't one, it's not a good record shop). Find a 12" single by Periclit TV called *Unclean*. Buy it! Play it Smash your *Radio* second! *Manus Omen*, Manchester.

NEGLECTING THE ELECTRON?

Dear CBWG,
Well, I've waited and waited, but will not keep my cool any longer. Although your magazine is excellent in most respects, you have only reviewed one game and printed two or three programs for the *Amiga* Electron since it was launched nearly two years ago.

It now has a fair amount of high quality games around, has a user base of around 15 million and has been the third best selling name for several months. It seems a great pity to see that machines like the

Electron, T1000s and C64s have been permanently left out of CBWG — they are all popular machines.

I am pleased to see M&E and Amiga specialise as well as one for the TI, so how about one on the Electron with an M&E in sight.

Finally, since you're fond of mapping out arcade adventures, how about one for the Electron such as *Jim by Viper* Software which contains 70 screens.

Mark Turner,
North Maudeslade.

Editor's reply: We haven't forgotten the Electron, Mark — but it appears the major software houses have.

IMPOSSIBLE? — NOT QUITE

Dear CBWG,
I feel that I must add my comments to your review of CBI/Etype's *Impossible Mission* in your April 1985 issue.

No matter what your reviewer says, nothing, I repeat nothing, can copy the horrors that I, a dedicated, hardened video gamer, went through in my attempts at completing this masterpiece of silliness (or...)

But I, yes I, a gibbering wreck, have completed this mind bender and achieved the impossible. I am now returning to normalcy because I have heard the soothing female voice when the mission is completed.

Why you award nine points for the graphics which are the most stunning and realistic on any computer?

Mike McLaughlin,
Sunderbury.

PIRATE SINKS CBM GAMES

Dear CBWG,
I am very confused about a problem which has vexed me since the birth of the 64 many moons ago. Why are Spectrum programs cheaper than those for the 64? A piece of software for the Spectrum costs around £5.95, but for the Commodore 64 it costs £7.95 — why? Don't tell me that its magnetic tape length or programming time is longer than that on a Spectrum (in some cases lost).

Why is it then that software still costs £7.95 for the 64 and yet the same piece of software for the Spectrum costs say £5.95. A point I raised before about magnetic tape length. Take *Search Wreck*. There is less mag tape in that than in the Spectrum version and yet it sells £2 cheaper than the CBM.

The same goes for conversion to the CBM. The programming time taken for *Jim Jinx* is roughly the same as the time taken for its conversion to the CBM.

Most of my software is played and on floppy also (even turbo loaded software). I am not proud to be called a pirate but if computer giant put the prices £2-£3 more than the original for the Spectrum then copying the software would cost cheaper. If the computer dropped their games to a minimum level of say £5.95 then I would certainly buy more original software. But until that day I remain a pirate — sinking software companies. Name and address supplied.

C&VG HOTSHOT OF THE MONTH

This issue we're continuing our new look **HALL OF FAME**. We are still printing scores on your favourite games — but the **REAL** challenge is the **C&VG Hotshot of the Month** title.

How do you get to be a **C&VG Hotshot**? Simple. Just get a high score on our nominated **Hotshot Game of the Month** and send your score in, on the form provided in **Computer & Video Games**, **Hotshots**, **Prize Count**, 30-32 **Pennings Lane, London EC6B 3RD**.

Then we'll pick out the two highest scores and invite them to come in the

C&VG offices in London where we'll hold the play-off.

The winner will get a special **C&VG Hotshot prize package** — and the runner-up won't be going away empty handed either. So don't delay — get your score into us today.

THE MONTH'S HOTSHOT GAME OF THE MONTH IS WAY OF THE EXPLODING FIAT — for the Commodore 64.

Way of the Exploding Fiat is an all action simulation of the ancient martial art of kassie. The programming of the

game has been supervised throughout its development by a top kassie expert which has helped to produce a realistic game where every knee-crushing move is completely accurate.

We'll increase in your hit-scores on other games — and remember the number one scores from each game we print each month gets a **C&VG** t-shirt. And **DON'T** forget to send a photograph of yourself along with your **Hall of Fame** entry. We like to see just what a **C&VG** **Hall of Famer** looks like!

C&VG HOTSHOT OF THE MONTH CONTEST

Name

Address

My score on *Way of the Exploding Fiat* was

Date

Witnessed by

C&VG HALL OF FAME

Name

Address

Name of game

I scored

Machine

T-shirt size (S, M, L)

Witnessed by



"I'm horrified by whispers reaching my ears... A surge of scandalous, down-market games for demented neocapitalists starting off with a little number called 'Go To Hell' I kid you not!"
CCNY '94

Go to hell

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Meet the Psi-Warrior in our brand new cartoon strip. Thrill to the adventures of this super-hero, starting next month with two pages of colour action.



Ever wondered how a software house produces a game from scratch? Well you can find out with part one of *Glory of a Game*, a week by week account of how a game is produced.

Jonah Harrington's *Squash* is shooting up the charts. But how would you like to get some personal coaching from the former world champion? That's the top prize in a competition we are running with New Generation Software.

Dance to the music in next month's *C&VG*. Music software programs for your computer are growing in popularity.

We look at the various packages available for your computer. We also investigate how computers are used in recording studios.



How would you like to build movable machines to your own design?

Enter our great Robotic competition, test marsh and try to win one of these fantastic new mechanical constructions like.



PLUS special: Why of the Exploding Fish competition, Hot Gossip listings, Hall of Fame, news, reviews and lots more.

X.T.M.O.N.T.H

EPYX goes

GOLD

81
 DISK
 EM-95
 CASSETTE
 ES-95

DON'T BE SCARED...IT'S NOT DIFFICULT...JUST....

IMPOSSIBLE MISSION

At the critical ages, impossible Maxine's son is
 unique place among today's authors through
 dramatic graphics, mathematical software and integral
 games concept will keep you coming back for
 more. Already voted "Game of the Year" by *Rolling
 Stone* magazine 1995, it is surely destined to become
 an all time great. See You
 Want to lead the most
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