

COMPUTER +VIDEO GAMES

A detailed illustration of a dragon with a knight riding on its back. The dragon is dark blue and black with a red eye and a long, pointed snout. The knight is wearing ornate armor and holding a long spear. The background is a light blue sky with a red and white checkered border on the left and right sides.

WIN OUR EXCLUSIVE
LORD OF THE RINGS
TREASURE TROVE!

SHATTER - THE WORLD'S FIRST COMPUTER COMIC
ENTER THE GREAT M.U.D. CHALLENGE / WIN SUMMER GAMES II
EXCLUSIVE PREVIEWS - BEYOND'S NEXUS AND MINTER'S BATALLYXI

FIND YOUR WAY TO THE TOYMAKER'S PARTY WITH OUR BIG-SCREEN RUPERT MAP

AND ON THE EIGHTH SUMMER

Experience the thrill of top international competition in your own home! Summer Games II brings it all to you with eight challenging new events. You and up to seven other competitors can compete in your favourite individual event or go for it all in the grand competition. Some events, like cycling, rowing and fencing even challenge you with realistic head-to-head competition.

First, decide which of the 18 different countries you're going to represent. Then, in true Olympic fashion, you will need the proper strategy and mental toughness, not just speed and dexterity to excel in each of the eight events. That's why we included a feature that tells you exactly each event until you're ready for the real competition.

Remember, it's not too early to get ready for 1988. With the right diet, proper training and lots of practice you just might make it. In the meantime, put on your sweat suit, grab that joystick and let Summer Games II give you right now ways to Go For The Gold!

- Includes Cycling, Fencing, Kayaking, Triple Jump, Rowing, High Jump, Javelin and Equestrian Events
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- One-to-Eight Players

SUMMER GAMES II DOESN'T LOOK SET TO BECOME A CLASSIC - IT IS A CLASSIC!

-EZAP 64



ZZAP 64	
PRESENTATION.....	99%
GRAPHICS.....	97%
SOUND.....	96%
HOOKABILITY.....	98%
LASTABILITY.....	97%
VALUE.....	98%
OVERALL.....	97%

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GAMES II



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Triple Jump



Cycling II



Equestrian &
Riding II

Summer Games II now takes the Gold as the greatest sports simulation ever created for the 64.
—Computer User

Summer Games II is eight out of ten for games related info and 95% of 100% for money.
—Computer Gamer



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■ ACE REPORTER MOORED... DRUGS BAREST INVESTIGATION... UNDERGROUND ORGANISATION... NERDS THE NAME

18 REVIEWS

■ *Frankie Goes to Hollywood* is finally here! And having played it, what else could we do but make it Game of the Month?

94 ARCADE ACTION

■ *Atari's* Corporation's arcade spy, *Clash* brings you the toughest on *Atari's*. Plus, for all you youngsters out there, how to be a tough in cloning dinosaur and win the body of your dream!

80 ADVENTURE REVIEWS

■ *Enforcer* Series, the latest adventure from *Enforcer*, is an absolute knock-out... we couldn't have given it more marks if we tried! Also, who yourself is copy of the latest arcade from *Enforcer* Series.

GAMES BOOK

36 MOON BUGGY/Spectrum

■ Before you can hope to achieve anything in this game, you've got to get to grips with your Moon Buggy.

40 MANIC PACMAN/Spectrum

■ Hee! The game looks to be! For man to his name and ghost looking in his game. The graphics on this version are pretty neat, too!

44 ASTEROID LANDER/Amstrad

■ You've simply got to rescue all the inhabitants of a small planet before they get burnt to a crisp.

48 BAY AT THE RACES/Atari

■ This game is a punter's dream. All the thrills and spills of a day at the races — and you don't get ripped off!



SUMMER GAMES CHALLENGE/76



THE GREAT MUD CHALLENGE/16

COMPARE + VIDEO GAME DATA COLLECTION SERVICE

To using the special Video Game Data Collection Service, users of COMPU-16 + VIDEO (which use the latest data base) will show you how to use the service throughout the world. All collection services should be sent by post to: COMPU-16 + VIDEO (which) collection service. Complete Video Game Data, Video Game Data Collection Service, all users should send the complete service, which includes a COMPU-16 + VIDEO (which) Video Game Data Collection Service, all users should send the complete service, including individual copies of the video, which are sent by post. Complete Video Game Data Collection Service, all users should send the complete service, including individual copies of the video, which are sent by post.

Video by Video Game Data Collection Service, all users should send the complete service, including individual copies of the video, which are sent by post.



TEENTS

THIS ISSUE

► Welcome to a whole new era of Computer + video games! The world's greatest games magazine is now looking even better thanks to those wonderful people who run the C+VG CORPORATION. We hope all our regular readers like the new look C+VG — and that we've attracted a few new ones along for the ride.

So what have we got in store for you this issue? Well, first and foremost there's the **Bug Hunters**, the added bunch of robot yarns per issue, first seen for the first time on page 43.

Then we've got an exclusive sneak preview of this year's hottest adventure — **Island of the Drums** from Philip Mitchell that our Aussie programmer, who talked to Phil in Australia and discovered a few secrets about his up and coming talent translation. And there's a chance that YOU might win a copy of the game ...

There also got a stunning full colour map of the new **Superjet** game — plus exclusive game tips from the man who created the game, Martin Smith.

Were looking for the C+VG reader who can take on the world and become the all-time **M.U.S.S.** champion, who's giving away 1000 games by the dozen, who's got pages packed full of reviews, news and your letters and, oh yes, **Kath Kompass** reports on the world of adventure from his penthouse suite in the 4040 building.

All that and more inside the first new look C+VG. Enjoy!



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... and the Bug Hunters!

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SPY VS. SPY II > REVIEWS/18

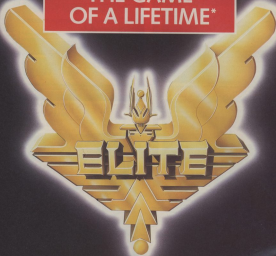


**MEET THE BUGHUNTERS/45
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GAMES BOOK/55

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KONAN THE BARBAREE



■ You can read all about Konan, the world's first computerized comic, on page 30 of this issue. Konan was created on a 3.5-inch Apple IIe/IIc computer. But just look at what you can do with your Spectrum or a C64! Konan from British Board Games the Barbarian was created by our own Ian Elliott using his huge Spectrum, a C64 and a lot of talent. He transferred text screens to paper, thanks to our copies of Computer Graphics, the screen during screenshots. This is the first of many Paul-Las from Ian. We hope you like them!



NEWS

WIZARD

■ Wizard has released **Wizard**, a 100 screen adventure from Progressive Peripherals, and features on the Commodore 64 (\$9.95 cassette and \$12.95 disk) and the Spectrum (\$7.95).

The Amstrad version will follow shortly and cost \$8.95 for cassette. The disk price has yet to be fixed.

■ **Barbarian**, the tactical wargame simulating the Roman world, their operation to capture and bridges behind enemy lines, has been released by CCI for the Amstrad, price \$9.95.

A VIEW TO A KILL

■ **A View To A Kill**, Comstar's arcade adventure, based on the latest James Bond film, is now available on Amstrad. It will cost \$9.95 on cassette and \$12.95 for the disk.

Programmed by Software Technicians, the Amstrad version of **A View To A Kill** will consist of the same games as the other versions, although they will be in a different order. The follow being, The Gun (kill file and traps), The Boat Chase.

The first two have a game accumulation system, thus providing an incentive to players to finish each game.

■ Next there are **Horizon**, its measure time. Many more up the control game ship. Amstrad will be the only carrying **The Death's Crown**.

Now after years of research the ship has been located. Your task is to find the seven points of the crown which have been scattered throughout the ship and replace them in the golden crown.

But the crown is cursed and generated by game ghosts, creatures.

The Death's Crown has been a for the Amstrad CPC disk and \$12.95 cassette and \$12.95 disk.



■ **Swashbuckling** from, John leads into the world of your C64. This results in a superb mini game from Comstar's **Whiten** by the same team who brought you the original **Whiten** into a classic. John is a fun arcade adventure with lots of puzzles to solve during a quest to rescue a captured princess.

Also from Comstar is **Gladius** — a great spin-off from the soon-to-be-released **Spellbinding** movie of the same name. **White** finally played the game here on C64 and we too repeat that in fact on focused computer the game beautifully follows the plot of the film with eight fun packed platform style screens. Game play is so complex that you need a hint sheet to help you solve each screen.

The game also features a unique control system. You can control any one of the two characters on screen at any time simply by pressing the fire button in two player mode you each get a character to control. **Gladius** will be available for the 64, Spectrum, Amstrad and soon fully soon. Watch out for the film and the game.

And watch out for our great 20888 competition next issue!

■ **Only an excellent Board of the Kings**, a parody of **303** Tolkien's classic, lord of the rings, is being re-launched by Silverbolt.

It will be an expanded version of the original and feature new locations and graphics screens.

The game will initially be available for the Spectrum and BBC computers, with further versions set to follow for the Amstrad and Zenith 32.

Look out also for the new **Board of the Kings** is set for September 1985, with a recommended retail price of £7.95.

■ Chess game **White Knight 4012** is now available on disk for the BBC Model II, price £14.95. **White Knight's** features include some game tournament problem modes, colour and sound options, stopwatch modes.

■ **Legend** has become the first 16 software house to license its games in the US market — and on its own terms.

The deal has been struck with **Amstar**, the software division of US publishers BWA Computers. Amstar has entered the US market of the recent Computer Magazine (June in Chicago).

The three games included are **Knights of Midwinter**, **Shadowline** and **Queen Mine One**. Legend's brand identity will be preserved under the deal. The company's logo will figure equal prominence with that of Amstar.

■ What new arcade war game makes **Death** look like a Sunday school outing? Well, it's based on a comic arcade classic called **Conan**. It's for the Commodore 64 — and a games from **King's**, the people who sent out C64 readers to Hollywood! The game is called **White Knight**, or **Death** and **One**.

King's aren't quite sure yet. What you have to do is pretty simple. You must guide your 140 men through a deadly battlefield. Fighting off enemy troops and leaving captured treasure behind. You're in control with a machine gun and grenades which you have to splash by making enemy units change as you go. It's just like an attack course on screen — **White Knight** won't be so you'll be taken out by the clock every thousand bits of surprise and fun of simulation series. Our advice is to get into training now. You'll need it to survive!



THE COUNTDOWN HAS BEGUN

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3

NEW COMMODORE 64 CASSETTES OUT NOW FROM ARIOLASOFT ▶▶▶

▶ KARATEKA

A Karateka is one trained in the Way of Spirit, the centuries old martial art of Japan. In this classic story of one man's battle against insurmountable odds, your mission is to rescue a beautiful princess from a dungeon deep inside the palace of the evil warlord Akuma.

Bradford has created an arcade action game as close to an interactive movie as computer game players are likely to see. Extremely large and minutely animated figures come alive against beautifully detailed scrolling backgrounds. You are in full control of the hero's every movement. Walking, running, bowing and all fighting manoeuvres including the strategic timing and placement of kicks, thrusts, jabs and punches are an integral part of the gameplay.

The story progresses through a series of increasingly more challenging encounters with the enemy, until you finally meet the ultimate opponent. Built-in surprises make trying to rescue the princess difficult and addictive.



- ▶ Suspenseful, movie-like story
- ▶ Kick, Punch & Kick ability
- ▶ Smoothly animated characters
- ▶ 3D scrolling backgrounds
- ▶ Realistic Karate fights to the death

**US No 1
HIT!!**

**A FABULOUS 3D MARTIAL
ARTS KARATE PROGRAM**

STEALTH



**COMMODORE 64
C64 COMPATIBLE
A Brilliant Visual Action Program
U.S. CHART HIT**

**A LONG FIGHTER
AGAINST DEADLY ALIENS**

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- ▶ Volcanic Heat-Seeking Missiles
- ▶ Omnicore Dommies' Active Responses
- ▶ Positive/Negative Energy Fields

the Castles of DOCTOR CREEP



**COMMODORE 64
C64 COMPATIBLE
A Chilling Action Strategy Game
U.S. CHART HIT**

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ACTION STRATEGY PROGRAM**

▶ THE CASTLES OF DOCTOR CREEP

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THE CASTLES OF DOCTOR CREEP is a very challenging arcade strategy game, full of surprises and the Doctor is rather weird sense of humour. There's no funny stuff in a boy of the good Doctor's home. You will want to keep coming back for more of the Creepy hospitality.

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- ▶ Over 600 Rooms
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▶ KARATEKA ▶ STEALTH ▶ CASTLES OF DOCTOR CREEP - Commodore 64 cassettes - £9.95 each.

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THE GREAT M.U.D. CHALLENGE!



Are you a champion adventurer? Could you brave the dangers of the amazing Multi-User Dungeon and come up with a sack full of treasures? Are you up to The Great M.U.D. Challenge?

What Is M.U.D.?

M.U.D. or Multi-User Dungeon is a unique interactive adventure game which can be played by several people at once using modem links to a special central computer. The game was created by computer buffs at Kent University and has since gathered a huge cult following. British Telecom have decided to let some of you in on the act and make M.U.D. available to everyone with a modem! Unlike normal computer adventures you actually play the game with other M.U.D. characters who are an unpredictable and fascinating mix of real people — which is probably because they are real people! If you fancy your chances in the world of M.U.D., enter the C+VG challenge today!

The Challenge

Here at Computer + Video Games we're looking for one of our readers who is tough enough, brave enough and quick thinking enough to represent C+VG at The First M.U.D. Spectacular due to be held at the London Dungeon in November.

The other computer mugs will be choosing their champion — but we're sure that C+VG's adventure man will be the one to defeat the best of the rest. So you're got to be good!

The C+VG champion will win a special M.U.D. pack, worth £20, which contains a map, a security card and full instructions on how to play this unique interactive adventure game.

The champion will also get free on-line tuition from an Adept Wizard on the intricacies of playing M.U.D.

Finally, trained, but nervous champions will then enjoy an all expenses paid trip to the London Dungeon for the M.U.D. Spectacular.

The overall first prize will be 1000 M.U.D. credits — approximately 100 hours playing time — plus £200 in crisp banknotes! Second and third place winners will also get credits. And the winning magazine will get the first ever full colour map of the entire land of M.U.D. to publish in the Next 'Issue.

Great prizes and a great competition! But what do we want you to do? Read on, oh

wise one . . .

The thing about interactive adventures — like M.U.D. — is that you can invent an entirely different character for yourself. If you're a nervous newbie you can suddenly become a macho-fisted barbarian in seconds — and without having to pump time for months and months!

So that's what we want you to do — create your own character. If you are familiar with role playing games like Dungeons and Dragons or the Fighting Fantasy novels, then you'll be familiar with the system. However, we're dispensing with all that dice throwing business and giving you 20 C+VG Dungeon Points to play with.

You have to decide how you want to split these points up when you come to fill in your C+VG Character Census on this page. We'll give you a free hand when it comes to choosing a weapon for your character — but by the way it is only allowed 1000 hit of hardness.

For example — if you wanted your character to have amazing magical powers, you'd give him, say, 10 points under the magical ability, but that would mean you'd have to make him a nervous stone winking or a fat stupid!

Then again you might want to make him fat or if he's extremely strong — but that would leave you fewer points to play with in the intelligence department. So think carefully before you start throwing those points around. Give your character a good name too — the more original, the better.

You might like to dress your character fat or too if you've a dark hand with pencils or brushes. Once you've filled in the coupon, cut it out and send it to Computer + Video Games, The Great M.U.D. Challenge, Priory Court, 30-32 Haverhill Lane, London E2 9JL.

The winner will get the special M.U.D. pack and 25 hours up with our fabulous games for their computer plus a C+VG t-shirt! Entries must reach us no later than October 1993. Normal C+VG competition rules apply and employees of PTD&S are not permitted to enter.

The Bad News

To enter The Great M.U.D. Challenge, you must already own a modem and the correct terminal software for your particular computer. We're afraid there's no point in entering unless you have the right hardware — unless you REALLY want to fail it.

THE GREAT M.U.D. CHALLENGE: YOUR SEARCH FOR A CHAMPION

Use your 20 C+VG Dungeon points carefully — and don't exceed your quota. We'll be counting!

Name of character: _____

Character type (Wizard/Warrior/Thief etc): _____

Weapon (just one weapon!): _____

Strength points: _____

Magical ability points: _____

Intelligence points: _____

Language points: _____

Fighting skill points: _____

Defences: _____

Name the inventor of Dungeons and Dragons: _____

Name: _____

Address: _____

Computer owned: _____ Age: _____

Tel. No: _____



WATCH OUT! IT'S



DYNAMITE DAN

94%
Crash
Smash

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

GRAPHICS

Are they really mind-blowing 3D technological visions like the adverts tell you — or does it look like someone has simply scratched on the screen with a magic marker?

SOUND

Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your mouse knock you half way across the room? (The C+VG review team don't play games with their ears blocked up you know!)

VALUE

Is the game really worth all those pennies? Will the square eyes? Is it worth going without C+VG for a month because your parents won't come up with the extra pocket money? (In 1990 YUO wrote a better game!)

PLAYABILITY

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep (the minute the intro screen appears?)

BLITZ
GAME

BLITZ GAME

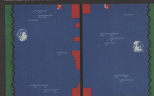
(C+VG's way of telling you that the game must not be missed!)

GAME
OF THE
MONTH

FRANKIE GOES TO



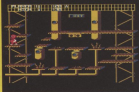
Frankie makes you feel as at home



Heavy lighting in our town makes Frankie



The game that's up to the



BEER BELLY BERT'S BREW BIZ

Machine: CSM 64 Supplier: US Gold Price: £9.95

Beer Belly Bert has been caught on the hop, his brewing business is going to pot — and that's not a reference to Bert's personality.

On top of that, Bert's partner, Clyde, has hired hundreds of gunmen to shoot him in sight. But Bert can shoot back and leap over speeding tubs. That leads to another dose of platform pandemonium as Bert barrels bravely through the 32 screens of his Brew Biz — covering shipping, production and quality control.

The aim of the game is to move Bert through all the screens as fast as possible and collect the maximum number of points.

On the way he must collect various keys to allow him access to the next screen. Besides avoiding the gunmen, Bert must take weapons, avoid spark generators, use an herbs, excruciators and lifts.

Unless all platform games should be able to work up a thrill over the frantic antics.

• Graphics	7	• Sound	7
• Speed	7	• Playability	8

TO HOLLYWOOD

•Machine: CDM 64
•Supplier: Zen
•Price: £19.95

Frankie Dore to Hollywood: the game has finally arrived on the shops and, like everything linked with the genius, seems set to rise to the top of the charts.

FTW is an arcade adventure game in which the adventure element is the most dominant, though the graphics are of the excellent quality we have come to expect from Zen.

The challenge that has faced you in the game is to become a "real person" — the most progress through the game requiring and discovering to become your personality (and, of course, your name) completed at 100% you have completed the game and entered personal

Ultimate Experience — the Pleasant Dome.

You can carry up to eight objects at the same time and can check your inventory by pushing your joystick downwards. If you want to see any of the items in the inventory, you push them to move the cursor next to them and, and then press the fire button.

One of the most important warnings that you must take during the game is a number. Until you have found one, you must progress through the game and collect the 20 stars which will point to the identity of the killer.

The game also includes ten screens of visual music sequences which are hidden throughout the game. They include the Year Players, Real Time Mountain and Cyclonic Mountain, each of which are similar to the arcade versions in some of Mike Smith's more recent programs.

The last screen displays, the fantastic looking map, the stages of play and the currently hidden objects. It will tell you what you have done in the game for the CDM 64 to date.

Even if you have all of Frankie's records, you'll lose the game.

Based to be one of the all time classics on the CDM 64.

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



version.

Shows that points, gifts, items, security passes and happy stars must be collected and used to their best advantage in the game. There are 100 different tasks to be completed ranging from the security guards to extremely intricate and complicated tasks. Once these have been completed you must then go in search of the Door to the



SPY VS SPY — THE ISLAND CAPER

•Machine: CDM 64 •Supplier: Zen •Price: £9.95

Three 1940s-style spies are back again with their top-secret tactics in *Spy vs Spy — The Island Caper* and look destined to repeat the success of *Spy vs Spy*.

The game is set on the deserted tropical paradise of Spy Island. A top secret R&D is under way.

You must find the three parts of the island, re-build it, and then escape from the island by submarine.

The mission is hampered by the real spy and the fact that the island is dominated by an active volcano which is about to erupt.

As with the original *Spy vs Spy* game, the Black and White spies are constantly at each other's throats. With bombs and landy traps, they cause each other untold grief.

The game again features "Simulation", a split screen display showing the activities of each of the spies. Occasionally they move onto the same part of the island and then a punch-up usually starts.

The cartoon graphics are every bit as good as on *Spy vs Spy* and, with fewer levels of action, you'll find it a real challenge.

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



TOUR DE FRANCE

•Machine: CDM 64 •Supplier: Activision

•Price: £9.95

Activision's record with successful sports simulations is impressive — *Demolition*, *Revers* and now *Tour de France*.

And what a tour the force is in!

Graphics, animation and attention to race details are remarkably realistic. Even road signs and cheering spectators are included in this pair-stakeing accurate sports simulation.

You can't forget the game for either cheating a practice round in a competition option. In the competition option at least two players must take part and you may choose to complete one stage — a single stage in the *Tour de France* — or race the entire circuit across France.

After leaving Cheeser the circuit that you wish to race, you must then choose from the range of





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PRIZE DRAW

DALEY THOMPSON
INTERVIEW
Quizz

Amstrad	Spectrum	Commodore
☐	☐	☐

HYPERSPORTS
Engine

☐	☐	☐
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ADDRESS _____

COMPUTER _____

TOTAL £ _____



BIO-DEFENCE

Machine: Amstrad 488/808
Supplier: Tynes
Price: £8.95 (recommended)
Age: 10

This is a suit game. In other words it's a game about the suit. A small character is running through your body. The temperature is rising and your heart is high.

To combat the bacteria, you must use an Electrometer. This means you're involved in the body and almost total information on the bacteria's activity.

Pressing the fire button allows you to enter the body at its cellular level. Using the joystick, you can destroy a whole blood cell or disrupt the bacteria. The more bacteria destroyed, the more points reached on the screen.

Tynes's press release boasts that the game would make computers "roar along with colour and sound". But on our copy of the game the colour was so washed out it could be hardly understood.

Apart from any doubts of Tynes's natural taste in producing a game about staying infections, I found the game pretty unexciting.

- Graphics
- Sound
- Value
- Playability

JUMP JET

Machine: Amstrad
Supplier: Asing
Price: £3.99 (recommended)
Age: 10

The standard version of Asing's Jump Jet takes off flying to follow the Commodore version high into the charts.

Written by former jump jet pilot Vaughan How, Jump Jet combines flight simulation with the thrills and spills of combat.

There is a pre-set level and four other combat modes — high level, squadron leader, wing commander and ground captain.

As with the Commodore version, the instrument panel is on view all the time. The main screen is a bird's eye view of the jet on its perch. As the jet rises to about 50 feet, the screen is split into two views — one showing a side view of the carrier and jet, the other a rear view.

Above 200 feet the view is from the cockpit and you are free to track, pursue and, hopefully, destroy the enemy aircraft.

- Graphics
- Sound
- Value
- Playability



DAMBUSTERS

Machine: Spectrum Supplier: US Gold Price: £7.95

The Dambusters, the well known film about the bombing raid on the dams in the German Ruhr Valley by the famous 617 Squadron, is now a computer game.

In the game you take on the role of navigator, rear and front gunner and the bombing Dambusters drops all at the same time. However, as soon as you reach the Ruhr Valley you have some time to choose a target (just to keep your aircraft in the air — all thoughts of actually successfully bombing the dams leave your mind completely). Controlling the plane with enemy planes swooping in from all directions and gun emplacements trying to shoot you out of the sky is quite enough to entertain with.

The pilot's controls are quite complex and need thought up to get you accustomed to using them during the game. Though, for the most part, I felt the more "warrior computer" store.

There are three levels of play. The first involves you manoeuvring your aircraft across a runway and taking off. The second starts the game with you at the controls of the plane flying over the English Channel. The third takes you over the Ruhr Valley on a practice bombing run without enemy fire to distract your concentration.

Dambusters is basically a shoot-'em-up and not a flight simulator. Though there is no dialogue and the game is well worth buying.

- Graphics
- Sound
- Value
- Playability

ROBIN HOOD

Machine: Dragon II
Supplier: Parker Money Software
Price: £3.99

At last, a good game has been released for the Dragon at a suitable price. It seems that not only does Robin Hood not do much to lead the way but he also provides one of the best games to appear on the Dragon.

The main idea behind this game is that you have to save Alan Merion from the evil Sheriff and collect a few bags of gold on the way. The gameplay is very similar to *Monty Python* but without all the language.

What more could you ask for at £3.99?

- Graphics
- Sound
- Value
- Playability

ONE LAST GAME

Machine: Spectrum
Supplier: Team Technology
Price: £7.95

Don't you feel of napping alone? Here's another video-game that's missing captions — clearly aimed at adults.

One of a set of five new games released by Team Technology, *One Last Game* features horizontal rather than vertical action with moving landscapes — instead of scrolling side-views — and a whole host of plots, featuring varying degrees of speed and cunning.

Your mission is simple. You must destroy the plane, variously named *Shimshak*, *Papirus*, *Zhu*, *Barman*, *Imachus* and *Vigors*, before they destroy you, and before your fuel runs out. When you collapse in your exhausted after landing you may through the first screen, you can't afford to relax — there are 10 more screens to come!

If you get frustrated at your inability to get past the first two screens, you can opt at the start for a faster screen, but to get a later of the action to follow.

And there it is. A dull, unimpressive little arcade action game with neat graphics and enough variety in the individuality of the signs to redeem it from

- Graphics
- Sound
- Value
- Playability

APRIL SHOWERS

Machine: BBC Supplier: Team Technology Price: £3.95

Cloud, rain and potatoes might seem distinctly unappealing as a topic for entertainment, but Team Technology has managed to make them seem like fun, brief, sweet.

April Showers is a popular little game that takes time to master — not because it is particularly difficult, but because it takes a while to work out the strategy.

Basically, you are a cloud, and your object in life is to go on the plant on the ground below you. If you don't, the plant withers and dies, and you lose a life. The complication is that while you're watering it, you're watering out of water yourself, so you have to replenish your supplies. This is done by floating into other clouds which pass by which has the added advantage of adding profits to your score.

The skill required for this game is not immediately apparent, but there is in fact a lot involved — you must chase clouds, use umbrellas (but not too many), know that plants wither, watch your water level and, if you've got the time, watch spinners. Once the clouds have gone, your days are numbered, and then you've got to decide whether to keep the plant on or go after the umbrellas in your remaining time. When you've lost most "lives", that's it.

It's an offbeat idea and could keep you amused for quite a while, but in the end the lack of a facility to speed up the rather slow action as you improve is frustrating.

- Graphics
- Sound
- Value
- Playability

► CONTINUED FROM PAGE 23

► CONTINUES ON PAGE 26 ►

A NEW CLASSIC

FROM PAUL WOOD'S
AUTHOR OF ENCOUNTER

YOU CHOOSE THE ACTION IN MERCENARY

Mercenary — a unique combination of flight simulation, adventure and arcade fun. You choose the action.

There is complete freedom of movement in a truly three-dimensional vector-graphic environment. Graphics of exceptional speed create a very realistic experience.

You'll never play the same game twice. Random elements attempt to seal your fate. Your interaction is crucial.

Mercenary presents an absorbing challenge that you will accept again and again.

MERCENARY ESCAPE FROM TARG

For intense thrills the player steps into a variety of roles. As a pilot, the player can choose to attack or defend the ground forces in your quest for tactical victory. Ground forces can choose to attack or defend in pursuit of your mission.

Random elements in the changing scenery influence the player's and Mercenary's. Adapt your own strategies or work independently in your quest.

Players have one hour to live — the level includes random and tactical events. Adapt your own strategies or work independently in your quest.

Random your strategies as you will. To succeed you have to escape from Targ.

NOVAGEN

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TACTICAL COMBAT



CODENAME MAT II

Machine: Spectrum/Amstrad/CMS/4
Supplier: Benmark **Price:** £9.95

Benk Benmark's *Codename: Mat* was one of last year's surprise hits — and the sequel is set to become a smash hit too.

Mat has returned like battle with the Mykon in his new ship *Codename: Mat II* — and is defending once more Mykon cities.

Mat II is the most previous substance in the series. It is the larger of all. One small point: *Mat II* is a better game than a winning jungle. If the series are there in the same vein — and are supplied with energy by a vast grid of satellites surrounding the plane. If the satellites are damaged or destroyed then the *Mat II* moves will be destroyed.

It is time to protect the satellite grid by destroying the Mykon ships out to destroy the satellite source of *Mat II* is available to *Mat II*, but also has to protect the vast network of satellites and move them around to keep the energy grid active if any *Mat II* damage in the numerous Mykon attacks.

So you've got a mixture of mode action and battle strategy here — with a hint of the old *Mat II* strategy. *Mat II* is a better game than *Mat II*.

You have to use the instrumentation on your ship — which includes a compass, a battle computer, shields and two kinds of weapons — to keep the ship alive.

You must keep from being too close to the grid — *Star Hunter* style — using the *Quadrant* and *Orbit* that you can call up on your *Compass* if needed.

Controls are a mixture of keyboard and joystick — and quite complex. It takes you a lot of time to master them effectively. But the documentation which comes with the game is extremely thorough and all your questions will be answered after studying the operating instructions for *Compass* II.

The *Compass* II shows your view from *Compass* II's cockpit. You have a whole bunch of instruments to enable while learning it and with the *Mykon* — and some useful damage reports flash up to tell you just what are being blasted off your craft.

But what else — help is at hand in the shape of *Mat II* (which you can send off to repair the various damaged parts of your ship — unless it's too big a task) and *Mat II* (which you can send off to repair the various damaged parts of your ship — unless it's too big a task).

Codename: Mat II is an exciting mixture of action and strategy — and will keep you stuck in front of your Spectrum or Amstrad or CMS for many hours of happy playing. Don't miss this one!

Graphics	5	Value	10
Sound	5	Playability	10

RACING DESTRUCTION SET



Machine: CSM 64
Supplier: Spectrum
Price: £14.95 (normal) £9.95 (special)

Put your crash helmet on and prepare yourself for a bumper race with *Racing Destruction Set*.

A race to see which car is the fastest, the most powerful, the most durable.

The game allows you to choose and customize your car to suit your racing style.

The game is a 3D racing game with a 3D car and a 3D track.

The game is a 3D racing game with a 3D car and a 3D track.

Graphics	8	Value	5
Sound	7	Playability	8

SOUTHERN BELLE

Machine: Spectrum
Supplier: Benmark Consultants
Price: £19.95

I was really excited to get this game. *Southern Belle* is a fast-paced, action-packed game. It's a mix of strategy and action.

The game is a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action.

The game is a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action.

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The game is a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action.

Southern Belle is a computer game. It's a mix of strategy and action.

There are several levels of play — ranging from a training run where you learn all about steering the car and the use of the various controls, to a full-on race. The game allows you to take charge of any number of these controls. So you could just look after the steering and the wheels — or get all out for total control on all of the game options.

But *Southern Belle* isn't just a game. It's a game that's a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action.

The game is a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action.

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The game is a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action. It's a mix of strategy and action.

Graphics	8
Sound	7
Value for the price paid	8
Playability	8


**SLITZ
GAME**

PROFANATION

Machine: Spectrum Supplier: Gemini Graphics Price: £7.95

The spirit of Indiana Jones is alive and well and living inside the hot temples of Alou (Gemini created) for the Spectrum by these creative Gemini programmers of Dreams and brought to you today thanks to Gemini.

Yes, it's another platform game, collect all the treasure gems — but with extra added style, fun and adventures.

You play the part of Johnny Jones, Indiana's third cousin (and nephew), I suppose — who is a general all-purpose treasure and monster bogo bop activity fan. Follow visitors to the court of Pharaoh Pharaoh I who built the Temple of Alou (Gemini says 2000 years ago).

Our hero must free himself from the spell — which appears to have turned him into a Gollywog-like character — a round purple body and big head. To do this, he has to explore the many levels of the mysterious temple and discover the mystical chamber — where a secret is hidden.

You have to guide Johnny through the labyrinth of chambers packed with traps and puzzles. Beware of the deadly spikes fired guns and dead ends — you could end up staying in the temple until you rot!

Profanation is best played with a joystick, but there are keyboard options of course.

The graphics are interesting and well produced, the hero is a cute little character and the sound effects are great — a nice remembrance of dripping water is featured on some screens.

The puzzles are quite tricky — but not impossible to solve. This makes the game easy to get into. You'll soon be hooked and want to solve the terrible riddles later in the game.

Overall an excellent well presented and entertaining game.

Graphics	3	Value	3
Sound	3	Playability	3

JOURNEY

Machine: CSM 64
Supplier: CIL
Price: £3.95



Seven of the world's most famous treasures have been buried in a myriad of underground chambers.

In Journey your task is to find these treasures and bring them safely to the surface.

Treasure objects are scattered throughout the caverns to help you — including gems, single pits, boulders, guns, dynamite and weapons.

There are also companions, bridges and mystery traps. But danger also lurks in the underground world in the shape of vampire bats, pits of acid, underground rivers, sharp drops and other hazardous terrain.

The treasure hunter is controlled by the joystick. He can jump, sprint and run.

One hint to help on the hunt — don't wait until you have several of the treasures before bringing them to the surface. It's better to bring them up one by one. That way if you lose a big one, one treasure is lost.

Graphics	3	Value	3
Sound	3	Playability	3

KENNEDY APPROACH



Machine: CSM 64
Supplier: MicroPace Software
Price: £3.95

Just one more with this simulation of one of the most demanding and essential jobs in the world — air traffic control.

With up to 20 different aircraft taking off, landing or circling it's no easy task to avoid a major air disaster.

All this can be completed by just one or two players and without fail.

Kennedy Approach allows you to build up your air traffic skills by moving through different airports, from the relatively easy Atlanta to the more testing Denver, Dallas-Fort Worth, Washington and finally to New York where you face the nightmarish job of looking after the John F Kennedy International and La Guardia International airports.

The best thing about the game is the sounds.

Graphics	3
Sound	3
Value	3
Playability	3

METABOLIS

Machine: Spectrum/Amstrad
Price: £3.95

Supplier: Gemini Graphics
Price: £3.95

You really get the best in Gemini's most new arcade adventure — but don't let that confuse your feelings because Metabolis will soon get you wanting for the lounge's sun-bower (and).

It's the only way you'll get to eat once you've been teased by the challenge of this platform/maze/pit adventure.

You have been transformed into a cute little boy — don't be fooled by the packaging. You look more like Batty than the amazing man-hawk on the

cover art!

Anyway you've been changed into a bird by the evil formula.

Your job is to search for the serum which will change you back into a man, collect nuclear fuel and then destroy the 8-screen complex — without getting caught (but you won't).

You travel from screen to screen — there are 150 of them

— collecting useful items like fuel pits. The transformation has left you with a weak heart and the pits are the only way you'll survive to complete the game.

There's a wizard who will help you out too. But only once you are back to your main shape.

The flying round your

every move and they come in different shapes and sizes. I particularly liked the Allwaysie creature — lots of teeth and a long trailing tail.

The graphics are good — with a few really nice touches. Like the way your bird gets distorted as it gets hit by a few weight. One minor criticism is the packaging. The artwork instructions to help you get into the game.

Keyboard and joystick options are included — plus you get a full set of items and a nice screen which flashes up when you "die".

Graphics	3
Sound	3
Value	3
Playability	3

ENDS HERE



Cast Includes



Scooby



Daphne



Mrs. Voorhees



Shaggy



Velma



Special Guest
Appearance:
Sam Shark



Fred



Miner

Movie Director
Just want a movie of his. I want to film
of course you'd like to see it.

Every single day, a perfect carter
the whole thing is so perfect that
the whole thing is so perfect that
the whole thing is so perfect that
the whole thing is so perfect that

In the Castle Mystery

The First Over-Semester Entrance

Whether they're being pursued at midnight
over an eerie castle-roof, or scorching
around in the darkness of a creepy old dungeon,
the fastest scope is always at the service of
the action in this computer cartoon. Movie gods
hurting through underground caverns at a runaway fast
think and think that even a slightly archaic logic in a
computerized racing game can't help it to be an technical attempt
at the water-cooled, heated and polished world of real racing.

elite



SHATTER

● THE FIRST COMIC BOOK WRITTEN, D

Shatter is the work of a young Chicago artist called Mike Sarna — pronounced "Sarnice" — who got his hands on an Apple Macintosh and day and night creating a whole new world.

The comic is named after the main character, Shatter. "Shatter is a hero," says his creator. "He's in a futuristic, hazy future in the Mike Sarna style — except he got caught up in a web of images and real which he can't see to escape."

In Mike's future world, an organization called the Illuminati is making people's minds — Shatter finds out and becomes a rebel.

how.

Shatter is published by Fine Comics, a company also based in Chicago which prints several other books, including a comic version of Mos Def's film of *Milestones* and the cult comic *American Flagg!* "How did Shatter come about?"

Mike explains: "I wanted to get into computer graphics and had been involved in the *Consciousness* and the *Knucklehead*. A lot of the designs we can see by drawing on the big pad with a stylus. I talked to a friend of mine, Mark Carter, who is president of a company called Macintosh, about bigger computers and he said, 'What you need is the Macintosh.'"

"Another friend of mine joined

up as early Mike. So I borrowed it and worked with it for about a month and came up with some sample pages. I got very excited. I saw that I could do just about everything that you need for the production of a comic book page on the machine."

And so Shatter was born. And he's still working. Mike has just got his hands on Macintosh, a video digitizing system which can take images from a video tape in camera and loads it up into pixels on the Mac's screen.

All the drawing — even the highly detailed stuff — is done using a Mouse — a sort of trackball with a button.

Mike also uses some software

adapted for him by his friends at Macintosh. Art Shad enables him to pick up images from pixels he has already drawn and play around with them. Enlarging or shrinking or rotating inside out. Then he can draw "new" images in other drawings.

"Say if I was working on page six of the comic and wanted to use the background as a character face from page one, with Art Shad you can go directly to that document." That enables Mike to move images on the day he's not call up and, using the video reader, transfer directly to images to new drawings. He can also collage drawings to make an detailed sections of his work.

Mike wishes that the Mac is the





● You are in Gully City, the heart of Chicago, in the 21st century. A super bugbomb, thrown by a Veteran of the Vietnam Recapture, just missed you. Where, the latest Newbank entry on your pocket computer tells you that you have only \$20,000 in your account — not enough to buy the \$75,000 car of your choice, your Green Cobra (your car choice).

Hiding also in the hot bid on the police contract and find the beautiful mass-murderer — but she's mixed up in the deadly traffic of 1976 traffic. One injection of that stuff and anyone can steal your skills and talents for himself. And naturally, someone is out to stop you . . .

LAURE ANDERSON TAYLOR cracked down the futuristic beauty banner and sent C+VG a special dispatch.



! DRAWN AND INSPIRED BY COMPUTER



only computers he could use to produce Shatter. "Other computers wouldn't be as efficient. There are reasons you could use — but they cost \$400,000. But personal computers are getting more 'user-friendly,' more intelligent and more graphics-oriented, so I have high hopes for the future of personal computers and their relation to commercial art."

Mike Gould is managing editor of Fine Comics and the man who gave Mike Barnes, Shatter and the 1986 Mac, their first big break.

Mike Gould says: "Shatter wasn't really influenced by anything more than the Mac. You'd have to spend another \$20-40,000 just getting a PC to do one third of what the Mac does. But then the PC is not built the same kind of thing, and you can't really get involved on a pixel-by-pixel basis the way you can on a Mac. And that makes all the difference in the world." The difference is the ease of use and graphic orientation of the Mac's Records (1985) magazine.

How did Apple respond to a comic being created on their wonder machine? "They were interested, and some of them were shocked," Gould says. But some of the Apple executives were not as phased as first.

There are some people at Apple who were a little embarrassed by Shatter because it was a comic book. But you get such a tremendous amount of publicity in all kinds of ways that it was way more than we were bringing Macintosh a lot of attention."

Apple recently gave Mike a Macintosh, with which they will print Shatter and do all of their reporting. The guy which Shatter was made in the first time was not off the new Macintosh.

"Will the computer replace artists like Mike Barnes?" had Gould. "The Mac helps you draw. But it won't draw for you. It's a WYSIWYG system. It's like a word processor. It won't write for you, but it can make a name for you to manage your thoughts and organize your language."

The look of Shatter is high-tech, which is the Mac's strength. But since Mike Barnes continues to experiment, you can look for new things in Shatter in every

installment. "Some of the stuff that's coming up in Shatter has a really interesting look to it," Gould says. "The look-up notes in Jim Lahti. Producer art was experimental, and that's important. Because there's so much to look out in Shatter. Dimensionality has improved, and artists are becoming more confident, for example."

Barnes can even do "intermediate" work, as you'll see when Shatter encounters a Playboy bunny in an upcoming issue. "We can go a lot further," Mike Gould says. "This is only six months after we finished the first issue, and the difference in the night and day. What you see in

the first Shatter was mediocre. It was the first time anyone had done any of this stuff. And it looks

impressive now. You can't even imagine me. And if it doesn't look impressive enough for you — wait. This is the beginning. His way to keep Shatter on the moving edge."

Gould does not believe that all comics will be, or should be, drawn on computers. "The Mac is going to give you a very high-tech look and will continue to do so until they can come up with a program that will allow you to work more as fast as you do now, the more detailed work. Even then it will be inappropriate for certain things."

"It's another medium, and as much as you do, and you can master it," Gould says. "This way you can be just operator of my know how to use it."

The Macintosh provides another medium for artists in which to work and opens up a lot of new options. Barnes and Gould are experimenting, discovering what the Mac's limits are and their finding ways to extend them.

Shatter has more than three features. Pick up a copy and join the experiment.

● For those of you who would like to know exactly how it's done, give Mike Barnes a copy of the SHATTER magazine and share some of his art secrets in Comics Interview by sending in a personal comic about Shatter and other Fine Comics products are also available at your local comic book store.



C+VG

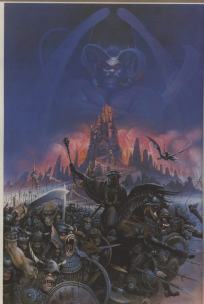
THE LORD OF

An exclusive preview of the new adventure



The world awaits the coming of the Dark Lord with dread in their hearts. Will there be an adventurer brave enough to confront the forces of evil and bring the Dark Lord to his knees? Will there be an adventurer tough enough to spend night after night battling with the mystic keyboard in an attempt to overthrow the latest threat to the well being of the world?

The Dark Lord is Philip Mitchell. His latest attack on your sanity comes in the shape of his new long awaited adventure based on Tolkien's *Lord of the Rings* trilogy. C&G's editor TIM METCALFE talked to Melbourne House's ace programmer about his latest and greatest game.



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OF THE RINGS

Adventure based on Tolkien's Middle Earth trilogy

You probably couldn't get a greater contrast between Tolkien's rolling green countryside dotted with forests, mountainous lakes and dark towers and the surrealized land of Australia.

But there's where Tolkien's imaginary and magical world of the Lord of the Rings is being translated into computer language by the man who put graphics into the adventure's vocabulary — Philip Mitchell.

Philip's first major adventure success was *The Hobbit*, the game which took the world by storm and turned more gentlemen into adventure gamers.

Looking back on the success of *The Hobbit* — which continues to sell in its many and varied forms — Philip says, "I had no idea when we released *The Hobbit* that it would go on like this. It really has turned into a little monster."

The long awaited sequel, *Lord of the Rings*, is nearing completion. Philip has been working on the program for the last six months — but people have been developing this game for at least nine months.

Just like a movie, an adventure game needs a screenplay or storyline which provides a basis for the game.

Mitchell's first task was the man who is translating Tolkien's words into a plot. Philip then works with two other Melbourne House programmers on the code using his specialist Australian code program.

The first *Lord of the Rings* game is based on the first part of the trilogy, *The Fellowship of the Ring*, in which Frodo discovers the secret of the mysterious ring which will allow him control around for years and sets out on his dangerous quest to destroy the Ring and defeat the Dark Lord's evil power.

The first adventure is split into two parts — and will be released this month (September). Solve the first part and you'll be able to load part two.

The second and third parts of the Ring trilogy will be released at 10 month intervals, says Philip. Each will come with a copy of the relevant Tolkien novel.

"Part of the problem with the first part of *Lord of the Rings* is that not a lot happens!" Philip told us. "So what we've done is take the basic plot — to reach Mordor! — and use the characters and basic situations featured in the book to create problems within the adventure."

In the book the Black Mounts play a minor part — in the game they get a bigger part!

There will be lots of graphics too — but maybe in a narrower "window" than *The Hobbit*. "At some stage there will have to be a trade-off between the complexity of the text and the graphics," says Philip.

"The limitations we're working within — the limited capacity of the machines — doesn't show us for the future in both at present." But Philip is still determined to improve on *The Hobbit* — and on his controversial *Shrek* adventure.

"*Shrek* was an attempt to

improve the vocabulary of *The Hobbit*. But we found ourselves going down a bit of a blind alley. So for *Lord of the Rings* we went back to *The Hobbit* and began again. We're effectively improving on the vocabulary and communication between characters in *The Hobbit*. It's completely different from *Shrek*!"

"In *Lord of the Rings* it will be possible to ask questions and answer questions and talk to the other characters in a fairly sophisticated way. We've attempted to make the program deal with as many different kinds of conversation as possible."

People have noticed a long



PROGRAMMER PROFILE



Manus Philip Mitchell
Born Melbourne, Australia,
1951
Games *Plato*, *Plato*, *The Hobbit*, *Shrek*, *Shrek*, *Lord of the Rings*.
Four games — four smash hits.
That's the astonishing track

record of *Lord of the Rings* programmer Philip Mitchell.

Can he make it the son of five with *Lord of the Rings*? Only time will tell — but Philip's reputation must mean that there's every chance that *LoR* will be a top ten smash.

Philip began his programming career with Melbourne House after taking a computer science degree at university. He's stayed with the company ever since — creating one of the best Australian games ever seen on the Spectrum in *Plato*, breaking new ground with *The Hobbit* and *Melody* and getting involved with a bit of controversy with *Shrek* — an adventure you either loved or loathed.

Now everyone is waiting for the launch of his latest — and perhaps greatest — game based on the Tolkien legacy.

But he's not a total Tolkien addict — "I liked the books. But I'm not a total fanatic," he says.

Favourite food Anything meaty, spiced and spicy.
Favorite drink Coffee.
Favorite computer game *Classic Adventure* on mainframes.

Favorite pop group *Plato* or *Plato*.
Favorite film *Exiles*.
Favorite pastime Bush walking, sitting on the beach.
Favorite "No rating right and be young enough to drive the motor!"

Favorite book *Sci-Fi* books and authors like *Asimov*.

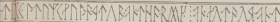
The thing about computing that makes me want to do it "Nobody makes the computer that I really want. It would have at least one megabyte, a 68000 chip and very high-resolution graphics."



A *Hobbit*



A *Shrek*



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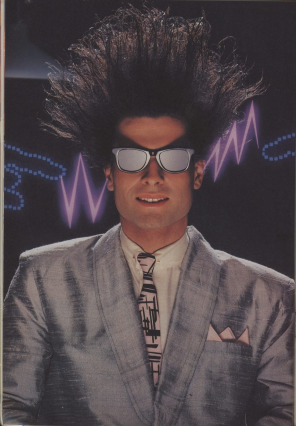
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DEAR BUG HUNTERS

BYE BYE BH!

And so we bid fond farewell to the original Bug Hunter. But never fear, help is still here! Instead of just one BH, we've got several — in the shape of OF800, Big Red, X and B-Con — who you may already have met in the centre pages of this

magazine. The Bug Hunters will be looking after you from now on — and how! If you need help from the Bug Hunters, write to them at **IGAS CENTRAL, Computer + Video Games, Pearly Court, 30-32 Farringdon Lane, London EC1R 3AU.**



I asked if any of you who'd kids had been adding your own improvements? Well, sitting on my desk the day after I wrote that thing features any of you lot had a chance to read it) was a letter from **Mr M. Giddis**, with the following improvements for **POOFBALL** (Book of Games, July 1985).

Mr Giddis thought the program was excellent, but found that the scores contained the top two steps of the display. This was okay for the first screen, but made the second screen rather difficult, because one of the diamonds was hidden under the top two score lines! We've since had exactly the same complaint from Martin Cowley in Luton, so it must be true. The remedy is to make the following changes:

```
495 IF P&=2 TO 25...
496 LIT=0:INT (P&P&2)
:3:3
500 LIT=0:INT (P&P&2)
:3:3
505 IF P&=2 OR
510 IF P&=2 OR
515 IF P&=2 OR
```

If anybody else is finding the same problem, you now have a cure. Having said this, I must admit that I don't have any difficulty when I was playing **POOFBALL**. Therefore I can only assume that an error crept into the listing between our tape copy and the printer. It surely couldn't be that I don't read greens too, could it? Is this Bug Hunter really losing his touch?

Now to the August issue, and the game **Parachute** for the Commodore 64. Some of you may have already tried out this program and had no problems whatsoever. If this is the case, then you're just lucky enough to have a Commodore which it will work on.

Steve Marshall from St. Ives had no end of trouble. Having spent all that time typing in the listing, he found himself desperately trying to guide his parachute through an invisible mass of canyons — not too easy! The probable reason for this seems to be that some

versions of the Commodore 64 do not automatically set the ink colour when you POKE a character to the screen. It will be all right POKEing characters, but try POKEing an ASCII character to a screen location and see if you get what it is visible. The only way around this is to manually POKE the colour byte.

Out of the press, Dave has sent us the following corrections for anybody else with the same problem.

```
10 P&=27:INK=0
5045,5:0:0=5475
100 P&=1980:1984+34
POKE1980:POKE1984+34
100 P&=1984+34:1984+34
POKE1980:POKE1984+34
100 P&=1984+34:1984+34
POKE1980:POKE1984+34
100 P&=1984+34:1984+34
POKE1980:POKE1984+34
100 P&=1984+34:1984+34
POKE1980:POKE1984+34
```

This code places a base in the colour byte area into the variable 'D'. The following four loops (previously just using lines 150 and 155) set up the screen as before, but additionally POKE a colour to the appropriate byte in the colour display area.

Last month's issue, when I was going over the problems which had cropped up in the July Book of Games, I mentioned that we'd had a few enquiries concerning the two Atari programs, **SHOULDERING** and **POWERBOOK**. However, it seemed impossible to tell whether there were really any errors in the listings. The good news is that

I've been told both programs work — almost!

The only real problem we were able to find was on the program **POOFBALL**. In this, when you hit an obstacle, there is a jump to near the end of the program, where the coin statements lie (lines 5440, 5550 and 5560 are included). If the obstacle was near the base of the screen, Mr Downs found that the printing continued over the bottom of the screen, giving a 'barron out of range' error message.

Now I must admit that I don't have this problem when I was playing the game, but being a Bug Hunter, I very rarely crashed! However, if you have the same problem, then it is easily fixed by adding a **POSITION** statement at line 5550. Something like

END POSITION 65

should be about right. So, both programs should now be okay, shouldn't they? Not quite. Only a couple of days later, Paul Finch was told enough to send me the following alterations:

```
500 TIME=0
505 SOUND:GULASOUND
510,45
515 SOUND:GULASOUND
520,5
525 POSITION 5:174:5
:DOWN=0:DOWN=0
530 GULASOUND:POKE1984
535 GULASOUND:POKE1984
540 GULASOUND:POKE1984
```

As you can see, Paul has corrected the scoring, mentioned earlier, but the game rather boring if you didn't do this, and also improved the sound on the game. I'd like to thank Paul for

the corrections, and the other readers who let me know when they managed to get the listings working. Whichever of the subject, let me remind the rest of you that we like to hear when you manage to get a listing to work, as well as when things go wrong.

■ How only a few of your letters . . .

Dear BH,
I am on the verge of a worldwide breakthrough in computing. On Sunday last, while reading my Atari BASIC reference manual (I cannot afford a new drive, second device 5, which is the TR version).

Out of curiosity, I tried entering my BASIC program that I was writing at the time to device 5. To my surprise, it came out on the screen in machine code! I knew that it was machine code as I had been using my machine code copier earlier. Just like my copier, the words like PRINT, GET and OPEN all come out in graphics symbols.

You've probably realised that I have already found out how to make BASIC programs come out in machine code without buying the 680 assembler cartridge. All I need to do now is to get the machine code from the screen into memory. Can you help please?

John Coscovan
Churston
Devonshire

■ I'm afraid that I have some bad news for you. Those strange characters you saw were your BASIC program, all right, but it was still in BASIC. What you saw on the screen is what normally gets recorded on the cassette. The reason words like GET and PRINT came out as graphics characters is a matter of economy.

What the Atari does, and most other computers for that matter, is to use a system known as tokens. When you type in a program and use the word PRINT, for example, the Atari stores it as just one character. This character has a high ASCII code, usually in the range 160-255 or so. This means that five characters of your program can be saved in just 1 character in memory and on tape. When you LIST the program, the tokens are expanded into the correct words.

When you saved the program to the screen, you saw the characters represented by the tokens.

DEAR BUG HUNTERS

Just as if you had used the GOTO function to print them out — and that was what all those strange graphics characters were. So, I'm afraid that you'll have to try that garbage if you want machine code games.

Incidentally, an assembler is a program that helps you to write your own games in machine code. A compiler takes programs already written in BASIC and converts them to machine code.

COMPETITION TIME

■ After our recent means about Commodore's C64 cassette deck, many letters have been flooding in on the subject. Mr. Kalle from Birmingham is a new user with his V6, but it only loads some of his games. He thinks he finds annoying. Mrs. V. Crisp bought one for her son's machine, and has so far got through two of them. Neither would load or save programs properly and the latest word is that it's currently in the post on its way back to Commodore again.

Christopher Jones is 16 and lives in Rampton, his C64 was faulty and he took it back to the shop where he bought it. The manager said that there was nothing that he could do, and suggested that Chris buy another one. I can't say for sure that the manager was in the wrong, as I don't have the full story. But, if what you say is the way it happened, then you are certainly entitled to a new C64 or at least a refund. Consider what you may be told by a shop manager the next, getting on this letter. Remember, it is the retailer's responsibility if a piece of hardware goes wrong. If he tells you that you have to send it back to the manufacturer, then tell him that mistake.

And so to the competition. David Bennetkamp from Putney in London is currently on his first C64. He has bought the Amstruc Alignment Kit from Interceptor, which solved a few of the problems, but some games still don't load. If you're been through more than three Commodore cassette recorders since you

bought your 64 or V6, then stop me a line. And, if you want to nominate another piece of kit for Bug Hunt's Most Unlucky Peripheral of the Month Award then let me know.

Incidentally, I'm keeping a file of all C64 letters so, if Commodore would like to verify them, you only have to let me know.

JOHN ADAMS

■ After the earlier letter on saving Atari programs to the screen, here's one about saving them to disk!

Mark, Interceptor from Dublin does this all the time, and it's not as silly as it seems when you think about it. If you list the program to a disk file, you have a text file on the disk that looks exactly like a screen listing. The advantage of this is that you can then use a word processor to edit the program.

If you have both Atari standard BASIC and the Atari Monstrous BASIC, you can even use the Microsoft assembler command on Atari BASIC programs. List the program to disk, then load Microsoft BASIC and load in the Atari BASIC from the disk file. Rename it and save it again by listing it to disk. Finally load the program back into Atari BASIC and save it as normal. Mark at Elm Lane, Haver, Bedford, Dunstable.

to the rest, and would like to hear from any other Atari owners with disk drives. If you fit the bill, why not drop me a line.

2X PROGRAMMER

Dear BH,
I'm a video games programmer for the Spectrum, and am currently trying to market one of my programs. The problem is that I do all my work on a Spectrum with a cassette recorder and a ZX Printer. I seem to spend most of my time just loading and saving. How do professional programmers cut down this waste? What sort of equipment do they use?

Eugene Smith
Calway Island

■ Just because the program writing is for the Spectrum doesn't mean you have to write it on one. Most professional Spectrum programmers use a professional word processor to write their machine code programs. This has the advantage of a better keyboard, fast disk drives and powerful commands for editing programs. To load the program, they download it into a Spectrum through an RS232C interface.

Some development machines will emulate a Spectrum so that you can write and test a program without even buying hardware on a Spectrum.

For an immediate and relatively cheap way of speeding things up, Eugene, why not upgrade to a microcomputer? You'll really notice the difference.

BUG HUNTERS





RUPERT AND THE TOYMAKER'S PARTY

Programmer Martin Walker is nuts about Rupert the Bear. So nuts that he's even named his home in Lincolnshire Nutwood Cottage! He's just completed a new game based on his cartoon hero called *Rupert and the Toymaker's Party*. On the page opposite we present an exclusive screen by screen map created by Dimension Graphics of the new Outkicks game. And who better than to give you some hot hints and tips on playing the game than the author himself, Martin Walker. He's written some special rhyming clues to help C&VG readers get the most out of the first Rupert game!

Rupert finds the castle stairs very steep for little bears. But he soon chances on a way to help himself this party day.

First he jumps up in the air and tries to land on the third stair. From here he's safe from passing toys and waits to party on just passed.

Then staying by this seat same stair he bounces up and down right there — times his jump from down below then pushes left or right to go.

In the castle may be found many objects on the ground. If they're sturdy and quite strong they can be used to jump up on.

Some are useful in a scrape to slither up and then escape. Others you may find away if you slip and touch a toy.

Barrels, parrots and the rest can be useful in your quest. But always look before you leap — or you'll end up in a heap!

Upon his travels Rupert finds obstacles of many kinds. Sometimes he must work alone when the friendly birds have flown.

If he cannot reach a mile some running jumps must then be tried. Walk towards the jumping gap then at the edge the button tap.

Too soon — he'll never make the ledge too late — he'll just drop off the edge. And so watch out for what's below since if you slip that's where you'll go.

Finally — just two short hints you may find help your oysson stairs. Always look for special places, safe to rest and watch toy's paces.

Careful study lets you see their lurking lines and snags. Remember also I designed each screen with special skills in mind.

But every time I play the game I find a route that's not the same. Puzzes yes — but don't despair, after all you're Rupert Bear!



UPPER LEFT AND ON RIGHT

I, OF THE MASK



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LITTLE BREAD. BUT PEOPLE
THEY. PLAY IT BODOL.

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WORLD HAS A LITTLE BUTTER
LIFE. BUT A LITTLE. A LITTLE
BUTTER. BUT THE BUTTERBREAD
DOESN'T GET ANY BUTTER.

L.C. HAD A LITTLE BUTTERBREAD
BUTTERBREAD. AND HE WAS
JUST A LITTLE BUTTERBREAD.
A NEW PROJECT...

AND THE BUTTERBREAD
WAS GOING TO LIVE.

NO BUTTERBREAD.

YOU'RE BODOL
BODOL. I DON'T
KNOW YOU.

NO BUTTERBREAD.

LOVE THE BUTTER
BUTTERBREAD. BUT
THE BUTTERBREAD
DOESN'T GET ANY BUTTER.

AND NOW THERE'S
A LITTLE BUTTER
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A NEW PROJECT.

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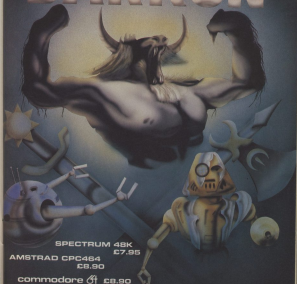
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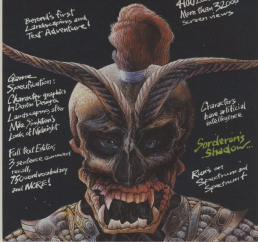
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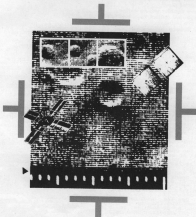
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by Adrian Robson

```

1 GO TO 100: REM THE PROGRAM
  WAS WRITTEN BY ADRIAN
  ROBSON
2 GIN X(0): LET X(1)=1
3 ET X(2)="M": LET X(3)="H": LET
  L(0)=1: LET T(0)=0: LET L(0)=3:
  LET S(0)=0
4 GO SUB 200
5 INK 7: PAPER 0: BORDER 0: 0
  LS
6 LET Z(0)=" Moon Buggy is
  written by Adrian Robson for Co
  mputer and video games....Press
  the key that you require."
7 LET Z(1)=" Copyright 198
  5 Mike your Buggy across the mo
  on's rough landscape jumping the
  big craters that lie before you.
  if you hit one of the craters yo
  u will fall down it. Once you hav
  e got to the end you will be giv
  en a bonus and put in the 1st r
  or level two upon completing th
  is you will be brought back to lev
  el 1. Good Luck!!!!"
8 LET Z(2)="
9 LET U=1
10 PRINT TAB (10): "MAIN MENU"
11 POKE SCREEN,0
12 PRINT AT 4,1:"1....PLAY Gm
  E"(AT 6,1:"2....LOAD AT ATOM 500
  RES-PT 8,1:"3....REDIFINE THE C
  ONTROLS"
13 PLOT 200,140: DRAW 20,20: 0
  DRAW 20,-20: DRAW -20,-20: DRAW -
  20,20: DRAW 0,-0: DRAW 20,-20: 0
  DRAW 0,0: PLOT 200,140: DRAW 20,2
  0: DRAW 0,0
14 FOR 0=115 TO 120: PLOT 200,
  0: DRAW 20,20: PLOT 220,0: DRAW
  -20,20: NEXT 0
15 PLOT 210,140: DRAW 12,12: 0

```

```

DRAW 12,-12: DRAW -12,-12: DRAW -
  12,12
16 FOR 0=120 TO 130: PLOT 220,
  0: DRAW 12,12: PLOT 220,0: DRAW
  -12,12: NEXT 0: PRINT AT 0,20:"E
  "
18 PRINT AT 21,0:Z(0) TO U(0)
19 LET U=U+1
20 PAUSE 0
21 IF U=17 THEN GO TO 4
22 IF INKEY="1" THEN GO TO 4
23 IF INKEY="2" THEN GO TO 40
24 IF INKEY="3" THEN GO TO 24
25 GO TO 10
26 CLS
27 RESTORE 44: READ 0
28 LET Z(0)="
29 PRINT "PRESS THE KEYS THAT
  YOU WANT"
30 FOR 0=1 TO 8
31 LET X(0)=CHR(0)
32 READ T(0)
33 PRINT "T(0)
34 FOR C=1 TO 10-LEN T(0)
35 NEXT C
36 PRINT "T(0),CHR(0)
37 PAUSE 1: PAUSE 0
38 LET 0(0)=INKEY: LET 0=0
39 FOR C=1 TO LEN 0(0)
40 IF 0(0)=0(0) THEN LET 0=1
41 NEXT C
42 IF 0 THEN GO TO 24
43 LET X(0)=0(0)
44 PRINT 0(0): NEXT 0
45 PRINT 0(0): "PRESS ANY KEY T
  O CONTINUE": PAUSE 0: GO TO 4
46 DATA 0,"LEFT","RIGHT","JUMP"
47 REM SCREEN DATA FOR BUGGY 0
  ARE
48 LET 0(0)=
49 LET 0(0)=
50 LET 0(0)=
51 LET 0(0)=
52 LET 0(0)=
53 LET 0(0)=
54 LET 0(0)=
55 LET 0(0)=
56 LET 0(0)=
57 LET 0(0)=
58 LET 0(0)=
59 LET 0(0)=
60 LET 0(0)=
61 LET 0(0)=
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86 LET 0(0)=
87 LET 0(0)=
88 LET 0(0)=
89 LET 0(0)=
90 LET 0(0)=
91 LET 0(0)=
92 LET 0(0)=
93 LET 0(0)=
94 LET 0(0)=
95 LET 0(0)=
96 LET 0(0)=
97 LET 0(0)=
98 LET 0(0)=
99 LET 0(0)=
100 LET 0(0)=

```

```

70 PRINT AT B,B:TIME;"INT 10"
71 GO TO 10
72 GO TO 51
73 REPEAT 1.440:FOR A=1 TO 100:
NEXT A
100 CLEAR B=0
110 PRINT "PLEASE WAIT SETTING
UP GRAPHICS"
111 RESTORE 115
112 FOR A=0 TO 65495
113 B=B+1:POKE B,B
114 NEXT A
115 GO TO 115
116 DATA 3,7,15,20,33,117,210,2
100,190,304,040,190,190,200,131,2
55,0,0,0,0,190,304,040,200,2
34,207,190,190,190,31,15,200,124,
57,147,131,131,131,1,204,15,201,
117 DATA 340,224
117 DATA 1,3,7,15,20,33,204,040,2
2,204,200,1,3,7,15,31,127,200,
107,200,200,200,200,200,200,
120,190,190,331,331,200,200,200,
0,0,3,7,15,20,33,117,0,0,190,304,
040,190,190,200,0,0,0,0,190,
204,210,200,200,204,207,150,57,
127,131,200,200,124,57,147,131,1
99,040,200,204,7,207,241,60,204
118 CLEAR B=0
119 RESTORE 120
120 FOR A=0 TO 65537:REPEAT
1:POKE B,B:NEXT B
121 REPEAT 10:USE G5000:GO TO
2
122 DATA 33,0,51,17,174,221,1,0
3,120,203,47,102,18,19,39,11,12
1,176,32,244,33,174,200,34,54,32
,201
123 CLS
124 POWER B: BORDER B:INK 7: C
LS
125 LET X=0: LET Y=15
126 PRINT AT X,Y: BRIGHT 1;"A"
127 PRINT AT X+1,Y:" "
128 REPEAT 999,X
129 LET X=X+1
130 IF X=100 THEN GO TO 132
131 GO TO 126
132 PRINT AT 15,15:" "
133 LET X=10: LET Y=14
134 LET C=10: LET B=10
135 LET E=10: LET F=10
136 LET X=X-1: LET Y=Y-1
137 LET C=C-1: LET B=B-1
138 LET E=E-1
139 IF X=0 AND Y=0 THEN PRINT A
T 5,1;" " : LET X=X: LET Y=1
140 PRINT AT C,D:" " : LET C=C-1
141 PRINT AT X,Y:" " : LET X=X+1
142 IF C=0 AND D=0 THEN PRINT
AT 5,5;" " : LET C=C: LET D=D

```

MOON BUGGY

```

142 PRINT AT 1.5: "B"; AT 2.5: "F;"
143 IF 2=2 AND F=16 THEN PRINT
AT 1.5: "LET 2=1; LET F=16"
144 IF 2=1 THEN GO TO 147
145 GO TO 156
146 PRINT 43; BORDER 5
147 LET L=1; LUE=1
148 IF LUE=2 THEN GO TO 153
149 IF LEV=1 THEN GO TO 45
150 IF LEV=2 THEN GO TO 157
151 GO TO 158
152 PRINT AT 3.5: "GAME OVER"
153 FOR A=1 TO 500: NEXT A
154 LET L=14
155 CLS
156 IF L=14 THEN IF MID:INT 50
THEN: LET MID=1-MID: LET MID=1
157 LET MID=1: GO TO 157
158 LET MID=1: IF 1:15 THEN
PRINT "Congratulations! you have
reached one of today's high scores
5. Please enter your name in
41 10 letters:"
159 INPUT "": MID(1:1)
160 CLS
161 FOR A=1 TO 10: PRINT AT 5+
A:INT MID: AT 5+A:14: MID=0: NEX
T A
162 PRINT 88; "PRESS ANY KEY
TO CONTINUE"; PRINT 8; LET LUE=
3; LET 2=2; LET TI=500; LET LEV
=3; GO TO 4
163 PRINT 8
164 CLS
165 PRINT "Hard luck it looks l
ike you ran out of time but I do
n't know how you did it because y
ou had enough time for two trips
"
166 PRINT : PRINT "We will take
you one of your lives for th
at."
167 LET LUE=4; LUE=1; LET TI=500
168 IF LUE=2 THEN GO TO 163
169 PRINT 88; "PRESS ANY KEY
TO CONTINUE"; PRINT 8
170 IF LEV=2 THEN GO TO 167
171 IF LEV=3 THEN GO TO 45
172 GO TO 173
173 STOP
174 CLS
175 PRINT "WELL DONE YOU HAVE C
OMPLETED THIS LEVEL WE WILL G
IVE YOU A BONUS SCORE FOR YOUR
TIME IN WHICH YOU COMPLETED
IT FIRST."
176 PRINT AT 10.5: "TIME TAKEN:
";INT TI

```

```

156 STOP .01:TI=100
157 LET 2=2:GO TI
158 PRINT AT 10.5: "BONUS=";INT
20
159 FOR A=1 TO 500: NEXT A: CLS
160 PRINT AT 10.5: "A"; AT 17.5
: AT 10.5: INT 20
161 AT 10.5: "A"; AT 10.5: "A"
T 21.5: "A"; AT 10.5: "A"
162 FOR A=2 TO 175
163 PRINT A:A: DATA 5:50.5
164 NEXT A
165 FOR A=2 TO 31
166 PRINT A:A: DATA 5:255.5
167 NEXT A
168 FOR A=2 TO 20
169 PRINT AT 16.5: "A"; AT 17.
5: "A"
170 STOP .002:A/2+4
171 NEXT A
172 LET TI=500
173 IF LEV=1 THEN GO TO 45
174 FOR L=1:10: MID=1:175
175 LET A=

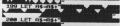
```



```

176 LET MID=1
177 LET MID=1
178 LET MID=1
179 LET MID=1
180 LET MID=1

```



```

181 LET MID=1
182 LET MID=1
183 LET MID=1
184 LET MID=1
185 LET MID=1

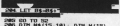
```



```

186 LET MID=1
187 LET MID=1
188 LET MID=1
189 LET MID=1
190 LET MID=1

```



```

191 LET MID=1
192 LET MID=1
193 LET MID=1
194 LET MID=1
195 LET MID=1

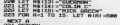
```



```

196 LET MID=1
197 LET MID=1
198 LET MID=1
199 LET MID=1
200 LET MID=1

```



```

201 LET MID=1
202 LET MID=1
203 LET MID=1
204 LET MID=1
205 LET MID=1

```




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into the mountain tops.

- Please select one
- ☐ All of them
not too far from me
- ☐ Some of them
not too far from me
- ☐ None of them
not too far from me

[illegible][illegible]

Figure 1

100 90 80 70 60 50 40 30 20 10 0

Alberto Sanguineti, B. Adriaens, *Technological Limits and Bioethics: A Survey*, (Springer, 2011, 2012).

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```

10 GOSUB 300:K1=100
20 GOSUB 240:LOCATE1,1,2:PRINT
1,"DRAKE:";ENY 1,15,1,3,15,-1,2
;ENY 2,5,1,1,15,-1,15:LEVEL=3:DR
=0:SC=0:WINDOWGR,1,40,4,21
30 ORIGIN 0,0:K=312:Y=360:FUEL=1
60 TAG:POKE 33793,LEVEL:Y=4:GOS
UB 299:CLS93
40 DR=230:Y=K:Y=Y-Y-Y-Y:IF 1
NKEY(10)=0 THEN IF FUEL>0 THEN S
OUND 120,0,30,7,0,0,3:FUEL=FUEL-
1:Y=Y+4:MOVE 520+FUEL,339:DR=K
0,-14,0:CHR=241 ELSE SOUND 120,1
00,0,0,1
50 IF Y<44 THEN 200
60 IF INKEY(0)=0 THEN X=X-2
70 IF INKEY(1)=0 THEN X=X+2
80 TAGOFF:PEH 3:CALL 33792:PEH 1
:TAG:TL=TEST(X,Y):TR=TEST(X+16,Y
):BL=TEST(X,Y-16):BR=TEST(X+16,Y
-16):IF (TR OR DR OR TL OR BL)>1
THEN 140
90 MOVE X,Y:PRINT " ";PLOT -10
,-10,1:MOVE X,Y:PRINT CHR(CHR);
100 IF Y<360 THEN IF X<300 OR X>
300 THEN 200 ELSE 120
110 GOTO 40
120 FOR Q=1 TO 5:SOUND 1,120,40
XT:SC=SC+50
130 LEVEL=LEVEL-(LEVEL/25):MOVE
X,Y:TAG:PRINT " ";GOTO 30
140 MOVE X,Y:IF DR=2 AND BL=2
THEN 160
150 PRINT CHR(230);DR=DR+1:IF
DR=17 GOTO 200 ELSE LOCATE1,1,3
:PRINT1,STRING$(DR,230):SOUND 1
20,000,0,0,1:GOTO 40
160 PRINT CHR(241);IF Y=0 THE
N SC=SC+50 ELSE IF Y=64 THEN SC=
SC+100 ELSE IF Y=76 THEN SC=SC+2
00
170 TAGOFF:LOCATE 13,10:PRINT"CO
NGRATULATIONS!"
180 SC=SC+FUEL:PRINT CHR(23):CHR
(13):TAG:FOR T=0 TO X STEP 4:MOV
E T,16:PRINT CHR(240);MOVE T,1
6:SOUND 1,0,1,7,1,0,15:FOR K=1 T
O 5:NEXT:PRINT CHR(240);NEXT:T
AGOFF:PRINT CHR(23):CHR(0);
190 LOCATE 13,10:PRINT SPACE(20
):Y=Y-2:Y=Y+4:GOTO 40
200 SOUND 120,1,0,0,2,0,14
210 FOR R=20 TO 160 STEP 20:FOR
U=1 TO 360 STEP 60:MOVE X,Y:PLOT
R #COS(U),R#SIN(U),1:MOVE X,Y:P
LOT R-(R-20)#COS(U),R-(R-20)#SIN(U
),0:NEXT:NEXT
220 T=TIME:WHILE TIME-T<300:R=1
:NKEY=MEMO:CLS93:PRINT3,TRX(13)
:CHR(24):"ASTEROID LAUNCH"CHR(24

```

ASTE



LAN

EROID

AMSTRAD

A small planet faces destruction as their sun is about to go novel.

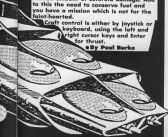
Your mission is to rescue the planet's population before they get micro-waved.

To complicate matters you must pilot your landing aircraft through a perilous asteroid belt to reach the planet's surface.

Only one person can be carried by the lander to the mother ship per trip and the rescue craft can only sustain a limited amount of asteroid damage. Add to this the need to conserve fuel and you have a mission which is not for the faint-hearted.

Craft control is either by joystick or keyboard, using the left and right cursor keys and Enter for thrust.

By Paul Burke



```
3-LOCATER3,5,5:IF SC>H2 THEN H2=
SC
```

```
238 PRINTR3,"SCORE"SC:TBK 23>"H1
-Score"H1-LOCATER3,18,15:PRINTR3
,"PRESS A KEY TO PLAY":WHILE INK
EYB="" :MEMO: SOUND 7,38:GOTO 28
248 MODE 1: BORDER 12:INK 8,8:INK
1,24:INK 2,12
```

```
258 DEG:ORIGIN 328,368:FOR T=278
TO 458 STEP 18:MOVE 38+384COSKT
,154SINK T>DRAW 38,154SINK T,1:
MOVE -38+384COSKT,154SINK T>DRAW
4,-38,154SINK T>NEXT:ORIGIN 8,8:
MOVE 288,382:DRAW 288,382
268 ORIGIN 8,16:RESTORE 278:FOR
2=1 TO 3:READ A,8,C:FOR T=A+4 TO
A+2:MOVE T,-16:DATA T,8,2:NEXT:
FOR T=B+4 TO B:MOVE A-C-2,T:DATA
A+C,T:NEXT:NEXT
278 DATA 56,46,8,328,38,12,512,3
4,14
```

```
288 FOR T=1 TO 648 STEP 2:MOVE T
,-16:DATA T,184COSKT,PIAT3,28SINK 2
8T,1:DRAW 8,8,3:NEXT:RETURN
298 PEN 1-LOCATER1,1,1:PRINTR1,5
TRJHNL:LEVEL=5,248>LOCATER1,25,
1:PRINTR1,"FUEL"STRING$(5,233>
LOCATER1,25,2:PRINTR1,"SCORE",SC
:RETURN
```

```
308 RANDOMIZE TIME:RESTORE 308
318 MEMORY 32767
328 FOR ADDR=8 TO 28:8=32768+800
K45:POKE 8,248:POKE 841,INT(RND#
39>+1):POKE 8+2,(RND*16)+5
338 POKE 8+3,1:IF RND>8.5 THEN P
OKE 8+3,255
```

```
348 POKE 844,8:NEXT
358 FOR T=33536 TO 33553:READ A:
POKE T,A:NEXT
```

```
368 FOR T=33288 TO 33326:READ A:
POKE T,A:NEXT
378 FOR T=33792 TO 33883:READ A:
POKE T,A:NEXT
```

```
388 SYMBOL 248,56,126,127,127,25
5,254,124,18:SYMBOL 241,8,28,119
,83,119,28,62,187
```

```
398 RETURN
408 DATA 43E,31,4CD,45A,488,4DD,
47E,1,4CD,45A,488,4DD,47E,2,4CD,
45A,488,4C9
```

```
418 DATA 4DD,47E,8,4FE,8,428,1,4
C9,4CD,8,131,42E,32,4CD,45A,488,
4DD,47E,1,4DD,48E,3,4FE,41,428,2
,43E,1,4FE,8,428,2,43E,48,4DD,47
7,1
```

```
428 DATA 4CD,8,131,4DD,47E,8,4CD
,45A,488,4C9
```

```
438 DATA 48E,28,4DD,421,8,128,4C
0,8,138,411,5,8,4DD,419,480,428,
245,4C9
```

DER

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Each punter starts off with \$100. The winner will be the person who has made most money at the end of the six race meetings.

Factors which will determine the outcome of each race are the odds and the going.

At the end of each meeting each punter's total is shown.

On a few of the program's lines characters are set in heavy type. This indicates that they — and the spaces in between — should be entered in INVERSE video.

• By Tom Wharton



THE RACES

```

1 DIM
2 DIM
3 DIM
4 DIM

10 CUR=CLOSE #1:OPEN #1,A,B,C:"
20 DIM WINNERS(17),SURFS(4),ST(4)
30 DIM HOR(5),STAK(5),TOT(5)
40 DIM NAGAS(13),NAGES(17),NAGES(17)
50 DIM NAGES(17),NAGES(16),NAMES(6)
60 DIM NAMES(4),NAME(14),NAMES(5)
70 ST="      " REM Four Spaces
80 GOSUB 3000:REM * INSTRUCTIONS *
90 GOSUB 4000:REM * ENTER NAMES *
100 RESTORE 2000:RACE=0:FOR M=1 TO 1:TOT
[M]=100:REST M
110 RACE=RACE+1:GRAPHICS 0
120 POKE 752,1:POKE 756,244
130 SETCOLOR 2,15,0:SETCOLOR 4,12,0
140 G=INT(RND(8)*2)+1
150 IF G=1 THEN SURF="TISH"
160 IF G=2 THEN SURF="SBOO"
170 IF G=3 THEN SURF="SOFT"
180 IF RACE=5 THEN ? "FINAL RACE"
190 IF RACES THEN ? "RACE NO.,"RACE
200 POSITION 18,0:?"the going is ";SURF
$
210 ?:" $:" ** THE SUMMERS ARE ** "
220 FOR P=0 TO 100:SUMD 0,50,10,10
230 NEXT P:SUMD 0,0,0,0
240 READ NAGAS,NAGES,NAGES,NAGES
250 ?:" NAGAS:"NAGAS, EVENS prefers G000"
260 ?:" NAGES:"at 3-1 prefers G000":?
270 ? NAGES:"at 3-1 prefers G000":?
280 ? NAGES:"at 7-1 prefers SOFT":?
290 ? NAGES:"at 10-1 prefers FIRM":?
300 ? $:" ** PLACE YOUR BETS ** ":?
310 FOR N=1 TO 1
320 POSITION 2,15+(INT(N*1.8))
330 ON N GOSUB 340,350,360,370:GOTS 380
340 ? NAGES:RETURN
350 ? NAGES:RETURN
360 ? NAGES:RETURN
370 ? NAGES:RETURN
380 POSITION 4,15+(INT(N*1.8)):?"bet ";
DMS(0):TOT(M)
390 NEXT M
400 FOR M=1 TO 1
410 IF TOT(M)<0 THEN STAK(M)=0:POSITION
13,15+(INT(M*1.8)):?"gone to the dogs.
.....":GOTS 500
420 POSITION 26,15+(INT(M*1.8)):?" $
430 POSITION 20,15+(INT(M*1.8)):?"horse
?"

```

```

440 GET #1,RS:RS=RS-48:?" $:HOR(M)=RS
450 IF HOR(M)<1 OR HOR(M)>5 THEN 420
460 POSITION 33,15+(INT(M*1.8)):?" $
470 POSITION 28,15+(INT(M*1.8)):?" stake
"
480 TRAP 490:INPUT STAK:STAK(M)=STAK
490 IF STAK(M)<>INT(STAK(M)) OR STAK(M)<0
OR STAK(M)>TOT(M) THEN 460
500 NEXT M
510 FOR M=1 TO 1:TOT(M)=TOT(M)+STAK(M):N
EXT M
520 A=610:B=620:C=630:D=640:E=650
530 X=INT(RND(10)*10)+1
540 ON C GOSUB 550,570,590,610,630
550 ON E GOSUB A,A,A,A,B,B,B,B,C,C,C
,B,C,E
560 RETURN
570 ON X GOSUB A,A,A,A,B,B,B,B,C,C,C
,B,C,E
580 RETURN
590 ON I GOSUB A,A,A,A,B,B,B,B,C,C,C
,B,C,E
600 RETURN
610 ?=1:WINNERS=NAGAS:RETURN
620 ?=2:WINNERS=NAGES:RETURN
630 ?=3:WINNERS=NAGES:RETURN
640 ?=4:WINNERS=NAGES:RETURN
650 ?=5:WINNERS=NAGES:RETURN
660 FOR Z=1 TO 1
670 IF P=1 AND HOR(Z)=1 THEN TOT(Z)=TOT(
Z)+STAK(Z)+STAK(Z)
680 IF P=2 AND HOR(Z)=2 THEN TOT(Z)=TOT(
Z)+STAK(Z)+STAK(Z)*2
690 IF P=3 AND HOR(Z)=3 THEN TOT(Z)=TOT(
Z)+STAK(Z)+STAK(Z)*5
700 IF P=4 AND HOR(Z)=4 THEN TOT(Z)=TOT(
Z)+STAK(Z)+STAK(Z)*7
710 IF P=5 AND HOR(Z)=5 THEN TOT(Z)=TOT(
Z)+STAK(Z)+STAK(Z)*10
720 NEXT Z
730 FOR P=1 TO 100:NEXT 0
740 GRAPHICS 2:SETCOLOR 2,0,0
750 SETCOLOR 0,5,0:POSITION 6,3
760 ? #6:"under"POSITION 2,4
770 ? #6:"starters orders"
780 FOR P=225 TO 8 STEP-1
790 SOUND 0,0,18,0
800 NEXT P:SUMD 0,0,0,0
810 FOR T=0 TO 12:SUMD 0,50,50,0
820 POSITION 7,3:?" $:" TRAP 83
830 POSITION 7,6:?" $:" OFF"
840 SOUND 0,0,0,0:FOR D=1 TO 15:NEXT 0
850 NEXT T:FOR B=1 TO 30:NEXT 0
860 POSITION 12,3:?" $:55:55

```

A DAY AT THE RACES

```
870 POSITION 12,4: ? #5:55:55
880 POSITION 2,2: ? #6:"the winner is"
890 FOR N=40 TO 1 STEP-3
900 SOUND 0,0,50,0: NEXT N
910 SOUND 0,0,0,0: SETCOLOR 0,Y,0
920 SETCOLOR 2,0,Y: SETCOLOR 4,4,1
930 POSITION 2,5: ? #6:WINNER$
940 FOR N=1 TO 240 STEP 3
950 SOUND 0,0,50,0
960 NEXT N
970 SOUND 0,0,0,0
980 FOR D=1 TO 200: NEXT D
990 IF RACE=6 THEN 110
```

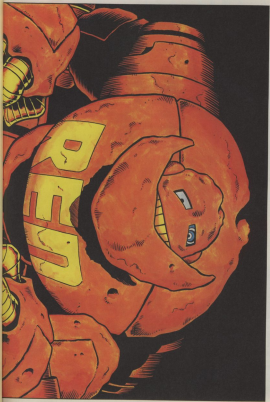
```
1000 FOR P=1 TO 10: SOUND 0,30,10,12
1010 NEXT P: SOUND 0,0,0,0
1020 FOR P=1 TO 10: SOUND 0,50,10,10
1030 NEXT P: SOUND 0,0,0,0
1040 GRAPHICS 1: PEEK 752,1
1050 SETCOLOR 2,0,4: SETCOLOR 4,1,4: SETC
LOW 0,12,2: POSITION 0,1
1060 ? #6: "the meeting is over"
1070 POSITION 1,5: ? #6:NAME$ : HAS ";: TOT
(1)
1080 IF I=1 THEN POSITION 1,8: ? #6:NAME
$ HAS ";: TOT(2)
1090 IF I=2 THEN POSITION 1,11: ? #6:NAME
$ HAS ";: TOT(3)
1100 IF I=4 THEN POSITION 1,14: ? #6:NAME
$ HAS ";: TOT(4)
1110 ? "Press: Restart from the beginnin
g."
1120 ? " or: Start again with same pos
ters."
1130 ? " or: To quit."
1140 GET #1,KEY
1150 KEY=KEY-60
1160 IF KEY=1 OR KEY=2 THEN 1140
1170 ON KEY GOTO 10,100,1100
1180 CLR: GRAPHICS 0: END
```

```
2000 DATA 1.ARM BOY....,2.DARK SECRET...
...3.AFRICAN DREAM...4.ROYAL PARADE...5.
THE OUTSIDER...
2010 DATA 1.LIKELY LAB...2.THROTTLING TOM...
...3.BROODS BOY.....4.ROUND PRINCE....,5.
NO HOPE.....
2020 DATA 1.LOCAL HERO...2.RUNNING WILD...
...3.AUSTRIAN STAR...4.FINAL FLING.....5.
HILBERT LOSEN,
2030 DATA 1.DICTATOR....,2.DISTANT COUSIN
...3.JOCKS NIGHT.....4.OFF THE PAULS...5.
CON BLIMPET....
2040 DATA 1.CHATTERBOX...2.DREAMY LADY...
```

```
...3.PERFECT CRIME...4.BOX OF TRICKS...5.
HORROR HUNT...
2050 DATA 1.SOLID GOLD...2.DASH STREET...
...3.MOTHERS BOIN...4.DRISH HOPE.....5.
THE JOKER.....
```

```
3000 GRAPHICS 0: PEEK 752,1
3010 SETCOLOR 2,0,4: SETCOLOR 4,0,2
3020 ? 55:55: "" Welcome to ""
3030 ? : ? 55: " A DAY AT THE RACES "
3040 ? : ? 55: "The meeting contains six ra
ces."
3050 ? "the race card is shown before an
ety"
3060 ? "race begins."
3070 ? 55: "Study the going and the odds
and"
3080 ? "from it choose a likely winner t
hen"
3090 ? "enter its number and your stake
when"
3100 ? "prompted to do so."
3110 ? 55: "Once all bets are placed, sit
"
3120 ? "back and wait for the winner to
be"
3130 ? "announced.": ?
3140 FOR D=1 TO 100: NEXT D
3150 FOR S=0 TO 15: SOUND 0,40,10,10
3160 NEXT S: SOUND 0,0,0,0
3170 RETURN
```

```
4000 ? " How many posters are there (1/4
1?"
4010 GET #1,1:1-1-40
4020 IF I=1 OR I=4 THEN 4010
4030 IF I=1 THEN ? "Enter your name to
no poster, no more than six letters ple
ase": INPUT NAME$: GOTO 4090
4040 POSITION 2,33: ? "Please enter their
names with no more than six letters per
name.....: ?
4050 ? 55: "1st posters name": INPUT NAME
1
4060 ? 55: " 2nd posters name": INPUT N
AME2
4070 IF I=2 THEN ? 55:55: " 3rd posters
name": INPUT NAME3
4080 IF I=4 THEN ? 55:55:55: " 4th poster
s name": INPUT NAME4
4090 POSITION 0,22: ? ".PRESS ANY KEY TO
BEGIN..."
4100 GET #0,KEY
4110 RETURN
```



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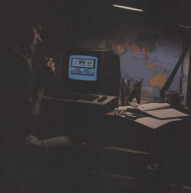
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REVIEWS/1

ENTHAR SEVEN

Enthar Seven is the latest adventure from Enthus, and the most enjoyable and exciting I have played to date.

BBC cassette owners — go out and buy a disk drive now. Disk owners read on, then go and buy the game!

The program comes in two formats, a two disk pack for 40 track users, and a single floppy on 40 track. I played a pre-production version in the 40 track format.

The background, a colorful role game (rather than to enter play the adventure, or to read other information about Enthus). This is really rather good advertising, as the spare space on the program disk is filled with screen shots of other games, literature stuff.

A detailed introduction to Enthus Seven explains that you have, as ... "discovered" a space hopper, and that realized that you don't like it!

Things seem to be going well and the hopper's orbit around Enthus Seven begins to decay. That is the first problem. Getting off the space ship before you spin into the planet is the mission.

This is fairly easy to achieve, but when you end up in pitch darkness with just a space suit and helmet to keep you company, you realize that something is seriously wrong.

It took me about 30 minutes to get that out, but once done, the fun really begins! The best is lengthy, interesting and

incredibly atmospheric.

The game is truly huge, with 200 locations and 500 objects. You only see half of the objects, and cannot imagine what the rest consist of!

There is so much to say about the game in such a short space, that I'll leave to give you only a brief idea of game play.

The planet is split into seven sections and the use of the telescope, instead of a clock as in levels of Enthus, you can just around the planet, solving lots of such sections before making your way back to the metal outside.

I assume that each section can be partially solved with objects found in that sector, before coming across a more tricky problem.

I can't guarantee this, as the author Robert O'Leary has moved some of the objects around for the final version.

Remember the Martian Chronicles by Ray Bradbury or, better, with those wonderful shots of wind-swept plains, and huge Martian constructions? This is just what comes to mind when you find yourself staggering blindly through a barren wilderness with only night vision before you again!

There are canyons, forests, forests, mountains, high security areas, a barren wilderness, vast volcanic plains, mountains, a dried up lake, a river, and an acid pond, and even a storyline other than your own, about the

Larven family.

I have yet to complete the game, having done about 15%, but am determined to do so. Let's face it — I'm hooked! One part I particularly enjoyed was climbing up on an extremely vulnerable security camera and rendering it useless — great fun!

If your input isn't understood and you repeat the same command, the program will get quite upset! This is all part of the fun, and in keeping with the theme that you change the game.

LOOK 87 is permissible, along with many other nonsense commands. This is particularly well implemented, for if the word following LOOK 87 is not understood, the program's surroundings are described instead. This is a lot better than a "I can't see a ..." message.

Tapping ENTER always a sign of desperately producing a very helpful message, and LOOK produces an Enthusian note.

There is good use of Mode 7 color (which can be switched off for people who like their own money) and the INVENTORY and LOOK commands handle objects very well; a paragraph is presented instead of a long list — even ADD is inserted before the long list.

You can do some very complex things with some of the objects. For example, should you need a vacuum cleaner, and find one that doesn't work, you will have to

remove the bag and repair it with another object, and attach a power cell, before you can proceed with the rest of the game!

The "win and looke" of the programming are good, with useful commands such as "REPEL" which will clear your current position in memory. It works like a normal game on disk, but is much faster and more useful for your old single-drive owner like me!

Unlike another disk adventure I recently reviewed, this one doesn't "hang up" if you have the wrong disk in at any time, it simply informs you something is wrong, and asks you to insert the correct disk before continuing.

The command lines are not all that long, and the longest is 30 seconds. However, all the commands can be abbreviated, and this speeds up the screen time to an average of about five seconds.

Enthus Seven comes in a very professional looking package, with an RGB card, an adventure's map, and detailed instructions, all tied with Enthus's smart gold on black tape.

It's available for BBC B on disk only, from Enthus Software at Meltham, and costs £17.95 for all track versions, £14.95 for the 40 track version.

Jim Douglas

★ **Personal Rating:** 10 doesn't start to say it!

SUPER GRAN

Super Gran is released by Enthus, but unlike its Enthus brethren from Adventure International, Brian Hewitt and Mike Woodhouse, who recently won the Enthus.

This adventure follows very closely the format used with Enthus, down to the same style split screen graphics and text display.

As I look up the steps at Super Gran, I found myself in the town of Chatterbox's office to interview the Mayor's clerk of office and a valuable old tape, under the Mayor Campbell and the town of Enthus.

With some help from a vintage car, you can easily visit Super Gran. I was found exactly outside Enthus Campbell's house, where even the help was coming from an upstairs window.

This, I thought, would be the answer that would reveal Super Gran, leaving me alone and more obvious was to discover the absolutely nothing happened!

I just found that another Super Gran could be that you in visit Enthus Campbell's house! I was just about to call it a day when I found YAKI POLI walked, and Super I was standing inside Enthus Campbell's

house.

Despite the starting difficulties, all was not lost, but at this point the adventure started to show its true class. As the plot unfolds, it places you (quite often) in the path. Finding the right answer may mean a lot of running about, and getting your timing just right.

The graphics are of an even level, and are used to bring adventures or perhaps those looking for a real fun adventure to help while you're a few hours. After a short run, I found it very enjoyable to play, even though it does not contain the type of

graphics that take months to achieve.

The graphics are at the same high standard as those seen in Enthus, and the two parts allow for more than one command to be entered on the line. The whole thing is cranked off with a light hearted sense of Enthus.

Super Gran — The Adventure is available for the Spectrum, Commodore 64 and Amstrad, with full colour graphics and sound, and is available for the BBC, Spectrum, and Commodore 64.

Paul Douglas

★ **Personal Rating:** 9

C+VG

ADVENTURE

REVIEWS/2

TERRORMOLINOS!

Interrumolinos is the product of two twisted minds. They belong to Peter James and Roger Lawren, who brought you the ultimate social (shooting) game, *Shrapnel*. Pete and Roger, as they like to be called, enjoy a good job and have alternative games based on words and society. "There's so many other things people could write games about," said Pete. "But they don't."

They also don't like computer programming as a livelihood. "They all want movies and have space!"

Pete and Roger like to think of themselves as all-roundable media entertainers. Both have been involved in a comedy duo called the Thomas Brothers, songs called The Lanes — because all the local comedians were called Daves — and the Neil Nighttime Brothers. They also produced a plumbing video all about their home town of Ilkley, which is where their latest game begins.

The odd couple developed the game using the Quill and then modified it over to the Multimedia Games Institute to convert into machine code.

Terrormolinos is being programmed in machine code from the Lanes and Jones Quill programme by James, Lawren and Roger Tryhorn. Roger's own games have already been enjoyed by many. So is the machine

political spoofs *Dennis Through the Drinking Glass* and *The Rabbit*.

Roger rolled up 17 years old James to help him out with some machine code on the BBC version of *Shrapnel*. James commented the BBC Basic program for David was 4000 code, and so this they have since based their own *Adventure* writing system.

As time passed their computer system has been refined and by the time *Terrormolinos* comes up, "we had a system that worked much more efficiently than the original," said James.

The odyssey begins over the Quill in that of memory requirements, but by using compressed text and much smaller tables, space becomes available for reasonable provision in the world.

James admits: "The only real problem we ran into (aside from the plot) was the time of writing, they are being designed and programmed in Australia, and no one in Britain has yet seen them. So do we know how much memory they will corrupt?"

I always thought society passed because we assembled Britain, and after learning that the implication of "Lambert Road" in *Shrapnel* was purely accidental, as it was thought to be a British town, I wonder how much the James know about picture



■ Roger having taken that *Darkside* holiday in Spain? Still looking at examples of rap and a couple letters? How then the kids in my, you can never blame (happy?) summer spent with your wife David and wife Kim and Oliver in visiting *Terrormolinos* — now even a nightmare holiday again?

Starting off in the usually lighter of your media shade in Ilkley, it's not long before the text is looking out from to take you to your holiday light, and you're left alone to take it.

Classics can you're still finding, and trying to remember where you left the passport.

There's other materials too, such as tickets, cinema — the photo, memories? — and the rest of the family. If you can find them.

Once these little problems are sorted out, and some careful planning of moves is needed to succeed, you're up and away, money class, it's a 70!

Now holiday really starts when you arrive, after a long journey, in the Plaza of your estate. At last you can begin to relax after the hectic last minute problems back at home. Or can you?

As you enter the lobby of your chosen hotel you are greeted by a friendly Spanish? "What nice time is this now? Go wine-tasting, see a foreigner jump into his lake, go to hospital, imperious!"

You can almost get the famous Mashed from *Fluffy* Brown time and time again as you continue through the game!

At the hotel, you of your fellow passengers, Mr. Humphrey and Mrs.

Perch, are having a whole of a time — but not you, and did you remember your suitcase?

There's plenty to do other than hanging through — a visit to the real and almost maybe, it costs up to two, or perhaps some mountain climbing in the local square.

The restaurant is to be visited at. A special menu might be the *Lambert* Pot, *Prize* Pot, *Spicy* Dishes and *Smoky* Kalamaki. How could you resist? As you can see, *Terrormolinos* has a lot of fine problems too.

I played a pre-production Spectrum version of *Terrormolinos*, written by the Quill and without graphics.

The final game will feature graphics — some of which you can see on this page. But to be careful by "intelligent" and "improving 3D graphics", the authors (Peter James and Roger Lawren) have provided the ultimate graphics system that presents everything you might — *Supercalifrag!*

This machine depends on you taking the game to develop an exciting fabric that may even, an interactive and occasionally hilarious approach, since all of the things are likely to turn out as you expect.

Terrormolinos is a fun adventure. It's only a game, but you'll have a lot of fun taking it to the time of writing. We glad it's here for us to see!

Ruth Campbell

■ **Personal Ratings:** (see box) 5



ADVENTURE

REVIEWS/3

MORDON'S QUEST

Once in a while, along comes an adventure which really heads the list for a few weeks. The rest that demands attention would not get used all its secrets are unfolded, all its locations explored, and all its treasures made sure.

Mordon's Quest is one of that rare breed. It is a game with as much fun and as many locations that it is difficult to believe that it comes to tape.

The objectives, which you are called upon to fulfill by Mordon himself, should you find him, is to retrieve the seven component parts of a machine designed to perpetuate reality, which was broken up by Mordon in a grand attempt to gain immortality. As well as finding parts of the machine, there are treasures to be collected en route as your reward.

The game commences in a lonely ordinary house with an unusual basement. There are a couple of locked doors, then provide instructions, and once there seems to be little of interest other than a Mordon and a newspaper, outside is where the action must be. You're in, the weather is rather inclement and the house is enveloped in all varieties of rain, fog, and mist meant to help.

The adventure is well advised into smaller steps when thoroughly exploring the exterior, for then a chain of light may appear to help the player

navigate the swirling clouds!

Knowing nothing in the jungle, the way leads along a twisting, turning path. As the path narrows, the plot develops into Dobby's house (and you know who is **KILL** Mordon) as two simultaneous problems present toward

success for the explorer. This is the point where one family, at least, was off and to step up for the night, until the event was that arrived home from a school trip to the Commodore Exchange — and I think the concluding was happy!

"Solve the problem, Dad!" I remembered saying my all-powerful wizard's hat. And he did — just like that!

As you keep playing plenty of fun, Mordon's Quest also has more of those deliciously funny and exciting surprises that make an adventure a pleasure to play, always interesting and never tedious.

After the break with the little child and his lethal machine, I was all set to relax for a while. But suddenly, "A monstrous beast roared near snoring a lion, clothed in hair as your friend, says 'Hello dear!' You must be the new adventurer I've heard so much about."

No one is to demand that I guess who is the king of the jungle — that was easy and it's hard to win! "The lion!" I reply

confidently. "No in THIS jungle he isn't!" says Tanna.

On and on through the jungle, and even the adventure appears to slow up at a dead end. But something quite extraordinary has in fact, pointed to by an apparent line in directional logic.

Before long I was applying some pressure to the problem, and was soon enjoying it, solving it, and experiencing a complete of mental overload.

A nice feature is that the player is allowed to lose, as if being through some incidentally dead, the game can be continued from the point just as if it had been saved.

There are over 150 locations in this text only game, and all of them well described. Although not all are visited by way of being essential to the problem, they do contribute to a very realistic atmosphere, giving the picture far more effective than any graphics could do. Oh happy tape!

The response is machine code but, and the vocabulary large. Over 400 words are contained. Some commands are as of two words only, but some full sentences are possible too, although I have the feeling that the trailing words are stripped off and the ones derived from the first two.

The look me in my only criticism is the capital, or some of them. It makes word of a

command is recognized, then the computer will reply PARSON'S or one word is recognized and the other a lot, then the reply is YOU CLASH!

Since this is also the reply to fully valid commands that are invalid except in the game, it becomes a little confusing in trying to not get confused if it is the intended action that is not possible, or whether the ambiguity is required.

HELP always produces TRY DRAWING A MAP, and avoid text by several attempts, for it is really what of a map that holds an adventurer's progress!

Mordon's Quest is an exciting and humorous adventure with a range of problems from the "What a lot" to the "hard danger" variety.

It is from Melbourne House and available for £15. Spectrum, Amstrad and Commodore 64, priced £12.95. A very reasonable price for an adventure of this quality. I have no hesitation in recommending it to hardcore adventurers.

Oh, and by the way — if you still can't believe that does much of the looking, don't worry! You may have better luck in **Mordor's Revenge**, the sequel which is promised shortly, and which you're sure to want after playing this one!

Personal Rating: 10
Bob Campbell

AND NOW WIN A COPY!!!

Melbourne House are offering 10 copies of **Mordon's Quest** to Computer & Video Games Advertisers, absolutely free! To win one of these coveted prizes, simply answer the questions on the form, and send it to: **Computer & Video Games Advertisers, Mordon's Quest Competition, Priory Court, 98-100 Farringdon Lane, London EC1A 4AU** to arrive no later than September 18th. The last 10 correct solutions opened on 17th October from Spectrum, Amstrad and Commodore owners respectively, will receive a free copy of **Mordon's Quest**.

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



HEWSON CONSULTANTS

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Abstract

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ADVENTURE

REVIEWS/4

CASTLE DRACULA

■ This is a light-hearted little adventure, with simple but entertaining problems. The local town is being threatened, you must get into the castle and knock off the bloodsucker.

The author, with questionable wisdom, has decided that only three letters of each command shall be accepted. This is fine, but it makes it hard for the player to decide whether it is possible to HELP or to FLEE!

Unfortunately there is a rather brainy error in the program. The first hint appeared when I was told MURDER AT LINE 8, but when I pressed the key, the message SA SA, THAT WAS TOO NOOBISH! was shown, and the game resumed. All very clever, until the game had been in progress the same time, when a relatively simple command LOOK produced TOO MANY FORS AT LINE nine.

"No fun," I thought, and I try again. Imagine my horror to find that this was a trap job. Oh dear, 100%, grade A BOMB!

Now, being a true adventure, I tend to cheat! The listing has been tampered with, however, to prevent doing that a few consecutive times to be viewed, and no attempts to correct the error were fruitful. I can't really explain why the brain error, and

they are completely of random.

Once, when only one more, I received TYPE MESSAGE AT LINE ten. After entering such a message the only way to play on, is to cheat, a (cheater) hint.

There are various errors which do not bring the game to a screaming halt, but are worse in the long run. For example, after entering the castle and having the possibly then done behind you — a la Castle of Dracula — it is quite possible to leave a rope and climb down outside the castle, then walk back in through the closed gate!

These problems seem to be all the more odd when you take into account that the game itself is a really rather good.

There are some truly gorgeous hints, and your quick thinking moments. There are three means of the drop-to-the-rear, and some very interesting puzzle solving. Being one who only about 10% of the time, I open the book time being to cheat! — I can't really tell you about the reading, except to say that it looks like, too. I managed to cheat a little.

Jim Douglas

◆ Personal rating: F
 due to working copy. I
 for one like mine!

RED MOON

■ Once upon a time, when the moon was still red, there lived a magician. He, or she, for you can never be quite sure what society is involved, was not the best magician in the world. But it was always the age of falling stones, when magic spells worked best. This is the tale of how that magician kept Magic alive.

Another time, when the world has been discovered and turned into an excellent adventure by the Lord's eyes.

This adventure concerns a time when Magic was still rare in the world, a time when the moon was red and killed the plants of earth with a mystical influence.

Unfortunately, the moon has since had its splendour, and Magic has faded into the earth. A few months, the Lord's eyes, the Moon Crystal, which contains Magic all around the world, but it is not clear and it is your task to find it and explain it to its master in the Moon Room.

The use of Magic is necessary to complete various parts of the game, and you are then equipped with a number of spells, and a lot of other features.

For example, to use the FEND spell you need a lamp, or the Spell has no point to lose.

It is well known that one prevents the use of Magic, and

his point has not been overlooked either.

The adventure has up when you find yourself inside a more system which leads inside an abandoned castle. As you enter the garden, you meet a man named MORGAN, and, going down to investigate, I found myself there to have with plants, the wizard has (been to quite a reward) and an answer was not.

So with all the latest Level 3 adventures, this one contains

perhaps for all locations and, considering there are over 200 locations, that makes for a lot of "potential".

With as many of them you might expect the best to be somewhat limited, but it is more than adequate. The quality of the graphics is fairly high, too, although they do tend to become somewhat repetitive.

This game MUST rate as the best adventure I have played this year. It is a shame about of Level 3's previous game, and they say good things, but you can't see what they will produce when they start writing games for disk now!

Simon Smith

◆ Personal Rating: 10

BOOKS

CASTLES AND KINGDOMS

By Bob Colclough
 Virgin Books £11.95

■ Castles and Kingdoms contains 15 adventure listings in Basic for the Commodore 64. Each adventure is complete in itself, and the collection is loosely tied together under the theme of Glyndwr Iow, set in the mythical kingdom of Glyndwr.

The value, most of which is written by Bob and Ed Gervase, comes from The Basic Book, through the use of Basic, to The Basic Book.

The listings are clearly printed with double spacing, and are so helpful as to be so easy to enter as you are able to find. Being for the Commodore, the lines are short (the maximum length of a program line on the Commodore is 40 characters) and they are accompanied with the word END, a powerful word unknown to the computer.

The presentation is in over 84 two pages of good quality paper, and each game comes complete with a short introduction to its system.

Value: C+VG readers (are you still there, Bob?) may think this should be better, and so they might.

I can only recall a reminder of The Captain 88 Book of Basic Adventures (reviewed February 1983) as I dug out the book and discovered that the author of both books is Robert Bell Laid.

One of the games in Castles and Kingdoms (Review of Bell, and Review of Time's) are translations from original 1981 adventures by Don and Freda Brown, in Castles 88.

A reviewer is your guest, for Commodore 64 you're happy to type in listings to save a book or two, then the book will keep you largely amused during the winter months!

Keith Campbell

THE AMSTRAD-PENTACLE ADVENTURE CREATOR

By Clive Gillett
 Interactive Publications £11.95

■ Not an adventure game, but a book containing mainly of the adventure generator program known as Basin. The program allows the user to enter locations and object descriptions, together with exits, monsters, strength etc.

The author has adventure writer in given options to specify the number of local doors between locations and where they are to be placed, the player's starting strength and the weight of each object. Many names may be typed into maximum collected before the game is won. An object can be classified as weapon, treasure or nothing if desired. There is also a magic word facility and a jump command that can rapidly transport the

player to a remote location.

Each entry is built into the program and are fairly limited in scope. The content of Text, Map, Look, Pick, Kill, Walk, Read, Help, Quit, Inventory, Score, and View, as it can be seen that a game built using this program will consist mainly of fighting monsters and not solving subtle problems.

The creative listing is accompanied with instructions on how to use it and some advice on how to get the most out of it. A sample adventure is provided in disk form that can be used in the program.

The point worth for the listing is quite large and easily legible, so it should not deter those who have the patience to type in relatively long listings. The manual part of this book is well written and easy to follow.

I think the Amstrad Pentacle Adventure Creator represents good value at £11.95.

Keith Campbell

ADVENTURE

HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs

Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. Using his vast database and his IDEAs Corp assistance Keith supplies adventure addicts with instant cures for frustration and other related diseases. Here is the latest print-out from the top floor...

HANDS ACROSS THE WATER

Marc van Rappan, from Amsterdam, has been on an independent tour from Lima to Delhi, via India, Brazil, I. Runk, Rwanda and Mozambique.

He travels solo from Dartford to try and reach Voltaire, and can't find any! And he's a bit upset by a man on Kossar who keeps drawing him out of his house! He's trying to trace someone who can help with **The Treacher Sonnet**.

Marcus Pashan writes from Milan with some clues and a plan. On Tinas, in Greece, in Rappan, he has the key and looks... what shall he do next?

A message from Marcus brings news of **Messages from Anarchy**. The can't open the plate in the mirror room, but if you point the tool at it something will happen. "It seems to be an ancient key," explains his Twin Thinking of Rappan. Interesting reply!

Something is sure up on Eureka. Matthew Fletcher of Gloucester, who has solved all five adventures, says he is a better in that there place again!

In there prison out there who has not solved the adventure, but has one idea how to go about obtaining the number, via Mithras? Henry if you hurry, he has to return and hurry, he has to return and hurry!

"Cathie" from Bexley asks: "Is there a bug in **Cometcatcher** (Archer)? He can't get back from the abbey, and wonders if he is not paranoid?" Tim Hughes is working with good adventure clues, but admits he has no skill in programming. Is there anyone living near his home in Devon? However, who can think and a lot of code with him, and would like to join forces with him?

C. Smith of Wigan wants a small lead from the quiver's and some way of identifying his clothes in **Overland Hero**, as he keeps tripping up.

Please tell us someone, please, in **Pink Queen**, how is you doing the trail?

Goodwin Pokani of Great Malvern, Buckles, sent in a map of Twin Kingdom

Volley. "I'm going to read some of my maps to keep Bixby... with them, not wanting to put his eggs all in one basket? You leader (Gaulley)? And you dare to ask for a reward? Well it keeps it (Gaulley)!"

"We rules, beg, demand, request, appeal, demand a that my someone your considerable influence over Peter Smith and the all-seeing his from the first, to produce these adventures as **OVERSEER**. It would make them so much greater in kind, and stop (almost) playing."

I don't know about my influence, I think the great god Master Pashan might be a little stronger somehow, but who would try it in preference to a tape? After all, people wouldn't be able to 'weep' a tape with their friends, would they? Come on, I know you're all at it!

TALES OF ANCIENT BUGS

Trained in **Tie Me Knot?**

The complete solution is lampared by an essay, writes Andrew Marley of Cheshire. The ancient script found in the library has an error in the manuscript. What (because I should read **CHOC SOLD BY K**).

Craig Davis was recently made trying to unlock the secret in **Photoph's Tomb**. Brian Fenton of Fife writes: "Although the description tells us that there is a tunnel, I doubt that it really exists."

You can move fairly well, west and down. Of course, you can't see the ice, but that doesn't seem to have any effect, and is unnecessary to solve the adventure.

"By the way, you asked what we, the readers, think of your hints. I like them the way they are — not too many so there remains some work to be done!"

In answer to Robert Robinson who was troubled by a possible bug in **Barbarian**, Glen Twilove of Bournemouth in England writes:

"No, your tape is OK. There is no error that stops you completing the game, but it will not help in some through the village quickly — you need an object from there."

HELP!

Got a problem?
Don't suffer in silence. Write to Keith Campbell's Adventure Helpline. Computer + Video Games. Priory Court, 30-32 Farringdon Lane, London EC1R 3AA.

The Adventure Helpline (345) is a service provided by the IDEAs Corp.

Writer is an *Avon* student who has several adventures behind him, and if I could decipher his signature, I could tell you his surname! Having solved some classics in **Chrysopegas Coast**, **Enigma's Retreat**, and **Knottville**, he claims he has already playing to English. "But," he says, "I feel that English is probably the best language for adventures because changes would be too complicated."

Wrote comes up with his own method of solving adventures. **Chrysopegas** has 42 "quests" (clues), and is one of the best also **Knottville** (38) and **Knottville** (40) although he believes in the **Mountain Adventure** (40) version (30) Halls, he says, was disappointing as it only had 30.

Now before anyone suggests that we use his method to rate games (based on our "personal rating" system), and remember that, using this method, the game must be completed before

it can be judged? That might not be a bad thing, but would you really want one review to make sense?

LEATHERHEAD TIMETABLE

Last month we left *Shenstone* much Paul Whitworth waiting in vain for the 11:10 train. Leatherhead to King's Cross. Now come the new Cunningham brothers are in history for what.

Some like they forget the exact time of the train when they write up the solution, for Paul Cunningham tends to explain that the expected train has now been rescheduled to run at about 10:45.

Paul is getting all geared up for the next story — *Lord of the Rings*. Malcom Ross promised Paul and David a new story on hearing of their success with *Shenstone*.

In Paul and a friend are reading the books in preparation, although they admit to finding it pretty hard going. "I'm sure it will help with the games later though," claims Paul, but adds "My brother David won't be helping with this one. The trouble is, he always loses interest when the problems start to get difficult."

SELECTED EDITIVES

Thanks for the help this month, to: Andrew Baxter of *Cardinals*, Marco Pavesio of *Wales*, Nick Phillips of *Merlin*, Nick MacLeod of *Clarewell*, Stefan Long of *Clarewell*, Ann Martin of *Arctura*, Stuart Brown of *Merlin*, Jeremy Southworth of *Clarewell*, Scott Green of *Hampton*, M. Costello of *Merlin*, John Deane of *Hampton*, E. Taylor of *Merlin*, Timothy Smith of *Clarewell*, Ben and Eddie Colquhoun of *Hampton*. Plus, of course, ourselves!

ADVENTURE CLUES



many of you, a detective
and many, perhaps only one of it.

"BARKS"
papers are not good for you.

"HIS WIFE WAS"
that was the only one.

any one, except one, in any other way.
There are two, in any other way.

"ECONOMY"
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"A BARKING"
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THE DEVILS CROWN

A devil character with horns, wearing a red suit and a golden crown, is shown sailing a pirate ship on a dark, stormy sea. The ship has a skull and crossbones on its flag. The devil is holding the ship's wheel. The background is a dark, cloudy sky.

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★ ARCADE

Steve Nigley, Atari's ComputerLink arcade app, regularly brings you news from the public gaming booths in C-156. This issue also reports on a terrific new Defender clone called Nemesis — plus a video free play for those of you who like a game with added kink!

● NEMESIS

A crowd at one end of the arcade can mean only one of two things: Either someone has finished or a new game has just arrived.

Nemesis, Atari's is one of those crowd pullers. In play, it had to give the opponent playing 3Dp merely along with strategy offer to shoot it must be taken. However, the ship comes and is caught by a hole of movement players. It prevented to disappear by the space ships in the shortest possible time.

I was under the impression that the ships of defender were long gone. But Nemesis has taken the best features from Defender and combined them with several new ideas to produce a fast rate game.

Speed, quick reflexes and non-stop action will keep you on your toes for as long as you can stand the game.

Nemesis usually from right to left as you control a space ship in its right down to bottom. A target object with some strength and floating along. Come into the horizontal — just above anything that moves and stationary objects in air. But one seems to hit to get there and avoid to the other unbroken.

Wheels of Defender into the game with strings of scoring items which you can avoid or pick up more points. If you manage to break off the whole string, a hearing that is left behind which should be collected.

When there are no more items on the screen and you can continue. However, more backwards to a certain degree through not turn round and by



Atari's ComputerLink arcade app, regularly brings you news from the public gaming booths in C-156.



in the opposite direction. The first and probably you'll find it a narrow floating ship with only a small space to maneuver around. This free hole of space, but it is more which must be dodged.

As there are other enemies to avoid and shoot as well. There is barely enough time to breathe before you move across a pair of enemies. Start the gun faster between the two and wait a few moments.

They'll make up to action and bring a great hole of two on the screen.

You can shoot at these but your best bet is to hide high in the ceiling and pay you don't get hit.

A huge open air ship — usually like the 3Dp Defender takes — must reach the valley and go down to light out below in the same manner as the rest.

To blow up the space ship, dodge the laser and try to fire directly into the mouth of the ship. It's difficult but possible and even easier than that it will blow up.

Another fleet of ships — stationary, moving and just plain old flying ones — come next and then any a hole like Nemesis which you must blast your way through. These are scored for blowing the

game that he is well and which extend towards you with increasing accuracy. Get a good wall of shields through which you will have to break a hole and quickly pass a line of mostly blue enemy objects. Another ship will be shot and destroyed in the same way as the first.

There is no chance to rest — you're rushed from one difficulty to another in the shortest and hardest to breathe.

Colin Hill, Atari's ComputerLink arcade app, regularly brings you news from the public gaming booths in C-156. This issue also reports on a terrific new Defender clone called Nemesis — plus a video free play for those of you who like a game with added kink!

A good along the bottom of the screen has boxes which light up as you progress. Whenever the last light the screen of your choice light up just press a button and you will be moved with clouds, double lines or missiles.

Nemesis is one of the most addictive games we seen for a long time. Defender fans will find the game hard on the eyes already used to the style of play, but anyone can have it easily.



● TOP GEAR

British's Top Gear is a racing game which number one complete a race for top of it is competition with the fastest.

There are two laps to choose from. If you are really good you will be able to go round each lap twice — and off for 30 games. But, you are more likely to end up in a ditch at the first lap.

In Top Gear and other racing games of that nature, it is quite easy to hold the road when cornering but no amount of practice will prevent you for Top Gear. The steering wheel seems to have no connection with the wheels. A tick of the wheel is likely to send the car careening off into the ditch and into a noticeable amount of covering deeply over an approach. Trying to overtake other cars is frustrating!

The track is futuristic. One end of it is a straight, it tends to rise and fall in a more unusual way. One moment you are moving in the straight and the next plunging back to earth and level ground. The track's irregular seems to be suspended in mid-air.

Being to the top of an approach that you come across is not a good idea. There is a blind spot on the top and you will probably run straight into the back of another car.

There's no free choice. Cars must be taken out to drive into the straight. It's easy to do and you'll end up in a small explosion — Peter Pearson style.

If you've got money to spare and plenty time for racing games, don't waste it on this one. A designer can be much more fun!

SPEEDUP MISSILE DOUBLE

MADE ACTION

● MY HERO!

Sega's latest game apparently has two names — and both are regularly mispronounced. Making into an article, I decided to play *My Hero* or *Hero* by the machine's artwork, but after putting in the money the screen display declared *John Hancock* (American readers: skip that!) (A).

Of this too, I prefer *John Hancock* — mostly because there isn't a single sign of it, though presumably if you get to the end of the game that name *Hancock* might receive a nodder like those for *Kidnapper* and *Hero*.



This game is for the character and for those who have learned to battle against a bunch of buggies to protect the girl you loved & saved of morning. Previous first — it's a lot better being a knight in shining armor than you think.

Back to the game. *Hancock* and *Hero* are walking hand in hand down a street where there is suddenly lots of trouble. You get by a bunch of flying machines, dressed in black, yellow and black and white striped prison stripes in the

memory of kidnappers everywhere.

Basically, after shopping to give her a second, decides to give chase. This is where you come in. My three turns out to be another of those martial arts games which have mispronounced in the words since they concern of *Karate Chop*.

Single-handed, *Hancock* could take on all the gangsters and ultimately the boss, but being assisted with this.

The two go on, but generally before the three can to capture the building.

The ladies have the advantage of numbers and generally attack in three — there's hardly time to expect your hero before the next lot approach. They also fight along looking in the buildings above the street, they try to wait to drop a battle on some other object onto your head if you are quick enough and use those coming, you can dodge or kick them out of the way but it's certain for you if they hit their target about place that out, you'll end up that on your back controlled by the opposition. I got nowhere near the boss.



● CITY CONNECTION

Every decade has a mixture of interesting and silly games. Some are used from road closely so, despite a week away from the game itself is challenging. I wish I could say the same for *City Connection*.

The amount of jostling up will make *City Connection* anything but boring. However, there are some compensations. It does allow you to see the world's famous cities in *Claris*, a *Living Man Model*.

The idea is to drive up and down highways, mountains and mountains. Jumping police cars off the roads by leaving the odd oil can into the air.

There's off point for this highly amusing game is *Multiplayer*. New York, *London* and a back drop of skyscrapers, about a thousand highways — the cars are stacked one on top of the other — you can see all and you cannot reach.

As soon as you have one, press a button and it will take to the air, hopefully hitting a police car before disappearing off the edge of the screen.

The police driver then spins out of control — probably with someone at the wheel but he is out of focus from a passing *Hero*.

This is your big moment: drive up behind and nudge it off the road. That's the next one.

The roads are only partially built and there are gaps in them at regular intervals though these can be jumped. Jump there so that you land on the same time on the other side of the gap or drop into the next lane in the street.

It's possible to have *Claris* in multi-player, that you land on the next lane down in the display you were coming from. This is tricky but often necessary especially if there's the slightest chance of landing on one of the many police cars, in which case *Claris* becomes the police. It's a worry. British *Claris* will provide you with trouble.

Watch out for little blue jumping bugs, and moose-like which appear up in your path. Avoid them by jumping them or taking an almost instant turn. After you've killed the cops in New York, *Claris* takes off on a space hop to land at random in another city. Take your path — *London*, *Spain*, *Japan* and even the *United States*. Personally, I found *City Connection* a waste of time and money but it just might appeal to someone.



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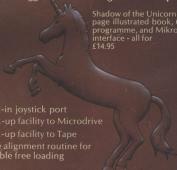


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the software charts

• OCTOBER

• Compiled by Gallup

TOP 30/ALL FORMATS

# THIS WEEK IN	# LAST WEEK IN	# RANK	# MACHINE	# MANUFACTURER	# WEEKS IN CHART
1	1	1	SP, C64	Imagicon	6
2	2	2	SP, C64, AMS	Mediasoft	6
3	3	3	SP, C64	Elite	5
4	2	4	SP, C64	Various	20
5	9	5	C64	Mastertronic	12
6	18	6	SP, C64, BBC	Acornsoft	15
7	—	7	SP, C64	US Gold	7
8	—	8	SP, C64	Orion	2
9	24	9	SP, C64, AMS	Software Projects	6
10	—	10	SP	Micrograph	1
11	—	11	SP, C64	Beyond	2
12	—	12	SP, C64	Palace	2
13	16	13	SP, C64, AMS	Mastertronic	8
14	20	14	C64	Sony US Gold	4
15	—	15	SP, C64, AMS, BBC, BBC	Orion	4
16	—	16	SP, C64	Mastertronic	5
17	—	17	SP	Granlin Graphics	1
18	—	18	SP, C64, AMS	US Gold	2
19	22	19	SP, AMS	Georgie Games	13
20	30	20	SP, C64, AMS, BBC	Orion	6
21	—	21	SP, C64	Mind Games	1
22	19	22	SP, C64, AMS, AT	US Gold	6
23	—	23	SP, C64, AT	US Gold	1
24	—	24	C64, AT	US Gold	1
25	5	25	SP, C64	Orion	16
26	4	26	C64	Mastertronic	4
27	20	27	SP, C64, AMS	Orion	14
28	—	28	SP, BBC	Ultimate	4
29	12	29	C64	Mastertronic	14
30	13	30	SP, C64, AMS	Imagicon	15

C64/TOP 30

1	Way of the Exploding Fist
2	Hyperspace Image
3	Time Tunnel
4	Soft Aid Various
5	Action Attack Mastertronic
6	Philly 3 Sps US Gold
7	Q*bert Mastertronic
8	Frankie Goes to Hollywood
9	International Tennis Commodore
10	S. Search Test Orion
11	Thunderbolt US Gold
12	View to a Kill Commodore
13	International Golf Commodore
14	Impossible Mission Sps US Gold
15	to take Open Golf Mind Games
16	How a Side Acting
17	Thunderbolt Star Mastertronic
18	Indiana Jones Mastertronic
19	Sps Hunter US Gold
20	How a Side Acting
21	Thunderbolt Star Mastertronic
22	Thunderbolt Beyond Software
23	How a Side Acting
24	Thunderbolt Star Mastertronic
25	Thunderbolt Star Mastertronic
26	How a Side Acting
27	Thunderbolt Star Mastertronic
28	How a Side Acting
29	Thunderbolt Star Mastertronic
30	World Series Baseball Image

SPECTRUM/TOP 30

1	Frankie Goes to Hollywood
2	Hyperspace Image
3	Soft Aid Various
4	Thunderbolt Star Mastertronic
5	Sps to Sps Beyond
6	Search Granlin Graphics
7	Sps Hunter US Gold
8	Jet Set Willy 3 Software Projects
9	Action Attack Mastertronic
10	Thunderbolt Star Mastertronic
11	Thunderbolt Star Mastertronic
12	Thunderbolt Star Mastertronic
13	Thunderbolt Star Mastertronic
14	Thunderbolt Star Mastertronic
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26	Thunderbolt Star Mastertronic
27	Thunderbolt Star Mastertronic
28	Thunderbolt Star Mastertronic
29	Thunderbolt Star Mastertronic
30	Thunderbolt Star Mastertronic

AMSTRAD/TOP 30

1	Way of the Exploding Fist
2	Search Test Orion
3	Thunderbolt Star Mastertronic
4	Thunderbolt Star Mastertronic
5	Thunderbolt Star Mastertronic
6	Thunderbolt Star Mastertronic
7	Thunderbolt Star Mastertronic
8	Thunderbolt Star Mastertronic
9	Thunderbolt Star Mastertronic
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30	Thunderbolt Star Mastertronic

MACHINE KEY

SP = SPECTRUM

C64 = COMMODORE 64

AMS = AMSTRAD

BBC = BBC

AT = ATARI

ELEC = ELECTRON

ENT = ENTERPRISE



IDEAS CENTRAL



and in the real pool you will lose your strength. UNLESS you have reached the pool in a certain order — and I shall leave you to work that one out! (Once you have done this, you will find the rest to be level 6.)

Level 6 Room 40 Once again you reach the back. **Room 41** Here you will find 'The Road of Ice'. This is in the chest behind the big bed. Why the need for just one right, it will move into the platform. Then when the other job is done until it lifts off which will raise the platform down, and the bed will move. Take it to **Room 5**.

Room 40 This room is a maze. BUT when you enter you will see the way here inside. You must go to the chest. Here I have your strength! (Once to your strength!) I'll show you the way to level 7.

Room 41 You will need the 'Book of the Dead' to complete this room. When you enter the gate behind will close, and the rest in front opens to reveal a giant Cobra — to kill him you must go to the chest in the left top corner and open it (this is when having 'Book of the Dead' comes in useful, the snake should disappear). Leaving you onto level 7.

Level 7 Room 1 Once again you reach the back. One extra this time. Since this room will be very hot, otherwise you might find that the chest isn't open.

Room 2 As you enter you will see a sleeping crocodile. He will not harm you. Go to the small platform and when it says the platform (you should also be on the platform). Once you start going down, the croc will awaken and you will have to move him or he will block off your way. Go to the chest and you should realize the gate has. Get back on the platform and when the platform will be out before the croc gets you.

Room 3 (Hidden Room) This room only appears after all

the others have been completed. You will see chests which will say your strength. The key to doing the final mazes is in the book. And that is all the clues — otherwise we will finish the game for you.

DUN DARACH

Seems as though the "Bismarck" has set up his own rival company to AC. He now has some tips on Dun Darach from the "Mail Bag".

First make some money by trading or buying weapons from the operators in Market Street. Watch out for Hyde though, if you are trading.

Take the papers to the broker in Church Street, Rother. Do. You can also get some gold from the Jeweller in West Way and take them to the broker in Cross Street.

There is a secret entrance in Park Lane, six paces from the sign on the far east end. From there you will find Chest inside. To return for the key he will give you a shield (called 'Mail'), take this to 'Hill Mollin' and deposit it on the altar.

The 'M' will then appear — put this in a despatch. Give (like a book from the Architect in King Street, Market Heath).

He will give you another book with a message. Deposit this book also. Get a map from the Minion, in Long Lane and give it to Ben, who will give you a map with a clue — 'Gold in sand'. Put the map somewhere safe and then give Ben some platinum, in three Small Angel, in return for a map, with clue 'Gold in the'. Give this to Hyde who will give you the 'Mail Bag'. 'Mail Bag' which you take to the 'Mail Bag' building. 'M' will appear in the picture frame.

Get a 'lost statue' from the Gallery, North Wall. Get Quince and take it to the Jailor, who can be found by following a cat in the lake who

Welcomes to IDEAS CENTRAL. My name is Malinae Severina, I.C. co-ordinator IDEAS CENTRAL, is where you'll find the Big Mystery! HQ and this page also keeps those eager minds in order — **Malinae T. Kallian**.

Jolene makes me CRUEL. Big Red, I and I can get out there to find the hints, tips and jobs you will so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it. In the IDEAS COMPANION and your lovely Malinae B., read YOUR help. Remember, the IDEAS COMP will pay a large amount of credits to anyone assisting our enquiries to read your game hints and clues to Malinae Severina, IDEAS CENTRAL, Computer + Video Games, Priory Park, 99-101 Weyington Lane, London SE18 5AL. How — let's take a look at what the 84 squad have come up with. . .

INTOMBED

In August we published the map of *Intombed* along with some hints to play the game — but only in **Level 1** or Big Red set on the mysterious surface we could go any further, that was no longer, for here on the rest of the clues, said in by Adam Spence of Wether.

On **Level 4** You have to make your way to **Room 1** which is the connecting room to **Level 3**. As you enter, you will notice a boulder blocking the path. To remove it, go up

the ramp on the left to where you can see the eye on the wall. Keep jumping at the eye, and eventually the boulder will move. It does take some time. One word of warning though — **Watch Your Air!**

Level 4 Move your ship right! When you reach going number 100 which is once and then go round the rest of the jumps in sequence. Under going five is the **Book**. **Room 40** You will need your torch to read in this room. **Room 41** This contains three live goats. The white goat makes you visible, green goat makes you invisible



HALL OF FAME

HI-SCORES

BRUCE LEE

- 1 Julian Gostelow, Stourport, Wrecc — 3,333,333
- 2 Jerald All, Glasgow, Scotland — 3,323,456
- 3 Jan Han Jereg, Molenendijk, Holland — 888,825
- 4 St. Easton, Westerham, Kent — 938,175
- 5 Owen Greenwood, Farnham, Surrey — 888,340

▼ Jan Han Jereg

▼ Julian Gostelow



SPY HUNTER

- 1 Robert Page, George St, Lee — 1,360,306
- 2 Paul Parker, Liverpool, W. Yorks — 828,336
- 3 Patrick Graham, Poplar, London — 421,235
- 4 Theron Kelly, Glasgow, Scotland — 391,455
- 5 William Flint, Thorford, Norfolk — 355,600

HYPER SPORTS

- 1 Scott Donaldson, Hamilton — 485,871
- 2 Adrian Mason, Ninesown Park — 384,360
- 3 Graham Delaney, Newton, Abert, Devon — 321,749
- 4 Gary Walvis, Sutton-in-Ash — 213,935
- 5 Michael Jordan, Ruster, Devon — 180,433

OCTOBER HI-SCORES

Name _____
Address _____

Name of game _____

Version _____

Machine _____

Enter star (★) if _____

Witnessed by _____

HOTSHOTS



not go away empty-handed. He also received a smaller package of their games.

Simon and Cameron were the two highest scorers in the July Hot Shot quiz. Simon's high score was 1,455,888 and Cameron's was 1,635,888.

Each of these scores was achieved after several hours of play. For the face-to-face challenge, Simon and Cameron each played three ten minute sessions. Their scores were added up and averaged out. Simon won with 165,000 against Cameron's 163,288.

A triumphant Simon said afterwards: "It was very difficult. The last game was terrible."

The Hot Shot game for November is *Final Branch* (coming on the Spectrum by Hilt). Send your score on the coupon printed below. We are still running the Hall of Fame so don't stop sending in those high scores.

▼ Simon Stokes beats his score while Cameron McElduff looks on.



OCTOBER HOTSHOTS

Name _____
Address _____

My score on FRANK BRIDGE'S BOARDS was _____

Date _____

Witnessed by _____



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C+VG Mailbag

Dear C+VG,

I'm not sure it means, but grips it itself, as it can happen myself no longer — "Bag, is your magazine perfect?"

(1) Your letters pages are very good with hardly a good answer in any case. A lot more personality and space would help help.

(2) Peter, in Top 10? — That the top 10 was back last issue is the excuse, seeing as it wasn't even in the last it was supposed to be in that — the one right after that issue fully which had the top 10.

(3) Your reviews are terrible! Not only are they extending old games occasionally new one games in keep appearance — do you know how old these dinosaurs are — but they are often marked too high and very often too short. Also a mark out of 10 is as bad as using stars etc, as other magazines do — except Crash and Zap! which, as far as I know, are the ONLY magazines which review and mark games properly.

(4) The competitions are not very good — but enough there are some good prizes but who wants (Soot) Bag (Soot) of the Lamp? — they are rubbish. Also it is just too hard to think up something different than question/answer and open the difference competitions?

(5) I was disappointed to read that you were bringing out a new feature on a programmer's diary — Zap! used this idea two months ago. Don't you know in cheating and writing to eggs — anything?

(6) Your maps and tips are not only bad but rubbish — Teletrack had been mapped properly) over three months ago by Crash. Also now Zap! mapped Fantasyland one month ago with six levels last it. Also a few prizes would help instead of playing tips which are 8 year old could have worked out.

(7) Why on earth do you still print type-in programs — they are not only mostly basic rubbish (at least) Your Spectrum, Two bit game machine code games) but waste space —

listings waste out your age.

(8) Layout — your magazine has the worst layout now with (seemingly) too regular space — it is just cluttered in between the numerous colour advertisements.

(9) Games News (Graham) — some of the games still in the news have already been fully reviewed by Crash and Zap! while your magazine was still cluttered with what the game was about.

(10) I read the column (Cave) Play Before to Follow (Pitman) I don't think so — it just wasn't worth while. However the writer went back on the title a lot by saying when some of the games were going to be released here.

(11) The cover picture and similar review of Frank Reynolds looking — your magazine had an "exclusive" review of this game. So did Your Computer. Also why did you review a preproduction copy especially when the graphics have been changed? An exclusive means little unless it is the only review on the complete working game — what you did was a preview.

(12) Max Headroom interview — that was an interview! All I could see was two photos covering the page with large text filling the gap — it looked to me like a three minute telephone call, the depth that was needed.

(13) Graphics package review — pictures of the working program help BUT a dose of the loading screen! Also a few more pages of such packages for other companies would have been a whole lot better.

(14) That's a major problem — everything you do either comes too late or too many pages — e.g. too little content and too much advertising. Zap! and Crash do not seem to have in more advertising but have at least 80-100 pages of editorial while your magazine has around 70-100.

(15) Mail of Fame — where did it go — it's hard enough sending a competitors to get the highest score in a game, that even harder when you don't know any parent high scores.

(16) I never will buy your

magazine again — my brother only bought it by mistake — but I am amazed your magazine is still published. I just hope that your next project — are you so serious about anything? — makes the magazine worthwhile for what is its existence just so that you are no longer rubbing noses of money that could have been well spent. Stephen A Graham, Cardiff.

Editor's reply: Another satisfied "reader"? Well, as you don't like the replies, Stephen, we'll throw upon these pages in our readers and ask them their views about your epic letter.

Dear C+VG, In August's issue D Mitchell of Southampton wrote to you about several different matters. One of them was about the special effects in Top and The Last Starfighter. Well, that section explained and showed what the big computers are capable of. After all, he did say he wanted more about computers!

I know there were bits in between about how special effects were used in other films, but that made it more interesting. Anyway, I for one thought that section was great! I. Oliver, E. Halesden.

Dear C+VG, I am a desperate mega-fan. In an attempt to get my letter in your mega magazine, in praise of your mag, I have a review points page.

- Graphics 9 — Nice to editorial
 - Sound 7 — Sound great to me!
 - Value 10 — Great value!
 - Readability 9 — I loved it!
- I have just bought Zap's issue and loved it. I've ordered all three other editions. Thanks also for two points ASD a few bits of games.

Date I say it, I have one long sorry complaint. Why won't all the other sites in — pack — (that and what) in past issues, they were all colour.

(Oops, I've just realised, there were no competitors in 'un, let's all in it, until someone makes a FORK to turn Basic

into machine code, make mine C+VG. Nicholas Gales, Hants.

Editor's reply: Sorry about the black and white names above, Nicholas, but we sometimes want to use our online pages for other reasons. Get your mates to buy a few more copies and we'll be allowed some more colour!

Dear C+VG, On purchasing an Amstrad at Xmas, I was very pleased with it, but now after six months I am not so sure.

Why is it that all the popular games which are advertised when sent for are not available to me — Brian Jacky, Gillingham, Surrey East, Upper Norfolk?

I. O'Hanlon, Edinboro.

Editor's reply: It's really down to the software companies not having their product ready. Mr O'Hanlon, if you watch our review pages, you'll see when games are actually ready — but in the meantime have you got Knightmare or Sonar for your Amstrad? They'll keep you happy!

Dear C+VG,

After studying your magazine for the first time, I found within its pages several excellent competitions. However, on further examination, it would appear that these competitions were only open to an entry submitted on the relevant coupon.

This coupon is usually placed in such a position that on the reverse of the page there is a games review or an article, both of which the reader may require further reference.

Can you clarify this situation for me? I can appreciate the fact that a coupon is needed to stop people who have not bought the magazine entering, but for genuine readers, this presents a problem.

Could you not print all the coupons on pages with no advert on the back to allow cutting out without loss of the said reviews or articles? Please

C+VG Mailbag

could you tell me if a written reply is acceptable as I wish to enter your competition?
Stephen Pidd,
Ipswich.

Editor's reply: I'm afraid we can't accept written entries, Stephen. But a photograph of the coupon will do if you don't want to cut up your issue.

Dear C+VG:
I am writing to you as I have discovered a device that goes on within the covers of C+VG. The story behind this is hardly told before.

For, for every in the days of premarital man, before the arrival of the micro-chip adapted technological society, were born two creatures. Two creatures destined to have a massive influence upon poor unsuspecting computerists, two creatures dropped from a plane each by a wing team and taught the ways of the wild and survival.

First there was young Minotaur, a right device character, not to be trusted by anyone. Then there was, of course, young Campbell, once a fine young Adventurer who enjoyed many a quest.

Throughout the ages they advanced and planned together, well featured by a certain computer magazine, slowly taking revenge upon the community which had left them for dead in the dense halls. And so, in the cunning disguise of an adventure column, they continue their slow torture on the public to this very day!!!

So please, please warn everyone of the dangers before it is too late!
Philip Griffiths,
Glaston.

Dear C+VG:
After buying your magazine over the last year or so, I am pleased to say it is of the highest standard. However, the only thing I like the least is the postal service to Australia one of the same standard.

It is quite common to receive your magazine some three months after it was printed. This not only makes your money

competitions impossible to enter, but the waiting is pure agony!

As for the costs, British magazines and computer software are considered cheap if you can buy them at even more than double the recommended British retail price.

I can easily compete with these Australian software prices due to the above problems, yet as for those people in really remote countries — well, need I say more!

With the Australian dollar not worth the metal it is printed on and the possibility of new taxes, prices will rise. Anyway a local citizen shouldn't whinge, so I'll stop.

I hope very much to end these problems by purchasing these goods direct from the manufacturers. Could you please advise me on buying software cheaply and safely from overseas. Please help me and prevent a 15 year old from going any prematurely.
Helen Lockman,
P.O. Australia.

Editor's reply: Before you reach for a bottle of Remy Martin, remember that reviews are written to Godfrey, Unit 10/11 Imperial Studio, Imperial Road, London SW6.

Dear C+VG:
I do not agree with D Mitchell (C+VG, August). I think the general interest articles are very interesting, I especially liked the one on the American game machine.

He said he buys the mag to be able about computers — and personally compute games as well — so why doesn't he want to know of computer games that are based on a list? I was interested to know how the special offers of the film *Tron* and *The Last Starfighter* were produced. I hope you will keep doing these sort of articles.
Stephen Herman,
Dorset.

Dear C+VG:
I am writing to say how much I enjoy your magazine, but, I am disappointed in your reviews, mostly. The problem with them is they're being getting smaller and smaller. This means that we, the reader, are not being

given enough information about any games to persuade us to buy them.

Now onto a different note. I would like to thank Imagine for their brilliant game *Winterson*. It's great — the graphics and scrolling are out of this world and as for that silly little race it plays, it's driving me crazy!

Also I was hoping you would print a map or chart in this game to show more on *Carly Quest*.
Jason King,
Ipswich.

Editor's reply: Anyone out there got a *Winterson* map? Send it in on this instant! Thanks for mentioning our *Carly Quest*. There were some in our July issue.

Dear C+VG:
Despite recent letters, I think that as long as a magazine is more than 80% free from ads, then there is nothing to worry about.

Your July issue was the best C+VG ever, absolutely full of news, reviews, competitions and no listings.

Listings may be a source of cheap software but if they are just trailers of the titles and *Space Invaders* they get a taste of what they should be allowed to bigger reviews.

I don't know whether you have dropped listings altogether or not, but if you haven't I would keep the magazine free of listings and keep the pick of the brands reviewed, but and comparable with direct commercial software for a Book of Games every three months or so.

Your reviews are generally good, but the standards are very I think that someone who actually knows about computer games should check your reporting.

The point we wanted *Knight Lore* for the Book, obviously didn't know that you had to drop the object shown by the spell in the antechamber to the wizard's room to get a chance. Why not give an overall or value for money mark as well as the others, and games over a certain mark could be a Buy Game!

Now for my biggest complaint — why not you put your competition entry form on the back of an advert, or on a

separate piece of paper? You have your faults, but, thanks for the nearest magazine around.
Richard Hunt,
Ipswich.

Editor's reply: Thanks for your comments, Richard. But if you didn't get a Book of Games with the July issue you've been robbed!

Dear C+VG:
I own an issue one still, Spectrum which had an upgrade board made by East London Electronics.

A couple of months ago the upgrade stopped working and I took it in for repair at a local computer centre — who could not fix it.

So, I decided to write to the firm who made the XLS board and they said they could not fix it because the engineer who designed it had left. I am now looking for a firm who could supply me with an upgrade for my Spectrum.

Printing in *Starline Research* did not go well, as they have stopped the upgrade service. I have asked you print this letter in your magazine because I feel that there could be other issue one Spectrum owners who are having difficulty in finding an upgrade for their computers.
Cliff Jones,
Dorset.

Editor's reply: Can anyone help Cliff get a good price?

Dear C+VG:
I am writing to ask you about the new Atari games called *Duke Thompson Super Star* and *Star Hawk*. If I am going to buy one of these I would like to know if I am getting value for money. Could you review one — or even both — these games in your paper? The thing that I like about your magazine is all the latest news on games.

One thing, though, why aren't there many letters from girls in your Mailbag?
Claudia Woodley,
Weymouth.

Editor's reply: As none as far as these long-winded games from Games 'n' being our reviews to send that why aren't there letters from girls — you tell us!

This is the one for you

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DIARY OF A GAME

This month sees the final part of the Computer + Video Games Story of a Game — a month by month look at how a software company produces a game from scratch.

The game is *Space Doubt* for the Commodore 64 from CRL, the people who brought you the *Rocky Horror Show*.

Space Doubt is about a ship travelling

between earth and another planet which is in need of food. A meteor storm damages the ship, allowing aliens to enter the craft and start eating the food.

The hero of the game must get rid of the aliens and patch up his space ship.

The action ranges over 18 rooms of the craft, giving 36 screens of action.



JULY

Work on *Space Doubt* is progressing satisfactorily. The scenario cover has been finished and a 'detailed' rough of the artwork has been produced by Ian Wilby, CRL's Software Manager.

'We're coming along nicely,' says Ian. 'A final price for the game has yet to be decided.'

AUGUST

Ian Wilby is now working on ways of promoting *Space Doubt* which is due in the shops on October 16. Ideas include

posters, T-shirts and, of course, review copies for magazines. A price for the game is fixed — £8.95.

Pressure is mounting on programmer Jay Garman. His work must be completed by the end of September, including an April 1987 date to make sure the program is completely free of bugs.

One worry happens when repeated this error: 'I've got to work right through the night.'

'I worked through the night to help keep to schedule,' says Jay. 'I am getting myself a decent meal each in the last few weeks.'

Jay has been working on *Space Doubt* since April. It is still as enthusiastic about it now as he was in the beginning.

'I'm not fed up with it,' he says. 'Just a bit frustrated. It's

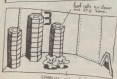
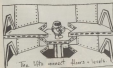
going from just getting the aliens moving was a bit of a pain. But it's going according to plan.'

SEPTEMBER

The final mark is near. *Space Doubt* is about to go on sale. It's too late to worry what might have been. Work will now start on converting the game for other machines in time for Christmas.

Whether the game is a success is up to the gamers playing it. It must sell in the region of 8,000 copies to recover production costs and pay the taxes wages.

But there is no one for Ian and the CRL team to blame. There's always the next game to be produced.



C+VG SPECIAL OFFER

Calling off Commodore 64 owners! Get 15% off the price of a copy of *Space Doubt* with this fantastic offer from Computer + Video Games and CRL.

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• Air to Air	Yes	Yes	Yes	Yes
• Synthetic and Electronic	Yes	Yes	Yes	Yes
2. Visual Display Options				
• Realistic	Yes	Yes	Yes	Yes
• Realistic Counter Measures	Yes	Yes	Yes	Yes
• Realistic Radar	Yes	Yes	Yes	Yes
• Realistic Cockpit	Yes	Yes	Yes	Yes
3. Realistic Graphics	Yes	Yes	Yes	Yes
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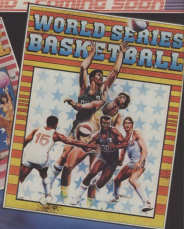
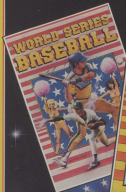
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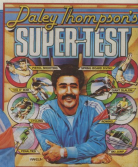
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