

SEPTEMBER 1985

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MARTIAL ARTS MANIA

COMPUTER & VIDEO GAMES

Read our
Bone Crunching
reviews and
get a kick
out of our
**EXPLODING
FIST**
competition

MEET
THE
PSI
WARRIOR!



WIN : A BMX BIKE

WIN : SQUASH LESSONS
WITH JONAH BARRINGTON

WIN : SPECIAL RUPERT BEAR PRIZES!

STEVE TURNER'S ASTRO CLONE : EXCLUSIVE PREVIEW

ABU SIMBEL

PROFANATION



Intense terror, modern day hero and explorer recombination, has finally discovered the lost Temple of Abu Simbel, built by the great Pharaoh Ramess II over 3000 years ago.

In frenetic desperation to enter this secret world and to draw into a frightening adventure, threatened by the Pharaoh's curse, in constant danger until he can reach the inner mortuary chambers.



SPECTRUM 48K £7.95

Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4PS. Tel: (0742) 753423



G·A·M·E·S N·E·W·S



DATASOFT PREPARE NEW RELEASES

Datasoft, the producers of games of the calibre of *Prince Lee and Jackson*, have a new range of programs ready to be released in Europe which look set to cause a stir.

The first two are conversions of successful arcade games — *Pole Position II* and *Director Action*.

Pole Position II is a Formula 1 racing simulator which is a highly enhanced version of its predecessor. It also includes a "designer feature", which allows you to build your own personalised race track.

Director Action, a conversion of the Taito climbing game, places you in the shoes of agent Otto — your mission is to gather as many secret documents as you can from a 30 store building before you escape from the basement.

Datasoft are also releasing *The Gnomes*, a game based on the forthcoming Stephen Spielberg film and a game titled *Alternate Reality*.

Gnomes and *2000* will be available on the Spectrum, Amstrad, Atari and Commodore 64. *Pole Position*, *Director Action* and *Alternate Reality* will be released on the Commodore 64 and Atari. All the programs will be priced at £9.95, except *Alternate Reality* which will sell for £14.95 on disc only.

WINNERS

THE WISCK

The winner of our Week competition is Nigel Parsons from Chadd. He was best receiving an MSX computer from Electric Software in the near future. 100 runners up will each receive a copy of the game. A full list of the winners up can be obtained from the C&MG office.

FITSTOP II

Three winners in our Friday II competition win tickets to the BRITISH GRAND PRIX, courtesy of C&MG. The first two win tickets plus pit passes and the third winner receives tickets to see the race itself. They are Colin Tenn, Buckle, Paul Sidney, Tynesworth and Mark Walton, W Sussex.

Twenty runners up received prizes of software/records or audio cassettes. A full list of the runners up is available from the C&MG office.



Many moons ago C&MG presented a feature about MUD, a great interactive adventure game played down the phone lines by addicts at Essex University.

Soon everyone will be able to enter the Multi User Dungeons thanks to British Telecom. As you'll need a modem add-on for your micro — and MUD will be available

to almost every micro under the sun!

Once you enter the world of MUD you'll find yourself up against human opponents who can often prove irritatingly unpredictable! Not like a normal computer adventure game where logic — usually — rules. Watch out next month for a great MUD competition.

THE GOLDEN SUNDIAL OF PI!



Finally! The PI-Man has come out of the closet to present the Golden Sundial of PI to a couple of female Bimmerless who managed to unravel the mystery of Bimmerless! They solved the world's longest running computer puzzle by being at Hindover Hill in Sussex on July 28th! Sue Cooper and Lail Newman of Bley ensured the frightening sight of the PI-Man in broad daylight to collect the sought-after Golden Sundial! More news from Keith Campbell next issue!

It's not often we advertise other magazines in C&MG — but we're making an exception for Microsoftware Magazine. Strictly speaking it's not a magazine in the real sense of the word because it comes on tape.

But it's still packed with interesting features, articles and reviews and all for just £2.99 per issue.

The latest edition of the magazine features a Colloid adventure game, reviews, Chris Corner full of good FORKs, letters and much more.

If you own a Spectrum and want to get hold of Microsoftware Magazine write to Infinite Software, 73 Alcester Road, Moseley, Birmingham.

THE EXPLODING

COMPETITION



Take that C&VG editor, Tim Melville, slams World Karate Champion Jeffrey Thompson with his unique style of combination karate punches.

Get into some martial arts action with this fast and furious *The Way of the Exploding Fist* competition brought to you by *Computer & Video Games Magazine* and Melbourne House.

The winner (plus one other) will visit Melbourne House in London, go out for a meal, meet Jeffrey Thompson, World Karate Champion 1982-84, and visit an exhibition of karate.

The time, day and date of the visit will be arranged between Melbourne House and the winner.

The 30 runners-up will each receive a copy of *The Way of the Exploding Fist* which is available for the Commodore 64, Spectrum and Amstrad.

To enter the competition, answer the following four questions and send your answers with the coupon to *The Way of the Exploding Fist Competition*, Computer & Video Games, Priority Court, 30-32 Parnassian Lane, London EC8N 3MJ.

To dash off to your local library and look up the facts that could put you in with the martial arts action, and a chance to meet one of Britain's world class sporting heroes.

The closing date is September 16 and the editor's decision is final.

1 How many times has Great Britain won the world team karate title?

2 Name the years.

3 How many members make up a team?

4 How long does an international karate bout last?

5 Karate and Judo are probably the best known of the martial arts. Name four others.

C&VG/MELBOURNE HOUSE THE WAY OF THE EXPLODING FIST COMPETITION

Name _____
Address _____

Enter — the martial arts games. Flare and feet of fury are all the rage this summer.

Competes all across Britain are at this very moment suffering from a severe bout of violence as ferocious contests are played out.

So, with a mighty yell, *C&VG* leaps into the combat arena to take a look at some of the leading contenders in the martial arts stakes.

CRASH *The Way of the Exploding Fist* (RM) Melbourne House is clearly in the lead at the moment, combining fast and furious action with player skill. The game is set at a tournament where you have to improve your fighting skills and eventually attain the position of Shantin monk. The game is endorsed by Jeffrey Thompson, the World Karate Champion 1982-84. He said: "I didn't think I would find anyone to match me, but *Exploding Fist* gave me my hardest fight yet."

BRAD *US Gold's Bruce Lee* (RM) has been around for some time but is still going strong. The *Kung Fu* hero has to run, jump, kick and chop his way through 30 screens defeated by Ninja Soldiers and the indestructible Green Yano.

WALLOP English Software is poised to unleash *Chop Ray* onto the public (Amstrad £12.95 cassette/£12.95 disc). It features smooth animation and a strength gauge as the player battles it out. And there are surprise opponents which give it an extra sting in the tail. **CRUNCH** System 3 Software is launching up its karate game, *International Karate* (Spectrum, CBN-64, Atari and Amstrad £9.95).

The action takes place in front of five international backdrops — London, Sydney, Rio, Egypt and New York. Each animated figure will have 8 movements. It is also planned to include speech where the tournament judge will tell the players to begin, stop and announce the winner. At £9.95, *International Karate* promises to be excellent value.

System 3 is also planning to release *The Last Ninja* (again £9.95), an arcade adventure set over 380 screens. It follows the progress of a Ninja who battles to prevent a Shogun attaining immortality.

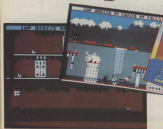
After playing the various martial arts games you fancy having a go at the real thing — be warned! These sports can be very dangerous and could result in serious injury for the untrained.

The best thing to do is contact one of the various controlling bodies for the individual sports and ask them to recommend a good club to join.

FISTS!



Pulsing action from
Way of the Exploding Fist



Playing for kicks — Bruce Lee



Get your teeth into *Double Dragon*

**After picking
14 of the new
releases,
our Mystery
Microgamer
has finally
flipped
over two...**



'Three of a kind, O.J.'

My really brill two:

1. Summer Games II
from US Gold. I'm a
value freak and a closet
athlete and now I can
play in my silver lueur
tracksuit!

2. Sparklers Special
from Sparklers - 'cause
this way I get four
absolutely triff games
for the price of one!

3. Just Mystery Me!

My pick of Arcade and Adventure

GLADIATOR

by Microgen

This is Roman arena 'til Caesar stuff.
Slay or be slain in 10 very gory contexts.
Plus gambling for your life. Even worse than a
series with Lucky Henry. Well, almost.
Spectrum 486 £7.95

DYNAMITE DAN

by Microsoft

I warn you - your mind (and) everything else -
is going to be blown! I mean boom, boom.
Believe me, these are fiendishly impossible
puzzles, only so good. And really special
graphics that keep you jumping all the way
through.
Spectrum 486 £6.95
Amstrad £7.95

Quake by Monolith

You look like a
recruit for the Robot Liberation Front - they
only take winners like you! All we have to do is
devote the universe than power plant and
sort of beat up the world with quakes and
total waves. OK ya?
Commodore 64 £9.95

TERRORMOLINOS

by Melbourne House

This is the Costa Blanca going stark staring
bonkers. To survive the clankers of this
afferyugh family holiday you have to enter a
sucky postcard world. To escape, you have to
look snappy - literally - by bringing back
10 photos that prove you were there!
Versions for most machines £7.95

THORN EMI Computer Software

International Micro Software Division

Something for you armchair athletes

TOUR DE FRANCE

by Robinson

After 16 grueling Stages, round scenic France, you may never face a saddle - or a yellow jersey again. If you're certain your joystick skills are 'formidable' - get pedalling! Commodore 64 **£9.99**

INTERNATIONAL BASKETBALL

by Dile

Are you ready to jump, block and steal? First in mid-air! Go for baskets after basket against 3 opponents through 3 skill levels from the utterly pathetic to Faker/Godkiller! You are! Spectrum and Amstrad **£9.99**

SPOT THE BALL

by Creative Sparks

Two sports classics in one pack, but you only play one at a time, right? There's soccer and snooker, there's shooting and potting, both need skill and timing, plus a joystick plus 32K ram. Now get spot the ball! Atari 32K **£9.99**

SUMMER GAMES II

by US Gold

Stage your own Olympics with 1-8 players and eight events, practice scenarios before the real thing, team Demosies, National Anthems - the lot! You'll be as fit as a fiddle as you after cycling, fencing, hiking, high and triple jumping, rowing, sailing and riding. Really, really good! Commodore 64 **£9.99**

It's 'bats-out-of-hell' time!

RED ARCADE

Cassette
Disk versions

by Database
They call the fight simulations - simulation more like! You get 50 on the graphics and 60 on the aerobatics. 16K plots helped write this program. For most micros.

£9.99
£11.99 and £12.99

ARNHEM

by CDS

This is actually more risky than a Harrier's take-off - really. Just like 1944 in the second world war, you're in a tactical wargame, parachuting behind enemy lines to snaffle vital bridges and let the Allied Forces through. 1 or 2 can play.

Spectrum 48K, +
Amstrad version **£9.99**
£9.99

Super plays for rainy days!

SOUTHERN BELLE

by Hewlett Consultants

Get you can't get your steam train through 24 stations with enough water and coal left to get you to Brighton on time. What with signals, tunnels and other snags, by the time you arrive you'll be steaming! Spectrum ZX 48K **£7.99**

Trivia

by Aring

This is a quiz. The computer rolls the dice and asks the questions in 8 categories - one or two of which even bone-heads can answer. Nearly 2000 questions and most of them really silly.

Versions for most machines **£9.99**

Win

IDENTIFY THIS MONTH'S MYSTERY MICRO- GAMER AND WIN A 2-PAGE PROGRAM PRIZE - TEN MUST BE WON

If you love her name, send this coupon back to us, not later than 1st September 1985. We'll give ten correct entries (drawn with each month's Summer Games First Spookies Special).

I like the Mystery Microgamer's

Send me your latest list of software programs

Name

Machine

Address

Postcode

Send to: **Thorn DM Computer Software: Mystery Microgamer Competition**, Thompson Road, 294 Ladbroke Grove, London W10 6PH, Herts, GU1 7PL.

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Jonathan Maynard
Riverside upon Tyne
D. Kelly
Gwent
David Bedford
Bristol
Christian Bead
High Wycombe
Lee C. Gomers
Barnstaple
Francis Dyer
Birmingham

Last month's
Mystery
Microgamer
was
Kenney
Drewett
10 prizes
are on the
way



O.K ya?

JUGGERNAUT by DIL

From the micro-makers of the Rocky Horror Show comes the video road show! You drive a giant articulated lorry through roads and motorways, you won't believe. Spectrum 48K **£7.99**

SPARKLERS SPECIAL

by Spenters

How did they come up with it? Like Slugs the giddy gals who guzzle Gnomes up and other canals you. Like Che Affair with you defending your castle against pirates. Like Black Hawk the ultimate combat plane with 50 levels of play. And like River Phoenix with you in the speedboat trying to save continents, as if you'd bother! Commodore 64 **£7.99**

4 games **£7.99**
Spectrum 48K

MIRRORSOFT

SEPTEMBER SIZZLERS



BOULDER DASH

One of the great classic games of all time is now available to even more of you – Amstrad and Atari owners everywhere can now experience the ultimate underground journey.

Search through the 16 caves, each with 5 levels of difficulty, and collect as many jewels as quickly as possible. Don't forget to block the amoebas, transform the butterflies, or outmanoeuvre the fire-flies – or you'll never get out alive!

Available September 5th

Amstrad CPC464 and Atari 48K versions
back-to-back on one tape at £9.95.

ASHKERON!

'Ashkeron is something for everyone: a complex, challenging, witty game for the adventurer, and its got pretty pics for the zapier crowd. An excellent game – buy it!' – Home Computing Weekly

'It is highly professional, sophisticated software...in its walls lies a challenge everyone will find interesting and rewarding' – Crash Micro

'This game gets my royal assent' – Your Spectrum

'A charming graphic adventure' – MicroScope

Available now for
Amstrad CPC464 £6.95
Spectrum 48K £5.95

With built-in competition!



MIRRORSOFT

Maxwell House, 74 Worship Street, London EC2A 2EN
Trade orders to: Purnell Book Centre, Paulton, Bristol BS18 5LQ

THE
PERSONAL
Computer
SHOW

THE CHARTS

Compiled by Gallup

THIS MONTH	LAST MONTH		RANKING	MANUFACTURER	WEEKS IN CHARTS
1	0	WAY OF THE WARRIOR (2)	CO	WILLOWAY HOUSE	0
2	0	HYPERBORG	SP CO AM	MAGNAC	0
3	1	SOFT AS	SP CO	WILLOWAY	10
4	0	ELITE	CO BB IL	ACORN/SCOT	0
5	26	CAVALRY	SP CP	PLAGE	20
6	0	ROCKY	CO SP	ORION GRAPHICS	0
7	0	JET SET WALT 3	SP BB AM CO IL	SOFTWARE PROJECTS	0
8	0	CONQUEST	CO SP	ELITE	0
9	0	ACTION BROS	CO SP	MASTERSHOP	0
10	2	SPY HUNTER	SP CO	US GOLD	10
11	14	ROCKY HORROR SHOW	CO AM	OR	20
12	11	DAILY THOMPSON'S DESTRUCTION	CO AA SP	ORION	11
13	0	SPY VS SPY	SP CO	BYRON	0
14	7	ARMY 2	SP CO AT BB AM	ULTRATEL	20
15	4	WORLD SERIES BASEBALL	SP CO	MAGNAC	30
16	0	VIEW TO A KILL	SP CO	SCORPION	0
17	10	ORION	CO SP BB IL	ADVENTURE INTERNATIONAL	20
18	16	PISTON 3	CO	EPICUS GOLF	17
19	1	SHADOWING	SP CO	BYRON SOFTWARE	13
20	17	CHOCOLATES	CO AM	ACTIVISION	13
21	0	ROCKY (2)	SP BB AM	ULTRATEL	11
22	23	PISTON KINGS	SP BB	MASTERSHOP	13
23	0	BRUCE 2	SP	US GOLD	11
24	25	ASB 2001	SP	ELITE	20
25	0	CLUB BARON	SP	GARDNER	0
26	0	JET SET WALT	CO AM	SOFTWARE PROJECTS	0
27	0	INTERNATIONAL TENNIS	CO	COMMOORE	0
28	0	BEACH HEAD	CO AM	US GOLD	0
29	27	BASE BARS	SP CO	MASTERSHOP	27
30	33	INTERNATIONAL BASEBALL	CO SP C	MAGNAC	30

COMMODORE 64 TOP 10

1	WAY OF THE WARRIOR (2)	WILLOWAY HOUSE
2	ELITE	BYRON
3	SOFT AS	WILLOWAY
4	PISTON 3	EPICUS GOLF
5	INTERNATIONAL TENNIS	COMMOORE
6	INTERNATIONAL BASEBALL	COMMOORE
7	ORION	US GOLD
8	ACTION BROS	MASTERSHOP
9	ROCKY (2)	MASTERSHOP
10	WORLD SERIES BASEBALL	EPICUS GOLF
11	ORION GRAPHICS TEST (2)	ALPHA
12	VIEW TO A KILL	SCORPION
13	SHADOWING	BYRON SOFTWARE
14	PISTON KINGS	MAGNAC/AM
15	ROCKY HORROR SHOW	OR
16	CAVALRY	PLAGE
17	HYPERBORG	ULTRATEL
18	THUNDER (2)	PL
19	DEEP JOE	US GOLD
20	THUNDER ON A WING	ORION GRAPHICS
21	ORION	AD INTERNATIONAL
22	ROCKY'S BIG CRASH	MAGNAC
23	AM SOFTWARE TEST (2)	HYPERSCOT
24	BRUCE 2	US GOLD
25	SPY HUNTER	US GOLD
26	DAILY THOMPSON'S DESTRUCTION	ORION
27	WORLD SERIES BASEBALL	MAGNAC
28	SHADOWING	ALPHA
29	CHOCOLATES	ACTIVISION
30	PISTON KINGS	US GOLD

SPECTRUM TOP 10

1	HYPER SPORTS	MAGNAC
2	ROCKY	ORION GRAPHICS
3	SOFT AS	WILLOWAY
4	CAVALRY	PLAGE
5	JET SET WALT 3	SOFTWARE PROJECTS
6	SPY VS SPY	BYRON
7	SPY HUNTER	US GOLD
8	WORLD SERIES BASEBALL	MAGNAC
9	CLASS	QUICKWAY
10	BRUCE 2	US GOLD
11	ROCKY HORROR SHOW	OR
12	ACTION BROS	MASTERSHOP
13	PISTON OF PISTON	ORION
14	CAVALRY	WILLOWAY HOUSE
15	VIEW TO A KILL	SCORPION
16	BUCK ROGERS	US GOLD
17	SHADOWING	BYRON
18	CLUB BARON	GARDNER GAMES
19	HYPER	US GOLD
20	HYPERBORG	HYPERSCOT
21	PISTON KINGS	MASTERSHOP
22	JET SET WALT	SOFTWARE PROJECTS
23	DAILY THOMPSON'S DESTRUCTION	ORION
24	ELITE	ULTRATEL
25	MINI BROWNSHIPS	MASTERSHOP
26	THUNDER	BYRON
27	GARDNER	ADVENTURE INTERNATIONAL
28	WORLD WAR	ORION
29	PISTON'S DAILY RUN	MASTERSHOP
30	WORLD WARS BACK	MASTERSHOP

AMSTRAD TOP 10

1	BEACH HEAD	ORION
2	QUARTER 2	MAGNAC
3	DAILY	ORION
4	PISTON (2)	ULTRATEL
5	CHOCOLATES	ACTIVISION
6	CLUB BARON	GARDNER GAMES
7	CONQUEST	ELITE
8	ELITE	ULTRATEL
9	ROCKY HORROR	OR
10	JET SET WALT	SOFTWARE PROJECTS

*SP = SPECTRUM
CO = COMMODORE
BB = BBC
IL = ELECTRON
C1 = C16
AM = AMSTRAD
MX = MSX
AT = ATARI
OR = ORION
V2 = VIC20
Z80 = Z80
OR = ORC

CAN YOU WAIT ANY LONGER?

Isn't it frustrating? There are still four short weeks before your favourite games magazine becomes even more colourful, brings you even more exclusives, loads of reviews, huge screen shots and maps and hints by the week-end.

"But, we've been so patient! You're saying. All right, just a sneak preview of the brilliant October issue.

From the company that brought you *The Hobbit* — the game we predict as the number one adventure for Christmas — comes *The Lord of the Rings*. *SD&D* has an exclusive review thanks to the author, Philip Mitchell.

PULL. FREE colour pull-out poster of the *BIG HUNTERS*, the new *SD&D* computer heroes.

SHATTER — a new computer suit taking the Stripes by storm.

What is *MUZZ*? And how can you win a *MUZZ* pack?

PULL. That's enough, you'll have them salivating at over the page 82.

YOU HAVE BEEN WARNED!



THE NEW LOOK OCTOBER ISSUE
ON SALE SEPTEMBER 15th.



● THE C+VG T-SHIRT OFFER



Guaranteed to attract admiring glances from the opposite sex!

The smart C+VG readers amongst you have already collected last month's coupon, which means you only have to send \$3.50 plus your two coupons (no photocopies please) to the address below.

Those of you who bought another magazine last month or spent your hard earned \$50s on an extremely large bar of Toblerone or some other frivolous item, will have to send \$4.50.

CPL, because we are extremely kind, get hold of coupon No 2 in October to get \$1 CPG.

Either way this T-shirt just has to be yours!

I enclose coupons 1 and 2, and a cheque/postal order for \$3.50.

☐ or for

I enclose coupon No. 2 and a cheque/postal order for \$4.50.

☐ or for

Small required. Medium \$5.00 ☐
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Enclosed Receipt (where payable for Computer & Video Games T-shirt Offer, send to: C+VG T-shirt Offer, Ward Lane, 14 Hatfield Road, Luton, H1 1. Allow 28 days for delivery, please return and \$1 for mail)

STOP PRESS ... STOP

To coincide with the launch of our Pal Warrior strip, Beyond software are offering you lucky Commodore 64 owners "Pal Warrior" at only £1.99. Simply keep this coupon below, and look out for the next month.



DM
DOMARK

CODENAME MAT II

by Derek Brewster



GAME TYPE : YOU'LL NEED A KEEN SENSE
OF STRATEGY AND AN ACCURATE
FIRE BUTTON FINGER

PLAYABILITY : COMPULSIVE

LASTABILITY : INFINITE

GRAPHICS : COSMIC

RESPONSE : LIGHTNING

COMPETITION : HI-SCORE PRIZES

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DIARY OF A GAME



Have you ever wondered how a software house produces a game from scratch?

The risks are great. Success is all important in the cut-throat computer game world. Failures are embarrassing — and costly.

With the help of CRL, the people who brought you *The Apple Horror Show*, C&PD presents a diary of how the company's new game, *Space Doubt*, was prepared for release on the Commodore 64.

APRIL

"I was just doodling, thinking of ways to prevent games, playing with ideas," says Ian Ellery, CRL's Software Manager.

The idea Ian came up with was this: a space ship travelling between earth and another planet which is in need of food. A meteor storm damages the ship. Aliens enter the ship and start eating the food. The "hero" of the game must get rid of them and patch up the holes in the craft.

He decided the new project would be a three-dimensional platform game and made rough sketches of what the layout of the space ship would be, plus



how he envisaged the individual screens would look.

Programmer Jay Devren was then brought in to discuss the feasibility of the ideas.

By the end of April, the programmer had prepared forecasts and was working on the graphics.

A rough sketch had been made of the cassette cover for the game and ideas were kicked around for a title.

MAY

"We were just jamming around for titles," says Ian. One of my favourites was *Many Little Horbans*. I'm into really stupid titles!"

The title everybody liked was *Gribbles*. This was changed to *Space Doubt* when a rival company brought out a game called *Gribbly's Day Out*.

May was also taken up with Jay Devren putting the graphics onto the screen and working on the animation.

A release date for the game was set for September. And, barring total disaster, it must be ready. "We just can't start something, get half-way through and drop it," says Ian.

JUNE

All of the 18 rooms of the spacecraft have now been set up, giving a total of 36 screens. Work on animating the hero's movements continues.

By the end of June a working demo of the game has been produced.

For everybody it's a tense time. "The game has to be finished by the second week in August. That gives us six weeks to panic about last minute bugs," says Ian.

Jay Devren remains confident about the game. "This is my first major project," he says. "I'm under quite a bit of pressure — but then so is everybody here. I can see it coming out on time."

NEXT MONTH: Read the second part of the *Space Doubt* diary and enter a competition based on the game.

H·O·T G·O·S·S·I·P



FOR YOUR EYES ONLY!!!!

CONFIDENTIAL: FILE No. 99844326KD

SUBJECT: Astro-Clone — the ultimate weapon in the war against the Seiddab. Designed by Steve Turner — leader of Earth's resistance.



HISTORY:

The year is 8080. The first contact with the Seiddab forces occurred 80 years previously. Battle was joined in near space (SS Space War), on the surface of the earth (SS Seiddab Attack) and then on the moon in a final convoluted battle for control of the Solar System (SS SunAttack).

Among the remnants and battle-scarred facilities found after the expulsion of the Seiddab from the far side of the moon was an alien Stargate — a kind of interstellar sub-space tunnel.

Humankind established a permanent facility to guard the Stargate and after considerable

work built not by the Seiddab but by an earlier highly developed space-faring civilisation.

A particular idea which humankind learnt from the investigations was the technique of sending robotic Clones through the Stargate in tiny space-fighters. The Clones were expendable and the energy cost in sending the fighters was small.

It was realised that humanity would confront Clones to carry the battle to the Seiddab. A fleet of little ships staffed by Astro-Clones



has been mustered. They are dispatched to do battle with Seiddab across the far reaches of the galaxy —

THE GAME

The select a galactic sector and your fighter materialises above the surface of a planetoid. You struggle to land on the Seiddab controlled starbase platform and inside. Each Clone strikes forth in turn exploring the halls, control rooms and machine areas of the starbase harrying the systems of the ancient civilisation whilst countering the forces of the marauding Seiddab.

Naturally there are many difficulties to be overcome. Supplies of oxygen and energy

must be located to maintain the Clones and munitions for his weapons must be found. Gradually it becomes clear that the Seiddab are the remnants of the machines built by the ancient civilisation which have grown into intelligent if wayward killers since the demise of their masters.

THE GRAPHICS

The graphics follow the adventure movie style of Steve Turner's other games *Amnion* and *Dragonstone* but they are reconstructed to reflect the futuristic scenario of the new game. Consoles, passwords and shutters replace the familiar charts, logs and crypt-like doors. An arcade style space combat phase has also been added — along the lines of *Defender* or *Starblitz*.

The body of the Clones has separately animated sections for extra realism. The upper body, legs and arms can all move relative to one another. The Clones can reach for a weapon, load and fire it, returning it to its holster on completion. We can even fling objects across the room!

Spectrum owners should look for Steve's new blockbuster in the shops from early October. From what *GOSSIP*'s spies have seen of the game it's going to be just as enthralling as the two *Macros* games!

Says Steve: "Shoot'em-ups appear to be back in fashion — so I've developed loads of new techniques to slot them into the adventure movie structure." *GOSSIP* says: Watch out for it!



careful investigation an underground complex was discovered. Further investigation suggested that the complex and the Stargate

H·O·T G·O·S·S·I·P



A funny thing happened in the C&MG offices the other day. A strange old chap dressed in tattered robes and carrying a strangely carved staff staggered into the office (No, it wasn't real *Stu*). Suddenly he started to speak in an odd wailing tone . . .

NIGHTSHADE

"Wherefore loathes the purple mountains and the moss of the silver islands like a hidden valley in a tomb that time has not touched.

"So that valley lies the forgotten village of *ghyghshade* — a village of *hooosh* souls!

"Sales of ghosts and mad muses reached by old bones to be their fitting end of the plague and foul tremors to leave on the village. Even both still seem imprisoned within the valley of *ghyghshade* as an unwanted guest of the *ghygh* stone.

"Who knows both rolling back tripping with the black of the long dark . . . *ghygh* as a mirror for just that my *ghygh* of *ghygh* . . . protecting the note empty village for like prey.

"Left the darkness and the kingdom of *ghyghshade* will be yours *ghygh*!"

And with that, the cackles old man heaved his back and into the night looking which him saw a third word of all

mouth and a tone bit of parchment which said: "Nightshade from Ultimate Play the Game for the Spectrum. *ghygh* case — just £2.95. Can you work out what it was all about?



RUSS ABBOT'S MADHOUSE

Only comedian Russ Abbot is getting his very own game thanks to bright new software company Probe.

Probe have developed a game based on Russ's *Madison* board character — as featured in his TV shows.

The game will also feature other Abbot characters like *Copper Man* and *Bomber Woman*.

In the darkest, deepest dungeons of the television studio where no man dares to go, our beloved comedian, Russ, is being held captive in a real comedy act. In their frenzied attempt to hide his talents from the world, they lock each door they pass through with a combination code which must be solved before the door is open. Each code consists of the word and object jokes in the industry which they have featured in the dungeons.

Enter *Bomber* (Bond, Under stress and confidential orders from P who has been reversed B to confuse the R&B. Bond has been assigned to rescue Russ.

Copper Man and *Bomber Woman* have been drafted in to help the inexperienced Bond and reveal the kidnappers in the uncharted backwaters of the unghygh world and of the western spiral arm of the galaxy, *ghygh*.

To solve the combination codes, Bond must throw hisable logic out the window and start thinking the unthinkable. Jokes and puns have been separated and hidden in the labyrinth of the studio dungeons and must be found and matched.

Each correctly matched code will open a door — however wrongly matched codes will reduce the time Bond has available, occasionally producing funny punch-line combinations.

Traps, puzzles, jokes, fight sequences, and famous characters will combine to produce a funny and slightly madhouse arcade adventure.

Watch out for our Russ Abbot cartoon next issue!

MIKRO-PLUS

Mikrogen, the company that brought you *Pyramania*, *Every One's a Wally* and *Newbert's Dandy Run*, have produced what is the first commercially viable "mega-game".

Several other companies in the past have planned to release games which include a hardware add-on to enhance the memory and power of the Spectrum.



Imagine Software was developing a series of "mega-games" but the company folded owing many thousands of pounds without completing the program.

Mikrogen's new hardware add-on is to be called the Mikro-Plus. The add-on, once connected to the computer, adds another 64K of usable memory to the Spectrum and will change Sinclair's operating system allowing Mikrogen's team of programmers to develop the Spectrum capabilities to their limits.

The company claim that this new box of tricks will allow them to produce not only games with more screens and levels but also make each screen more interesting and complex.

The first game, which is to be a fantasy arcade adventure, will be launched at the PCW show in September. The second game is due out at Christmas and is based on the script of the popular TV series *Starline of the Planet*.

The add-on, the game and an accompanying book will retail together for £14.

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RUPERT BEAR COMPETITION

Rupert Bear is old this year but there is no sign of him going into retirement. And thanks to our friends at Argus Software, Computer & Video Games is giving you the chance to join in Rupert's birthday celebrations with a great competition.

There will be five first prizes of Rupert & the Toy-makers' Party plus a Rupert award.

The next 20 runners up will receive a copy of the game.

All you have to do to enter the competition is to complete the following Rupert verse in not more than four lines.

"Raise three cheers for Rupert Bear
He's sixty-five this year

Send your completed poem with the coupon below to Rupert Bear Competition, Computer & Video Games, Pitney Bowes, 40-50 Harrington Lane, London EC1 3AU. The closing date is September 18 and the editor's decision is final.

CAWGARGOUS SOFTWARE RUPERT BEAR COMPETITION

Name _____

Please tick the appropriate box

CBM 64 ☐

SPECTRUM ☐

RUPERT & THE TOYMAKERS PARTY

MACHINE: C64/Spectrum
SUPPLIER: Argus Software
PRICE: £7.99

Want to go to a party? Rupert does, but he doesn't have his invitations yet. So, his friends have gone on without him to enjoy the fun and games at the top of the castle. This is the set-up for the new game from Quickdraw, which has been released to coincide with Rupert's 65th birthday this year.

more and more obstructions and, once he has taken six tumbles, it's back to Level 1 which can get tedious. Watch out, though, when he is jumping over an obstacle as he may hit an obstacle on the next floor which causes him one tumble.

Rupert and his friends look sensibly like their characters in a well known daily newspaper. The graphics are amusing! Obviously, a lot of thought and effort has gone into this. Look closely at the screens and see the detail involved — from the trees and flowers to



For Rupert to join his friends, he must collect all the invitations on each of the seven levels, but in doing so he has to dodge marching soldiers, trains, jack in the boxes, birds and planes. After he has collected all the invitations from the 65 screens on each level, the door will open up allowing him through to the next level. Look out for the white bird and plane as they are on his side and if he jumps on their backs they will carry him over the obstacles and gaps in the floor. Each level gets progressively harder with

Rupert's clothing, his yellow check trousers, red jumper and "Rupert Bear" which flies behind him as he walks down the stairs.

What starts off as a simple game ends up being addictive and challenging. But not for those with a low level of patience.

■ Graphics	10
■ Sound	8
■ Value	9
■ Playability	8

Name: Martin Walker
Born: Peterborough, 1953
Martin Walker is the Toy-makers' Party. Martin Walker is a real Rupert addict. He has spent his time in Lincolnshire, Macclesfield, Cheshire, and now in his new home in London, he has reached the amazing age of 65 this year.

Even when most ordinary cartoon heroes would be thinking about hanging up their spurs, Martin is still going strong. He has been a game designer for over 10 years, and he has a great idea for a new game to star in his very own computer adventure — Rupert & the Toy-makers.

It's Martin's first computer game — although he has a background in electronics and has worked for Argus as a sales training manager. He started programming on a rusty old C64 in 1981, just for the sake of a laugh.

"With the Rupert game, I wanted to create something that would appeal to the widest range of game players. The Toy-makers' Party is aimed at kids, but the Rupert game is aimed at adults. I hope the game increases people's interest in the character."

Martin's wife, Brenda — otherwise known as Mrs Bear — is an artist and helped create some

of the graphics for the game — which has the sound around for the C64 right now.

Martin also composed the music which features along as you play — mainly something as he is also a keen musician. Half their house is devoted to computers — the other to music, says Martin. Martin is currently working on a second Rupert game and he is working on his next original computer game of his own. He can't wait to see them.

Favorite food: Vegetables
Favorite drink: Plum and Cider. Elderflower Wine (home made).

Countries visited: France, Spain, Italy, Switzerland. The last visit of Europe — but not America. Although he likes to go!

Favorite computer game: It's his bug from Argus Games.

Favorite music: David Sylvian, Depeche Mode, reading music: Michael Moonshin, Brian.

Favorite pastimes: Music and writing in the country — "I wish I could see the Christmas tree when it's real!"

The thing that annoys me most about computing: "The technical jargon, or the people who are using machines or writing heavy manuals has something to offer to the use of everything."

DESIGNER OF THE MONTH





ELITE

MACHINE: COMMODORE 64

SUPPLIER: Puffin

PRICE: £74.95 tape, £77.95 disc

The smallest hit game Elite for the 6800 micro is now finally available for the Commodore 64. This will undoubtedly please many people, including one dedicated Commodore owner who, when the game first appeared, was heard to mutter "It's almost worth buying a 6800 micro to play Elite".

Elite is a 3D-space shooter, an space flight simulation and tactical trading and adventure game, all rolled into one. Armed with a Cobra MK III trading and combat craft and a forward facing pulse laser, you must take on the galaxies — all eight of them, each with over 250 planets.

By careful trading between planets with different economic profiles, you can gradually increase your ship's capabilities. Adding a larger cargo hold is probably one of the first items to consider, allowing you to make larger profits per trip. More and more powerful lasers, an energy unit, energy bomb and ECM system give you a better chance of surviving numerous encounters with the nastiest pirates. If you happen

to trade in legal goods, it's not only the pirates who'll be after you!

As your proficiency improves, so does your rating — starting from Hireling, through Mercenary, Pirate, and so on until the lucky few finally achieve Deedly and Elite.

The Commodore 64 version is a fairly faithful copy of the original, only differing in one or two minor areas. For instance, the docking computers on the Commodore version are particularly special. Though they are supposed to be supplied with memorandum pilot instruction to include how to sleep, most pilots will want to stay awake to hear a beautiful rendition of the Blue Danube waltz out of 2001.

One major change is the use of a points, rather than ship system to calculate the player's rating. This means that the aged tactic of pitched battles with the police outside space stations no longer gets you anywhere. Instead, you've got to get out there and hit the nastier systems.

• Graphics	9
• Sound	8
• Value	8
• Playability	90



MONSTER TRIVIA

MACHINE: COMM 64

SUPPLIER: US Data

PRICE: £9.95

Trivia Pursuit, the board game that tests your general knowledge on subjects like sport, history and entertainment, has become the latest craze to sweep across the USA, where there are already national Trivia Pursuit competitions. Even in a large America bar — you'll find a group of people hunched over a board all concentrating hard on winning a game.

So it's no surprise that the American company Coombs have produced a computer game based on Trivia Pursuit called Monster Trivia.

The game can accommodate from two to four players or four teams of players. Basically, the idea of the game is to answer as many questions correctly as you can from the six categories of questions, which include sport, history, science, science and general knowledge.

At the beginning of each game, the player chooses to answer questions on one of six topics and is then related to five

or six questions on that subject after which you must choose another topic to answer questions on. The more questions you get right, the higher your score. Get them wrong and the trivia monster starts trying to break into the room you are sitting in — the doors shake and the walls begin to crack.

On loading the cassette play I thought the game would be great — I am a Trivia Pursuit fanatic — unfortunately the game didn't live up to my expectations. I doubt if many readers of CIBUS could answer that many questions on the history of American football.

And, if you get a question wrong — something you do quite often because of the way the game has been written — the game makes the most awful screeching and yowling sounds.

Another annoying feature of the game is that there is one main program to be loaded, that one of 16 other sub-programs need to be loaded to actually get any questions out of it. This means keeping a close eye on the tape counter and trying to place the cassette tape at exactly the right place — in practice this happens very rarely and I spent some time actually trying to load the program due to loading problems.

• Graphics	6
• Sound	3
• Value	6
• Playability	5

OUT ON A LIMB

MACHINE: COMM 64

SUPPLIER: Amiga

PRICE: £5.95 cassette/£9.95 disc

"Pee, Pee Poo, Pim — I smell the blood of an Englishman! Ha, Ha, Ha, Ha!" Issues the excellent voice at the start of Amiga's Jack and the Beanstalk inspired game. Out on a Limb.

And Jack better be quick to escape the giant as he explores

23 locations in search of three treasures — a golden egg, a bag and a bag of gold.

The speech is excellent but the rest of the game's sound effects do not really match it. Another variation on the platform format.

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

R·E·V·I·E·W·S



BEACH-HEAD II

MACHINE: CSM 64
SUPPLIER: US Gold
PRICE: £9.95

Beach-Head, the air and sea warfare game that became the best selling Commodore 64 program of last year, now has a sequel — Beach-Head II. The game leaves the theme

of the previous program — warning and tank battles — and concentrates on an invading army of highly trained paratroopers.

The game begins with the enemy dropping soldiers from a chopper several hundred yards in front of your emplacement. You have been taken by surprise and the invading army takes advantage of your defence walls to protect themselves from your own emplacement. Once the soldiers are in position, they begin to make tracks on your emplacement, often dashing out from behind a wall and lobbing a grenade at you with devastating accuracy. The second level involves

you helping injured people across a battlefield by shooting tanks, armoured cars and enemy spies who are trying to kill off your injured men. Trying to make sure you only hit the enemy and not your own troops is difficult. If you do hit one of the injured soldiers, he tells you in no uncertain terms not to shoot him again.

Voice synthesis is used throughout the game and it is of the same high quality as that used in the Tyran game by cassette music — although the voices haven't been used to as good effect in Beach-Head II.

The final screen displays a confrontation between you and the opposing commander

throwing daggers across a net at each other. This, though one of the graphically better screens, lacks any real skill or excitement. Winning is a hit and miss exercise — with you usually missing and the opposing commander hitting you with useless requests.

Overall, though, the game is a worthy sequel to Beach-Head and, if you liked the original or like a realistic shoot 'em up, then Beach-Head II is the game you've been waiting for.

Graphics	9
Sound	9
Value	9
Playability	9



SKYFOX

MACHINE: CSM 64
SUPPLIER: Arksoft
PRICE: £12.95 disc £9.95 case.

With Skyfox, an all-action combat simulation, Arksoft makes what has to be one of its best games to date.

The game has only just been released in America by Bestsoft. Ark and has shot into the charts.

Your mission as a Skyfox pilot is to defeat an enemy mission by tank and jet, which enables the player to take part in ground-to-air and air-to-air combat.

There are five levels of skill to choose — from coded by 'side of the base' and 'to

scenario from training mission to massive invasion.

The Skyfox is armed with laser cannons and heat-seeking missiles. The enemy can be traced and monitored by either the cockpit or Skyfox base computer.

Engaging the automatic pilot will locate and send you to the nearest enemy target.

The joy of Skyfox is that it is instantly playable but also has enough scope to allow the player to develop his or her skills, and not lose all the game's 3D scoring graphics

are nice and clear. The action is also smooth and fast.

When missiles or laser cannons hit a tank, there is an explosion but when the enemy's mothering or aircraft are hit they simply disappear, which is a little disappointing.

Skyfox is also available on disc for the Apple, price £17.95.

Graphics	9
Sound	9
Value	9
Playability	9



ONE-ON-ONE

MACHINE: Atari/Spectrum
SUPPLIER: Arksoft
PRICE: £9.95/£9.95

One-on-One the US No 2 hit game, now makes it onto the Atari and Spectrum.

Baseball fans get the chance to be either Larry Bird

or Dr Julius Erving, two of the biggest American names in the sport.

Spins, dribbles, shots at the basket, fatigue factors, fouls and turnins add up to a great sports simulation game.

The game also has a one or two player option, stop clock, referee and instant action replays.

The Spectrum version suffers quite considerably in direct comparison with the Atari both for graphics and sound quality.

Graphics	8
Sound	8
Value	8
Playability	8



THE LANDS OF HAVOC

MACHINE: CSM 64
SUPPLIER: Microdel
PRICE: £9.95

The Land of Havoc has been transformed into the Lands of Havoc by the evil Dark Lords. Sober, a noble in the form of a man, must bring about the

awakening of the Dark Lords.

That's your task in this 2,000 screen arcade adventure from Microdel.

The game comes complete with nine colour maps to help you progress through the initial 64 screens.

From then on, it's up to you to unravel the secrets and clues which will help you through the remaining screens.

Microdel has come up with a good, well-packaged game for a very attractive price.

Graphics	7
Sound	7
Value	8
Playability	8

R·E·V·I·E·W·S



SPY VS SPY

MACHINE: Spectrum/CBM64
SUPPLIER: Beyond
PRICE: £9.99

MADness rates in this battle of wits between two highly trained special agents who attempt to outwit each other as they bid to steal some top secret plans! *Spy vs Spy* is based on the characters created by artist Anthony Browne in MAD magazine. In the cartoon strip, the Black Spy and the White Spy are constantly at each other's throats — often literally!

With bombs and complicated booby traps they attempt to do each other a mischief.

The game puts you right in the centre of their dangerous world.

You can play the computer or another opponent in this original and amusing arcade strategy game.

The ultimate aim of the game is to escape from an embassy with the briefcase containing top secret plans. But there are other things you need to find before you can make good your escape.

The game features "Simultaneous" — which refers to the split screen display. The top half of the screen shows the White Spy and the bottom the Black Spy.

Should they move into the same room, both players are shown in one half of the screen. And a push-up often occurs! In the right of the main display you'll see the "Super-

letters. Both spies have one of these interesting devices which enables them to leave booby traps around for the unsuspecting enemy — traps like time bombs, gas springs, tick guns and other equally deadly things.

Each spy has to search around the rooms of the Embassy — looking in cupboards, filing cabinets or behind pictures in their desperate search for the plans and the other necessary items.

The spies can leave traps where they think the other spy is bound to look. And — despite the split screen display — you have to be really quick to spot where your enemy has put a trap because you're concentrating on laying one for him and looking for the briefcase which contains the documents!

Once you've got everything you need, you must find the door to the airport and make your getaway.

Spy vs Spy has been out for

some time on the C64 — but it's just as much fun on the Spectrum. And the black and white spy graphics bring the game closer to the cartoon strip.

It's a fast moving game — everything has to be completed before the time runs out and quick thinking is required to defeat your opponent. Especially if you play the computer!

You can alter game options — such as the "intelligence" of the computer and difficulty levels — to make the game even more challenging.

Spy vs Spy is a unique, entertaining game. If you like your arcade action with added brain work then *Spy vs* for you. Recommended!

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



JUGGERNAUT

MACHINE: Spectrum
SUPPLIER: ORL
PRICE: £7.95

Get into gear for Juggernaut, a driving simulation game with a difference.

At the outset of the game you are given a job for the day. For example collect five tons of cement, 10 tons of coal, 20 tons of oil and nine tons of fruit and veg.

A map of your town is displayed showing your home base. You can switch to driving mode by using a series of car-side graphics. The screen changes to show an aerial view of the street and the

juggernaut. Off you drive searching for the goods.

Controlling the juggernaut is no easy task. Steering, gears, speed and fuel must all be monitored. Damage to the vehicle is also measured. Crash once too often and the game is over.

The player can find out the location of the oil, cement, fruit and veg, etc by stopping at a phone box and calling your office. The locations of the items are displayed on a map. You have to remember where they are then it's back into the car in search of the goods.

You score points for the number of jobs completed and the time of goods delivered. Points are deducted if you damage the car or fuel.

The idea of the game is quite novel but the graphics aren't the greatest.

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



ALPHA BLASTER

MACHINE: MSX
SUPPLIER: Autodesk Software
PRICE: £9.95

Since I had loading problems with both these programs, trying them on two machines with three reliable recorders, I tried to remain cool and objective when a colleague's expensive recorder finally loaded them.

Since there might be the dreaded duplicating glitch that perhaps they don't know about, I tried to give them the benefit of the doubt.

Finally loading a really good

tile screen after six minutes, I discovered this game was a little better than *Skunkade*. Based loosely on *Galaxian* with a flat monochrome background, the game is in three basic stages.

The first involves shooting down what appear to be spinning cotton reels while avoiding their bombs. If you move to the side, you will find that the aliens are not as smart as you might think.

The second wave of flying saucers is more difficult, with them diving at your spaceship, so accuracy is the order of the day. Finally, you need to negotiate a meteor storm to reach the mother ship which you should shoot with.

The game and sound effects do not really utilise the MSX's capabilities. MSX users deserve a lot better than this.

• Graphics	5
• Sound	3
• Value	4
• Playability	5



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

BUT
GAME



DYNAMITE DAN

MACHINE: Spectrum
SUPPLIER: Microsoft
PRICE: £6.95

If you thought you'd seen the last of platform games, think again. Microsoft keep the platform alive and kicking with *Dynamite Dan*.

The scenario goes like this. The dastardly Dr Blazon, aided by his glamorous assistant Donna, has devised plans for a deadly mega-ray and plans to take over the world with it.

Top agent, *Dynamite Dan*, has been sent to find and destroy the plans which are hidden somewhere within Dr Blazon's weird and wonderful labyrinth HQ.

Dan lands his ship — shades of the latest *Bond* movie here! — on top of Blazon's mansion and you take over guiding our hero through the many hazard-packed rooms.

There are items to collect

and food to be eaten to keep Dan's strength up during his top secret mission.

The graphics are better than average and the presentation is nice. If you're a platform fan, then this is the game for you.

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



HIGHWAY ENCOUNTER

MACHINE: Spectrum
SUPPLIER: Synapse
PRICE: £7.95

Prepare for a close encounter of the fourth kind! Mix Ultimate style 3D graphics with a touch of *James* and you've got this

original and addictive new release from *Ultimate Low Level* software programmer Costa Pazzi.

The scenario goes like this. Aliens have taken over earth. And you have been given the task of preventing the domination of the world. Stop pawing — I haven't got to the good bit yet!

You control five *Vortons* — *Alien-8* style droids — and the deadly *Lasertron*, the only weapon able to halt the alien invasion. You must guide the *Vortons* and the *Lasertron* along the last highway not controlled by the aliens — fighting off various alien warriors along the way until you reach Zone Zero

where your mission has to be completed or the alien forces will overrun earth.

The screen display shows a scrolling 3D highway — with your *Vortons* lined up in a neat procession ready to take the *Lasertron* to the alien base. You get five *Vortons* to complete the journey through 30 "zones" or screens, controlling one at a time with joystick or keyboard.

Each *Vorton* is armed with a blaster to knock off the alien warriors who come at you. Run out of *Vortons* and the *Lasertron* is lost!

As we've already mentioned, *Encounter* is a sort of cross between *Alien 8* and *James* — lots of zapping to be done and

obstacles to be overcome.

The graphics are exciting and well animated, the sound as good as the Spectrum allows and game play very addictive. The *Vortons* are quite like characters and the alien vehicles really look!

Highway Encounter is another well presented and extremely playable game from Synapse. If you like your droids up to have a bit of style — then this is the game for you.

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



A VIEW TO A KILL

MACHINE: Spectrum
SUPPLIER: Domark
PRICE: £16.99

Dressed in my Santa Flow dinner jacket with eyestroke relined quaternally in best Roger Moore fashion, I approached the computer.

Would *A View to a Kill* be my toughest review? Unlike my star firm, would I be shaken and amazed?

Oh mastermind, Max Zorn, plans to blow up Silicon Valley with a nuclear device in order to control the market in microchips. You have to stop him.

The game is based on the three main action sequences from the film and follows the plot quite faithfully.

As with the films and books, *Bond* can't be killed, although he does get a little damaged. His performance is measured on his ability to save the world against the clock.

The first part of the game is *The Paris Chase*. Assassin May Day leaps off the top of the Eiffel Tower and glides across

the city on a parachute.

Bond must follow to catch around the streets in an effort to catch her when she lands.

The rest of the screen combines three-dimensional graphics and plan view of the city. *Bond* must shoot and steal his way out of trouble to capture May Day. If successful, he will get a code which passes how well you've done into the next part of the game.

The City Hall Escape finds *Bond* trying to rescue girlfriend Tracy from the burning building. He must search his way through 75 different 3D screens, collecting objects to help him escape. If successful, the screen moves to the final section — *The Silicon Valley Take*.

Here *Bond* races around the mine's different levels, using various objects, lifts and codes to defuse the bomb — all against the clock.

And just when things are getting really tough and *Bond* would love to send out an SOS, May Day returns to the game.

In this final stage *Bond* defeats the evil Zorn and helps *Bond* to avert: mayhem, death and destruction.

Some of the graphics in *A View to a Kill* are a little crude. But overall it's a fun game which does credit to the film.

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



R·E·V·I·E·W·S



THING ON A SPRING

MACHINE: IBM 486
SUPPLIER: Gamlin Graphics
PRICE: £7.95

The home computer industry has thrown up some odd characters in its time. The Mally

famly from Mike-Gee, the P-man and programmer like Jeff Minter. But Gamlin Graphics have a new software star who seems likely to literally spring out of the screen at computer gamers.

Thing on a Spring is a bubbly and exciting new game from the company that released Hunted: A New Story.

Even the title frame displaying the game instructions is impressively animated and has a fantastic, catchy theme tune accompanying it. From here on, it's an all-action adventure into a world of flying monsters, walls and obstacles to be climbed and a series of

dangerous ledges to be negotiated.

The character you control in the game looks remarkably like Zibibee from the children's programme The Magic Roundabout.

The Thing can move left and right, sometimes in either direction or, if you hold down the joystick, spring high into the air.

The game is loosely based on the platform and ladder theme but also includes a smooth scrolling routine which adds a touch of class to the program.

The speed at which the game is played also

distinguishes it from other "climbing" games and the excellent backing music is something that is sadly missing from most games software.

Great graphics, excellent animation and sound together with impressive playability combine in what must be one of the top selling 64 games of the summer.

Watch it spring to the top of the charts.

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



GRAHAM DOOCH'S TEST CRICKET

MACHINE: IBM 486
SUPPLIER: Audiopipe
PRICE: £9.95

Thwack... and another blow is dealt to the Australians by England in Graham Dooch's

Test Cricket. What? Thinking? Perhaps, but all things are possible. The game has two modes — arcade and simulation.

First the simulation. Off back and do nothing. The game unfolds before you, just like a real test match. The action mainly takes place in the cricket area and switches to the outfield when the ball is hit that far.

Scorecards and bowling figures are displayed at the end of each day.

The graphics are blocky and pleasing and the action is quite absorbing — for a while, you soon find yourself itching to take part and get involved with the action. It's time to switch to

the arcade mode.

In this mode, you have control of the batsman when his team is in and the bowler when his team is fielding.

When batting, the joystick fire-button is used to control the stroke. Fail to press the button and the batsman will go nothing. Time the stroke well and you'll score. If lucky, a six. A badly timed stroke could end with you being bowled or caught. When bowling, moving the joystick left or right will result in an offside or legside attack. Pressing the button continues the over.

The game also allows you to decide to play a one day match with limited overs — 40, 50 or 60 — or a test match of two

innings and unlimited overs.

The teams can also be chosen from a squad of 20 players. A one or two player option is also available.

With joystick control limited to just the bowler or batsman, it makes the game sound a little slow and boring. But that's not true. After a while you find yourself absorbed in the game — just like the real thing, in fact.

In the CDSVD office test, England beat Australia by one wicket to test cheers.

• Graphics	5
• Sound	7
• Value	6
• Playability	6



MIDNITE MASON

MACHINE: 5-80044
SUPPLIER: Arcade Hardware
PRICE: £34.95 (cartridge)

As a brickie you've left your tools inside a building and decide to collect them at night. That's where your problems start, since four ghosts want you to leave your tools where they are. Seven different tools are scattered at various locations.

Midnite Mason has six different building layouts and four levels of difficulty. Play with either keyboard or joystick and, since the documentation doesn't mention it, release the Alpha Lock key, or you will be in trouble.

When the fourth level is

completed, the ghosts are less afraid, but faster. A timer counts backwards from 100 to 000 in increments of 10, so it's keep on the move all the time.

On the plus side for our brickie is that when the fire button is pressed, he takes away the floor, causing a ghost to happily descend out. Equally as quickly, he can mend the floor, bridging any gaps he has made.

The mason's speed seems slow, especially as the ghosts are on his trail. But with strategic moves you can save him from an untimely end.

You start with three masons but another is awarded on earning 5,000 points, and you will certainly need one by then.

Midnite Mason may seem a variation on a theme, but its simple, clean presentation, together with excellent graphics and sound will make it a good addition to the Texas enthusiast's collection.

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

R·E·V·I·E·W·S



HYPER SPORTS

MACHINES: Spectrum, CMM 64, Amstrad
SUPPLIER: Imagine
PRICE: Spectrum (£7.99) Amstrad & CMM 64 (£8.95)

This time last year you couldn't go into an arcade without hearing the sizzle of furious fingers on buttons as everyone attempted to beat world records

for athletic events on *Hyper Sports* — Konami's brilliantly timed Olympic simulation.

Now, at last, you can get versions of the game on home computers — many of which are bound to be swarmed as gamers everywhere go for the buffet.

The resurrected Imagine category (giving you this game based on the arcade classic). Sports featured are swimming, clay pigeon shooting, vaulting, archery, the triple jump and weightlifting.

All require good hand to eye co-ordination and fast reactions to succeed. We looked at the Speed run version for the purposes of this review — and the graphics and animation are above standard for all the events.

Swimming requires you to time your breathing just right, and the novel claypigeon sequence makes demands on your joystick/keyboard skills to lead the clay targets out of the sky. In the vaulting sequence you have to control your athlete as he leaps over a vaulting-horse. Get it wrong and you end up in a heap on the floor!

Archery requires you to shoot a moving target — extremely tricky — while the triple-jump returns to more traditional sports-simulation, joystick/keyboard techniques. Weightlifting provides a test of strength, stamina and timing — and is an original addition to the game.

Criticism of the game include the fact that you can't jump from event to event at will

— you have to qualify in each one to progress through the game. These aren't a practice mode either — useful in any home micro sports game.

I also found the Spectrum version difficult to play using a joystick — keyboard controls were much better. And the program allows you to redefine them.

TOP PRIZE: We've just seen the D&A version — and it's a peach! Terrific sound, brilliant graphics — but still easier to play using the keyboard. Just listen to the *Chariots of Fire* theme tune and you'll be hooked.

Graphics	5
Sound	5
Value	5
Playability	5



SKY JAGUAR

MACHINE: MSX
SUPPLIER: Konami
PRICE: £17.40 (cartridge)

It's time to defend our planet from the galactic baddies once

more! Controlled by either joystick or keyboard, your task is to thwart them by using a fleet of Sky Jaguars, the ultimate in Earth's defence system.

Unless you have extremely nimble fingers, a joystick is probably the best bet for beating them off.

The background music seems familiar, and the screen scrolls smoothly downwards, revealing the various landscapes over which aerial battles are to be fought. Deserts, canyons, mountains, towns and the sea are well depicted, providing extra graphic interest.

The invaders range from exotic to more exotic, as their modes of defence and attack do. While doing your thing for ten or five, an occasional POW will appear. This doesn't mean you've bought it, but it does mean that your fire power is depleted for the duration that it is visible on the screen.

Ingenuity is the word for nine different forces attacking, each with their particular mind-boggling tactics.

Sky Jaguar best responds very fast to your control input — and just as well!

There are also large floating enemy battleships — the red

control towers must be knocked out before any attack on the fortress itself is to be successful.

The speed of Sky Jaguar can be increased or decreased.

The right of the screen displays your score, high score, remaining Sky Jaguars and some numbers.

Sky Jaguar is a compulsive and extremely addictive game.

Graphics	5
Sound	5
Value	5
Playability	5



MOPIRANGER

MACHINE: MSX
SUPPLIER: Konami
PRICE: £13.95 (cartridge)

Mopiranger is a game that many of you will recognize as a Pacman-like layout, yet it requires more complex strategies. The game is an underwater labyrinth in which the fiendish Razons are holding the Mopis captive. Mopy Ranger, in his quest, has the task of rescuing them against many difficulties.

The tidal currents within the water make randomly change directions, making the task all times seemingly impossible.

While Mopy has his stone beamer ray, turning Razons into

stone, they present obstacles to the diverted water flow. If played with a bit of dedication, this game can be most rewarding and, at times, very frustrating.

The game is started with three Rangers and another is awarded when a mission is completed or a new screen is started. There is also a pause facility (P-1) key, and a suicide rail with (P-2) should you not be able to clear the pattern. This, of course, will lose you a Ranger.

There are 50 screens in this

game, so you will need sharp wits and a lot of strategy, combined with patience. Control is with either keyboard or joystick.

This game is a definite departure from Konami's range of excellent games in its style and is set to be another winner. The graphics, action and style are superb.

Graphics	5
Sound	5
Value	5
Playability	50



R·E·V·I·E·W·S



MINER 2049ER

MACHINE: T-9904
SUPPLIER: Arcade Hardware
PRICE: 139.95 (cartidge)

Miner 2049er by Targem was nominated by several publications in the USA as game of the year. While it has been a little while to reach the UK, it's certainly a game worth waiting for.

There are eight levels, which

you get a glimpse of after the title screen, which show you what you've got to shoot for. In this game the levels are remarkably distinct, unlike many which put up screens varying only slightly from each other.

Bounty Bob has to enter all eight mine stations of an abandoned uranium mine, in search for a bubble. Nuts! Value.

The top left of the screen displays points, the top right shows the remaining time you have to finish the screen and, if you don't beat the clock, it's curtains for Bob.

Nations cute little mutant fellows inhabit the mine levels, but providing they are in a diamond shape — when an

item has just been collected — Bob can eliminate them easily. To complete a screen, all framework sections must be "cleared" by Bob walking on them, they being visually indicated. There are five points for each piece, 80 points for mutants and 100-600 points for preminers. Miner is joystick only operated which is a blessing as you progress through the game.

There are slides, ladders, platforms, transponders and, in the first screen, a cannon, with which Bounty Bob is able to blast himself to the required levels.

Select too much dynamite and Bob goes into orbit. Also worthy of further mention, and in fact a delight in graphics, are

the transponders. By standing Bob in a transponder and using the number keys you can "beam" Bob up to the desired level. Just make sure that there are no mutants at the other end!

Superb packaging and documentation combine with all the other elements to make a game that will appeal to a wide audience. The graphic "Clemeline" melody is played during the demo made only and supported by well integrated sound effects during the screens. A recommended game.

- Graphics 8
- Sound 7
- Value 9
- Playability 9



LE MANS

MACHINE: B-10000
SUPPLIER: Electric Software
PRICE: 19.95 (MSA cassette), 149.95 (floppy disk)

While Pole Position has probably been one of the most successful racing games previously offered, Le Mans certainly beats it in my book. Whereas PP was rather the

running behind a remote control car, Le Mans puts you right in the hot seat. The game loads in about five minutes, with a great title screen of the car. A demo mode follows, immediately — recommended viewing — and, by selecting keyboard or joystick, you can get straight on the starting grid.

The length of the race has been scaled down from 24 hours to 24 minutes and is determined by fuel, time or laps.

There are facilities for acceleration, deceleration, the obvious left and right movements and braking.

The details that have come to be an Electric hallmark are all here. Gauge shows engine

temperature, oil pressure and RPM. Figures show fuel points, position, speed, laps and elapsed time.

Points are scored for overtaking and lapping competitors, laps completed and for time and fuel unused.

Most other games show competitors as coloured blurs at odd intervals on the track. Not so here! Clever graphics show rivals approaching from the rear in the two mirrors, but the best feeling is when you see them disappear as you overtake!

When you turn via either the keys or joystick, your hands actually turn the wheel and when you accelerate, the right hand feels the gear. It's pretty obvious when you overtake it.

Amidst squeals from the tyres and other horrendous sounds, the sky turns an unrealistic shade of green and everything revolves FAST! Retaining your composure, your only levers are time, speed, fuel and dignity.

There is also a nice visual score screen complete with helmet and a bottle of the best bubbly. A lot of thought and time has been put into Le Mans — and it really shows. Excellent graphics and sound. A great game.

- Graphics 10
- Sound 10
- Value 10
- Playability 9



FROGGER

MACHINE: T-9904
SUPPLIER: Arcade Hardware
PRICE: 134.95

This particular version is the Parker Brothers original, from SEGA, which has been imitated many times.

On cartridge, any limitations previously produced by basic language speed, or complexity, are of course non-existent. This one or two player game does not need joystick — no provision has been made for keyboard use.

Starting with five frogs, four lanes of traffic, are the first

obstacles, with the inevitable skull and crossbones pending the demise of our aquatic friend should you get run down.

The treacherous dash is the fun bit — the turtles die while you are deciding which log, running in the opposite direction, is most advantageous.

Occasionally, a log floats down with a "lad" frog on it. Jumping onto this log gives extra points, as she is carried to safety.

As the levels progress, alligators, snakes and others all add to the dangers encountered and various bonuses are awarded for getting froggy into a bay which contains a fly, and for the time remaining.

- Graphics 8
- Sound 7
- Value 8
- Playability 8

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R·E·V·I·E·W·S



SKRAMBLE

MACHINE: MSX
SUPPLIER: Autodesk Software
PRICE: £6.95

Loading time is about eight minutes, during which time you are treated to a superb title screen showing an F-16 — or similar — warplane.

Anyone who has played Asteroids or games of that ilk will recognise the scenario — flying a fighter over a mountainous landscape.

The fighter bears more resemblance to the space shuttle than the slick craft in the title screen and, judging by the very basic sound effect, seems to be constructed from

an ancient motorbike.

Rentals and guns cannot, as in the many other versions, be fired independently and I found that the opposition sacrificed themselves willingly. The poor graphics diminish even further in the final stages, probably due to the speed increase of the game.

The game lacked appeal and the slow running was a bore. It seems a shame that, with so many competitive MSX games available, a slow running one like this does not exploit the full

potential of the machine.

Apart from the graphics of the title screen — and even those degenerate as the game progresses! — this game doesn't have a lot to recommend it.

There are plenty of better MSX games worth spending your hard-earned £6.95 on.

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



Q*BERT

MACHINE: TI-99/4
SUPPLIER: Arcade Hardware
PRICE: £24.95 (one/disk)

Almost all readers will be familiar with weird Q*Bert and his gymnastic leaping around a pyramid. Q*Bert is a one or two player game with only joystick control.

The game starts with three Q*Berts, the first appearing on the topmost cube and the remaining number of lives is shown to the right of the pyramid.

The object is to hop Q*Bert onto every cube, so that eventually the entire pyramid becomes the colour indicated to the left of the pyramid. Care is needed not to hop him off the sides or off the bottom row of cubes.

So far this sounds an easy exercise, but when the other characters and objects become involved, things get distinctly trickier. The Red Ball rolls around, threatening to squash Q*Bert, while the Purple Ball hatches Goli the snake.

Q*Bert can exit by boarding the nearest flying disc via the exit cube. The placement of the flying disc is again dependent on the level and sound of the game, so watch where you try to board, or it's over the edge.

Other characters in play are Ygg and Whingale, who appear on the lower portion of the pyramid, travelling sideways and upwards to leap on Q*Bert.

Stick and Bern aren't able to catch Q*Bert but have the ability to change the cube's colours, so unless Q*Bert stops them by direct contact, he has to release his moves to alter the colours already made by his friends.

The Green Ball can't catch Q*Bert either, but if Q*Bert

makes contact with the Green Ball, all the characters except Q*Bert freeze momentarily and you are able to score bonus points.

Excellent documentation ensures that whether you are an arcade genius or an absolute novice you can get started quickly. Although Q*Bert has been with us for some time, his endearing exploits — girthy and nervous movements will make him an evergreen favourite. Certainly a game for all.

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



NICK FALDO PLAYS

MACHINE: Spectrum
SUPPLIER: Mini Games
PRICE: £9.99

Faldo And Nick Faldo Plays the Open swings into action on the Royal St designers Golf Course for the 1988 Open.

Using keyboard or joystick, you control a fully-animated golfer. His club choice, putting strength and direction over 160 fully-scrolling screens of this famous course.

A side-view of the course lets you see the outcome of every shot.

To help plan your next shot, a wider view of the course can be had. Or you can ask your caddy's advice. "Driver" you

demand. "Keep you sure?" replies the caddy. "Yes," you say. "OK," he relents.

Power and direction of the shot are chosen by an isdn-driven command system. The shot is controlled by the joystick — moving it forward and left, for example, will slice the ball to the left.

Wind, weather and deep bunkers all conspire to destroy your chances in the Open.

Nick Faldo Plays for Open is also available for the Commodore 64.

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

R·E·V·I·E·W·S



THAT'S THE SPIRIT

MACHINE: Spectrum
SUPPLIER: The Edge
PRICE: £3.95

There's more than a hint of the plot of *Ghostbusters* in *That's the Spirit*. But don't be put off by that — this is simply the best game from The Edge since *Brain Windows*. Not surprisingly, it features some good old primary imbalance to keep you on your toes.

That's the Spirit is an interactive graphic adventure — along the lines of *Clash Landing* and *Zim Sala Ben* — except the feel input has been reduced to just one keystroke.

So what do you see on screen? Well, there's the main

picture window with graphics which depict a New York cityscape — sort of Italy gone to Hollywood if you get our drift.

Below you see icons which depict what you have collected on your travels. You can EXAMINE these by moving a cursor over the object and hitting the examine key. This enlarges the object inside a special box in the centre of the screen.

On the right hand side of the screen you'll see a Spirit detector which looks a bit like a ghostblaster with radar dials.

You can control your little baseball-capped character with a joystick — but you'll need to hit the keyboard for the all

important 'adventure' vocabulary which includes, *DETECT, THROW, CONNECT* — a good one this as you can fit it all together and make useful items — *SHOOT, HOLD* etc. etc. The vocabulary is pretty extensive.

So what have we got so far. A nice looking game with some interesting features. But wait — what about the plot? Where are the instructions? There's a lot of blarney on the back of the package but nothing about the object of the game or how to play it. Hm-mm. There will be a short introduction when we get on the telephone and play *The Edge* about this. (Are we're) yourselves for a bit will you?

OK, we're back! The object

of the game will become apparent as you play and solve the various puzzles — but it's got something to do with Liberty Island, take!

New back to the review. *Spirit* is a challenging game with some complex puzzles and riddles. If you like a challenge and games which need a bit of thought to crack then you'll enjoy it immensely.

Traditional adventure gamers might like to take a look at it as well.

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

GO TO HELL

MACHINE: Spectrum
SUPPLIER: Tapir SA
PRICE: £8.95

The blurb for this game says it's unbelievably difficult. Well, that's true. It also says the game 'will be almost every rifle you ever imagined you had'. It only took my patience

The basic idea is to save your best friend from Hell by collecting the power from seven circles and confronting the Devil in his lair. You have to explore 50 'hellish' scenarios complete with some tacky graphics of heads being eaten. It has five giant rats, demonic souls being scooped on rods and other 'grossly juvenile' 'terrifying visions' of that

nature.

The graphics are crude and the sound isn't worse. I found it difficult to play and ended up wondering why I was bothering.

The best thing about this game — apart from the packaging — is the animated intro screen showing an evil looking monk who talks at you.

It *Go to Hell* is an attempt at producing a 'borderline'

game that your mother wouldn't like. Then it fails. Even bad taste software has to have style. At least you know where to send it!

• Graphics	4
• Sound	2
• Value	1
• Playability	2

CRAZY PAINTER

MACHINE: CBM 64
SUPPLIER: Pocket Money
PRICE: £1.95

Crazy Painter sets a seemingly simple task — to paint the screen as quickly as possible. Dogs, moths, caterpillars and bats keep walking across the paint to complicate matters. Some objects will take you 'ouch', others your paint.

There are eight levels of difficulty to finish your way through.

It's tempting to say playing *Crazy Painter* is about as interesting as watching paint dry. But that would be a cheap joke and unfair on the game. It's not that bad.

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

WAR MACHINE

MACHINE: CBM 64
SUPPLIER: Pocket Money
PRICE: £1.95

War Machine is a not very effective shoot-em-up and shoot-em-down.

Your task is to protect your remaining stock of neurotrem from constant bombardment from alien space ships. There's an extra hazard from wandering land vehicles which crash into your defence vehicle.

The best thing about *War Machine* is the price. But even so, there are much better games available for the same price. It's worth giving this one a miss.

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

PETALS OF DOOM

MACHINE: C16Plus 4
SUPPLIER: Spectrum Graphics
PRICE: £8.95

Power power tears its head in space for the alien-capping *Petals of Doom*.

The only way out of a space cavern is to help the flower plantations grow. Only when this has happened will the energy curtains which block your way finally lift.

But plant-hating alien bugs are doing their best to stand out the plants. Only your shooting skills stand between you and freedom.

You get 99 levels of play in this variation on the classic space shoot out.

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

PIPELINE S.O.S.

MACHINE: Spectrum
SUPPLIER: Viper
PRICE: £5.95

Two games on one tape make this new release from Viper a winner.

Just in case you don't know about Pipeline the general idea is to help the *Steamer* keep the flow of petrol at a refinery running into the storage tanks. The nasty *Laddermen* attempt to plug up your pipes and you, as the *forerunner*, have to take your worker along the pipeline to knock out the obstruction.

The 'two' game on the tape is *SCUD* — a laser-sighter type game in which you have to plot a space-shuttle.

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



THE CHESS GAME

MACHINE: CSM 64
SUPPLIER: More Classic
PRICE: £1.95

Heeee! This is pretty. Lots of nice chunky animated graphics, good sound and an original concept. But wait a minute — how do you actually *PLAY* this game? There're no instructions on how to play the game. They tell you how to load it, what controls to use, who wrote the

game and designed the graphics — BUT NO GAME DETAILS! Talk about frustrating.

After a bit of detective work, we found out how to play this original arcade version of chess. You play the part of a time-chap — or is it a girl? Not quite sure about this one either — could this be the first game with added gender tendency?

Anyway, you have to cross the chess board, drawn in 3D perspective, several times,

battling various chess piece opponents — including knights, bishops, queens and the like.

The actual chess board can turn nasty too — popping you when you least expect it. And the crowd — even worse than a bunch of Millwall fans — throw things at you. And chess is supposed to be a quiet game!

Lots of nice touches in later Chesso's game — including a really nice loading screen which shows your hero asleep in bed with a chess board

nearby. The game is supposed to be his or her nightmare you see.

Lots of black marks for the inadequate instructions — but the good news is that The Chess Game is an original and interesting game.

• Graphics	5
• Sound	7
• Value	6
• Playability	7

JACK CHARLTON'S MATCH FISHING

MACHINE: CSM 64
SUPPLIER: Alpaga
PRICE: £5.95

Jack Charlton provides the "big name" endorsement to what has to be one of the slowest games ever made.

The aim of the game is to get

the heaviest catch of fish as possible in a set time by choosing the right rod, reel, hook, fishing line and bait.

Up to eight people can play. Each is allotted a position by a table which appears to be situated in a snowy Alpine valley — hardly the type of scenery dissatisfied with George Jack.

Once the tackle and pegs

have been selected, everybody settles back to wait ... and wait ... and wait.

When your peg flashes a fish is near. A cross-section of the tank is then displayed with the fish swimming towards your hook. Pressing the space bar at the appropriate moment will hook the fish.

And so the match continues until time is up and each

player's catch is weighed.

Alpaga says this is "not your usual computer game". And now right they are! Recommended only for the most dedicated angling fan.

• Graphics	5
• Sound	4
• Value	5
• Playability	3

PIVE-A-SIDE

MACHINE: CSM 64
SUPPLIER: Anirog
PRICE: £5.95 (cents) £8.95 (dec)

Furious five-a-side football action is the subject of Anirog's summer offering.

Our review copy was a pre-production version which lacked certain refinements to the music and speech.

But the game, Anirog promises, has "the atmosphere and mood of a real football match".

It has faults and penalty shots. For penalties the screen changes to a close-up view of the goalkeeper in front of the net.

Potentially a good game for a nice price. Final judgement, of course, must be reserved for the finished product.

• Graphics	7
• Sound	Not finished
• Value	8
• Playability	7

ACTION BLIKER

MACHINE: CSM 64
SUPPLIER: Mastertronic
PRICE: £1.95

Having your software game advertised on an estimated 12,000,000 packets of KP Skips is a brilliant marketing ploy.

And that's just the deal Mastertronic has completed with KP to promote Action Bliker which features Curmy Colin, the KP Skip character.

Curmy Colin Mars around town collecting scraps for his motorcycle, giving him extra speed and power to enable him to enter the drag race at the end of the game.

Action Bliker maintains Mastertronic's tradition of excellent budget-priced software. At £1.95, you would be nuts to miss it.

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

SWORD OF DESTINY

MACHINE: C16Plus 4
SUPPLIER: Gremlin Graphics
PRICE: £8.95

Kelco, a master warrior of the eastern region, is not a happy man. Not only has he been killed in battle by the evil warlock Xarphax, his heart has also been stolen.

Kelco's soul is condemned to wander in torment unless he can regain his heart. Armed with his "Sword of Destiny", Kelco's quest begins in the warlock's Abyss of Death.

His search takes him through 70 levels of arcade adventure.

To find his heart, Kelco must collect the flashing objects — each one opens up another part of the Abyss, killing Death's guardians also helps.

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

TYCOON TEX

MACHINE: C16Plus 4
SUPPLIER: Gremlin Graphics
PRICE: £8.95

Pipeline just got much more hazardous for Tycoon Tex — planes, bombs, explosives, missiles and arrows are the bane of his life.

So many bombs in the pipeline will cause the pressure to drop and the game will be over.

All Tycoon Tex has to fight off the dangers are his fingers.

When one pipeline run is successfully completed, Tycoon Tex moves onto the next level — and there are 99 of them in all.

Will Tycoon Tex fail in his battle to protect his pipeline or will it be a case of silly war that ends well?

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

C&VG SOFTWARE SERVICE

A GREAT NEW WAY TO ORDER YOUR FAVOURITE GAMES

This issue sees the start of a great new service that **C&VG** has set up to help take the frustration, worry and effort out of buying your favourite games software.

The **Software Service** has been tailored to meet all your software needs. Each month we will be offering you the chance to buy any of the games that are listed in the **Gallop Top 50**, have been mentioned in **Games News** or reviewed in this or any of the last six issues by mail order.

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For the Spectrum we are giving away the highly acclaimed adventure **Sam Kingston Valley** from Bug Byte and the excellent arcade adventure **Wormy Things Happen at Sea** from Silvermist.

Commodore owners can choose between **Election '88** and **Fame Quest**

from Origin games or **Artie's superb foot-ball simulation World Cup Soccer**.

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Well, I've just finished opening this month's batch of letters, so let's get going.

I distanced has some problems getting his Commodore 64 programs to work. A teacher at his school has volunteered to help, but the school computer room only has Commodore 3033 computers. "What can I do to get my Commodore 64 programs to run on the 3033?" asks Mr. Distanced.

Well, not a lot I'm afraid. The 3033 is one of Commodore's older machines, known in most places as the PET. Although both machines are, in fact, all the Commodore micros, use a similar version of BASIC called Commodore BASIC; there are many differences between the machines. You'll know for yourself that the 3033 doesn't have the colour graphics or sound capabilities that the Commodore 64 has. Therefore, the BASICs on each machine will have to be different to cope with this.

Although simple programs like don't make use of graphics or sound, should work on both machines, therefore hope of anything more complicated being easily transported between them. And if your 64 program has a POKE or two in it then you may as well give up, as most POKEs are totally different.

Why not show your teachers a list of the programs on paper and ask if this would be any help?

Dear BR,
How can I change the character set on my Spectrum? I mean the lower case, upper case and punctuation as well to produce a whole new set, like in *Lords of Midnight*. I have tried using the same method as defining UDCL but this won't work. Please help.

R. J. Clements

Sinclair have made it easy for you to change your character set. All the information you will need is in the system variables chapter of the Spectrum manual.

Look in the list of system variables and you'll find one that points to the character set. Actually, it points to 254 less than the character set, so you'll have to adjust it.

What this pointer tells the Spectrum is the address in memory

of where the data for the normal standard Sinclair character set starts. The characters starting from that address are all the printable characters, starting at the space character and going up to the copyright symbol.

That character set can't be changed but, luckily, the contents of that system variable can. What you do is define your own character set and store it somewhere at the top of the computer's memory. Then, to switch between your set and the normal Spectrum set, just adjust the system variable to point to the set that you want to use. You'll find chapters about how to do this in various Spectrum books.

I hope that's what you wanted to know.

Mr G Rumer (why doesn't anyone tell me their first name any more?) has written to the problem page suggesting that C&VG has a monthly version of POKE and general tips for getting high scores and inferring from the current top score games.

Mr Rumer even volunteers to supply the information himself! Well, as we usually print off POKEs to fill a couple of pages each issue, Problem is, submit companies don't like all those cheating codes published. They'd rather you took longer to finish their games.

Therefore now on the subject of if you feel differently, they don't mind one of the magazines finding address which is, get the cheats page. Mark your favourite Problem Page.

Dear BR,
I am currently writing an adventure game for the Commodore 64. The game will, hopefully, be too long for the player to finish all in one go. How can I add a save game feature to my program?

Andrew White

The facility for the player to an adventure game to save his or her current position on tape is very useful, and is not difficult to add. Basically, what you need to do is to be able to save all the information that describes that status of the player on to a cassette or disc file. Then, when the game is restarted, to read the information from that

file and reconstruct the previous game.

What you will need is two separate subroutines in your program. One, the save game subroutine, needs to save the contents of any relevant variables by putting them into a file on tape or disc. The other subroutine, the load game routine, will then read those values and put them back into the correct variables. You should save such values as the list of objects that the player is carrying, the current score, the rooms visited and those yet to be discovered. Now you know what to do, you should be able to add this feature to the program.

Remember DOSGPT, the company who offer various services to Commodore 64 owners with tape and disc drives? I mentioned the company a couple of months ago and, since then, they were kind enough to send me a sample of their products.

DOSGPT currently offer programs for 14 systems that will:

- A) Transfer normal slow-loading cassette games to 1541 disc
- B) Transfer a variety of turbo-loading games to 1541 disc
- C) Add a turbo load facility to your own slow-loading cassette games
- D) Allow you to use Springs with your 64.

The programs are available separately, or all on a single disc. The manual that comes with the package is good and contains a lot of information.

DOSGPT are at 1 Oakmoor Ave, Haspall, F15 0EL, if you would like further details.

Dear BR,
I have been given an Epson printer for my Electron. How can I link them together?

Andrew G

You can use the Acorn Plus 1 interface to link any Epson printer to the Electron. However, the P40 and P10 printers require a slight modification to the Plus 1 so that they work with the Electron. You don't say what printer you have, so I can't help you with this one. Your dealer should have all the details, or ring Epson's technical help desk for advice. They're in Wembley, on 01-902 5002.



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Work your way through the wild Western Saloon to the Sports Bar. From there to the alien dancing Frank Bar and into the Space Bar where the customers really are out of this world!

Down to earth with **SPY HUNTER** from Bally Midway Bar but don't expect any chance of a rest. After all, this was the number 1 arcade game of 1984 and now you're in the hot seat of the deadliest machine on four wheels. You're after money spies. The situation is life and death. You'll need every weapon you've got - machine guns and guided missiles, oil slicks and smoke screens. But the enemy is everywhere. On the road, in the water, even in the air. So you'll have to be more than fast to stay alive in **SPY HUNTER**. You'll need brains and guts as well!

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GYRON

Gyron, voted game of the month in May's Computer & Video Games, is a game with a difference. It is not an adventure or a logic puzzle.

The idea is to penetrate the defenses of a vast, maze-like structure created by a sorcerer-scientist. There are two versions on each side. Atrium is the "easy" version. Necropolis is more difficult.

And thanks to the game's publisher, Flukebird, we can bring you the excellent map of the Atrium version to help you try to conquer this game.

Both the Atrium and Necropolis labyrinth are of the same size and are essentially small, at 100x100 character spaces when taken as an extension of the Radar Board shown on screen.

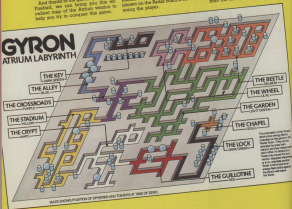
The difference between the two labyrinths is the complexity of walls and balls, different maze layout and more subtle clues.

The main objective is to stop the towers so that their direction is not threatening the player.

The towers form a complicated network. By shooting the back of one tower or a sequence of towers in the correct order, others will have to face a new direction or disappear completely, allowing access to unexplored zones.

For instance, in the Atrium, the Key must be solved to open The Lock. The Sphincter moves around the labyrinth in preset routes, sometimes presenting an obstacle in the path of the player and sometimes offering shelter against fire from the towers.

GYRON ATRIUM LABYRINTH



DYNAMITE DAN

Dynamite Dan is about to explode onto your computer screens. Finally, who liked television but should get into it.

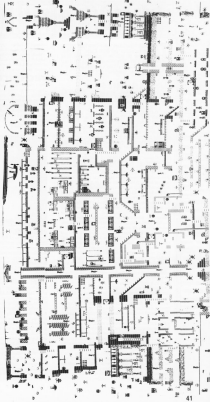
Microsoft's new platform game for the Spectrum has Dynamite Dan up against the diabolical Doctor Milton and his assistant, Don.

To thwart the doctor's plans for world domination, Dan must blow the safe in the doctor's lair, grab the secret plans and make his escape.

There's no doubt Dynamite Dan will have you laughing this way and that.

But in an effort to help all you bothered and bewildered platform game fans, Computer & Games magazine, with the help of our friends at Microsoft, brings you this super game map.

But be warned! Dynamite Dan will blow your mind.





PROFESSOR VIDEO'S

GAMES WORKSHOP

The Prof. has been busy this last month trying to come up with hints, tips and pokes for all you readers with the less popular machines but, remember guys, I need the info from you first. So stop moaning and get playing those games!

CASTLE QUEST

The anonymous reader who sent in the tips for *Castle Quest* back in July has finally owned up — he is Michael Dobson from Kent and he has included some more hints! To get out of prison, pick up the stool, then stand underneath the rack and press RETURN and CURSOR KEY UP buttons together. This will knock the rack down.

Pick up the stool and place it underneath the ledge by the door then pick up the torch and jump up onto the stool and then onto the ledge.

Throw the torch in the direction of the bed. The bed will catch slight and the guard will rush in. When he has passed you, step off the ledge, pick up and store the stool, and run out of the door and up a few steps — BUT be careful that you don't back into the patrolling guard.

If he is there, stay on the stairs until he turns and goes back — follow him — but not too closely — until you get to the point where there is a ladder above your head. Jump onto it and you are safe.

If you have had anything overlooked, wait until the guard has gone back the other way then go down the ladder and run to your left, up a few steps and there they are. It is safer to stop and pick up one item at a time.

Once you have completed this, go up the ladder and turn right, then down a ladder. Run left up a few stairs, run on a bit further and jump the gap — you will land on a bridge.

Make sure you have the sword in your hand and run right until you are a couple of steps from the end then jump. If lucky, you'll jump the gap and land on the other side where you will have to fight off two Red Dragons. Once this is done, go up as far as you can and store the sword, pick up the aqua-lung and fall off the edge.

When in the water, go left and up a ladder. Carry on going up, then jump from your ladder to the one next to it and go up to the top.

Now, drop on him — NOT the aqua-lung — and run right, right to the end of the platform and jump. You will hit your head on an overhanging ledge and fall straight down. Quickly press the "P" button several times and you should pick up the bucket. This time when in the water go right and up a ladder, drop the aqua-lung and retrieve the bucket.

Stand at the top of the ladder and throw the bucket into the water. Put on the aqua-lung and go down and pick up the bucket — hopefully it will have water in it. Go back up two ladders and go right past a gold coin, drop the aqua-lung near it and retrieve the bucket of water. Go down one ladder and slowly down the second.

As soon as the screen scrolls, press the JUMP key so that you slide down the ladder fast then, as quickly as possible, turn right and press the three right buttons. If lucky, water will fly out of the bucket, hit the witch and kill her. If you miss, it is best, if you

manage to kill her, go right and you will see a hole with the magic wand in.

Well, after that I think Michael deserves to be helped. So if YOU know what the wand is used for, what the wizard flashes and how to complete the quest, write in and I shall pass it on.

TECHNICIAN TED

Meet the person who finally released *Technician Ted* from the agonies of missing sound. Microchip Factory — David Adams. He was presented with a silicon slice (as featured in this top-selling game) to celebrate his success by *Horizon Computers*.

To help other TT addicts, *Horizon Computers* released a list of tasks and the order in which they must be completed. BUT the secrets of the animated sequence which finishes the game are still closely guarded.



HELP!!

Jason Pridmore of *Northants* is teasing his hair out trying to complete *Microchip's Jasper*. Any clues?

Someone else having trouble is Jeffrey Wallis of *Darlington*. His particular problem is *Technician Ted*. He manages to pick through the first seven tasks but then he gets lost. He has managed to find 43 out of the 50 scientists, but, alas that's where the problems begin. . . . How does he do number eight?

TIR NA NOG

Miles Darrington of *Devon* writes in with tips on how to get *LUNAR'S SPEAR*. First you must go to the Lure Star and get the ring. Go to the door marked "Q" for ring, in the Plain of Lies. Get the antler and go and give it to Carnos in the forest of Carn. He in turn will give you a harp. Go out of the cave and pick up the pin. Follow the Soliba. He can't kill you because of the harp, though this only works in the forest of Carn. The Soliba will take you to the secret door. If you still can't find it, move a bit left or right, then turn and try to go in again. Once in, get the spear and take it back to the misting room.

To help animate the Seal, you need Galun's hammer. This is found by going to Storm Pass. With a spade, break the Celtic cross found there, walk NORTH nine paces and drop the spade, or voila! You will also need an oak leaf to open a door. To get this powerful item, take the feather and the honeycomb to the door marked "B" in *Beckham*, go in and drop the feather

PROFESSOR VIDEO'S



GAMES WORKSHOP

by Boleyn's shrine and there you have it.

To enter the ring of stones in Tu Chawen, you will need the book. Enter the door and go into the treasure. Get the fire and half rock. That's as far as Miles has got in this game, so, if anyone can help him to get the other parts of the seal, please write to me, making your envelope TIB NA NOD tips.

BRUCE LEE

One observant reader — Gareth Randall of Essex — noticed that we had left out an important and very useful tip in our Bruce Lee map, fair lanes.

On screen 31, two similar orange objects appear, one on top of the other, at the bottom right of the screen. Each time Bruce Lee touches these, he gains an extra life. By running in and out of the bottom level of the room and picking these up, up to nine lives can be gained after which no more of the objects appear. This works in the Atari version, so you will have to try it out yourself to see if it works on the others.

One last tip, even read those spreads, Ninja and Taro become so vicious that they will kill you to death the moment you stop moving. Do NOT get trapped in a corner — you no longer have any chance of survival there!

POKE CORNER

Sorry for the lack of pokes this month but we haven't received any in the office. So come on fellows start sending me some pokes for all types of games and computers and REMEMBER to include how to enter the pokes into the computer. The best POKE each issue will get the reader some FREE software for his or her computer.

Glenn Yee has come up with the following pokes for the Spectrum. CHUCKLE 5000 — MIDGE (ENTER). When okay message appears, type POKE 3456789+0000 (ENTER). Then load the game. When loaded, type in as a direct command: POKE 4567890+0000 (USE 4000). Play the game.

ANDROD II — When asked for keyboard or joystick option, press Caps shift + Break and enter three pokes as direct commands: POKE 50240, 24 POKE 50240+POKE 50010 (ENTER). Then enter CONT. You will now be in menu.

Joe is Sage of London has submitted the following for the Amstrad version of Reland in Time. To get endless lives, type — Memory 4889 Load "rototina", 8000. When the program has loaded type: Poke 5880,87 if you are using a green screen monitor, you have to type Poke 8001,0. To start the game type: Call 8000.

BEEB LOVERS

Joe Williams from Northumberland was playing around on his Beeb and discovered the following tips.

SABRE WOLF — When waiting for antids to bloom, stay near to the exits — in case of bush-fire and Indiana. Mark the route in the new entrance on your map. When you have collected all the bits of antids, find your way into and follow the path to the cave entrance. The grizzlies will have disappeared. Explore every "low entrance" clearing, as the pieces of antids are always in these rooms. Keep your finger on the sword button all the time, once when

you are immune. Keep away from the dwelling of the Wolf as much as possible.

MARIO MINER — Expensive fair — don't panic. When getting the last brick, wait until Expense is very near the top of the screen and jump to the right. Keep these keys on to get only the brick wall and then push right to land in the exit. Do not waste time, as Expense will come down and stand on the exit, to prevent you getting inside. If he is at the very top, when you get the brick, he will stick to the ceiling. MINER WILLY MEETS THE BONG BEAST — Pulling the lever on the left side of the screen will open up part of the wall, while the one on the right will cause the Bong Beast to fall down and give you points. When jumping into the conveyor belt, face left when you are underneath the conveyor belt and the platform above. Keep the jump key on and, when you land on the conveyor belt, you will be doing right. You will then jump onto the platform above.

MURDER TROUBLE — Do not destroy all the notes. When on HATFIELD go towards the crumbling rocks.

JOE DOGGER — Try not to get rid of all the level — marsh, mountains and forest. Do not dig holes for the mooses — push them into the sea. On the blue screen and onwards, keep your shoot down of the time.

AVALON

Calling W Carnell of Amersham. Here are the clues you asked for in July. In the labyrinth there is the sword of Caliburn which you must collect. To get the sword you must have the "find" spell. Then go to where the lake is and go through the door it is looking at. Keep going that way until you reach a scorpion and say it with a whistle. Then cast "find" and move the spy near the door. You will now see the sword — get it and find the unlock spell which should be in the labyrinth. Cast unlock on the door that you cannot open — this will lead to the catacombs of the undead.

In the catacombs there is an Energy Source and an Energy link, both guarded by wraiths. Get all the spells you can find — some of them are very interesting. The oil can lubricates the locks which are very old. You will find the keys on this level. Find the smaller spell which is one of the locked doors — you must take this with you.

In the Chambers of Ghaze you use the sword on all the monsters, goblins, wraiths, warriors of chaos and nixes. The only way in at the start is the chamber spell then later you can go through the labyrinth. In the Chambers of Ghaze, you need to find four items resembling plates. To get them, you have to go through a door which can be opened by the coin from the chest. The chest is opened with the key under the stairs. Take the four plates to the large computer and pass them over it in a certain order. An invisible portal will appear — go through.

There are only four rooms on this level — occupied by goblins, wraiths, warriors of chaos and nixes, but there are also indestructible, large, black, fire-breathing dragons. Get out of their way until you reach a small box "Awake!". Make sure you have the wrath bone, chaotic spell, avatar spell and the sword of Caliburn. Pass the sword over the box and HIT PRESSO you're done if Thando "Thpnamu".

LETTER

FROM



Braving the madding crowds at Chicago's prestigious Consumer Electronics Show, CING's MAISONAL W ROSENTHAL checks out the new games which could be heading our way this autumn. Don't miss out on the hot gossip in part one of his report.

Arriving at Chicago's O'Hare airport, I now know exactly what it feels like to be stuffed into a phone booth with a very large, and very dirty, elephant. Scores of people darting around me — journalists, models, salesmen — all hurrying to get out of the airport and downtown. And last, because this is the Summer Consumer Electronics Show, where all that is new from everywhere makes its appearance. Somehow I get a taxi.

Chicago is called The Windy City, and it's supposedly due to the gusty draughts that blow most heavily in winter. My personal opinion is that the name derives from the contamination, messiness and bawdy that is the trademark of this trade show.

The McCormick Convention Center consists of a number of buildings the size of small countries, but CES fills them all up and spills over into nearby hotels as well. Where else can scores of satellite receivers be stacked side by side like tins of corned beef?

Coming a day early may seem like a good idea, but the effect is negligible when you realise that everyone else is doing the same thing. But it does give you a chance to look around, and many of the software companies arrange special previews to get your attention before your eyes start to bulge out.

I check into the hotel and go forth in search of Dataeast, who are previewing new games for the fall. I make my way to their suite, where I find Michael Dixon, general manager of European sales.

Dataeast plans to make a dent in overseas sales through aggressive marketing and high calibre software. Examples are running on nearby monitors.

Somebody is stepping to Bruce Lee (also from Dataeast), the master of the short cut fight his way through the streets of old Los Angeles, beating soldiers and the evil Sergeant Garcia.

The nasty Garcia has kidnapped a fair maiden and it's up to our hero to unravel clues and solve riddles in order to rescue her. I especially like the way Master 2 jumps from rooftop to rooftop (something I had always wanted to do as a child).

The *Chocies* (based on the Spielberg film, *Two Chocies*) must be guided as the pursuit is on to find a pirate treasure. The graphics are colourful and the on-screen characters entertainingly outlandish to watch.



Ultimate Reality: Here we have an ambitious action/adventure role-playing game broken up into a series of modules. In the first, *The City*, you are stolen from Earth and sent to a strange place where you must make sense of your surroundings and find a way to survive.



The program uses point-of-view moving 3D colour graphics, and boasts an original sound track that changes with each location. Further modules take you throughout this "Universe" as your screen character grows and changes.

CES makes you feel a little like Cinderella. Just as I was getting out of the rain in *Reality* — it was time to leave to attend a preview given by Activision. And remember — the show hasn't even started yet!

People are wandering about in the Activision suite, drinking and laughing as they wait for the presentation. I seize the opportunity to grab the two men in charge of Activision International, President Gregory E. Fackbach and Vice-President Geoffrey M. Mulligan. I ask what they can tell me about Activision's overseas policy.

"Quite a bit," replies Mr Fackbach.

"Activision intends to market broadly throughout the world. We feel that the best way to do this, and to understand and work with our overseas public, is to have people representing us who are part of that public. That's why, for example, Activision UK is run by British personnel."

"We also need to use common sense," adds Geoffrey Mulligan. "Our Master Studio program was redesigned to work on cassette since these are the most used drives in England. Great products will always sell, but you do need to market intelligently."

At the presentation four colour monitors are arranged on a low table before us. Each program is attended by its creator.

First to be seen is Steve Cechenight's *Hacker*, a game containing no rules — in fact the less said the better. But you are breaking into an evil computer corrupting world. Not the easiest starting point.

Gary Kicher's *GameMaker* expands on his recent *Designer's Pencil*. This program enables you to create games with moving sprites, action and sound.

After *Ego* enables you to relive your life and see the changes that happen at each byssed. The format resembles pages of an ever-changing novel. Designed by Dr Peter Fenno.

Mark Turner's *Fast Tracks* brings the exciting world of slot-car racing to the computer. You can design your own tracks and then race on them. You can also create racing discs to send to others.

David Crane has got his hands on something even wackier than ghosts this time. He's found small people-holding inside computers. By creating *There's Someone Living Inside My Computer*, he's made an environment for them to be seen. You can cross them out into the miniature house which the title follows can move around in; exercising, eating, watching TV. You can send them messages and they may respond — or not.

It's Sunday. Round One, the first day of CES. I'm up and ready and so are about a million other people.

All of a sudden there's a tug at my pants. I turn and see my assistant, who only two feet tall, made out of red fur and riding a bicycle. It seems I've been grabbed by one of the promotional robots from the Robot Factory. These guys are remote controlled and can pop up anywhere. I give the little fellow



AMERICA

Of a pair on the head, were to a trio playing the piano, guitar and drums and more on. Little did I know that robots have taken over much of the show.

The TTC booth has operators three feet deep, all watching Hearst going through his pieces. The perfect little robot servant, Hearst responds to voice commands and even has a brain in cassette deck.

You can have him carry a portable black and white camera, or check that the front door is closed. A combination of programmable sensors enable him to function as a watchdog, alarm clock or traveling bangle alarm.

TTC also has the perfect assistant, Homer the Carpal. Homer is just a platform, but one that will follow you around wherever you go (thanks to a pocket reader you carry).

He can carry up to 50 lbs. Entering Commodore-land is like walking onto a softball field, as the area is huge.

A multi-tier structure enables personnel to view high above the madness on the floor, filled with computers, monitors and third party vendors showing off programs.

The best new machine is the ILS. It combines a C84 within for full compatibility, but is also a 48/68 column, extensive memory machine. A more powerful BASIC enables sprites, sound and graphics to be easily accessed.

The machine is built into a low profile case, has a numeric keypad, uses a mouse and will also run C80s.

The new ILS disc drive is the perfect peripheral, for it too runs all three kinds of software. In appearance complements the ILS and the transformer is built in. It also loads faster than the STI.

More disc drives for the C84 are appearing. The SD-1081, from Progressive Peripherals, gives you megabytes of storage in a low profile, double sided, double density drive. The transformer is even built in. Another drive, the Enhancer 8008 (Cassidy group) is also slim — in half height a result of a very thin super high speed direct drive motor.

Voice synthesizers also dot the landscape. The CM-44 Voice Command System from ENO is impressive because of its simplicity of use. BASIC commands construct whole sentences that can be easily programmed into the C84. The interface can drive two voices (both of which come from the TV or monitor) and screen action is not af-

fected in the least.

It seems natural for a publishing company to turn its best selling books into interactive Adventures, and that's exactly what Bantam Books Electronic Division is doing. Stern's turned into computer fiction isn't new, but Bantam has added some twists.

The Fourth Protocol features photo-realistic graphics and an icon-driven intelligence centre to help you in your quest as a master spy.

In I. Damiano, graphics combine with animation to provide plot twists which randomly change.

Sherlock Holmes even makes an appearance in an all new Adventure called *Sherlock Holmes in Another Now*. At the heart of all of these programs is a sophisticated interactive vocabulary of over two thousand words.

The EPYX area is fascinating, all black glass and angles. Dozens of monitors line the wall, with programs pulsating in a frantic collage of colour and motion.

One section is devoted to LucasFilm, who are preparing two new games. The designers are on hand to demonstrate The Edison and Kozmin Kill, both using linear presentation to create ever-changing and different 3D landscapes. The Edison is a curious 19th century machine which takes you on a perilous voyage into a magical dimension of Thols and Dragons.

Kozmin Kill is a legendary site of lost treasures and awesome devices — to take them you must defeat the guardians, using strategy to put together the right weapon combinations.

Raidbase, with its unique split 3D screens and *Rescue on Fractalus* are also on hand.

A new version of the Temple of Apshai series, combining all three modules, is also due for release. It features improved graphics, sound and better playability.

Winter Games a preview of the 1988 Winter Olympic competition will feature six sporting events, including a ski jump, bobsled racing and speed and freestyle events.

My head aches. My eyes feel like they've been used for soccer practice by some of the 60,000 people at the show today. My feet have pretty much left for the hotel already, taking most of my sanity along. But I'll be back tomorrow.

To be continued.

Author's bio: Besides operating his commercial photographic studio in New York, Marshall M. Rosenthal is also a freelance journalist for computer, video and high-tech publications.



COMPANIES MENTIONED

Activision
1250 Bayshore Frontage Road
Mountain View, CA 94043

Amstar Systems
E+E DataComm
1115 Ringwood Avenue
San Jose, CA 95128

Bantam Books/Electronic
Publishing Division
666 Fifth Avenue
New York, NY 10103

Commodore Business Machines
1200 Wilson Drive
West Chester, PA 19380

Envision
1680 Northhoff Place
Chatsworth, CA 91311

Enhancer 3860 disk drive
The Control Group
301 E. Ellinger 196/PO Box 1448
Santa Ana, CA 92705

EPYX
1843 Kiwi Court
San Francisco, CA 94068

Hearst/Homer
TTC
2000 East 123rd Street
Carson, CA 90803

Wildwinds of America
4819-108th Avenue, NE
Redmond, WA 98072

The Robot Factory
PO Box 18
Cascadia, OR 97009

SD-1081 disk drive
Progressive Peripherals & Software
1011 South Hollywood 126
Denver, CO 80222

Space Pen
Sensitron, Inc.
480 Vandell Way
Campbell, CA 95008

Voice Messenger
Wolynya/Curetek
10 Mills Street/11th Floor
Boston, MA 02108

Could YOU win the F.A. Cup?



Football Manager
"Absorbing and available - highly recommended".
Sunday Times February 1991

"Completely fantastic - I want it!" Charlie Nicholas, Arsenal striker in Sept. 5, April 1994

This off-line classic is now available for the following computers:
Spectrum 486 £29.95 ...
Commodore 64 £29.95
Amstrad CPC 464 £29.95 ...
BBC B £29.95 ... Electron
B £29.95 ... Dragon £29.95 ...
Via 20-1795 ... Zen £29.95

Could YOU get a Newspaper Scoop?



STRINGER is an on-line adventure game in which you are a press photographer for the "Daily Bug". In the task of snapping a shot at a First Star Party Museum is included. To finish your adventure your camera, flashlight, press pass and key to the building must have been taken to the museum where the all important shot can be taken. To add to your trouble the hotel staff are hard on catching you before you reach your goal and your 15 day fee will only be paid upon the completion of the task.

The game has all attributes and winning is a real challenge. It is a completely playable, graphically excellent and, of course, addictive classic.
Commodore 64 £9.95

Can YOU avoid the fangs of a deadly spider?



DOFFIN is a challenging, action-packed game requiring a combination of running and stick keyboard control. Beware the Giant Spider-fangs in your way and give the massive tentacles a wide berth! Jump on the giant hydraulic arms and they will slide you into deadly robot traps embedded in the cave roof! Manta-bats are useful allies and the barbedisks will help you gain height - but remember to take your umbrella to break a deadly fall!

Available BBC B and Electron ... £29.95

Could YOU be a Software Star?



At **SOFTWARE STARS** you can control a software company and win prizes 1 using the previous code to compete for the top 10 with staff problems, decisions regarding advertising, expansion, finance and game launches. But your business acumen together with a few guesses playing off will make you a software star!

"Excuses the show!" Ben Aldridge, publisher of *Computer Games* magazine

"The game can be incredibly addictive" Nick Oliver, *Playboy* Computing Weekly February 1992

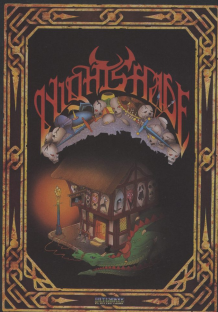
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"NIGHTSHADE" recommended retail price £9.95 inc VAT.
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and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
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ROBOTIX COMPETITION



How would you like to build countless movable machines to your own design which can be powered — and controlled?

Well now you can with Robotix, the new range of industrial construction kits made by Milton Bradley.

And Computer & Video Games, in conjunction with Milton Bradley, is giving away three Robotix sets as prizes in a great competition.

The kits contain superbly-engineered, precision-fit A4D components, powered by unique remote control micro motors.

You can invent, build, power and control machines of your own creation. The only limit is what you can make will be your imagination.

First prize will be the \$4800 Master Set. It contains four high-torque, bi-directional motors with overload clutch, a five channel control console, heavy duty cables with plugs and sockets, more than 100 precision fit components, a fully possible hero figure, "Haxxon Games", and a large colourful instruction sheet giving 10 examples of models.

The two runners up will receive the \$2000 Super Set containing two high-torque, bi-directional motors with overload clutch, two power decoders with manual switching, more than 70 precision fit components and a fully possible space technician, "Texxon One", with moving welding mask and instruction sheet.

Here's how you can win. Hidden in the word puzzles printed on this page are four names all relating to well known robots. All you have to do is identify and circle the names.

Send your entry with the printed coupon to Robotix Competition, Computer & Video Games, Priority Court, 30-32 Parnington Lane, London EC3A 5PA. The closing date is September 18 and the editor's decision is final.



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PRFRDLEMNQOCPB
EMCCILMNXHAIY
KXQVTFEMNQORW
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ATVXTMMSIXISKL

CECILMILTON BRADLEY ROBOTIX
COMPETITION

Name

Address

Tie Break: In not more than 50 words, say why you want to win a Robotix set

```

1 REM Darts by R.Hodgson
2 CLS:MODE 1:REM 2:INR 3:0:LOCATE
3 3:0:PRINT "Go!A9:1:" LOCATE 3:0
4 PRINT STRPAD(0,200)
5 REM 1:INR 2:20:INR 0:0:LOCATE
6 1:10:PRINT "Press '1' for keyboard
7 or '2' for 'Joystick'"
8 REM 2:LOCATE 1:1:REM 3:INR 2
9 24:PRINT "Darts by Anthony Hodges
10 ...Darts by Rich"
11 LOCATE 1:25:REM 3:PRINT "ore Mo
12 dges...Darts by Anthony Hodgson
13 "
14 INR 3:3:20:SPRINT:INR 10:10
15 SP=INR(10) IF SP="" THEN 10
16 PPRR 0
17 IF SP="1" THEN SP=0:down=2:le
18 ft=8:right=1:fire=9:ELSE SP=72:d
19 own=73:left=74:right=75:fire=76
20 LOCATE 3:13:REM 3:PRINT "Go go
21 o west instructions TTY/VN" :SP=
22 INR(143):SP=INR(143):IF SP=
23 1 AND SP=1 THEN 17
24 IF SP=2 THEN 17
25 IF SP=3 THEN 17
26 DIM SP(20):SP=SP(20)
27 P=INR(1):P="1" P=INR(2):P="1" :P=
28 1:SP=0:fire=0
29 MODE 1:CLS:INR 1:25:INR 0:0:0
30 OROR 0:INR 1:25:INR 2:0:INR 3:2
31 TAG

```

Here's the chance to join the ranks of Jacky Wilson, Eric Bristow and John Lowe at the table without endangering your waistline.

From the comfort of your armchair, you can play anything from a quick 301 to a gruelling seven leg 501 tournament.

The rules are the same as the British Darts League in this excellent version of the popular pub game.

The darts are aimed by using the joystick or cursor and copy keys. The computer even chafes for you.

One tip when entering the listing is to remember that the symbol in line 375 etc is a *W*.

```

45 CLS:INR 2:0
46 ORIGIN 190,201:RESTORE 100
47 FOR W=10 TO 300 STEP 10:DEG
48 READ W:PLOT 200:0:0:W:200:0:0
49 INR W:2
50 IF W=17 OR W=19 THEN PLOT 2
51 0:0:0:W:1:200:0:0:W:0:0
52 IF W=3 THEN PLOT 200:0:0:W:1:
53 200:0:0:W:14:0
54 IF W=20 THEN PLOT 200:0:0:W:1:
55 200:0:0:W:14:0
56 PRINT W:
57 NEXT W
58 TAGOFF
59 ORIGIN 0:0:PLOT 0:0:DRAW 0:0:
60 0:1:DRAW 0:300:1:DRAW -447:0

```



DARTS

RUNS ON AN AMSTRAD CPC 464

BY ANTHONY HODGSON

```

1: DRAW 0.-299.1
100 DATA 13.4,18.1,28.5,12.9,14.
11.6,16.7,19.3,17.2,15,18.6
105 RESTORE 1388
107 IF LOC(1)+LOC(2)<=0 THEN E1 E
150 E1
110 EVERY 12.1 COSUD 1515
120 r=220
125 ORIGIN 220,200
130 FOR w=0 TO 351 STEP 18
135 DEG w=1954000/n>w=1954534/n
140 ORIGIN 220+20*cos(n>200+200
SIN(n>

```

```

145 DRAW x,y,1
150 NEXT
155 IF E=0 THEN RETURN
160 ORIGIN 220,200
165 FOR w=0 TO 360 STEP 10 DEG
170 w=40000/n>w=5314/n>
175 IF w=0 THEN w=0 ELSE w=1
180 DRAW x,y,w
185 NEXT
190 IF r=220 THEN r=180-GOTO 160
195 IF r=180 THEN r=160-GOTO 160
200 IF r=160 THEN r=110-GOTO 160
205 IF r=110 THEN r=99-GOTO 160

```

```

210 IF r=99 AND LOC(1)<0 THEN SET
215 IF r=99 THEN r=21-GOTO 160
220 FOR w=0 TO 2 STEP -1
225 FOR w=0 TO 360 STEP 12 DEG
230 w=40000/n>w=5314/n>
235 IF w=0 AND r=10 THEN w=0 ELS
E w=0
240 DRAW x,y,w
245 NEXT w
250 NEXT r
255 0
260 WINDOW R1,20,40,1,25:PAPER R
1,10:CLS R1
265 WINDOW R2,20,40,1,3:PAPER R2
1,10:PRINT R2,CHR$(22);CHR$(1):CLS R

```

```

2
267 FOR R2,0
270 PRINT R2;" Score:"
272 FOR R2,1:FOR R1,1:FOR R2,1:FE
R R1,1
275 PRINT R2,STRING$(13,CHR$(154)
)
280 LOCATE R2,4,1:PRINT R2,CHR$(
149):LOCATE R2,18,1:PRINT R2,CHR$(
149)
285 LOCATE R2,4,2:PRINT R2,CHR$(
155):LOCATE R2,18,2:PRINT R2,CHR$(
155)
290 LOCATE R2,7,2:PRINT R2, CHR$(
158)
295 FOR w=0 TO 25:LOCATE R1,7,w
:PRINT R1,CHR$(149):NEXT
300 WINDOW R3,29,39,20,25:PAPER
R3,10:CLS R3

```



```

305 IF level<X/8 OR level<X/8 THEN
END 325
310 REM R3.1
315 INPUT "Player 1's name ";
P1K1>>>IF level<X/8 THEN PRINT
PRINT "Name too long" GOTO 315
320 INPUT R3."Player 2's name ";
P1K2>>>IF level<X/8 THEN PRINT
PRINT "Name too long" GOTO 320
325 CLS R3:REM R1.1:LOCATE R1.1,
3:PRINTR1,P1K1>>LOCATER1.3:R1
INTR1,P1K1>
330 LOCATE R2.1>PRINTR2,level>
>LOCATE R3.1>PRINTR3,level>
335 LOCATE R1.1,4:PRINTR1.STRING
64,154>>>PRINTR1.STRING6,154>
340 WINDOW=29,32.5,19:WINDOW=
2,32,32.5,19:PRINT R1.11:PRINTR
1,11
345 CLS R3
350 IF level<X/8 OR level<X/8 THEN
END 350
355 INPUT "Enter no. of balls to
be collected";
IF balls>100 THEN PRINTR3,"too h
igh enough" GOTO 355
360 IF balls>300 THEN PRINTR3,"t
oo high" GOTO 355
365 REM R1.1:REM R2.1
370 score=1:balls=balls>balls>
375 INPUT R2."No. of balls collect
ed";
IF balls>17 THEN 375
380 SYMBOL AFTER 38:SYMBOL=31,19
>56,7,0,0,0,0,0
385 SYMBOL 32,0,0,0,0,224,28,3,0,0
>SYMBOL 33,0,0,0,0,0,224,28,3
390 INPUT R3."skill level(1-5)";
skill=1>skill=5 OR skill=3 THEN
390
395 CLS R3
400 REM Main Loop
405 PRINT1,"":PRINT2,"":PRINT
1,begin:PRINTR2,begin:score=1>
begin:score=2>begin
410 PRINT "Game 22:CHOKI";
415 score=level1>level2>>IF (score>
2)>begin>2 THEN PRINTR3,begin
420 dart=1 FOR n=1 TO 3:PRINTR3
>";dart
425 ORIGIN 0,0,0,400,0,400
430 score=0>score=220>score=220
435 REM R3.1:CLS R3:PRINTR3,"Play
er 1" REM R3.1:PRINTR3,begin>IF
END R3.3
440 PRINTR3,"dart no.":PRINTR3,"
">dart
445 PLOT a=0,0
450 x=INKEY$
455 IF INKEY$,left<0>-1 THEN a=a
>10
460 IF INKEY$,right<0>-1 THEN a=a
>10
465 IF INKEY$,down<0>-1 THEN a=a
>10
470 IF INKEY$,up<0>-1 THEN a=a>10
END

```

[illegible]

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STUNNING GRAPHICS. AMAZING SOUND. ACTION GETTING BETTER.

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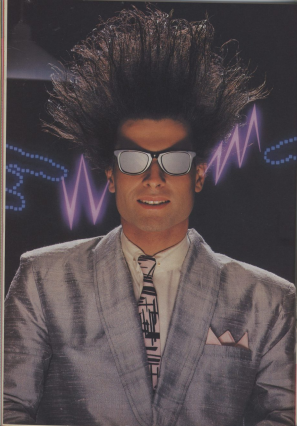
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* See 0016 advertisement for details of local rates. Telephone charges are payable to British Telecommunications plc. See 0016.


```

1285 score(Play)/score(Play)+tot
al IF score(Play)>0 AND (score(
Play)>0 OR Point(Play)>0) THEN shi=0
355 GOTO 945
1289 IF score(Play)=1 OR score(
Play)>0 THEN PEN R3.1:PRINTR3,"Yo
u bust" PEN R3.3:score(Play)/scor
e(Play)+total GOTO 905
1275 IF score(Play)=41 AND (scor
e(Play)>0 OR score(Play)>0) THEN PR
INTER3,"You need" PEN R3.1:PRINTR
3," "*(score(Play)/2)
1288 IF score(Play)=0 AND score(
Play)>0 THEN PRINTER3,"You need a d
ouble"
1295 IF score(Play)=50 THEN PRIN
TER3,"You need" PEN R3.1:PRINTR3,
" "*(score(Play)/2)
1299 IF score(Play)=41 AND (scor
e(Play)>0 OR score(Play)>0) THEN P
RINTER3,"You need" PEN R3.1:PRINT
R3," "*(score(Play)/2)
1295 score(Play)/score(Play)+tot
al
1300 RETURN
1305 REM data in bottles
1310 IF count=0 THEN newavg=270
GOTO 1250
1315 u=1:z=0:DOG
1320 FOR v=1 TO 100:STEP 20
1325 score=COG(u)
1330 diff=ABS(count-score) IF diff
<0.0025 THEN newavg=(count+u)/2
u=1
1335 NEXT v
1340 score=0
1345 FOR u=1 TO 2:score+=newavg
(u):NEXT
1350 IF z=0 THEN z=score-0.1 GOTO
1315
1355 newavg=(score+score/2)
1360 GOTO 1255
1365 DATA 239,201,190,119,0,190,
119,190,119,119,119,119,0,119,10
6,106,95,119,106,95,0,127,106,0,
119,119,119,119,119,213,201,190,
119,0,119,190,119,119,119,119,11
9,0,142,139,103,142,119,95,0,106
,119,142,106,106,106,106,0,0,0,213
,201
1365 DATA 190,119,0,190,119,0,19
0,119,119,119,119,0,119,106,106,
95,119,106,95,0,119,106,119,95,1
19,106,95,0,119,106,119,95,119,1
06,95,0,127,106,0,119,119,119,11
9,-1
1368 REM Ditty
1370 RESTORE 1360
1375 REMD note: IF note=-1 THEN R
ESTORE 1360:vol=2:vol/flag=flag:
2+1370:tag=0:GOTO 1370
1378 IF note=0 THEN SOUND 7,0,12
,0 GOTO 1378
1375 SOUND 1,note,25,4:vol/SOUND
2,note,2,25,3:vol/SOUND 4,note,
3,25,4:vol
1380 REM
1385 RETURN
1390 REM the instructions the

```

```

3995 MODE 1:PAPER 0
3995 SYMBOL AFTER 123:SYMBOL 123
0,0,7,255,255,7,3,0:SYMBOL 124,
3,125,236,255,255,236,135,3
3997 CLS
3998 INK 0,0:INK 1,6:INK 2,12:IN
K 3,5
3995 WINDOW R1,3,40,1,3:PRINTR1,
CHAR(22):CHAR(13):PAPER R1,2:CLS R
1
3997 WINDOW R2,3,40,4,25
3998 LOCATE R1,5,1:PEN R1,3:PRIN
TER1,"B" LOCATE R1,3,2:PRINTR1,"
" LOCATE R1,6,3:PRINTR1,"W"
3995 LOCATE R1,36,2:PEN R1,1:PR
INTER1,"D R R 1 5"
3997 LOCATE R1,12,3:PRINTR1,"By
Anthony Hodgson"
3998 PEN R1,3:LOCATE R1,35,1:PR
INTER1,"B" LOCATE R1,33,2:PRINTR1,
"B" LOCATE R1,36,3:PRINTR1,"B"
3998 PRINTR1,CHAR(22):CHAR(0),
3995 PEN 2
3998 LOCATE 1,6:PRINT" Break ou
t the case of later,now you ca
n Play this version of darts,with
your standing up and wearing on
your elbow joint,"
3995 LOCATE 1,10:PRINT" IF you
have ever wanted to Play Jacks H
ilson then here's your chance,ju
st type in their name (4 letters
max) and the game Joystick 1
or"
3995 LOCATE 3,10:PEN 1:PRINT"Car
on back to 50-5"
3995 LOCATE 3,17:PRINT"COPY" ke
y=55:loop=0
3995 PEN 2:LOCATE 1,10:PRINT" No
w the dot around the board and
press,thru, your dart will be dra
wn,so need to aim up either the c
omputer will work out the score,
so no cheating,"
3998 PEN 3:LOCATE 7,24:PRINT"Pre
ss "SPACE" for next Play"
3998 u=INKEY(47):IF u=1 THEN 39
90
3992 PAPER(0,0)
3995 CLS(2:PEN 2:LOCATE 1,6:PRIN
T" Sounds easy? Be sure the dot
doesn't stand still and if you
hit the wire or the back end o
f another dart, your dart will b
ounce out,"
3997 PRINT" You can start from
any number greater than 100 and
have as many legs (max=5) as yo
u like ( upto 17, when it is the 1
st to 5 legs the winner). There i
s also a skill level 1-5, 1 bet
ter the easiest,"
3998 PEN 3:LOCATE 1,16:PRINT"
Good luck to both Players,"
3995 PEN 1:LOCATE 7,29:PRINT"Pre
ss "SPACE" to start,"
3998 u=INKEY(47):IF u=1 THEN 31
10 ELSE RETURN

```


Jonah Barrington Squash Competition

Improve your squash with an hour's tuition from Jonah Barrington, one of the world's top players.

Yes, that's the top prize in another great competition brought to you by Computer & Video Games in conjunction with New Generation Software, the company which produced the smash game Jonah Barrington's Squash.

New Generation Software — with the help of Jonah Barrington — managed to capture all the speed and excitement of championship squash.

All you have to do to stand a chance of winning some unique squash coaching is to answer the questions printed below.

The time, day and date of the coaching session will be arranged between the winner and New Generation Software.

The five runners-up in the competition will receive signed copies of a squash book by Jonah Barrington which was published earlier this year.

Send your answers with the printed coupon to Jonah Barrington Squash Competition, Computer & Video Games, Priority Court, 30-32 Harrington Lane, London EC2 1NW. Closing date is September 30 and the editor's decision is final.

OMVO/NEW GENERATION SOFTWARE JONAH BARRINGTON SQUASH COMPETITION

Name _____

Address _____

Questions

1. Jonah Barrington won the British Open Squash Championship six times. Name the years _____

2. In what year did Jonah Barrington win the over-35s category of the British Open? _____

3. The British Open Squash Champion for 1985 is _____

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 15. **УКАЗАТЕЛЬ**
 16. **СЛОВАРЬ**
 17. **ПРИЛОЖЕНИЕ**
 18. **УКАЗАТЕЛЬ**
 19. **СЛОВАРЬ**
 20. **ПРИЛОЖЕНИЕ**
 21. **УКАЗАТЕЛЬ**
 22. **СЛОВАРЬ**
 23. **ПРИЛОЖЕНИЕ**
 24. **УКАЗАТЕЛЬ**
 25. **СЛОВАРЬ**
 26. **ПРИЛОЖЕНИЕ**
 27. **УКАЗАТЕЛЬ**
 28. **СЛОВАРЬ**
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 212. **ПРИЛОЖЕНИЕ**



¹⁰ A. KISHIMOTO, *ANALYTICAL CHEMISTRY*, 2nd ed., Vol. 1, Interscience, New York, 1969, p. 103.

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Please fit 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.

Talking of tapes — that's how would like you to send your games in to us. On tape or disc — with a listing of your hardware.

Lots of our readers have been asking just what happens to their games when they arrive at CIG PD. 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 brilliant. 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 Britain'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 Basic, add ons, 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: Same game already published on this micro ☐

Needs to be returned to author for alterations: ☐ Date sent:

Due to be published in issue of magazine. ☐ Wouldn't load ☐

Your mission is to rescue 30 hostages held captive. To carry out the rescue mission, you must avoid the enemy and watch out that your helicopter does not run out of fuel.

The chopper can be controlled by either a Microsoft joystick or the keyboard. The keys are Group, A down, D left, P right and V forward.

All the user-defined graphic characters in this program have been changed to underlined upper-case letters. So, for instance, if you see "W" in the listing go into graphics mode (CARE SHIFT-B) then press the "A" key (you'll see a graphic character) then press CARE SHIFT-B again to return to normal text.

Some lines use symbol graphics (the ones on the number keys). When in graphics mode, type the underlined number, if the digit is preceded by an, then hold down a "shift" key while pressing the number, to give the reversed graphics.

PART 1

```

1 REM ***** GRAPHIC MODE
2 by Brian Stansing
30 REM *** TO RUN ON IBM PC
40
50 REM *** TO Go BACK *****
60
70 PRINT at 10,0:tab 0;"Press"
80 Screen is loading
90 LOAD "chopper"
100 RUN

```

PART 2

```

1 REM ***** GRAPHIC MODE
2 by Brian Stansing
30 REM *** TO RUN ON IBM PC
40
50 REM *** TO Go BACK *****
60
70 PRINT at 10,0:"Please enter"
80 Screen is loading
90 LOAD "chopper"
100 RUN

```

```

4 INPUT name$
5 IF name$ THEN LET name$=name$
6 LET name$=name$ OF 1:10 THEN
70 TO 0
8 GOTO
9 GOTO
100 REM Set up user graphics
110 FOR count=0 TO 10:step 1:
120 GOTO:FOR count=0 TO 10:step 1:
130 GOTO:FOR count=0 TO 10:step 1:
140 GOTO:FOR count=0 TO 10:step 1:
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990 GOTO:FOR count=0 TO 10:step 1:
1000 GOTO:FOR count=0 TO 10:step 1:

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62

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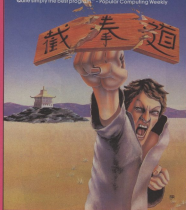
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Look out for treacherous headhunters and scorpions, while above you deadly trees wait to strike at any prey.

Try and outrun them, but you'll have to stop, load and shoot eventually!

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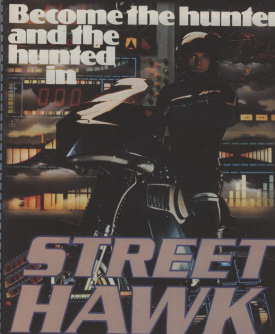
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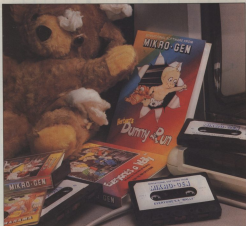
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MELODY MAKERS



• Computers are now playing a major role in the creation of music in the recording studio. We look at how new rock band *Dead & Company* used a computer to help with their new single "Runaway". • Catch up on the reviews of all the latest music software packages available. • Make music with your mouse with our listings for the BBC, Commodore 64, VIC 20, Spectrum and Atari.

MAKING TRACKS



Computer magic in the studio: A musical note is displayed as a three-dimensional image on the super sophisticated Fairlight Computer Musical Instrument.

So you're always limited yourself as the best Frankie Chime to Hollywood? You have a great idea for a song. It goes something like: *also dum da doo doo also dum da dum*.

But there are two slight problems. First, you think you may have heard the song before somewhere. Second, you have just called the paper back and you are still \$20,000 short for the necessary computer software.

Don't panic. As pop group Beat the Shazis discovered, the technology is available and it's cheaper than you think. So relax, write a new song and read on... The story so far...

New record label Pure Trash had signed the Shazis to release a single called "Runaway". That was the good news. The bad news was that Trevor Horn would not let them play with his costly computerized music tape.

Undaunted they turned to the little Yamaha CX 5M, an 882 micro with an add-on piano keyboard and excellent music chip.

Hidden inside an small frame it packs half of a Yamaha D5S synthesizer's voice generator.

The band's main interest was to take what is basically a home computer system into the studio and come out with a production that was truly professional.

The aspects of the system, which most appealed to the band were its ability to synchronize another keyboard and drum machine. Also, using the optional music computer software, some of the backing tracks could be programmed before going into the studio. This obviously saves money.

The idea was to lay down a pulse track from the CX 5M onto an outside

I bet you thought musicians went into a recording studio with their guitar slung over their shoulder, played a few licks, sang a bit and then emerged with a smash hit number one record! Well WE did at C&H until we delved into the amazing world of computers and music. Read on and find out how the micro is making a big noise in the pop world...

track of the studio's 16-track tape deck. This pulse could then be used to drive the computer, as well as the drum machine.

Drum rhythms for the whole song had already been programmed into a Yamaha R01 drum machine.

The most useful bit of software available with the CX 5M is the 1st Music Composer. This allows you to write up to eight different parts into the computer. Individual notes are entered one at a time, either using the computer keyboard or piano keyboard. The music score is then displayed on the monitor. And if you have an 882-compatible printer then you also get your own sheet music printed!

The whole writing process is a bit fiddly and longwinded but you soon get the hang of it. Obviously it helps if you've some knowledge of music, especially if the rhythm is complicated.

So, having recorded the pulse (rhythm) track, you can then use this to drive the computer and drum machine. Each of these machines can now be edited at any time during the recording and will keep accurate time.

In theory it's a great facility to have. You don't have to commit anything to

tape until it's all how you want it to sound.

The main advantage as far as Beat the Shazis were concerned, was that this cut the cost of studio time as much as the backing could be pre-programmed. The other benefit is that when using a relatively small recording studio you save lots of those precious tracks by putting all of the programmed backing onto the same piece of tape. The single "Runaway" was recorded as a 16-track studio an obviously all of these techniques were very important.

But it wasn't all sweetness and light. Having set everything up and pressed the start key, engineer Richard Joseph and producer Mike Banton did have some problems with keeping the sync track at a constant speed. But these were soon sorted out.



The Yamaha CX 5M in action in the studio.

What you hear on the record then are computer controlled drums, bass and keyboards. The rest of the tracks, guitar, keyboard and vocals were then played on top, live, by the Shazis.

Basically the system used in the studio could be set up by any budding songwriters in their bedrooms. All you need to start is the CX 5M music computer and a tape deck.

Improvements and refinements to the package would certainly be welcome and from what I hear may well be on their way. Yamaha appear to be sorting out the syncing problems and also developing new software.

The present method of programming in step-time (note by note) is a bit of a pain. Far more flexible would be the real-time software which is apparently coming. With that, you play what you want on the piano keyboard and it is then written in exactly how you play it. Far less fiddly altogether.

There is also talk of Yamaha developing a digital sampling facility for the machine. This would allow you to sample any sound, for example a cat scratch or someone talking, and stick it into a song at the press of a button... just like MP-Mod N-H-Hardcore on "99".

So happy programming and if you want to know how the Beat the Shazis session turned out listen out for them on the radio.

■ Yamaha CX 5M computer (400k mini keyboard, 8mb, EPROM, keyboard (normal size) EPROM.

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One of the most important score-setting elements of all the best games must surely be the music. Though for many years this feature was largely ignored, nowadays even the rather limited capabilities of the Spectrum's sound chip are being used to the full.

Although micro music still has a long way to go before rating comparison with your average symphony orchestra, some game music is of a very high standard. The phenomenal effort required to produce such tunes as Ghostbusters in the Commodore 64 must rival the amount of time spent programming the game itself.

This is all very nice for companies large enough to handle this, but what about the home computer

games programmer? Well, fortunately for us, the increased awareness of the value of micro music has led to the development of a number of music utilities. We've looked at a few of these on the Spectrum, BBC and Commodore 64 computers, and you'll find our comments on the next few pages. Firstly, however, let's consider a few basic considerations which you should take into account when choosing a music utility package.

One of the first things to decide is what you hope to gain from your music package. These can be divided into three main areas of use: educational, home use and game programming. These uses will also depend, to a large extent, upon your own musical abilities. On the educational front, if you're

an absolute beginner to music, then your main requirement is likely to be learning how to write music, not a package allowing you to transcribe three-part harmonies which assumes you know exactly what you're doing. Alternatively, maybe you know a little about music but want to find a package which will teach you how to write even better tunes. Home use will be to either enter tunes onto a musical stove, or use the facilities of the micro as a sequence/synthesiser. Then again, games programmers are going to want to be able to enter tunes and use the resultant data. This might be by manually transferring the composed tune to BASIC, or possibly even using the tune data directly from their own programs.

SPECTRUM

The Spectrum is by no means an ideal music instrument. With only one channel or rather poor sound, its capabilities are, to say the least, limited. This has not stopped a number of companies from producing some very good music utility packages.

TITLE: Music Maker
SUPPLIER: Softowner Software
PRICE: Not available

This program is very easy to use, but suffers from a lack of thought for the user. For instance, though ideal for entering music from a score, it would be extremely difficult to use the program for composing your own tunes. It was noted a mistake whilst playing the tune, there is no way to recover, other than deleting all

the notes back to where the error occurred. The obvious method of avoiding this problem is to play the tune every couple of bars, but the program methodically prints all the notes to the screen before playing them at the proper tempo, making this approach extremely slow. This is a nicely produced program, but could be better.

SAVE NOTATION: Yes, but only basic chord

ENTER MUSIC:	Yes
PLAY MUSIC:	No
SAVE TO TAPE:	Yes
PRINTER:	Yes
TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	Yes
TRANPOSE:	No
STORAGE:	1 (200 Data)
48K/96K:	48K
GRAPHICS:	8
BASE OF USE:	2

TITLE: Play, Tape and Transpose
SUPPLIER: Hutan Computer Services
PRICE: Not available

The first of two programs produces a pitch card based on the key signature you enter. In other words, it tells you what values to use for each note in BASIC statements. You then have to type in the BASIC and PAUSE statements in BASIC. This causes the pitch card to disappear, so they suggest that you enter the tune data on paper first — and we thought that the computer was supposed to replace the necessity of using paper! Typing in the tune

is made slightly easier with the use of predefined variables for note lengths (e.g. `note1=1`, etc.). The second program allows you to enter and transpose music onto a musical stove. The method of doing this is slow and tedious, making this part almost as slow and tedious as the first program. The only words that come to mind for the overall package is "no tip".

SAVE NOTATION: Yes, but not fully

ENTER MUSIC:	Yes
PLAY MUSIC:	No
SAVE TO TAPE:	Yes
PRINTER:	Yes
TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	Yes
TRANPOSE:	Yes
STORAGE:	70 notes in each of 30 page lines
48K/96K:	48K
GRAPHICS:	4
BASE OF USE:	3



TITLE: Music Typewriter
SUPPLIER: Romande Robot
PRICE: £9.95

This was by far the best of the Spectrum packages we looked at. The graphics, though a little out, are large and clear, the menu-driven pages are easy to use and everything is very fast. Music notation is strictly adhered to, even to using triplets and specifying accents.

The only problem we found with this very professional-looking package is the use of the keyboard. Rather than moving a note on a stove, the pitch is decided by the key you press. To facilitate this, Romande

Robot kindly include a key overlay which is suitable to anybody with a replacement keyboard, or a Spectrum Plus.

SAVE NOTATION: Yes, fully
ENTER MUSIC: Yes
PLAY MUSIC: No
SAVE TO TAPE: Yes
PRINTER: Yes — wide range of interfaces and printers.

TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	Yes
TRANPOSE:	Yes
STORAGE:	254 notes with up to 50 different melodies, each with its own name(s)
48K/96K:	48K
GRAPHICS:	8
BASE OF USE:	8



TITLE: Music Composer
SUPPLIER: Chilton Software
PRICE: Not available

This is an extremely easy program to use, but seems to suffer from oversimplification. Beginners may find it useful,

but more experienced musicians will find entering notes very tedious, having to specify sharps for every note entered (flats aren't catered for). Entering a tune is slightly inconsistent, in that at the beginning of the program you're asked to enter the duration in seconds of one beat (crotchet). Then, when entering a tune, pauses are specified in seconds, even though notes are specified as crotchets, sixteenths, and so on. This is, however, only a minor grible.

Though not explicitly designed for creating tunes for

use in your own programs, everything is written in BASIC, so you could easily copy the code and play parts of the program into your creations. — In your own use only, of course!

SAVE NOTATION: Yes, but only just.
NO DATA: Yes, but, in principle, it's. Sharp are shown as red notes.
ENTER MUSIC: Yes.
PLAY MUSIC: No.
SAVE TO TAPE: Yes.

PRINTER: No.
TEMPO CHANGE: No. Defined at start of program.
NO: No.
KEY SIGNATURE: No.
TIME SIGNATURE: No.
TRANSPOSE: 1001 notes in 48k, 457 notes in 128k, 48K (and possibly 15K).
STORAGE: 5.
7 — Very easy to learn.
GRAPHICS: 5.
EASE OF USE: 7.

BBC

With four channels (three sound and one noise) and 16 definable envelopes, the BBC's sound chip was an obvious target for music utilities.



TITLE: The Music System
SUPPLIER: Island Logic
PRICE: £24.95 (40k), £12.95 2 (concurrent)

This package of programs is by far the most comprehensive music system available for the BBC micro. Using Apple Macintosh-type graphics, the main menu accesses five sub-programs:

The editor — Allows three-part harmony and percussion to be entered in full music notation, with repeat markers, first and second time bars, ties, triplets and so on.

The Keyboard — This gives the option of playing and recording harmonies from the keyboard, working from a metronome. This is not as

versatile as the Musicsoft Synth, but is only one part of this excellent package.

The Synth — Possibly re-named, this allows the user to define and store envelope parameters for use in other areas of the package.

The Linker — When using the Editor, there is a fairly strict limit on the storage, and it is impossible to change key and time signatures during the tune. Using the Linker, however, longer tunes can be linked together in different keys and times, possibly repeating some sections.

The Printer — This final part allows composed melodies to be sent to the printer in full musical notation.

SAVE NOTATION: Yes, fully.
ENTER MUSIC: Yes.
PLAY MUSIC: Yes.
ALTER RHYTHM: No.
SAVE TO TAPE: No.
PRINTER: Yes.
TEMPO CHANGE: Yes.
KEY SIGNATURE: Yes.
TIME SIGNATURE: Yes.
TRANSPOSE: Yes.
STORAGE: 500 notes, then use linker.
DEFIN: Yes.
ENVELOPES: 5.
GRAPHICS: 7 — easy when you need to do key layout.



TITLE: The Synth, Rhythms & Music Tools
SUPPLIER: Musicsoft
PRICE: £8.75, £5.75 and £5.75 respectively

Though lacking in any sophisticated graphics, this was the easiest of the synthesizer-type

programs to use. This was probably helped by the fact that the package was divided into a number of distinct programs.

The synthesiser program sets up the keyboard (allowing tabs) to define the black keys) to record notes. The

rhythms of these is then set using a simple key tapping method, following to any other channels previously recorded. A nice feature of this part is a "tally" facility which tries to correct any minor deviations in timing between channels. — We weren't totally successful, but certainly seemed to help.

A second program allows you to set up the keyboard in various ways simply for playing, rather than recording. One method even has a pitch bend facility.

Finally, there is a set of music tools. These are in a BASIC program, and, having selected one of the tools, pressing BREAK will list the relevant part of the program, so you could use the code in your own programs (even commercially with the author's permission). These tools include coded melodies in BASIC, envelope experiments, and printing musical notation on the screen.

SAVE NOTATION: No.
ENTER MUSIC: No.
PLAY MUSIC: Yes.
ALTER RHYTHM: Yes, including Tally facility.
SAVE TO TAPE: Yes.
PRINTER: No.
TEMPO CHANGE: By altering rhythm.
KEY SIGNATURE: No.
TIME SIGNATURE: No.
TRANSPOSE: No.
STORAGE: 1000 notes, chosen by the number of channels used.
DEFIN: Yes.
ENVELOPES: 5.
GRAPHICS: 5.
EASE OF USE: 7.



TITLE: Music Maker
SUPPLIER: Hook
PRICE: Not available

Rather than allowing the typing of musical scores, this program sets up the BBC as a sound synthesiser and sequencer. The keyboard, which can be split and tuned (just like a real one (thereup), is used to play tunes. This tune then appears on a musical stave at the top of the display, though without bars, time signatures and so on. The tune can then be edited to adjust pitch and timing of notes. A separate program, *THE SOUND*, allows the user to

create and modify amplitude and pitch envelopes for use in the sequencer. This well-presented package also includes such features as a metronome to help timing and a rhythm generator which the user can then play along to.

SAVE NOTATION: Yes, but not fully
ENTER MUSIC: No
PLAY MUSIC: Yes
ALTER RHYTHM: Yes, but not directly

SAVE TO TAPE: Yes
DISK PRINTER: No
TEMPO CHANGE: No
Clock speed

KEY SIGNATURE: No
TIME SIGNATURE: No
TRANSPOSE: No
STORAGE: ?
DEFINE ENVELOPES: Yes
GRAPHICS: 4
EASE OF USE: 4



TITLE: Music Maestro
SUPPLIER: Functional Artwork Systems
PRICE: £14.95 disc

This program again uses the BBC keyboard to play and enter tunes. These can be modified for timing, transposition and so on. A "superedit" facility also allows you to modify the tune data itself. It is possible to alter the rhythm of the piece by tapping a key when the next note is required, though this didn't seem quite as easy or successful as the Musicsoft program.

There is also a graphical envelope designer. This allows you to change the parameters normally found in the BBC

envelope command which it then shows in a combined amplitude/pitch graph. This is the method normally used for envelope designers. It would be nice to find a utility which allows you to change the graph on the screen using rubber-banding lines and so on. This would allow you to enter directly the envelopes normally associated with various instruments.

This is not an excellent program when compared to the other BBC utilities, but it is well put together.

SAVE NOTATION: No
ENTER MUSIC: No
PLAY MUSIC: Yes
ALTER RHYTHM: Yes
SAVE TO TAPE: Yes
DISK PRINTER: No
TEMPO CHANGE: Yes
KEY SIGNATURE: No
TIME SIGNATURE: No
TRANSPOSE: No
STORAGE: 4
DEFINE ENVELOPES: Yes
GRAPHICS: 5
EASE OF USE: 4

COMMODORE

Commodore's SID (Sound Interface Device) chip only has three channels compared to the BBC's four, but tends to give better sound reproduction, especially in the lower pitch ranges. This has made the Commodore 64 the main objective for

good quality music utilities which are capable of producing very professional results, escaping, to some extent, from the "Computer Music" sound.

In addition, the larger memory allows for more complex tunes.

If none of the packages below take your fancy, Commodore owners may be interested to know that the highly successful Island Logic Music System (presently on the BBC micro) will soon be available for the Commodore.

TITLE: Multisound Synthesizer
SUPPLIER: Rank Software
PRICE: Not available

This program has been designed mainly to test different sounds using the Control and Special Effects program screens. Though it is possible to play from the keyboard and store single melodies, including setting up background rhythm and melodies to play along to, this is rather crude.

If you're wanting to compose tunes, then don't buy this. On the other hand, if you're wanting to learn about the capabilities of the SID chip, necessary to make full use of the program and create new sound to use in your own programs, then you'll probably find the program very useful.



TITLE: The Music Studio
SUPPLIER: Activision
PRICE: £15.99 (cassette), £19.99 (disc)

Apart from the rather simplistic Masterpiece program, this is the only utility we reviewed which allows the user to enter melodies directly onto a musical stave. This must surely be the best method of entering tunes, unless you've access to a printer (achieved through a mod interface which was price quite expensive).

This colourful program is run

by icon-based menus, using either a joystick or the mouse touch pad. The editor is very easy to use (since you've worked out the meaning of the icons) and tunes can be composed quite rapidly. There is even the option to add lyrics to the notes before sending the composition to the printer.

New sound instruments can be programmed and saved from the Sound Engineering section of the program. Ease of use makes this area fairly easy to experiment with, but knowledge of the SID chip is really needed to make full use of this section.

A "music paint box" is also included. This follows along similar lines to the editors but instead of notes on the stave, rectangles appear. The colour of the rectangle denotes the note (pitch), and size represents the duration. To be honest, we couldn't see the

point of this. It's hardly any easier to use than the main editor, so it seems to be particularly educational, and practised musicians are unlikely to want to use it.

Nevertheless, this is the most sophisticated of the Commodore packages we looked at.

SAVE NOTATION: Yes
ENTER MUSIC: Yes
PLAY MUSIC: No
ALTER RHYTHM: No
SAVE TO TAPE: Yes
DISK PRINTER: Yes
TEMPO CHANGE: Yes
KEY SIGNATURE: No
TIME SIGNATURE: No
TRANSPOSE: Yes
STORAGE: ?
DEFINE ENVELOPES: Yes — including 16 presets
GRAPHICS: 4
EASE OF USE: 4

SAVE NOTATION: No
ENTER MUSIC: No
PLAY MUSIC: Yes
ALTER RHYTHM: No
SAVE TO TAPE: Yes
DISK PRINTER: No
TEMPO CHANGE: No
KEY SIGNATURE: No
TIME SIGNATURE: No
TRANSPOSE: No
STORAGE: ?
DEFINE ENVELOPES: Yes
GRAPHICS: 5
EASE OF USE: 5



TITLE: Music Maker: Popular Classics
SUPPLIER: Commodore
PRICE: £79.95, £39.95
This is a synthesizer package with the added feature

of a real music overlay keyboard. This is rather poor quality plastic, and too small to be truly useful, but it's certainly better than trying to use a Qwerty keyboard. The synthesizer allows either mono or polyphonic play and even has a very basic pitch bend, but it is fairly limited. There are three preset rhythms and the user can create their own sequences (up to 256 notes) to play with.

STAVE NOTATION: No
ENTER MUSIC: No
PLAY MUSIC: Yes

ALTER RHYTHM: No
SAVE TO TAPE/DISK: Yes
PRINTER: No
TEMPO CHANGE: No
KEY SIGNATURE: No
TIME SIGNATURE: No
TRANSPOSE: No
STORAGE: 256 note sequences
DEFINE ENVELOPES: Yes
GRAPHICS: 8
EASE OF USE: 8

You may also be interested to hear that Commodore are producing a "play along" series,

the first of which, Popular Classics, is now available. This series allows you to use either the normal keyboard or the keyboard overlay to play along to well-known tunes. Having listened to the tune in full, it's your turn to carry the melody. Options include filling any key for rest notes (shown graphically on a screen keyboard), hitting the correct note and playing the correct note without graphical aid, at all various speeds. There are also facilities for a map interface.

At £39.95 I'm afraid it's not very good value.



TITLE: Making Music with Mastertronic
SUPPLIER: Mastertronic
PRICE: £17.95
Certainly not a very

sophisticated piece of programming, but software for some and, at only £17.95, who can complain.

This intrinsically program (keyboard or joystick) allows the user to enter a single part harmony onto the treble clef of a normal music stave. There are no bar lines, time signatures or note key signatures (no sharps or flats). Speed of movement on the manual is slow, but adequate. Another major drawback is that the user can only delete the last note of

the tune, so mistakes can be costly, making the program difficult to use for composing.

STAVE NOTATION: Yes, but not fully
ENTER MUSIC: Yes
PLAY MUSIC: No
ALTER RHYTHM: No
SAVE TO TAPE/DISK: Yes
PRINTER: Yes
TEMPO CHANGE: No
KEY SIGNATURE: No
TIME SIGNATURE: No
TRANSPOSE: No
STORAGE: 8 (8)

DEFINE ENVELOPES:

(none)
No - five preset instruments, but only one instrument can play the tune.
7
8 - there's not really much to it!

GRAPHICS:
EASE OF USE:

TITLE: Music Master
SUPPLIER: Supersoft
PRICE: £19.95 (incl. £17.95 (Cassette))

This is another synthesizer sequencer package. Many features include voice typing and modifying, and setting up background music, voices two and three each have a choice

of 17 preset rhythms and bass lines which can be combined and mixed. When using the music screen, music played on the keyboard is recorded and displayed (yes in music notation) at the top of the screen. This can later be replayed and manually edited to correct it.

One feature of this program, which is likely to appeal to a

number of people, is a section detailing how to make use of some of the facilities provided to play music in your own BASIC programs.

STAVE NOTATION: No
ENTER MUSIC: No
PLAY MUSIC: Yes
ALTER RHYTHM: Yes
SAVE TO TAPE/DISK: Yes

DEFINE ENVELOPES: No
PRINTER: No
TEMPO CHANGE: No
KEY SIGNATURE: No
TIME SIGNATURE: No
TRANSPOSE: No
STORAGE: 2
DEFINE: Yes and
ENVELOPES: presets
GRAPHICS: 8
EASE OF USE: 8

To make your choice slightly easier, we've tabulated the basic features of each package. The meaning of these features is as follows:

STAVE NOTATION: Does the program show the entered tune in proper musical stave notation, use bass, treble and bass clefs, and so on?

ENTER MUSIC: Can music be entered directly, one note at a time onto a musical stave?

PLAY MUSIC: Is it possible to record music by "playing" the Qwerty keyboard? The advantage of this method is directly proportional to your dexterity on the keyboard.

ALTER RHYTHM: If you can "play music", can you subsequently edit (and correct) the timing of each note, say, by tapping the rhythm on

a single key?

SAVE TO TAPE/DISK: Can the tune data be saved to tape or disc for loading at a later date?

PRINTER: Does the program have facilities to print out the tune data? This will usually only be relevant on packages with stave notation.

TEMPO CHANGE: Can the speed of playback be changed? In other words, can you change your peaceful ballad to allegro at the touch of a button?

KEY SIGNATURE: Is it possible to define the key (eg. C major) in which a tune will be played?

TIME SIGNATURE: Can the time signature be specified?

TRANSPOSE: Does the package allow tunes to be transposed? Transposing a tune changes the key signature.

STORAGE: How large a tune(s) can

the system handle?

DEFINE ENVELOPES: Can pitch amplitude envelopes be altered? Envelopes define the type of sound that a note will produce (eg. piano type or guitar-like). This feature does not apply on the Spectrum.

Finally, we have given a score out of ten for the **GRAPHICS** and **EASE OF USE** of each program.

Though these comparisons should prove useful in helping you decide which program is best for your own needs, always bear in mind what you intend to use the program for. Also, don't use the tables to compare different moods. For instance, the BBC and Commodore programs are not only dealing with better sound chips than the Spectrum, but tend to be far superior programs.



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YOUR MIND WILL BE POSSESSED BY...

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System 3 Software

MUSIC LISTINGS

BBC owners rejoice. Friends of BBC owners, buy some surplus. The amazing routine given below will allow you to use your BBC menu to play your favourite pieces of music. Not only that, but it will continue to play the music whilst you write your programs, edit your programs, save and load with tape or disc, even run your programs. There's not a lot there's to it, so make sure you choose a piece of music that you like!

The whole routine works by calling the machine code routine (given in assembly language, lines 260 to 730) many times the Vertical Sync event is activated (i.e. 50 times a second). This routine looks at the sound channel buffers to see if there is room to place another sound command. If there is, then it retrieves the appropriate pitch and elevation values from memory, and places them into the buffer.

The 'FX200.0' command disables the Escape key and clears memory on Break. Changing this to 'FX200.1' will leave the Escape key disabled (a good idea because it can throw the music out of sync) but re-enable the normal Break action.

Parents and other caregivers often provide the best care

mented (one to three) use the corresponding envelope, as set up on lines 20 to 40, as feel free to change these as much as you like. The only other sound commands in BASIC are those on lines 170 to 190. These just "play" a silent note at the start of the piece. This gives the event routine time to fill all three buffers. The way the routine works, the channel one buffer is initially completely filled before channel two, and so on. So, without these silent notes, channel two would begin fractionally late, leaving the whole tone part of every

The pitch and duration data and the machine code routine are placed in successive memory locations beginning at "byte", which in the present program are set to \$F000. This assumes that you're using a Mode 7 (Delete) screen, otherwise you would overwrite the machine code. Any free memory is sufficient and the assembly language code is completely relocatable, so move it to wherever suits your particular application. As present the data and machine code require just over 826 bytes, so "byte" can be \$F000 unless the screen is large.

Working from a more secure position in science, these

after the data starting at line 140. This is set out in the following manner:

BALD Duration data for Channel One
p. 1000

DATA: Pitch data for Channel One
n = 300

E414. Examine data for Chemical Test 4-1009

DATA File for Channel Bay, CA
DATA Description for Channel Bay

QUDA: Pitch dog for Chained Stress

Always remember to end each set of data with a zero followed by 999. The zero in the duration data tells the machine code routine that it needs to loop back to the beginning and the 999 tells the BASIC read loop to end. If you want to enter just one period during a particular turn, just enter the duration in the duration data and zero in the patch data. The machine code takes care of the rest.

Hopefully you won't have any problems with this routine, but it is a good idea to save it before running. If you have made a mistake, you don't want the machine code running wild and overwriting all your core data (business).

[illegible][illegible][illegible]



COMMODORE 64

By Robert Williams

Musical notes and the Commodore 64 were made for each other. If you'd never tried making music on your 64 then now's the chance to give it a try.

The listing will allow you to use the top row of the keyboard to produce notes. The whole of the top row is used, starting at the left corner which gives a B.

The number 1 will produce a C and the scale continues up the keys.

The duration of the note is set in a FOR-NEXT loop which runs

8 on when you press a key and turns it off after 8 set time. The time is set in line 60 as a value of 50. But you can change this, if you wish. A smaller value will make a shorter sounding sound.

```
1 SCALE: 1000
10 GOTO 2000
15 GOTO 2000
20 FOR I=1 TO 12
25 FOR J=1 TO 8
30 POKE 24076, I
35 POKE 24077, J: POKE 24078, I+J
40 FOR K=1 TO 177
45 POKE 24079, K+I
50 POKE 24080, J+I
55 FOR L=1 TO 8
60 POKE 24081, L+I
65 POKE 24082, J+I
70 FOR M=1 TO 8
75 POKE 24083, M+I
80 POKE 24084, J+I
85 FOR N=1 TO 8
90 POKE 24085, N+I
95 POKE 24086, J+I
100 FOR O=1 TO 8
105 POKE 24087, O+I
110 POKE 24088, J+I
115 FOR P=1 TO 8
120 POKE 24089, P+I
125 POKE 24090, J+I
130 FOR Q=1 TO 8
135 POKE 24091, Q+I
140 POKE 24092, J+I
145 FOR R=1 TO 8
150 POKE 24093, R+I
155 POKE 24094, J+I
160 FOR S=1 TO 8
165 POKE 24095, S+I
170 POKE 24096, J+I
175 FOR T=1 TO 8
180 POKE 24097, T+I
185 POKE 24098, J+I
190 FOR U=1 TO 8
195 POKE 24099, U+I
200 POKE 24100, J+I
205 FOR V=1 TO 8
210 POKE 24101, V+I
215 POKE 24102, J+I
220 FOR W=1 TO 8
225 POKE 24103, W+I
230 POKE 24104, J+I
235 FOR X=1 TO 8
240 POKE 24105, X+I
245 POKE 24106, J+I
250 FOR Y=1 TO 8
255 POKE 24107, Y+I
260 POKE 24108, J+I
265 FOR Z=1 TO 8
270 POKE 24109, Z+I
275 POKE 24110, J+I
280 FOR AA=1 TO 8
285 POKE 24111, AA+I
290 POKE 24112, J+I
295 FOR AB=1 TO 8
300 POKE 24113, AB+I
305 POKE 24114, J+I
310 FOR AC=1 TO 8
315 POKE 24115, AC+I
320 POKE 24116, J+I
325 FOR AD=1 TO 8
330 POKE 24117, AD+I
335 POKE 24118, J+I
340 FOR AE=1 TO 8
345 POKE 24119, AE+I
350 POKE 24120, J+I
355 FOR AF=1 TO 8
360 POKE 24121, AF+I
365 POKE 24122, J+I
370 FOR AG=1 TO 8
375 POKE 24123, AG+I
380 POKE 24124, J+I
385 FOR AH=1 TO 8
390 POKE 24125, AH+I
395 POKE 24126, J+I
400 FOR AI=1 TO 8
405 POKE 24127, AI+I
410 POKE 24128, J+I
415 FOR AJ=1 TO 8
420 POKE 24129, AJ+I
425 POKE 24130, J+I
430 FOR AK=1 TO 8
435 POKE 24131, AK+I
440 POKE 24132, J+I
445 FOR AL=1 TO 8
450 POKE 24133, AL+I
455 POKE 24134, J+I
460 FOR AM=1 TO 8
465 POKE 24135, AM+I
470 POKE 24136, J+I
475 FOR AN=1 TO 8
480 POKE 24137, AN+I
485 POKE 24138, J+I
490 FOR AO=1 TO 8
495 POKE 24139, AO+I
500 POKE 24140, J+I
505 FOR AP=1 TO 8
510 POKE 24141, AP+I
515 POKE 24142, J+I
520 FOR AQ=1 TO 8
525 POKE 24143, AQ+I
530 POKE 24144, J+I
535 FOR AR=1 TO 8
540 POKE 24145, AR+I
545 POKE 24146, J+I
550 FOR AS=1 TO 8
555 POKE 24147, AS+I
560 POKE 24148, J+I
565 FOR AT=1 TO 8
570 POKE 24149, AT+I
575 POKE 24150, J+I
580 FOR AU=1 TO 8
585 POKE 24151, AU+I
590 POKE 24152, J+I
595 FOR AV=1 TO 8
600 POKE 24153, AV+I
605 POKE 24154, J+I
610 FOR AW=1 TO 8
615 POKE 24155, AW+I
620 POKE 24156, J+I
625 FOR AX=1 TO 8
630 POKE 24157, AX+I
635 POKE 24158, J+I
640 FOR AY=1 TO 8
645 POKE 24159, AY+I
650 POKE 24160, J+I
655 FOR AZ=1 TO 8
660 POKE 24161, AZ+I
665 POKE 24162, J+I
670 FOR BA=1 TO 8
675 POKE 24163, BA+I
680 POKE 24164, J+I
685 FOR BB=1 TO 8
690 POKE 24165, BB+I
695 POKE 24166, J+I
700 FOR BC=1 TO 8
705 POKE 24167, BC+I
710 POKE 24168, J+I
715 FOR BD=1 TO 8
720 POKE 24169, BD+I
725 POKE 24170, J+I
730 FOR BE=1 TO 8
735 POKE 24171, BE+I
740 POKE 24172, J+I
745 FOR BF=1 TO 8
750 POKE 24173, BF+I
755 POKE 24174, J+I
760 FOR BG=1 TO 8
765 POKE 24175, BG+I
770 POKE 24176, J+I
775 FOR BH=1 TO 8
780 POKE 24177, BH+I
785 POKE 24178, J+I
790 FOR BI=1 TO 8
795 POKE 24179, BI+I
800 POKE 24180, J+I
805 FOR BJ=1 TO 8
810 POKE 24181, BJ+I
815 POKE 24182, J+I
820 FOR BK=1 TO 8
825 POKE 24183, BK+I
830 POKE 24184, J+I
835 FOR BL=1 TO 8
840 POKE 24185, BL+I
845 POKE 24186, J+I
850 FOR BM=1 TO 8
855 POKE 24187, BM+I
860 POKE 24188, J+I
865 FOR BN=1 TO 8
870 POKE 24189, BN+I
875 POKE 24190, J+I
880 FOR BO=1 TO 8
885 POKE 24191, BO+I
890 POKE 24192, J+I
895 FOR BP=1 TO 8
900 POKE 24193, BP+I
905 POKE 24194, J+I
910 FOR BQ=1 TO 8
915 POKE 24195, BQ+I
920 POKE 24196, J+I
925 FOR BR=1 TO 8
930 POKE 24197, BR+I
935 POKE 24198, J+I
940 FOR BS=1 TO 8
945 POKE 24199, BS+I
950 POKE 24200, J+I
955 FOR BT=1 TO 8
960 POKE 24201, BT+I
965 POKE 24202, J+I
970 FOR BU=1 TO 8
975 POKE 24203, BU+I
980 POKE 24204, J+I
985 FOR BV=1 TO 8
990 POKE 24205, BV+I
995 FOR BW=1 TO 8
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1005 FOR BX=1 TO 8
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1015 FOR BY=1 TO 8
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1025 FOR BZ=1 TO 8
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1045 FOR CB=1 TO 8
1050 POKE 24211, CB+I
1055 FOR CC=1 TO 8
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1065 FOR CD=1 TO 8
1070 POKE 24213, CD+I
1075 FOR CE=1 TO 8
1080 POKE 24214, CE+I
1085 FOR CF=1 TO 8
1090 POKE 24215, CF+I
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1715 FOR EQ=1 TO 8
1720 POKE 24278, EQ+I
1725 FOR ER=1 TO 8
1730 POKE 24279, ER+I
1735 FOR ES=1 TO 8
1740 POKE 24280, ES+I
1745 FOR ET=1 TO 8
1750 POKE 24281, ET+I
1755 FOR EU=1 TO 8
1760 POKE 24282, EU+I
1765 FOR EV=1 TO 8
1770 POKE 24283, EV+I
1775 FOR EW=1 TO 8
1780 POKE 24284, EW+I
1785 FOR EX=1 TO 8
1790 POKE 24285, EX+I
1795 FOR EY=1 TO 8
1800 POKE 24286, EY+I
1805 FOR EZ=1 TO 8
1810 POKE 24287, EZ+I
1815 FOR FA=1 TO 8
1820 POKE 24288, FA+I
1825 FOR FB=1 TO 8
1830 POKE 24289, FB+I
1835 FOR FC=1 TO 8
1840 POKE 24290, FC+I
1845 FOR FD=1 TO 8
1850 POKE 24291, FD+I
1855 FOR FE=1 TO 8
1860 POKE 24292, FE+I
1865 FOR FF=1 TO 8
1870 POKE 24293, FF+I
1875 FOR FG=1 TO 8
1880 POKE 24294, FG+I
1885 FOR FH=1 TO 8
1890 POKE 24295, FH+I
1895 FOR FI=1 TO 8
1900 POKE 24296, FI+I
1905 FOR FJ=1 TO 8
1910 POKE 24297, FJ+I
1915 FOR FK=1 TO 8
1920 POKE 24298, FK+I
1925 FOR FL=1 TO 8
1930 POKE 24299, FL+I
1935 FOR FM=1 TO 8
1940 POKE 24300, FM+I
1945 FOR FN=1 TO 8
1950 POKE 24301, FN+I
1955 FOR FO=1 TO 8
1960 POKE 24302, FO+I
1965 FOR FP=1 TO 8
1970 POKE 24303, FP+I
1975 FOR FQ=1 TO 8
1980 POKE 24304, FQ+I
1985 FOR FR=1 TO 8
1990 POKE 24305, FR+I
1995 FOR FS=1 TO 8
2000 POKE 24306, FS+I
2005 FOR FT=1 TO 8
2010 POKE 24307, FT+I
2015 FOR FU=1 TO 8
2020 POKE 24308, FU+I
2025 FOR FV=1 TO 8
2030 POKE 24309, FV+I
2035 FOR FW=1 TO 8
2040 POKE 24310, FW+I
2045 FOR FX=1 TO 8
2050 POKE 24311, FX+I
2055 FOR FY=1 TO 8
2060 POKE 24312, FY+I
2065 FOR FZ=1 TO 8
2070 POKE 24313, FZ+I
2075 FOR GA=1 TO 8
2080 POKE 24314, GA+I
2085 FOR GB=1 TO 8
2090 POKE 24315, GB+I
2095 FOR GC=1 TO 8
2100 POKE 24316, GC+I
2105 FOR GD=1 TO 8
2110 POKE 24317, GD+I
2115 FOR GE=1 TO 8
2120 POKE 24318, GE+I
2125 FOR GF=1 TO 8
2130 POKE 24319, GF+I
2135 FOR GG=1 TO 8
2140 POKE 24320, GG+I
2145 FOR GH=1 TO 8
2150 POKE 24321, GH+I
2155 FOR GI=1 TO 8
2160 POKE 24322, GI+I
2165 FOR GJ=1 TO 8
2170 POKE 24323, GJ+I
2175 FOR GK=1 TO 8
2180 POKE 24324, GK+I
2185 FOR GL=1 TO 8
2190 POKE 24325, GL+I
2195 FOR GM=1 TO 8
2200 POKE 24326, GM+I
2205 FOR GN=1 TO 8
2210 POKE 24327, GN+I
2215 FOR GO=1 TO 8
2220 POKE 24328, GO+I
2225 FOR GP=1 TO 8
2230 POKE 24329, GP+I
2235 FOR GQ=1 TO 8
2240 POKE 24330, GQ+I
2245 FOR GR=1 TO 8
2250 POKE 24331, GR+I
2255 FOR GS=1 TO 8
2260 POKE 24332, GS+I
2265 FOR GT=1 TO 8
2270 POKE 24333, GT+I
2275 FOR GU=1 TO 8
2280 POKE 24334, GU+I
2285 FOR GV=1 TO 8
2290 POKE 24335, GV+I
2295 FOR GW=1 TO 8
2300 POKE 24336, GW+I
2305 FOR GX=1 TO 8
2310 POKE 24337, GX+I
2315 FOR GY=1 TO 8
2320 POKE 24338, GY+I
2325 FOR GZ=1 TO 8
2330 POKE 24339, GZ+I
2335 FOR HA=1 TO 8
2340 POKE 24340, HA+I
2345 FOR HB=1 TO 8
2350 POKE 24341, HB+I
2355 FOR HC=1 TO 8
2360 POKE 24342, HC+I
2365 FOR HD=1 TO 8
2370 POKE 24343, HD+I
2375 FOR HE=1 TO 8
2380 POKE 24344, HE+I
2385 FOR HF=1 TO 8
2390 POKE 24345, HF+I
2395 FOR HG=1 TO 8
2400 POKE 24346, HG+I
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2410 POKE 24347, HH+I
2415 FOR HI=1 TO 8
2420 POKE 24348, HI+I
2425 FOR HJ=1 TO 8
2430 POKE 24349, HJ+I
2435 FOR HK=1 TO 8
2440 POKE 24350, HK+I
2445 FOR HL=1 TO 8
2450 POKE 24351, HL+I
2455 FOR HM=1 TO 8
2460 POKE 24352, HM+I
2465 FOR HN=1 TO 8
2470 POKE 24353, HN+I
2475 FOR HO=1 TO 8
2480 POKE 24354, HO+I
2485 FOR HP=1 TO 8
2490 POKE 24355, HP+I
2495 FOR HQ=1 TO 8
2500 POKE 24356, HQ+I
2505 FOR HR=1 TO 8
2510 POKE 24357, HR+I
2515 FOR HS=1 TO 8
2520 POKE 24358, HS+I
2525 FOR HT=1 TO 8
2530 POKE 24359, HT+I
2535 FOR HU=1 TO 8
2540 POKE 24360, HU+I
2545 FOR HV=1 TO 8
2550 POKE 24361, HV+I
2555 FOR HW=1 TO 8
2560 POKE 24362, HW+I
2565 FOR HX=1 TO 8
2570 POKE 24363, HX+I
2575 FOR HY=1 TO 8
2580 POKE 24364, HY+I
2585 FOR HZ=1 TO 8
2590 POKE 24365, HZ+I
2595 FOR IA=1 TO 8
2600 POKE 24366, IA+I
2605 FOR IB=1 TO 8
2610 POKE 24367, IB+I
2615 FOR IC=1 TO 8
2620 POKE 24368, IC+I
2625 FOR ID=1 TO 8
2630 POKE 24369, ID+I
2635 FOR IE=1 TO 8
2640 POKE 24370, IE+I
2645 FOR IF=1 TO 8
2650 POKE 24371, IF+I
2655 FOR IG=1 TO 8
2660 POKE 24372, IG+I
2665 FOR IH=1 TO 8
2670 POKE 24373, IH+I
2675 FOR II=1 TO 8
2680 POKE 24374, II+I
2685 FOR IJ=1 TO 8
2690 POKE 24375, IJ+I
2695 FOR IK=1 TO 8
2700 POKE 24376, IK+I
2705 FOR IL=1 TO 8
2710 POKE 24377, IL+I
2715 FOR IM=1 TO 8
2720 POKE 24378, IM+I
2725 FOR IN=1 TO 8
2730 POKE 24379, IN+I
2735 FOR IO=1 TO 8
2740 POKE 24380, IO+I
2745 FOR IP=1 TO 8
2750 POKE 24381, IP+I
2755 FOR IQ=1 TO 8
2760 POKE 24382, IQ+I
2765 FOR IR=1 TO 8
2770 POKE 24383, IR+I
2775 FOR IS=1 TO 8
2780 POKE 24384, IS+I
2785 FOR IT=1 TO 8
2790 POKE 24385, IT+I
2795 FOR IU=1 TO 8
2800 POKE 24386, IU+I
2805 FOR IV=1 TO 8
2810 POKE 24387, IV+I
2815 FOR IW=1 TO 8
2820 POKE 24388, IW+I
2825 FOR IX=1 TO 8
2830 POKE 24389, IX+I
2835 FOR IY=1 TO 8
2840 POKE 24390, IY+I
2845 FOR IZ=1 TO 8
2850 POKE 24391, IZ+I
2855 FOR JA=1 TO 8
2860 POKE 24392, JA+I
2865 FOR JB=1 TO 8
2870 POKE 24393, JB+I
2875 FOR JC=1 TO 8
2880 POKE 24394, JC+I
2885 FOR JD=1 TO 8
2890 POKE 24395, JD+I
2895 FOR JE=1 TO 8
2900 POKE 24396, JE+I
2905 FOR JF=1 TO 8
2910 POKE 24397, JF+I
2915 FOR JG=1 TO 8
2920 POKE 24398, JG+I
2925 FOR JH=1 TO 8
2930 POKE 24399, JH+I
2935 FOR JI=1 TO 8
2940 POKE 24400, JI+I
2945 FOR JJ=1 TO 8
2950 POKE 24401, JJ+I
2955 FOR JK=1 TO 8
2960 POKE 24402, JK+I
2965 FOR JL=1 TO 8
2970 POKE 24403, JL+I
2975 FOR JM=1 TO 8
2980 POKE 24404, JM+I
2985 FOR JN=1 TO 8
2990 POKE 24405, JN+I
2995 FOR JO=1 TO 8
3000 POKE 24406, JO+I
3005 FOR JP=1 TO 8
3010 POKE 24407, JP+I
3015 FOR JQ=1 TO 8
3020 POKE 24408, JQ+I
3025 FOR JR=1 TO 8
3030 POKE 24409, JR+I
3035 FOR JS=1 TO 8
3040 POKE 24410, JS+I
3045 FOR JT=1 TO 8
3050 POKE 24411, JT+I
3055 FOR JU=1 TO 8
3060 POKE 24412, JU+I
3065 FOR JV=1 TO 8
3070 POKE 24413, JV+I
3075 FOR JW=1 TO 8
3080 POKE 24414, JW+I
3085 FOR JX=1 TO 8
3090 POKE 24415, JX+I
3095 FOR JY=1 TO 8
3100 POKE 24416, JY+I
3105 FOR JZ=1 TO 8
3110 POKE 24417, JZ+I
3115 FOR KA=1 TO 8
3120 POKE 24418, KA+I
3125 FOR KB=1 TO 8
3130 POKE 24419, KB+I
3135 FOR KC=1 TO 8
3140 POKE 24420, KC+I
3145 FOR KD=1 TO 8
3150 POKE 24421, KD+I
3155 FOR KE=1 TO 8
3160 POKE 24422, KE+I
3165 FOR KF=1 TO 8
3170 POKE 24423, KF+I
3175 FOR KG=1 TO 8
3180 POKE 24424, KG+I
3185 FOR KH=1 TO 8
3190 POKE 24425, KH+I
3195 FOR KI=1 TO 8
3200 POKE 24426, KI+I
3205 FOR KJ=1 TO 8
3210 POKE 24427, KJ+I
3215 FOR KK=1 TO 8
3220 POKE 24428, KK+I
3225 FOR KL=1 TO 8
3230 POKE 24429, KL+I
3235 FOR KM=1 TO 8
3240 POKE 24430, KM+I
3245 FOR KN=1 TO 8
3250 POKE 24431, KN+I
3255 FOR KO=1 TO 8
3260 POKE 24432, KO+I
3265 FOR KP=1 TO 8
3270 POKE 24433, KP+I
3275 FOR KQ=1 TO 8
3280 POKE 24434, KQ+I
3285 FOR KR=1 TO 8
3290 POKE 24435, KR+I
3295 FOR KS=1 TO 8
3300 POKE 24436, KS+I
3305 FOR KT=1 TO 8
3310 POKE 24437, KT+I
3315 FOR KU=1 TO 8
3320 POKE 24438, KU+I
3325 FOR KV=1 TO 8
3330 POKE 24439, KV+I
3335 FOR KW=1 TO 8
3340 POKE 24440, KW+I
3345 FOR KX=1 TO 8
3350 POKE 24441, KX+I
3355 FOR KY=1 TO 8
3360 POKE 24442, KY+I
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3370 POKE 24443, KZ+I
3375 FOR LA=1 TO 8
3380 POKE 24444, LA+I
3385 FOR LB=1 TO 8
3390 POKE 24445, LB+I
3395 FOR LC=1 TO 8
3400 POKE 24446, LC+I
3405 FOR LD=1 TO 8
3410 POKE 24447, LD+I
3415 FOR LE=1 TO 8
3420 POKE 24448, LE+I
3425 FOR LF=1 TO 8
3430 POKE 24449, LF+I
3435 FOR LG=1 TO 8
3440 POKE 24450, LG+I
3445 FOR LH=1 TO 8
3450 POKE 24451, LH+I
3455 FOR LI=1 TO 8
3460 POKE 24452, LI+I
3465 FOR LJ=1 TO 8
3470 POKE 24453, LJ+I
3475 FOR LK=1 TO 8
3480 POKE 24454, LK+I
3485 FOR LL=1 TO 8
3490 POKE 24455, LL+I
3495 FOR LM=1 TO 8
3500 POKE 24456, LM+I
3505 FOR LN=1 TO 8
3510 POKE 24457, LN+I
3515 FOR LO=1 TO 8
3520 POKE 24458, LO+I
3525 FOR LP=1 TO 8
3530 POKE 24459, LP+I
3535 FOR LQ=1 TO 8
3540 POKE 24460, LQ+I
3545 FOR LR=1 TO 8
3550 POKE 24461, LR+I
3555 FOR LS=1 TO 8
3560 POKE 24462, LS+I
3565 FOR LT=1 TO 8
3570 POKE 24463, LT+I
3575 FOR LU=1 TO 8
3580 POKE 24464, LU+I
3585 FOR LV=1 TO 8
3590 POKE 24465, LV+I
3595 FOR LW=1 TO 8
3600 POKE 24466, LW+I
3605 FOR LX=1 TO 8
3610 POKE 24467, LX+I
3615 FOR LY=1 TO 8
3620 POKE 24468, LY+I
3625 FOR LZ=1 TO 8
3630 POKE 24469, LZ+I
3635 FOR MA=1 TO 8
3640 POKE 24470, MA+I
3645 FOR MB=1 TO 8
3650 POKE 24471, MB+I
3655 FOR MC=1 TO 8
3660 POKE 24472, MC+I
3665 FOR MD=1 TO 8
3670 POKE 24473, MD+I
3675 FOR ME=1 TO 8
3680 POKE 24474, ME+I
3685 FOR MF=1 TO 8
3690 POKE 24475, MF+I
3695 FOR MG=1 TO 8
3700 POKE 24476, MG+I
3705 FOR MH=1 TO 8
3710 POKE 24477, MH+I
3715 FOR MI=1 TO 8
3720 POKE 24478, MI+I
3725 FOR MJ=1 TO 8
3730 POKE 24479, MJ+I
3735 FOR MK=1 TO 8
3740 POKE 24480, MK+I
3745 FOR ML=1 TO 8
3750 POKE 24481, ML+I
3755 FOR MM=1 TO 8
3760 POKE 24482, MM+I
3765 FOR MN=1 TO 8
3770 POKE 24483, MN+I
3775 FOR MO=1 TO 8
3780 POKE 24484, MO+I
3785 FOR MP=1 TO 8
3790 POKE 24485, MP+I
3795 FOR MQ=1 TO 8
3800 POKE 24486, MQ+I
3805 FOR MR=1 TO 8
3810 POKE 24487, MR+I
3815 FOR MS=1 TO 8
3820 POKE 24488, MS+I
3825 FOR MT=1 TO 8
3830 POKE 24489, MT+I
3835 FOR MU=1 TO 8
3840 POKE 24490, MU+I
3845 FOR MV=1 TO 8
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3880 POKE 24494, MY+I
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3890 POKE 24495, MZ+I
3895 FOR NA=1 TO 8
3900 POKE 24496, NA+I
3905 FOR NB=1 TO 8
3910 POKE 24497, NB+I
3915 FOR NC=1 TO 8
3920 POKE 24498, NC+I
3925 FOR ND=1 TO 8
3930 POKE 24499, ND+I
3935 FOR NE=1 TO 8
3940 POKE 24500, NE+I
3945 FOR NF=1 TO 8
3950 POKE 24501, NF+I
3955 FOR NG=1 TO 8
3960 POKE 24502, NG+I
3965 FOR NH=1 TO 8
3970 POKE 24503, NH+I
3975 FOR NI=1 TO 8
3980 POKE 24504, NI+I
3985 FOR NJ=1 TO 8
3990 POKE 24505, NJ+I
3995 FOR NK=1 TO 8
4000 POKE 24506, NK+I
4005 FOR NL=1 TO 8
4010 POKE 24507, NL+I
4015 FOR NM=1 TO 8
4020 POKE 24508, NM+I
4025 FOR NN=1 TO 8
4030 POKE 24509, NN+I
4035 FOR NO=1 TO 8
4040 POKE 24510, NO+I
4045 FOR NP=1 TO 8
4050 POKE 24511, NP+I
4055 FOR NQ=1 TO 8
4060 POKE 24512, NQ+I
4065 FOR NR=1 TO 8
4070 POKE 24513, NR+I
4075 FOR NS=1 TO 8
4080 POKE 24514, NS+I
4085 FOR NT=1 TO 8
4090 POKE 24515, NT+I
4095 FOR NU=1 TO 8

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USING ADVENTURE ON YOUR
SIC MICRO

By Peter Shaw and Stuart McCrea,
Interface Publications, IL86

This book opens with a chapter entitled *What is an Adventure?* which confines itself to a discussion of D&D-type games. No attempt is made to describe the historical development of computer Adventure games which are much more varied than pure D&D and in no way does justice to the concept of the Adventure format as a vehicle for interactive fiction.

The type of Adventure program described is quite limited, being confined to movement in compass directions, objects and monsters. The programming tutorial starts by explaining how to create a logical and consistent "adventure map" by use of a two-dimensional numeric array. This is followed by a chapter about the need to create the historical background to the Adventure.

I must admit that I have long admired detailed backgrounds to Adventures, being heavily suspicious that they are constructed only to colour an otherwise pretty dull and unbelievable game.

Next follows a chapter on processing input commands and the author's preoccupation with the Spectrum shows through in his reference to "string strings". This, plus other chapters on picking up and dropping things and adding graphics and further vocabulary, all contain program listing examples.

These follow a complete mini-adventure written in the format described. The remaining 80 of the 120 odd pages in the book contain program listings for some other Adventures, written in a different format by various other authors.

Both the title and the authors' introduction give the impression that this book will teach you how to write a complete Adventure program.

While it is true that if you have never given any thought to how such a program works you will get a few ideas from reading the book, it is also probably true that you'd be better off without them!

The main army controlling the map holds fairly small world boundaries and the omission of using and explaining integer precision for this and other variables is unoriginal in a book teaching a programming technique. The use of integer precision, where practicable, is a major barrier in selecting response time and memory used is most for the small memory BBC.

At the end of the listing of the author's own Adventure follows a paragraph summarising, out of the blue, that the program was built around an adjective routine. This completely lost me, since no adjective was mentioned, and the

discussion seemed to centre on scripping off the indefinite article from an input.

All in all, I do not find much to recommend the book and, at £19.95, do not feel it is very good value. In view of the programming techniques advocated and apparent in the listings, I would disagree with the descriptions of the authors on the back cover as "expert adventure programmers". For real expertise, Peter Edwards's *How to write Adventure Games* at the same price, leaves this book standing.

Keith Campbell



SHADES

David Software describe their game *Shades* as "a fully animated 3D Adventure for one to four players extending over 64 colourful locations". The cassette title tells you that you are in to rid Arden of the evil curse of *Shades*.

You must travel around Arden killing monsters to find the cause of evil, then eventually you may be able to destroy the evil force.

This did sound rather fun - I haven't had the chance to go monster hunting since we did it for real earlier in the year!

Since my family have enough trouble with *Pole Position*, I decided to go for the one-player option when asked by my Commodore. I then entered my character's name and skill level (I chose the easiest).

The program started to load in the main data and I had a short moment - yes, this game had a slow start! After an age the game commenced and there was the Pink Fairy in living colour (well, almost).

The game shows everything in graphic detail which looked quite pretty at the start. As I got into the game, however, I felt that they did not add anything and seemed so pathetic as to be almost funny.

The character controlled by the player is very poorly shown on the screen, and trying to control its movements is very difficult, as the responses are so slow. Overall, this makes it a very hard game to play.

There are various commands which can be accessed by single keywords - E for Examine and P for Read, for example - very advanced stuff! There are also various objects and traps to help or hinder.

Shades did not in any way hold my interest and I decided that, as far as I was concerned, playing it had been a complete waste of time and effort.

Personal Rating: 0

Simon Marsh

RALE QUEST

Unlike the author of this game, Gary Marsh (no relation!) I am not a fan of the *Beetles*, being more at home with the likes of *Iron Maiden*. Therefore, when I read the instructions which said "... bear in mind that *Beetle Quest* is based on *Beetle* lyrics and whenever possible the storylines have been followed ...", I had a feeling that I would have problems getting in grips with the game.

The accompanying booklet sets the scene for your journey into *Beetle Quest*. The year is 1983 and everything is sad and peaceful. It is also very boring. You are "keeper of the archives" - the whole history of the earth. In your work you stumble across the four kings of Evil, the *Beetles*. Motivated by the lyrics found in the booklet, you now all know information about the "Four Kings" to the pleasure dome, where feeding the information into the data banks creates a world inside your mind.

Very far fetched - those purple power pills must have affected his Marsh's sense of reality!

The game starts in a bed in circa 1985. On exploring, you find a test tube, a book and, inside a telephone, an innocent looking super lump. Upon seeing the super, the game responds "Wow ... psychedelic man."

The most disastrous part of the *Beetles* era was the drug-taking and, with the current nationwide problem with drug addiction, I find this abhorrent. It is a very sick way of introducing humour into the game.

Once outside the bed in, you find yourself on a street leading out to meet. You find some you are being followed and a few more later you are dead. "Bang bang, Maxwell's silver hammer comes down on your head." "Bang bang, Maxwell's silver hammer strikes you - you are dead!"

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It seemed impossible to escape this low (although no doubt it wasn't) so that is where I decided to leave this dreadful game.

Don't expect any more in this game for it is completely silent. Maybe this is due to copyright, or because it is Quilled — either way it is incredible that a game with the *Amulet* as its subject should have no music, especially on a computer like the Commodore 64!

Personal Rating: 0

Simon Marsh



Amulet (64) (2)

Amulet (64) by Ray Bradbury is not a recent book (first published in *Omni* Britain in 1981, not in it one of my favorites). In fact, many years ago when I first attempted to read it, I found it very heavy going.

However, as I had a copy of the *Adventure* game of the same name sitting on the shelf, I thought it was about time I had another try. The story still didn't really hold my interest but I persevered, hopeful that I would enjoy the game all the more for doing so.

The story centres around Guy Morning, a fireman in an era where fires are started by the fire brigade, rather than extinguished. The objective of these fires is to rid the world of books which are illegal. Many a citizen caught with one in his possession had lost not only his nose and treasured books, but also his home and often his life, at the hands of the firemen.

The main pre-occupation of the populace is to participate in an intricate dance of television, where screens cover all four walls of a room, and they have little interest in literature which is considered subversive. Guy's wife is hooked on this medium and takes an interest in nothing else. So miserable, Guy meets up with a girl called Clarissa, who has the profound effect of showing him the error of society's ways and inspiring him to become a member of the underground movement who keep and cherish books.

All the time he is under the threat from mechanical hounds who recognise and relentlessly pursue a subversive by sniffing out his unique olfactory "notes" which is registered on a machine like *Once* trapped, it's not a fierce machine like that stops a victim, but a deadly hyperdermic injected from the hounds' jaws.

The game starts in New York's Central Park with the sound of mechanical hounds rising in the air. As Guy Morning, you must flee and to survive you need help from members of the underground. Every way you run seems to lead you straight to the hounds, but would you believe that you find yourself standing beside a pile of dead leaves? Clumsy what lies under it!

With little more ado, I had the grating up and was down below ground, to emerge near a fountain on Fifth Avenue. This is where a good geographical knowledge of New York would have been handy, as before long a complete stranger had sidled up to me and suggested I make my way to D48-68 and meet a somewhat meaningless phrase. My being on W57-68 suggested the journey should not be too difficult, but

signs and can converse in the right lingo. Being bookworms, the underground use literary quotations as recognition passwords. So I found myself on the platform of a subway station waiting for a maintenance worker waiting a pneumatic drill. "Rise up, my love, my love, and come away." Nothing special happened, as they say which on reflection, was probably just as well. So off I went to find another little known phrase or saying...

Amulet (64) the game, is far more enjoyable than *Amulet* (64) the book — I think so anyway. Like the book, it takes quite a bit of getting into but it is more rewarding. Once you have mastered the art of going about things as a member of the underground, there are all sorts of surprises in store for you.

The trouble that plagues this game, like all others on the Commodore that read from disc constantly, is its dreadfully slow speed. Against that, the game is big — two double sided discs — with graphics at most locations. Some special commands are available to help you, such as *LOCATION* which tells you your New York street co-ordinates. Once you get the hang of this one and realise that the roadway counts as one location between each sidewalk, navigation is fairly easy.

There are plenty of buildings to enter and people to meet — are they friend or foe? You have to decide whether to risk showing them "the sign" — for firemen themselves are beginning to recognise it. Can the *Photomorphose* be believed when they hint that Clarissa is still alive? If that message is not just fantasy, will you ever be able to find her?

Amulet (64) is an excellent game and is available on disc only for the Commodore 64 and Apple II as US\$9.95. It is one of the Teleman (aka Trillman) series from Spinmaker Software.

Personal Rating: 5

Kelth Campbell



Amulet (64)

Of all the words that might describe *Clarissa Workshop's* *Key of Hope*, successor to their *Tower of Genghis*, my choice is *WORD*.

As the game starts, you find yourself standing in the ruins of Castle Argent, the very name Argent from which you set forth on your first quest in *Tower of Genghis* you have found *Tower*. You have! Cloned? So you know of the demon Lord Malinai?

REVIEWS



strolling around to get my bearings gave the hounds a field day and kept the drive of my Commodore constantly spinning!

Little by little, replay by replay, I managed to explore more of New York, entering buildings and subways, until I found the use for a key object. Then things began to fall into place!

It was when I failed to make the name in the hospital underground what I was telling her that I decided perhaps the instruction book might be worth a browse. Indeed it was — in fact it is essential reading if you are to get the most out of the game. Within no time I had discovered at what times the hounds patrolled Fifth Avenue and how to tell the time!

That doesn't mean the hounds did not remain a constant threat, for it takes a bit of planning and some luck to keep out of their way, once when you know they're coming!

Life in the underground is quite exciting when you know the secret

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Mr. Software



Don't take the reins yourself.
Horse's natural sense of direction
will lead him home.

1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

"Many congratulations on your excellent Club, may it prosper greatly."²¹

Abstracts of the 1997 Annual Meeting of the American Psychological Association, Washington, DC, August 1-5, 1997.

ALL INFORMATION CONTAINED HEREIN

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35-44	28	25	30	22
45-54	22	20	24	18
55-64	15	12	18	10
65+	8	5	12	5

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1. *Journal of Management Education*, 2000, 24(1), 10-19.

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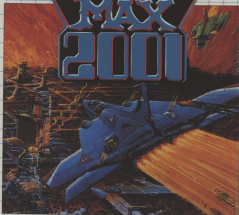
1. The respondents in the 1992 to 1994 survey were 100% female, while the respondents in the 1995 to 1997 survey were 95% female.

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Now that Malcor has returned, his essence has fused with that of his aged, prime-to-give him horrendous new abilities which are slowly transforming the globe. The castle is now a ruin because the White Goddess has transported you forward in time and played you in a new body so that you may help her in her age-old battle with Malcor.

The *Adventure* is like *Times of Deepar* inasmuch as it has been written with the *Chull* and uses the same Gothic-style character set. But, unlike *Tower, Key of Hope* has graphics in some of the key locations and, by the look of them, they have been added using The *Illustrator* program.

Now to the weird part in our report: it is totally unlike any *Adventure* I have played before. This is because of the way you move from location to location, or don't, as the case may be. The first time I played the game, it gave me the impression that it was real. I began to feel like a flier in a large galaxy! It was not until I tried dropping objects and moving off that I became aware that something very strange was going on. Whether I decided to drop would follow me about until I hit one of the other main locations in the game! Now this works seems to be that every key location in the game is surrounded by a number of other locations which act as a kind of buffer between the key places. By moving a certain number of times to any of these outer locations, you get deeper into the game.

It was for this reason that I found *Key of Hope* a lot more difficult to play. It is available for Spectrum 48K and comes from Games Workshop.

Personal Rating: 2

Paul Coppins

DEAD AT THE CONTROLS

As the on-screen of a calculating spaceship who desires his crew when under attack, you parachute to the surface of a strange planet and find yourself in a forest, armed only with some weapons. Your mission is to effect an escape or rescue.

This is the latest offering from Artic and comes with a very sweet-looking character set which, even though purely upper case, is easy to read. There are graphics too which are intent to display and nicely detailed. The picture for each location is shown only once unless recalled with *LOOK*. This does not mean each picture is used only once — in fact quite a number of pictures double up for similar locations.

The input is of the two-word only type and I have merely found that the data from a game. Unfortunately, it is the response to those inputs that let the game down. It is not the speed of the response — that is instant — it is the content. At least the replies after the player finds encouragement — at most they are illogical. This is a pity, since it

spends an otherwise logical and interesting game.

As an example, if you should come across a calculator and examine it, you will be told there are four buttons. If you *PRESS BUTTON* or *PRESS 1*, you get the message: *YOU CAN'T*. This is because you first have to do something to the calculator to get any effect, but it implies that the action is a physical impossibility. *YOU CAN'T* is also the reply to a known verb and a rubbish error. More careful use of such commands as *NOTHING HAPPENS* would have avoided this problem.

That aside, I found the game quite enjoyable. There is a variety of problems to solve and the game is designed in such a way that there is plenty of scope for exploration right

REVIEWS



from the beginning. This enables the player to get the feel for the game and form ideas on how to go about solving some of the problems, without coming up against a brick wall right near the beginning.

The game starts off in a forest and leads to a city with a large temple. A booklet pinned up on the way tells about a Sinclair ZX Spectrum and testing and using the device is one of the keys to moving on to the complex of Hyperdomes at the planet's space station.

Dead At the Controls is for the 48K Spectrum from Artic, priced \$6.95.

Personal Rating: 5

Keith Campbell

HOUSE OF HORROR: ADVENTURE

By Kenneth Coppe
Puffin — UK £1.95, Australia \$3.95, NZ \$4.95

This is a story book — an *Adventure* about arcade games! Dad got me to

review it as he said he couldn't bear to read such a book!

The story tells of Colin, a boy who dreams about being the champion at meteoroids — his favourite arcade game. Then something enables him to fulfil his dream. One day he goes home feeling rather depressed because his local arcade machine is out of order, when he hears voices coming from inside his shirt pocket. These he discovers two tiny men by the names of Dragoon and Drogo!

I quite enjoyed reading this book, although I did not think it had a particularly good storyline to it. The idea itself is quite original, but I felt it should have been expanded.

The title does not refer to computer *Adventure* as in Scott Adams, but the original sort of *Adventure*. The language is very and I feel the story is suitable for children of 10 or 11 years of age.

Vernice Campbell

THE HOBBIT — ADVENTURE

Perhaps the world's most famous *Adventure* game, and certainly the most ubiquitous, is *The Hobbit*. No wonder does a new wave show signs of becoming popular, than there is a version of *The Hobbit* out for it!

But one new version is a real show on the rest and that is the disc-only *Hobbit* recently released for the Commodore 64.

Commodore Disc *Hobbit* has two copy-protected programs on side one of the disc, one being a backup in the event of the other failing. During loading, a lovely title picture is displayed to the tune (yes, there's music all the way) of the march from *Aida*. Aida? Well, I suppose it's out of copyright ...

Once loaded, the player has the option of playing with or without graphics. If NO graphics are selected, the disc can be removed from the drive and put away like two of the disc contains the raw enhanced graphics and space for saved games. It is recommended that this is copied on to a backup disc once, should it be damaged, you will not be able to play the graphics version. A snail, Melbourne Corp — is provided on the disc for this purpose.

Sound accompanies the game throughout, changing subtly from one theme to another, and on the whole is more in keeping with the story than the original excerpts from *Aida*. Going below into the goblin caves, where all was dark, produced some very eerie sounds and stretches and I really wished I could see what on earth was going on.

Congratulations to Melbourne House for at last being brave enough in bringing out a disc version of a game that has been begging disc treatment from the beginning.

Keith Campbell

DON'T LET THE GRENKING GET THE BETTER OF YOU, WRITE TO...



PAINFUL PROBLEMS

This is where the outstanding Adventure problems of the month go, and, in the hope that someone, somewhere, will know the answer, I now choose to be amazed by the helpfulness of readers who write in just to help out adventurers mentioned here. It is a very rare and difficult problem that doesn't move someone to send in a clue — and you never know who that someone might be!

Take Paul Clifford who was having a problem with Spoo's little white back. His plea was read and answered (see upside down section) by co-author of the game, Jon Black. Jon adds his thanks to Paul for his comments about Spoo's being "the funniest game ever" which he much appreciated. Thank you too, Jon, for taking time out to help someone in distress!

So, on with the problematic Stephen. Thank has managed to reach Britain. Deidentified in Walsley it, and tells you how in the upside down column.

But his curiosity is getting the better of him — he wants to know how to look over the high wall, or better still, to climb over it.

Who can get through the gate to Morana, by the pool in the Witty Mountains, and show D'Carrie the way in *Island of the Kings*?

Mark Wallace of Herehill is hunting for silver in *Cave of the Wierwolf*, and seems to be alone in his quest. Can anyone cross his path?

Thanks to the many people who have come up with the answer to crossing the ocean in *Conqueror's Quest*. One of these is G S Bennett of King's College Hall, who has found a rather killing two-headed problem on the other side. Who can put their heads together on this one? Drinking the strength-giving water can be quite rewarding, says M. Bennett, for he has continued to do it until his strength points have reached the maximum of 100!

Richard Raymond wants to give the wren player in *Willemburg* a maze

look he picked up in the music shop, but he can't get into the church. He's tried everything (that he tried paying, I wonder!) but can't get in.

Marie Bickrick of Basildon is still stuck inside the spaceship in *Message from Andromeda* and nothing she types in is understood by the program. Come in all you readers who have just passed O level in *Andromeda*!

Graham Sutton sent in a whole sheet of clues on *Exile*, including the main sought after "how to greet their" answer, but in return I was unable to help him with the relatively simple task of firing a Caribbean gun, or finding a use for a magnet.

Gregory Quinn of Portlaver is playing *Subterr* and is almost stuck himself by a blocked and overwriting slide. He's tried everything to clear it, but to no avail. However, things are considerably drier at *Cherpoint* Charlie, where a pile of dust is causing him to choke and splutter. If only he could find a battery for the vacuum cleaner, Gregory feels sure he could deal with it.

Perhaps the dust confronting Gregory is actually Mr S. Butler of Basildon. He turned into dust on entering the study in the Black Tower in *Exile* and has been that way ever since. He is still feeling very powdery, but needs a better way out than being sucked up by Gregory's vacuum cleaner!

Talking of *Exile*, Ian Greenough is breaking up! How in *Exile* can she get past the glowing wand without disintegrating, she asks?

Sofia Latham of Harbury and Ian Ellis of Bideford ask how do you get the Talisman in *Exile* (Sofia) and how do you get the golden eagle? Sofia mentions that the arcade versions are great, it sometimes difficult to follow on his black and white TV! That's a little unusual, for quite a few other adventures have written to complain that the arcade versions spoil their adventuring enjoyment. What do you think?

Meanwhile, for Stefan, Ian and any others searching for the golden eagle, the clue is printed upside down.

IT'S SHOWTIME AGAIN!

The PGW Show will soon be upon us again and this year it's a little earlier than usual. Once again the venue is Olympia, this time in the National Hall, and the show runs from the 4th September through to Sunday 10th September.

As you've probably guessed, the Adventure Helpline will be there complete with the Helpline Database running on a TRS-80, plus masses of handouts, maps and solutions to help us answer your Adventure problems.

Paul Coppin, Simon Marsh, Jan Douglas and myself will be on hand, so do come along and say hello to us and see if you can catch us out with a problem we can't answer! We probably will!

This year we will be on a much bigger stand devoted to a number of EMAP magazines, so watch out for an alongside *Shenlon* (then *Conqueror* Day) — and other titles!

See you in September?

AND SO TO KINGS CROSS

"Out of memory" errors have been bugging *Shenlon* players recently, so I spoke to Alan Giles of Melbourne House for advice. "The problem is that every conversation is recorded in memory. The answer is to speak to characters as little as possible — only do so when it is necessary." Apparently, this advice also includes Watson who, claims Alan, is virtually useless in the game. This contrasts with Philip Michell's comments on Watson (see March CSWG). Was Philip bluffing?

So if you are frustrated by the whole thing, sit back and enjoy some entertainment at *Shenlon*'s supposed *Shenlon* super-bug that I can reach for and it's from Mark Henshaw of 2 Belton. It only works on the Spectrum, warns Mark, but it goes like this: take the cat to Kings Cross Road, get out, and tell the cabbie to follow you. Go to the nearest train and tell the cabbie to

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²² *Id.* 100.

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COMPUTING ANGLE

These and more include "The leap to 16 bits", new compact discs
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 If you take your computing seriously, order *Competition Day* now.



TERRORMOLINOS!

COMPETITION



Wait, you were there? Probably not. But if you enjoy self-inflicted suffering you probably already like playing Adventure games — and that's what we've got on offer to 32 prize winners in our great Melbourne House Terrormolinos Competition.

Terrormolinos is the latest and greatest game from Peter Jones and Trevor Leaver, the odd couple who brought you the ultimate aerial climbing game, *Hangmaned* — last year's surprise hit adventure game.

For their new adventure Peter and Trevor have delved into their secret imaginations and created the ultimate perhaps holiday game. It's based on everyone's secret holiday experiences and will have you sailing in the skies of your packed holiday jet on your hunt for the good old *Clash Bros*.

The idea of this new game is to reach your holiday destination and come back with 10 holiday snaps — reproduced on the screen of your sound-increased screen in glorious *Resolution*.

And it's the object of the game that gives us the idea for the competition.

What will like you to do in need on your next amazing, end-of-the-world — or just plain hysterical — holiday snaps. They don't have to be from your holiday this year — maybe you've got a favourite shot buried away in the archives.

The first prize winner will get a special Terrormolinos *Resolution* shot — the Peter and Trevor are waiting in the picture, a special *CMG* bucket and aside for the beach and a copy of the *Adventure*.

Twenty nine runners-up will get a copy of the game, which runs on the Spectrum, C64, Amstrad and BBC machines, plus a nifty *CMG* tin-shirt just right for the trendy person about the beach.

Don't forget to include a stamped addressed envelope if you want your snap back! We'll post some of the best ones, too.

All in the coupon above and stick it to your entry which must reach us no later than September 30th. Normal *CMG* competition rules apply and the editor's decision — however odd it may seem — is final!



The Story

Well, here we are — during a great time in many Terrormolinos! The night was very quiet down here this year and little things were very quiet now! The best is trying to make out the picture that is the most! There are three again this year — the previously they are playing in a different that as we were, they finally will the adventure inside this that time. The 1st prize is to make the cut and give the picture! See you in a minute!

The Day!



**CMG/MELBOURNE HOUSE TERRORMOLINOS
COMPETITION**
PLEASE FIX THIS COUPON TO YOUR ENTRY.

Name.....

Address.....

Computer owned (tick box) Spectrum ☐ C64 ☐
Amstrad ☐ BBC ☐

Shirt/T-shirt size: SMALL/MED/LARGE (delete where applicable) AND DON'T FORGET A STAMPED ADDRESSED ENVELOPE IF YOU WANT YOUR SNAPS BACK!

BUG HUNTER

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ON 01-251 6277



OUR CORRECTIONS HAVE GOT ERRORS!

First of all this month, let's look at the errors within errors. We couldn't even get our corrections right to the games **DOTMAN** on the Amstrad and **SMARTY BENTY** on the BBC micro but here we go again. The two lines of the **DOTMAN** program which allow you to type in the graphics using CTRL key should have read:

```
1 FOR P=1 TO 18 : READ A :  
  KEY=DEF A,103-P,71-P,100-P  
  : NEXT P
```

```
2 DATA 44,35,45,57,26,30,46,  
  34,37,57,55,45,53,46,55,54,  
  53,42
```

We also showed you how to download the BBC program, **SMARTY BENTY** if you've got disc drives. We've now ideas where the 'A' sign came from. FOR DISKLOAD TO TOP : F100
8000-BASED*V10 : NEXT

PAGE = 8000

STATE

BOOK OF GAMES HICCUPS

How to the Book of Games. On the whole, we seemed to come off pretty lightly on the old error lines. Now, that doesn't mean that you all have to start trying to find errors so that you can write in just to upset us!

To begin with, we had a few enquiries about a number of programs which later turned out to be okay. These were **KEYCHASE** (BBC), **HED HED** (Spectrum) and **SEWER RATS** (Commodore-64). We've typed these in ourselves, from the magazine listings, so we know they work. Therefore, in those illustrative words from the Nick Miller's Guide, "any problems you may still have are your own". Seriously though, if you do have a problem, please give us a ring. We're only too happy to help, and writing out your problems may help us to avoid similar mistakes in future.

Now to the real problems and, in particular, the dreaded hash symbols,

del! One printer really seems to loathe these and will willingly replace them with any symbol it can think of. The two programs in the Book of Games where this happened were: **SPECTRAHAUNT** (Amstrad) — lines 500 and 940, and **ROCKFALL** (Spectrum) — lines 1000, 1001 and 1010, where the printer has substituted a 'Y' also on **ROCKFALL**, the symbol graphics commands in line 1001 should have been underlined. We've taught our printer to behave when using the Spectrum, but keep your eyes peeled for unusual symbols on the Amstrad.

The only other enquiries we've had have been with **SPECTRAHAUNT** on the Amstrad (other than the hash symbols) and the two Atari programs, **POWERBOAT** and **SHOW JUMPING**. Unfortunately the few error reports which we have based about on these tend to differ so much that it's hard to believe that the program is entirely at fault. It's certainly impossible to be able to tell you whether or not we've got any definite errors in these listings. If anybody out there has successfully typed in one of these programs, or found and corrected an error in the listing, please let us know.

We've already had quite a few enquiries concerning the poor quality listing for the Atari program, **ANNAPURNA** in the August issue. In here we are, hot off the press, we've tried to pick out the unacceptable lines:

```
2110 FOR I=0 TO 1000 STEP 1000,10  
  THEN POSITION OVER,0,0 : NEXT I  
  ALSO THE END TO A POSITION OVER,0,0  
  ENLIGHTENMENT 0  
  ALSO FOR I=0 TO 1000 STEP 1000,10  
  THEN POSITION OVER,0,0 : NEXT I  
  ALSO FOR I=0 TO 1000 STEP 1000,10  
  THEN POSITION OVER,0,0 : NEXT I  
  ALSO FOR I=0 TO 1000 STEP 1000,10  
  THEN POSITION OVER,0,0 : NEXT I
```

THE KEY TO KEYCHASE

We've had a few enquiries about the game **KEYCHASE** for the BBC micro. The problem here is a 'No such variable' message at line 1000. This is the penultimate line, containing the VDU statements for the logical colour changes. The variables in this line are PEM, MC, EC, DC, FC, SC and LC,

which are all initialised in lines 1000, 1001, 1002, 1040, 1050 and 1010 respectively.

So, assuming that the initial GOTPC 1000 in line 11 is correct, there won't be any problem. One person reported this error message, but just got a blank screen.

I'm still wondering whether these enquiries were from lots of people coincidentally getting the same problem, or the same person using different names!

Also, here's some information to help you find and correct errors. If a program stops at a particular line for any reason, you should first check the line that, assuming that the line is correct, print the values of any variables on the line.

For instance, many programs tend to stop unexpectedly in the middle of a loop containing a READ statement. By printing both the loop variable and the variable read, you'll be able to tell how many items were successfully read and what the last value was. Using these, you could then check through your DATA statements to find the error.

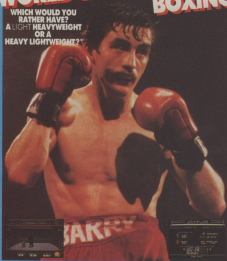
Knowing these values would be very helpful when you contact me with an error, because I'll then be able to tell the exact situation when the program crashed.

CALLING ALL WHIZ KIDS!

To finish off this month's column, here's a plea to all you whiz kids (and the older kids!). We know that these must be lots of genius-level programmers out there typing, correcting, juggling apart, putting back together again and variously improving the listings that we print. So how about dropping us a line with your own program customisation, and get your name in print in future *Bug Hunter* columns? We hope that the reduced error count in recent listings will encourage even more of you to start sending the listings for your own use, with better graphics, faster action and so on. We're always pleased to hear from you.

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Round Three. What a fight! What a champ! It's a knock-out!

*We know he is the best featherweight! But we thought it was a good line.

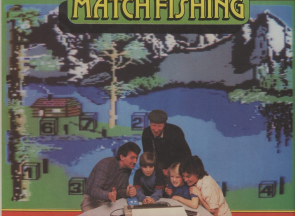
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CMSG — GET BACK INTO SHAPE!

Dear CMSG

I had never bought CMSG before but borrowed a friend's copy from time to time. However, I decided to splash out \$60 for the July issue. I find your magazine is very good, but there are a few

constructive criticisms that I cannot help but mention.

1. Your letters page is pathetic. You boast a readership of 98,000 and yet you devote one message page to six letters. Letters are very important, so producing a magazine is a two-way process between the readers and the producers. Six letters in one issue is nowhere near enough.

2. Your reviews are inadequate and make out of two do not give a wide enough scope. I also find it hard to believe that you only have one reviewer on a game. This does not reflect an overall opinion, but someone's personal view on a game. I take as an example the review of the Amstrad version of *Eight Lane* in the July issue. The reviewer said:

"Overall, I liked the game — which is not something I could have said about the Spectrum version!" (90% of the population thought this version was the best thing since *Lords of Midnight*, so the reviewer is in the minority. I was also amazed to see the BBC version score higher on all points — including graphics).

3. Professor Veldens' *Games Workshop* is not good enough. We want prizes, we want infinite lives and real juicy cheats for the absolute beginner who still hasn't completed *Atic Atac*. A games section is the answer. I was going to moan about the program listings, but if you keep

them in a separate book I can just throw them away every month and enjoy the magazine.

Now I have pulled your magazine to bits. I must admit to put it back together again. It is the CMSG games magazine that satisfies all computer owners. It is fair and unbiased, with the greatest Adventure helpdesk in the service. You send out the adverts by about 50% — so nobody can complain about that.

I hope you print this letter, so it may encourage people to write to with their opinion of the magazine and it is the readers' views that count, as it is us who buy the magazine.

Get busy!
Keith Blombery
Manchester

Editor's reply: As far as the comments on Professor Veldens are concerned, the jokes are have to come from the readers, so if we don't get any sent in we can't print any.

Is stop moaning and send me in some!

USER FRIENDLY TV STARS

Dear CMSG

In the issue dated July, Max Headroom was heralded as being the world's first computer generated TV presenter. Also this may be untrue, because in the book *Creative Computer Graphics by Amstrad*, *Harold and Rosky Masters*, *User Friendly* is reckoned to be the world's first computer generated TV presenter.

He was part of a meeting sequence created at the New York Institute of Technology Computer Graphics Laboratory.

Please could you tell me

which one of the articles is true?

Mark Johnson
Baffinsburn

Editor's reply: The answer to your question, Mark, is Yes and No. *User Friendly* came first but we don't think he ever made it onto TV. Therefore, Max was certainly the first to broadcast. Besides, Max's games are a lot better than *User Friendly*'s.

BUT THERE IS JOYSTICK CONTROL!

Dear CMSG

I was happy to see a review of our *Star Avenger* game for the Amstrad in the May 1985 issue of CMSG but was most concerned at some of the comments in it.

The major point of concern in the question of joystick control which is stated as being absent.

This was the case on a very early version of the game, but joystick control was added last year.

We would be grateful if you could point this out to your readers since it would obviously greatly affect their running up of the game.

Jan Day
Sales Manager
Karna Computers Ltd

ARCADE ACTION ROBBED!

Dear CMSG

The July issue was great — competitions, posters — excellent! I've collected CMSG since the May issue 1982 and will continue to buy it. I can't wait for the new look — great work, thank!

But what happened to the letters page and *Arcade Action*? No outline, no double pages! *Slaster Murray*
London

DRUBBING FOR DROPZONE

Dear CMSG

Concerning your Hall of Fame, can I lay two points to rest.

First on *Dropzone* a man who comes into my shop can, and has proved to be, score over 1 million — his highest that I have seen was 1,399,235. When you get over 1 million, instead of saying "your next is zero", it says "you are a megastar". I hope this bit of info helps to prove his claim — his name is Eric Carr of Bedford and his name is very large.

Also it may interest you to know that I have three computers (Amstrad, BBC and CROM4) and the Amstrad *Dropzone* is much faster and plays much better, so expect much higher scores from CMSG owners. Eric's score was done on my Amstrad.

The second point is about that dreadful game *Chindursten*. The most money you can get is \$99,999 with 99 names and the code 1000000. It may also interest you to know the starting number is 014. For \$99,999, the secret of the game is not to play it. Buy a compact, ghost box and one try them at outside GPO. Press it on marshmallow alert and move your car only when the key and the lock put close to hand. As this reminds them to the outside after four marshmallow men, you will go straight to Rud then go past the marshmallow man and it is game over. This applies to both Atari and CROM versions but I don't know about the Spectrum.

M.E. Moldron
ABC Computer

PS Please print your comments on the back of adverts so I do not have to destroy an article.



NO PRIZES FOR COMMODORE?

Dear CMMG
I am writing to complain about your totally unreliable Golden Joystick Awards. Game of the Year — Knights Lane? Impossible Mission? Even a fellow Software House of the Year — Ultimate? What about US Gold, Tasken, Epyx, Activision and Possession of the Year — The Ultimate team? The voters don't even know their names. What about Jeff Minter, Bruce Carver and David Crane?

What did you do with all the Commodore review votes? Lobbed them in the bin probably or said "They don't count". This is an absolute bore and the results show that nearly all the award winners are Spectrum software houses.

Aaa, the Game Of The Month for the past two months has been Spaceboard (Spectrum to you) games. Is this because they are better than some of the Commodore games reviewed? No, it is to please the immortal CMMG-loving Spaceboard owners. Recently, your space given to Commodore articles has greatly decreased. Please try and give more space to Commodore features. Do you know why the Commodore has been taken off the shelves of our local shops now?

Regarding your listings, why not put up the price of the mag and enclose a cassette with the games already saved on it? It would be more convenient and far quicker.

I agree with Mark Pearson (CMMG Jan). All the good software is coming from the States.

The only really good British software houses are Ocean and Tasken. Come on British houses! Up the standards of games and use all the 'baks.

Anyway, the magazine is great apart from the problem mentioned earlier. Thanks for such a superb magazine.

David Sayles
Co. Londonderry
N. Ireland

Editor's reply: You make quite a lot of points, David. Let's take them one by one.

1. Far from being "unreliable", the Golden Joystick Awards were the result of how our readers voted. We didn't throw any Commodore votes away — lots of the 84 were just unvoted.

2. The Game of the Month accolade goes to what we think is the best game. It's as simple as that. You may have noted that August's Game of the Month was for the Commodore.

3. We understand there has dropped the Commodore because the store wasn't making enough money out of them.

4. Giving a cassette of games away with CMMG each month would be very expensive. The price of the magazine would have to rise considerably to pay for this, and we don't think our readers would like that.

TIE-BREAKERS TOO TOUGH

Dear CMMG
I love your magazine and I read it whenever I can get to it (it's between my twin, dad and older brother). When I do get it, I rush to the competitions — the prizes that are given

are so much better than in other magazines — but the questions baffle me. Please could you print some competitions for your younger readers?

To cut down the amount of people who enter, put the age down to say 15 and younger which could give us kids a chance to win prizes we like and enjoy. But, please, please, don't be tempted to put in a tie-breaker! Nowadays every kids' competition has a silly tie-breaker and I am sick of them. The computer kids of today would appreciate it if you could take this into consideration.

K. Reed
Edinburgh

Editor's reply: Thanks for the compliments, I think you'll find several of our recent competitions were aimed at our younger readers. But we will try harder.

JUST A BUNCH OF WALLIES!

Dear CMMG
You really do have some wallies writing for you, don't you? I am referring to the piece in the July issue by Paul Coppins.

I should imagine he was trying to say that Anal themselves hadn't done any Adventures, though why the hell that matters I don't know — no computer manufacturer is relied on for its software.

The trouble is he has given the impression that there are no Adventures available for the Atari at all, and that is rubbish. All the best Adventures — in those from Level 8, Adventure International, Scott Adams, Jim Newman and Brian Howarth's and, of course, Infocom and the rest of the American software houses

— are all available for the Atari.

And when you can already get the best, why bother with mediocre British Adventures?

In the end I think you will get the message — ATARI RULES OK?

Ben Ward
President
Northwest Users Group

DRAGON'S ALIVE AND PRINTING

Dear CMMG
In August 1984 a National Dragon Users Group was formed in an attempt to counteract the persistent Dragon situations that were being published in some magazines. So far we have had a fair bit of success and membership is growing fast.

We produce a monthly newsletter which runs on average to about 10-12 pages. We have various special offers running, not least of which were green screen monitors at 50 quid a piece (none left now). The content of Dragon Update differs from month to month but regular columns include OS/ASCII corner (advertisements and simulations), Britannica Information Dept., Paul Park (reviews) and national hardware projects.

Membership: free at the moment is £7.50 a year which may seem a bit steep but hopefully the price will drop sometime in 1985. If anyone is interested in joining or would like further info, then write to Paul Grady (205107), 8 Nantmoor Road, Woking, Surrey in sept.

Come on all your Dragon Users, put tomorrow to rest! Or put in paper!

Mark Jennings
Corby
Northants



THE LISTINGS ARE GREAT!

Dear C&MG

I have never written to a magazine before but let I had to in this instance. With regards to the letter from Roger Mussen, Edinburgh, he asks "Does anyone really type in all those long programs?"

Reading some of the correspondence in a number of the computer magazines, I have come to the conclusion that the writers of letters feel that the computer is for "white kids" only and that anyone who does not have the knowledge to write their own programs should not use one.

I am 50 years of age and have recently had to retire through ill health. I have very little education, again due to ill health and, as I live alone, was not looking forward to early retirement. I purchased an Amstrad 486 to while away the hours and it is probably the best buy I have ever made in my life. I never expect to be able to write my own programs but I like nothing better than to spend an hour or two trying in a listing, and am highly delighted when the programme runs successfully, as in the case of your listing Defuse.

As you rightly stated, the price of software is increasing and listings are still the cheapest way of getting software. Two ask are they too long, too short or too many? My answer is, in my own case, they are so long enough and there are not enough of them.

It could be said that the answer is to go out and buy a listing book. I did and typed in five programs, some of which were successful due to the fact that the author had in all cases sent the program

to GOSUB lines which were not correct. Had these programs been printed in your magazine (whereas I think I would have been able to contact you and would have received an answer or a correction in the following month's issue). How do I get in touch with the author of a book? The book in question was *Sensational Games For The Amstrad* by Ian Daquary. Perhaps one of your readers has succeeded in solving the problems in this book, particularly the *Business program*? This looks like a good game but unfortunately lines 5118 and 5119 contain GOSUB 1180 and there is no such line.

Your magazine is first class. Please do not change it. I would like to send my heartfelt thanks to all your contributors of listings and sincerely hope that they carry on the good work.

A. McChesnaon
Liverpool

LESS ADVERTS — MORE COMPUTERS

Dear C&MG

In reply to Mr Rank (Mailbag), if he likes the adverts so much, then why doesn't he get Exchange & Mart?

Mr Wood also likes the ads. He likes them so much he wants them numbered. I buy magazines because I have a computer and wish to learn as much as I can about it. If I wanted to look at pictures then I would get comics — they are all much cheaper.

But seeing as I am above the picture stage, I would like to see more on the art of computing.

May I make a suggestion? Why don't you fill the whole magazine with adverts and charge

the same price and also print another magazine with just the few pages of any interest to us computer buffs and sell that for half the price. This would suit me and I am sure it would suit the majority of your readers.

Let's hear from the readers. We have to have the adverts we know but we also want more on what the magazine is all about — **COMPUTING!**

Thank you

A. Hayes

West Midlands

MAKING FUN OF C&MG

Dear C&MG

I am a regular reader of *Computer & Video Games* in my view your magazine is the best computer magazine on the market. You do a top class job when you review games, you offer us free info and help us out with your problem page.

You don't have plenty of competitors which gives us the latest information on the new games coming out and so much more — all for just a measly 50p.

How do you manage to charge so little?

Where do you get all the information from to fill your magazine with so much enjoyment?

I've got a suggestion that can improve your magazine — if that's possible. My suggestion is to have a computer joke page which you could call — *Fake the joke*. This joke page could be all jokes about, or concerning, computers — it would be great fun and it's a totally original idea.

So how about it? We all know the *Computer & Video Games* team are game for a laugh.

Lee O'Brien

Scotia

Glasgow

DON'T IGNORE US — PLEASE!

Dear C&MG

I should like to point out that though you produce a very good magazine for people with Spectrums and Commodore you usually seem to forget about other machines. Amstrad is particular. There are always games listings and reviews for Amstrad, but rarely any competitions, special features etc.

It seems to me that the Spectry and C&MG get more than their fair share. Maybe you could add something for the Beos or Elevers ...?

A tip for Amstrad owners. Do you have games with scales that keep your family awake all night? Do you groan and grumble because you have been banned from playing them? Then do so no more. Let *FREE* come to your aid. What it does is to disable the loudspeaker which means that your games are soundless unless you use *FREE* to re-enable the loudspeaker.

By the way, if this letter gets printed, will the Ed not make a point of the fact that there are more Spectrums and Commodore than other computers in Britain? I will thank you get more than that. His share and I suppose there are 100,000 Amstrads and 100,000 Elevers in Britain.
 Frederick Warren
 Lewes
 E. Sussex

Editor's reply: I'm sorry to say, Frederick, but it is true that most of our readers do own machines other than Amstrad — and C&MG reflects that. We will make more efforts to include competitions for ALL computer owners, though — as far as we are able. Let's hear from other Amstrad owners, too!

BMX COMPETITION



Two members of the Skyway Pro-Line BMX freestyle team with the top prize BMX racing bike.



Beyond's Mary Linahan, Bill Delaney and software editor, Simon Douglas.

BMX racing is one of the top new sports for youngsters in Britain. It's fast, furious and needs a lot of skill.

And now Computer & Video Games, together with Beyond Software, is giving away a superb BMX racing bike as top prize in another great competition.

Beyond, the masters of innovative games software, is sponsoring the Skyway Pro-Line BMX freestyle team for its 1985 tour.

The team has appeared on Channel 4's BMX Championship series. Bill Delaney, says: "We are conscious of the fact interests of many of our users and see this as an opportunity to allow the benefits of parallel marketing and increase awareness of our name and products."

"BMX is everything in all about fun and excitement and we would like to think Beyond's products also reflect this image."

CAN YOU WIN THE BMX COMPETITION

Name _____

Address _____

QUESTIONS

1) What does BMX stand for? _____

2) One member of the Skyway Pro-Line BMX team is the UK freestyle champion. Name him. _____

3) Decomark is a character who has featured in several Beyond games. Name them. _____

The closing date is September 15th and the winner's decision is final.



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Before your eyes your friends, your family are rendered helpless, transformed to lesser beings - birds and mice - by the invading Kremins. But by a cruel twist of fate the transformation leaves you with the body of a bird but the brain of a human. You are the last chance the human race has left.



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IT WAS SAFE TO HAVE
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INSTEAD OF ME!

MELBOURNE HOUSE

HERO-RAMBLINGS is an outrageous holiday spoof set on the Costa Brava - a cartoon-style graphic adventure full of saucy postcard humor, based around everything that can go wrong on a postcard holiday.

ARCADE ACTION

HAT-TRICK

The years for sports simulations continue and there must be a game now for nearly every action sport. Manufacturers will have to come up with some original ideas soon as hockey and fishing are about all that's left and they would hardly translate into the most stimulating of arcade games.

Belly/Bone has obviously rocked its brains and has come up with *Hat-Trick* an ice hockey match with just one player in each team. You would think that that would be marginally less boring than a simulation of an egg and spoon race but you would be wrong. *Hat-Trick* is fast, addictive and leaves you wanting almost as much as you wanted to when playing on ice. However, I did play it in the middle of a snowstorm.



The whistle blows and the puck slides down the center line. You have to be quick as it whips past, otherwise there is a mad scramble when it bounces off the side of the arena. As soon as you are close enough, the puck attaches itself to your stick though it's quite easy to dislodge when racking. For shooting, just press the fire button and with any luck you will score.

What is so impressive about the game is the simulation of playing on ice. At first the control feels sluggish. You can't stop suddenly or turn on a dime as you could on land. As an ice, when moving very fast, it takes a while to stop and the skidding and sliding motion is well portrayed. It is therefore much harder positioning yourself to shoot and tackle, unlike a football simulation where you can turn and run in any direction accurately.

Definitely play this one — it should be a hit.



ALIEN BASHING RECORD

The Force was certainly with three Leeds students as they recently smashed the world record score for *Alien's Star Wars* arcade game.

In five days two hours and 28 minutes of strength sapping play they scored 1,000,000,012 points, beating the previous known record of 185,000,000.

The world record — achieved by Flavio Roberts, Dave Roberts and Mike Orson — raised £50 for Leeds Student Charity Day.

The marathon sapping session started at 12pm on June 19, and finished at 2.49pm on June 20. It was also featured on Yorkshire television.

SANTA GETS NASTY

Have you ever wondered what happens to Father Christmas after the festive season? Most people think he hangs up the reindeer and puts up his feet for a well deserved rest. They are wrong and you'll learn why when you play Namco's *Sig-Og* it.



In fact old Santa exchanges his sled for a jet-driver and slashes the feet from a cluster of islands inhabited only by fire-breathing penguins and battle-like things. It is here that a battle takes place.

As usual, he starts on the easy islands first in an attempt to rid them of underbats. Each island is pack-masked with a number of holes, some of which are joined by brown lines. You have to rush round avoiding the fire-breathers and, using the jet-driven, join the holes together. Sounds easy? It's the quickest way I know of losing 30 pence in about three seconds.

As the holes are joined together, great chunks of island fall into the sea. Hopefully, a few penguins will go down as well.

As the island gets smaller and smaller, there should hopefully be fewer enemies to kill — though at the end, there are almost one or two that manage to remain on the same two square feet of island that is left. If that is the case, it's time to resort to more traditional methods and just blast them.

With practice, the game gets easier though never challenging. A simple game that is worth a try.

HOGAN'S ALLEY

Hogan's Alley from Nintendo is so similar in concept to Sega's *Hard Panel ICBM* that if it wasn't for the difference in graphics, they could almost be the same game.

The idea is just the same. As a random mixture of both innocent and guilty persons flash up on screen, you must fire at the gangsters but not the smiling cops, the aged professor and what could be his daughter.

A gut — it could be a bad topic of a *Gun 48* — is placed outside the machine. Pick it up and blast away.

For practice, you are given five fairly easy screens before the pace heats up. A row of three penguins on poles appear facing away from you — trigger finger at the ready — they turn round and the bullets fly. Points are scored for jumping the glimmering gangsters full of holes, but lost if you knock out the others.

In later screens, you are presented with a variety of situations. One is a ghost house in which a string of placards appear in open windows, doorways and around the sides of buildings.

Peeping away at anything that moves is useless — more often than not you kill the wrong area. When you do manage to score a hit, there is a loud ping and the placard whizzes round as an invisible bullet strikes it.

Aiming can cause problems. As can be appreciated, it is very difficult to light down the barrel with your aim held straight in front of you in a busy arcade. More likely the gun will have to be held at waist height and hitting anything is more a matter of luck than skill.

However, a ray of hope for those who fancy themselves as sharpshooters. If you miss, there is just time for a second shot and if you are really fast on the draw — perhaps a third try.

Hogan's Alley will not appeal to everyone but it is a fast shooter's cup of sweets and does make a pleasant change from the huge numbers of space battles that rage daily in the arcades.

HALL OF FAME



SMAR EMMERSON

Matchless

- 1) Steven Mitchell, Buckle, Dorsetshire — 2,950,850
- 2) Simon Emmerson, Peckham, Kent — 2,035,350
- 3) David Clayton, Smallwood, Cheshire — 1,998,588
- 4) Patrick Dolan, Eastbourne, Sussex — 1,997,891
- 5) Mark Brown, Sleaford, Lincs — 1,986,625

This issue we are continuing our new look Hall of Fame. We are still pointing your high scores at your favourite games — but the REAL challenge is the C&VG Matchless of the Month title.

How do you get to be a C&VG Matchless? Simple. Just get a high score on our nominated Hotshot Game of the Month and send your score in as the form provided to: Computer & Video Games, Hotshots, Priory Court, 30/32 Potters Lane, London SE19 3AU.

Then we'll pick out the two highest scores and invite them to come to the C&VG offices in London where we'll hold the playoff.

The winner will get a special Hotshot package — and the loser won't go away empty handed either. So don't delay — get your score off to us today.

This month's Hotshot Game of the Month is Hypersports by Imagine — for the Commodore 64.

Hypersports is a superb all action sports simulation which first made its mark in arcades and pubs across the country. Now Konami have licensed the game to Imagine to produce it on the Commodore, Spectrum and Amstrad.

The program simulates — among other things — swimming, weight lifting and the triple jump.

The two highest scorers in our Dropzone Hotshot Contest were Cameron McCabe of Wakefield, Yorks who scored 1,700,000 and Simon Stokes of Birmingham who managed a high score of 1,450,000.

Both Simon and Cameron will be coming down to London to our offices for a head-to-head Dropzone battle — and the winner will go home with a fantastic Hotshot prize.



CHRIS KRUEGER

Scoreline

- 6) William Thompson, Newcastle upon Tyne — 5,503,375
- 7) Richard Lemmon, Markfield, Leicestershire — 2,032,800
- 8) David Clarke, Telford, Shropshire — 1,779,200
- 9) Chris Krueger, Delmenhorst, W. Germany — 994,466
- 10) John Charlton, Walsend, Tyne & Wear — 192,900



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¹⁷ www.fishbase.org, accessed 10/20/2010; IANATO, R. *Reconstrução da Pesca*

There is a lot of good information in this book.