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\*Screens from Commodore 64 version



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■ **Robert Mendelsohn** is the latest from the talented Christian League, and about it here: [the Herald winner \\$20,000](#) (Nov. 2011)

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**It's the 1980s, baby! With the release of *Rocky* in November**

[illegible]

## ADVENTURE REVIEW

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## COLOURING IN THE PAST 118

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# EVENTS

## THIS ISSUE

► Have we got a great package for you or what? *Don Dore* is our hero of the month. We've got an exclusive sneak preview of the game based on the first ever space hero direct from the pages of *Eagle* comic. And, as you can see from *Wilem Tellor's* brilliant front cover illustration, Dore's still flexing the evil *Mobster's* plans for domination of the universe. Find out how Don kept a stiff upper lip throughout the difficulties of programming on page 42.

Rock stars *Don Dore* hit the computer keyboard for their latest video to go with their latest hit record. Discover why they spent lots of credits on creating the most advanced computer animation sequences seen so far on the small screen.

And as you've already discovered there's a mega *Bank of Maps* stuck somewhere on the front cover ... packed with maps of all your favourite games. *Wilem* even managed to squeeze in a map of *Ultimate's* latest hit, *Nightshade*. In our *Ultimate* review section! We've even got one of Commodore's brand new super-computers (sorry not an Amiga!) to give away. A C128 could be your thanks to *Johnny and C+VG's* love to page 138 ... where else?

And we're revealing the winner of our great *Readers' Robot Competition*. Don't miss it!

Plus tons of competitions, lots of your letters about the new look, and, of course, the *Big Thursday* turn the page and enter a whole new world ...



## STARQUAKE REVIEWS/14



SCOOBIE > NEWS/8



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# NEWS

■ **Really-Do**, who knows you? Lots of people will when they get their hands on **Really-Do in the Castle Mystery**. Here, you're all faced a lot about computer cartoons in the past. This is the first step attempt of doing just that. After the credits, you'll see the game's jump from screen to screen of cartoon style graphics as the mystery unfolds! Talking of graphics, there are some of the best we've seen on the good old Spectrum. **Really-Do** will be out soon for the Spectrum, C64 and Amstrad. Watch out for a full review in C+VD next issue!



■ From the programmer who brought you **Duke Thompson** (Conversion) and **Ham-Mech** — to name but a few — comes **Robert Meszich**. Christian Urphart has released one of his lifelong passions and set up his own software company and **Mesich** is the



first release.

**Robert Meszich** takes place on a planet controlled by androids. His human has set foot on it for centuries. The androids are super-intelligent and like all intelligent beings they have become stupid!

They created a race of mental slaves to carry out mining and other dull jobs so that they could sit about having a good time! But there was one android who got out of this state of affairs.

His name was **Scorpus** — and he was disappointed and turned into a devil for his rebellious nature!

But he still continued fighting for his belief that all androids are equal and on his dying day transformed his rebellious thoughts to a receptive shell. This shell then sets off on a quest to find three envelopes which contain the necessary data to enable him to reprogram himself at the central computer and save the world!

As you can see from our screen shots the graphics are pretty neat!

■ What game is a cross between *Impossible Mission*, *Conquest*, *Duke Thompson* and any Ultimate game you care to mention? **Real Carl**

that's what, it's the creation of programmer **Peter Cooke** who brought you **Juggernaut**. **Real Carl** is all about a weird planet inhabited by robots. Inventions have travelled by planet following a meteor strike which hit **Real Carl** — but none have returned...

**Real Carl** will be released by CDS before Christmas. Watch this space for more details.

■ **Wraiths** isn't some kind of shoguns — it's a new software title. And its first release will be **Darkness of Doom** — an adventure with a 1944 difference. There's no hell, or graphics — just **SOUND**, that's right! You have to mark out what's going on by the sounds your computer makes.

Will be launching on the development!

■ The third in New Generation's *Bratman* series will be released in the New Year on the Spectrum and Amstrad. Called **Bratman Goes Moonlighting** it puts our *Bratman* hero in the very state of having to work overtime — doing anything from gear cutting to window cleaning. Meanwhile the classic original *Bratman* game is being converted for the Amstrad.

■ **Hammy** everybody — let's get into an **Adventure Buddy!** No, it's not **Really-Do** (happy to hear). It's simply a stunning graphics role playing adventure from **Softscape**, released here by U.S. Gold. **Adventure Buddy!** is the second title for a series of seven adventures created by a

couple of **Hampton** programmers. The first is called **The City** and should be available from **Cosmos**.

It will be available for the Atari, C64 and Apple priced at £19.95. We can tell you that the graphics are terrific — lots of truly brilliant 3D images. As for game play — well old **Ham** hasn't got his hands on a copy yet. But watch our **Adventure** pages for his review.

■ In the far future when mega-business corporations dominate the world — the **BRAS CORP** dominates us now — **Springwood** disputes want to be settled on the battlefield but in the **BOUNCE** arena. **Bounced** and deadly **golems** compete to beat a steel ball around a **BOUNCE** steel and wipe out their opponents.

**BOUNCE**, the latest game from the **Raymond Davies**. Davies collaboration, combines the action of martial arts games with an original set of themes.

The game is very fast, players will be able to select from a range of eight different **BOUNCE** shapes — shown in sport graphics on the C64 and Spectrum.

**BOUNCE** will be available in October priced at £9.95. And there could be a special **BOUNCE** championship. Read C+VD next issue for more details.

■ **Superprobe Three**, the long awaited **Fantastic Four** adventure in the **Lost Atlantis** *Marvel Comics* series is nearly complete. Conversion work is being carried out by **Roger Taylor** and **James Burn**, the programmers who also converted **Superman** and brought **Hammy** through the **Bratman** series. **Superprobe Four** is on the way for one — will feature **Marvel** super-heroes **Duke Doom**. And **WGS** get to play the villain for a change!

As if you hadn't heard enough of the movie, **Friday** **Girls** is being turned into a game by the people who brought **James Bond** to the small screen. **Weekend**! It will feature the



crossed beds-waiting motorist James who is currently serving people up in the larger Pinks. £100 million — part 199 199 2000 ..... more facts watch out!

■ A new organization for people's interest in computing has been launched by the British Computer Society.

The Association of Young Computer Enthusiasts (AYCE) is aimed at people aged 11 to 18 and will cost £1 a year.

Among the benefits of AYCE to members will be a monthly magazine, discounts on computer products, and computer advice.

For full details of AYCE ring 0432 5475.

■ Champagne Curls popped when beds club Nigel Parsons received a £50,000 prize for winning a competition based on Electric between the World game run in the June issue of Computer + Video Games.

Nigel, from Cardiff, received the prize at Electric's International World Game held in September at Olympia, London.

With him were Electric's partners Mike Hall and MDD's Peter Cole.

■ A trend for Christmas... Games Collections... Several companies are making our collections of greatest hits for various machines. Virgin have a mega-collection called **More Games** which features six games including Lords of Midnight and Polaris. Games are releasing a collection called **They laid a million odds** games like Jade and Jade.

■ Fantasy... That's the only description of the people who voted Computer + Video Games as the BAMP stand at the Personal Computer World

Show at London's Olympia.

And once again **Kathie Campbell's Adventure** **Halfpenny** was besieged with people wanting help, advice and guidance.

And we're proud to say all the best issues of C+VG brought along to show were all wrapped up along with T-shirts,



World Karate Champion Lord Thompson beat the new C+VG Editor.

and bags of goodies. C+VG's new **Big Bad T-shirt** also proved quite a hit and looks like being a big, big hit.

You can now have it packed a patch from our photograph of the Editor and World Karate Champion Lord Thompson, who was on the show promoting his new game, **World Karate Champion**.

■ Adventure International are producing games based on the famous **Fighting Fantasy** series of adventure books by Ian Livingstone and Steve Jackson. The first adventure will be **Book of Blood** and it will feature combat and adventure sequences in 2d different locations.

■ Microsoft 800 has launched a new on-screen game, **Round Britain Race**, which offers regular 5000 prizes. Thousands of players will be able to play the game simultaneously.

The game is played using a map grid of Britain. Players have to travel around the map by keying 1, 2, 3 or 4 or 5 enabling them to move north, east, south and west in search of four secret locations.

Cues are linked onto the screen as the race progresses. The theme of the four



■ Some people make you really sick don't they? Especially when they win vast sums of money from holding stuff — money to you!

One of these people is 18-year-old **Matthew Woolley** who will go down in computer gaming history as the person who actually **LOST** **£500,000**.

Matthew picked up his giant £50,000 cheque at the Personal Computer World Show. He lost, against Mark Strother and Simon Woolley even managed to make as they handed over the cash!

Matthew was just one of the 100,000 of people who have been getting up to strange things in an attempt to win the £50,000 prize. How many of them have been reduced to tears by the news that Matthew from Middleham discovered the same phone number.

Matthew spent much of his spare time working on **Funfair** which his brother purchased soon after the game was released last year. His brother Mark bought the game originally. Matthew told C+VG, "But the next day I was at Reading University as I got my hands on it! It's really sick now! But I'll give him a share."

What is he going to do with all the money? "Well I think I'll get a Commodore 65 and all the peripherals and then invest the rest."

Matthew didn't win the big prize without a few false alarms however. His name rang someone up and asked for the Prime Minister because he thought that was the answer. "The lady at the end got very confused!" said Matthew.

When he's not playing computer games... he runs up to being more of an arcade game fan than an adventure... Matthew even played all sorts of sports. Perhaps that's why his favorite Old game right now is **Summer Games II**.

Matthew finally called the game on August 10th — the day that he gave up his paper round. Fortunately he won't be needing the pocket money any more!

Anyway, C+VG would like to add our congratulations — the prize could have been won by a most generous! Perhaps he'll be able to afford a subscription to C+VG now...

locations will be changed every two weeks.

The idea for the Round Britain Race was developed by husband and wife Mike and Lindsay Brown.

■ Quiz games are set to be the latest craze and **Bethesda's Football Quiz** Quiz will be among the favourites. The quiz — based on

Bethesda's Football Year Book, the quiz "Quiz" consists of 10 categories containing 1,000 questions.

It can be played by up to four people. Each is assigned an individual key with which to share the right to answer a question.

A question will appear on-screen in the following format: Who was the first British

continued page 14



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Continued from page 4

buttoner to his brother in a 60 million pound transfer?

- 1) Kevin Francis
- 2) Kerry Barker
- 3) Trevor Francis
- 4) Andy Gray

The first player to press their claim may well be able to answer — by pressing the number corresponding to the correct answer.

If the answer is incorrect, other players can claim the question for a bonus point. Finally, an explanation is displayed on screen. Trevor Francis was transferred from Birmingham City to Nottingham Forest in July 1997.

The price will be £19.95 including VAT.



**■ MENGO:** the world is filled with darkness ... yet a sliver of light shines towards me. It approaches. Suddenly the ground trembles beneath me ... A full moon reflects back into my vision and the sky is filled with floating comets ...

**Crayz Comets** from Activision's *Arctura* is set to get into the game houses this week for your desktop in all well known for its words titles but this is about to change.

**Crayz Comets** is a stunning reproduction of the arcade game *Mad Planet*. The game involves the characters, revolution of hundreds of **Crayz Comets** that are spinning out of control. As your disposal is a super ship that can move all around the screen and your fire power is restricted to the vertical top the screen.

The comets enter the top from all sides of the screen and slowly grow in size. You must try to destroy them before they reach your ship.

The comets spin around you as they grow in size and if contact is made you lose a ship. The comets are restricted in as much as they can only destroy your ship if they touch its base (the ship being in the form of a pyramid).

As you zap the comets they change colour and flames leap from the planet surface. As if it is not enough the comets rotate as they spin around you and as they grow weak they spin faster and faster in clockwise on your ship.

When you clear a sequence of comets there are bonus scores where you can receive points equal to bonus points.

Throughout the game there is a backing rhythm beat that really gets the adrenaline



pumping. It's set on and places the game in a niche of its own when it comes to presentation.

The graphics for the comets, ship and satellites are crisp and sharply detailed, coupled with these excellent names, makes the game a hot property! The music for this game was written by the same person who did the music for *King of the Ring* and *Shrek* on the PlayStation 2 and Atari.

You have three ships to start with and extra ships awarded for every 10,000 points. There are three high score tables (Single, Ultra and Global) and a total of 255 levels. Higher scores featuring more comets at a faster pace (using different colours).

The only real gripe with this game is that the player cannot turn his ship around (unlike *Arctura* where you just spin this way ... ) to fire in all eight directions. This makes the game a bit, frantic, awkward and doesn't quite add.

**Crayz Comets** will not stay any with its variety of screens but it is an exciting, competitive and polished product all you super fan will appreciate.

Plus, if you will excuse me, I have some comets popping to do ...

**■ When anyone has been by the Mercury on the New York Jet?** Isn't this music good? But my mention the game!

If you should be having problems with the game its author told me that a cheat mode is built in. Simply type 1 next to ... on the high score table. What can the bad word be?

**■ I think out for what will probably be the hottest game out from Ignite's Software. A sequel to *Deathray Interceptor* is being written by some other than John Greenleaf based on the launch scene from the film.**

**■ Christmas has come early and I have treated myself to a new arcade machine! My**

collection standing at *Tempest* and *Robotopia*. If anyone out there knows any tricks tips or tips? I Robot (robotic machine) do ship me a line as I have just started tapping into the early history of the meaning with my new toy ...

Talking of which, has anyone out there beaten my record on *Tempest* (the Atari arcade machine) 676,700 level 677

**■ All you *Merlin* Madmen:** Backs are now cheap going. An American software house is currently writing the official licensed version for both the Commodore 64 and the Amiga. I will be providing it exclusively for you as soon as it lands in my ready little room to tell your friends.

**■ When you always suspected somebody or something is living inside your computer?** Well, what about all those programs, viruses, bugs and glitches?

Well, thanks to an amazing scientific breakthrough in the United States, the existence of a life form inside your computer has been proved beyond all doubt.

Officially they are known as a Little Computer Person or LCP for short.

The concept discovery was made by David Cross, one of the leaders of the Activision Research Group.

New Activision is making its amazing program available to Commodore 64 owners who will be invited to join in the vital research into LCPs.

The Activision Little People Research Unit will be available soon in Great Britain.

It includes a replica of the "computer house" which was first used to lure the LCPs out into the open.

There is also an LCP owners guide. All owners must be responsible for providing food and water.

But Activision wants that membership of a LCP is a very serious business. They need lots of care, affection and attention.

# NEWS

**■ Throwing your spacecraft into a 90 degree turn can cause havoc with your joystick. And making your experiments base pound along the antibiotic track by juggling the joystick from side to side subjects it to great wear and tear.**

**But now comes a headset joystick which should solve all these problems. "The Stick" is from the Maryland company**

**Lightwave Telecom.** It consists simply of a shaft, with no controls, trigger switches or other switches, just the joystick. There are glass tubes about two long, set of an angle, into which two conductive protrusions of one end. A small drop of mercury is sealed into the tube.

There are two buttons for the thumb and index finger and a standard nine-hole Atari type connector.

"The Stick" costs £75.00.

**■ A new software house, Future Technology and Software, is releasing two games in time for Christmas.**

The first is *The Crystal Ship*. *Amazed 28.95*. A 3D animated arcade adventure. *And 11.95*, a strategy game for the IBM, selling at £1.95.

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Sam Short secret agent versus bots and his bombs

## FIREBIRD SILVER CATALOGUE

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044 SUBBUNK  
  
**MSX MODEL 0**  
000 BIRD STRIKE  
006 DISCO  
010 EXTRA  
012 THE HACKER  
010 MR. FREEZE

**ELECTRON**  
017 BIRD STRIKE  
010 THE HACKER

**COMMODORE 64**  
010 MR. FREEZE  
017 BOOTY  
018 HEADACHE  
004 GOGO  
010 EXTRA  
010 SUBBUNK  
010 THE HELM  
044 CIRCUS CIRCUS  
048 CHILI  
048 CRIMINALS OF BRIMAN  
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**VC 20 AND RANCO**  
000 MICKER THE BRICKY

**SPECTRUM 128K/48K**  
000 RUN BABY RUN  
010 DON'T PANIC

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000 BIRD STRIKE  
010 THE WILD BUNCH  
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## KEY

### GRAPHICS

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

### SOUND

Does the game sound like a Dorian Green LP played on half speed? Or does the music from your music library you half way across the room?

### VALUE

Is the game really worth all those pennies? Will the money last? Is it worth going without C+VG for a month because your parents won't come up with the extra pocket money? Or could you write a better game?

### PLAYABILITY

Will you be playing until the early hours of the morning on any attempt to complete just one more screen? Or do you fall asleep the minute the very screen appears?

**BLITZ GAME**

### BLITZ GAME

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

# STARQUAKE



• **Working:** Spectrum/Amstrad/CD

• **Supplier:** Bubble Inc.

• **Price:** £7.95

When was the last time you really had fun playing a game? And we mean FUN! Well, here's the answer to every jaded games player's

prayer — just the thing to lift the spirits in the dark winter days to come.

Starquake is the brainchild of Stephen "Mister's Cat" Choo and features an odd little character called BUBB — a Mr-Legally-Operated Being. Despite his name, BUBB will soon find a place

in your heart.

But what about the game — into that! Well it goes like this. Bubb has just received notice of an unstable planet emerging from a black hole somewhere at the edge of the galaxy. If the core of this planet is not quickly rebuilt it will explode.

# CHOP SUEY

• **Working:** Atari

• **Supplier:** English Software

• **Price:** £9.95 cassette/£2.95 disc

Get your teeth into another helping of Kung Fu action with Chop Suey from English Software.

There are eight levels of cracking, bashing and smashing action with a fast or slow game option.

Japanese control gives both players good control over their fighters and enables them to perform a wide variety of kicks, punches and combinations.

The moves are based on how well you fight, the accuracy of moves and whether a move is offensive or defensive.

The amount of pain suffered by each player is indicated by the "pain gauge" at the bottom of the screen. When it starts to flash, watch out. One more punch and you'll end up flat on your back.

There are also other hazards to watch out for including weapons running across the fighting arena.

Clear, nice, smooth graphics, Chop Suey is a good game for Atari readers to get their teeth into.

- **Graphics**
- **Sound**
- **Value**
- **Playability**



► STARTS HERE ►

## MONTY ON THE RUN

BLU8 has been chosen for this double mission. Why? Because all the other disks are bigger than him! No, mean. So BLU8 sets off in his spaceship with just an A-2 in the Galaxy for company, the spacecraft comes down with a bit of a bump leaving BLU8 high and dry on a planet, which is about to explode and with only a short time to adjust the case. Well, with your help he'll soon be tapping around the underground caverns, collecting objects, discovering secrets and solving puzzles — meanwhile you'll be having a great time!

The planet is infested by alien creatures who don't go off BLU8's energy on contact, but he can use them if he's quick enough to help him get ahead. BLU8 has platforms which he can drop and stand on, thanks for getting over tall obstacles when you haven't got one of the space-hoppers which you can use to fly about on.

You'll find weapons dotted about in the caverns — along with teleporters, weapons packs, key codes and cards.

Lots of puzzles, great graphics over 650 screens, some of the best sound ever from the Spectrum and a cute hero, what more could you ask for? The money to buy the game is counted.

Whatever you do, DON'T miss out on *Blitzkrieg*, *Run* and *Imp*, because on each a copy now!

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

- Machine: Spectrum64
- Supplier: Gamin Graphics
- Price: £19.95 (Spec £19.95 plus post) £19.95 (64 disk)

Justice put Monty Male in prison but he escaped! Can YOU do justice in his bid for freedom?

The plot tells him in a safe house complete with an escape tunnel that leads into the streets, other houses and around to his final destination.

Grid moves along with both vital and steady theme are scattered about the locations. Monty must collect things (taking care not to hit himself off)

should be pick up the wrong things, jumping from platforms to platforms he can collect some of the objects and items. Some are perched high above him or beyond little walls — you must plan his route to them carefully.

The abundance of many floating masks, balloons, balloons, rings and machines capable of flinging him further complete his route. He has five lives and, each time he gets knocked off, the game continues from a different location he was last in.

Showing up and down again and looking game has only to new locations, but there are other evil!

The Spectrum and Commodore versions have been released almost together which credits us with a chance to discuss them both.

Well, the plot is the same. The graphics are virtually the same quality, though there are more flower pots and a CG in the Commodore one!



However there is a big difference in the game — the sound. The Spectrum is not rated for its sound. The Commodore game explodes into life with the best sound we have yet encountered. It has a strong line that drives even Monty to safety in time to the tune.

The game is a great test of timing requiring lots of thought to work your way through the locations without getting stuck. All the locations contain some-

of the hazards but they also have unique touches added like telephone box lookalikes, lifts or beam-up-down machines and fighting off the natives is impossible fun!

Monty on the Run is a worthy successor to the excellent Monty is dropped. If you're a clanking game fanatic then this is the game should get — it's what Jet Set! Why it should have been. Don't let your best friend know it — you will never get it back!

• Graphics	9	• Value	10
• Sound	10 (Spectrum 64)	• Playability	10

## SPEED KING

- Machine: Commodore
- Supplier: Digital Integration
- Price: £19.95 (Spec £19.95 plus post)

Speed King is your hero, grab your seat belt and prepare for a real race!

Speed King does for the Commodore what Full Throttle did for the Spectrum. Which is not surprising as Memory Court would both games! It brings the thrill of an motorbike racing in the small screen.

You have all the power of a 64000 speed race at your fingertips in a 3D motion style race game.

You can choose to race in any one of ten world famous circuits — and there are three skill levels too!

The animation of your bike race is really nice, the teams into corners and straighten out the risk of the machine in that racing fashion. Like many racing games, you can't really tell if the track is any different — but at least in this one the

scenery does change slightly when you choose a different track to compete on.

The other rules are prone to bumping you from behind. That's if you manage to mistake many of them that it's essential to learn the circuit before you start racing so you know the right line to take in order to get a good finishing position.

It's also essential to learn how to use the gears efficiently. There are six on your high-powered bike. You have to take

your finger off the accelerator to change up or down — which often causes problems, especially if you are being chased by a bunch of other bikes.

Changing is very tricky — but not impossible. It just takes practice but even if you don't win there's always the joy of setting a new lap record. At the finish of each race — which can last anything from just half a second — you get a nice display which details your race performance.

Speed King is well presented fun to play. Recommended.

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

# SET TO STUN... READY TO RUN



## SUPER SILVER RANGE

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BLITZ  
GAME

## HIGHWAY ENCOUNTER

- Machine: Amstrad Spectrum
- Supplier: Brite
- Price: £19.95

Look, I know we've already reviewed the Spectrum version of this game — but this Amstrad conversion is just as good, so don't ignore it. Along with *Scorcher* and *Angry Lem*, this must rate as one of the top three games for the Amstrad!

By the way? We can justify that by telling you that Highway Encounter is simply as addictive, that this review had to be written after the fact with the Plot to set up the Amstrad! — it was the only way to get people away from the screen long enough to get this review. The other side of the game is this: Steve has taken over the world and you have been given the task of ascending them using your computer. You control two vehicles — Alan &

Mike decide — who have to then invade the lovely Laneshire along the last Highway in the world not controlled by the alien in search of a cure.

If you succeed the world is saved! The screen displays shows a smooth-looking 3D highway — with your vehicles and so on in a most incredible way to take the Laneshire to Zero Zone. There are 30 zones, or sections to complete — each with its particular hazards.

Highway is a simple matter of action and strategy — with not too much graphics and sound. It must merit for every Amstrad addict!

Watch out for our Highway Encounter map next issue!

- |             |    |
|-------------|----|
| Graphics    | 10 |
| Sound       | 10 |
| Value       | 10 |
| Playability | 10 |

## BEACH-HEAD

- Machine: BBCMicro
- Supplier: US Gold
- Price: £19.95

Another (in)famously game exported into the UK, for US Gold — remember *Band Commander* and *Master Commander*? This one, from *Academy Software*, is more impressively titled and is set on and around a sandy famous island.

Your task is, essentially, to capture the fortress of *Beach-Head*, but first, there is an aerial reconnaissance, an attack by enemy aircraft, a naval battle and a tank battle to be got through. This is the sort of game you can be playing for weeks.

Right from screen on, you have to make strategic decisions whether to take your tank straight into attack, or navigate the hazardous hidden passages and take the enemy by surprise. The enemy air attack and

emerging naval battle are superbly depicted. There is a lot of skill involved in deciding just what to put the right angle in order to hit a plane or ship's ship. You can choose one of three skill levels.

If you aim the naval battle, you then have to manoeuvre your fleet — probably easily depicted! — into the enemy harbour. Each ship carries two tanks, and these must be landed before you fight your way through to the fortress.

It's *Crash* of the title, and is as real life the *Beach-Head* would be the end to be fitted with bodies. But if that doesn't bother you, you'll find it skillful and challenging outfit here for all that part-up aggression.

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

## PROJECT FUTURE

- Machine: Amstrad
- Supplier: Gemini Graphics
- Price: £9.95

If this is the future, give me the past. Or at least a copy without bugs.

The 50 Future is a vast first-deck space ship covering 250 screens, modern among them are eight destruct codes which must be detected before the last destruct system is activated. Once it has, you must escape before the big bang. Original, eh?

Our review says appeared to be a pre-production copy and contained several bugs. So it's unfair to pass final judgement. But on the screen showing the scores are:



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



- Machine: IBM (AA&A)
- Supplier: Activision
- Price: £9.99

*Fractalus*, also *Behind Juggo Lines*, was a real blockbuster on the Amstrad. Lots of fast and furious action. But things have slowed down on the IBM — and the game has suffered.

The basic idea of *Fractalus* is to pilot your *Valerius* fighter over a hostile planet — rescuing fellow pilots who have fallen victim to the base forces and enemy ships which patrol the skies.

You have to monitor your instruments to spot the fallen pilots' burning locations, switch out for enemy ships and land the mountain top laser towers — all the while coping along *Scorcher* jagged peaks and down into deadly rock filled valleys.

You must land near the plane — watch for their flashing beacons among the rocks — and they come blazing away over to your ship. They hang on your aircraft when you open it and then climb in. This is accompanied by some real sound effects!

Then it's off to find more planes — or if the mathematics is around — back to base to stop off the rescued fliers.

Initially *Fractalus* is a fun game — but it does get a bit boring after a lengthy session with one or two. The main version is completing the course — it's keep you hooked for hours. Must be something to do with the speed!

Please comes with a comprehensive instruction sheet, complete with tips on flying your *Valerius* craft.

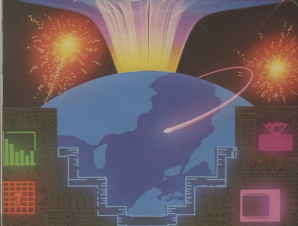
There are many skill levels — including a night flying instruments only sequence which is fairly difficult.

Conclusion: If you've got an Amstrad, get the game, if you're a Commodore owner — well, play your friend's copy before making up your mind. £9.99 is a lot of coin!

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

# Program Techniques

# XCEL



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# FIGHTING WARRIOR

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BUTZ  
GAME

## MCGUIGAN'S BOXING

- Machine: IBM PC/XT
- Supplier: Activision
- Price: £19.95

The latest contender in the battle for world championship boxing honours is Activision's *McGuigan's Boxing*, sponsored by World Lightweight champ Barry McGuigan.

And the game is no easy pushover. You begin by creating your very own title contender, naming him so he can stand up to the world sort of punishment in the ring and then take him into

the ring for real!

Once you've selected the name, race and style of your boxer — he can be anything from a slugger to a dancer — you get a chance to determine his character. He can be a nice guy or a loudmouth, have a fast temper or be mean. This gives your boxer a sort of artificial "character".

Then you must get into training. You see a screen with some representing various sorts of training — run, jump, head work, weight training. You must

decide how many weeks to allocate to each type of training to build up the best boxer of your boxer.

After the training comes the big fight — you've already selected your opponent by the way from the list of nine contenders.

Remember to practice your joystick controls before you get seriously into the game. They are quite complex — and you don't want to be caught with your guard down at a crucial moment, do you?

If you win, you get prize money and a chance to have a look at other title contenders. If you lose it's back to the training board — or there's a screen to create another boxer. Well you can always stick with your boxer — but what wants to do that?

The sound effects — punch noises and a chance to have a look at the graphics are nice too.

Barry McGuigan's *Boxing* is certainly an excellent game. Great fun. Great value for money.

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



## SCHIZOFRENIA

- Machine: IBM 54
- Supplier: Quicksilver
- Price: £17.95

*Schizofrenia*, as its *Chastetive* says, has to be in two minds about paranoia, is indeed a very frustrating game.

It concerns the state of mind of *Alphonse 1* Hunt, a character in the laboratory of *Reginald Baskins*.

*Alphonse 1* has found a way to split people into two. First while existing about in the lab one night *Alphonse* splits himself in two.

To regain his other half *Alphonse* must work his way through this maze, and that's where the frustration starts. It's very difficult to play.

• Graphics	3
• Sound	3
• Value	5
• Playability	8

BUTZ  
GAME

## PARADROID

- Machine: IBM 54
- Supplier: Hewson Consultants
- Price: £17.95

Recent Buzz! *Battle* books, *Secret* *Phen*, that was a close one! This is our reporter *Ph* Lark reporting.

There's quite a battle going on up here in the far distant reaches of the galaxy as most battles end in a desperate fight to the finish. It seems that ship-loads of battle-droids tend to reinforce the defence systems.

If the enemy get their hands on them they could use them against Earth. But

lately we've got the two games called an *Influence* *Centre* which can temporarily take control of a rogue droid and use it to destroy the rest of the coastal *mental* ones.

Your droid must use the various life on board to break from dock to dock — but don't get bored and get stuck too far before you've built up enough strength to make the toughest droids on lower docks.

The transfer screen — when you take over another droid — is very difficult, but not impossible. You don't get much time to think though. The idea is to attempt a take over by tapping the opposing droid's structure using your laser inhibitors.

*Paradroid* will keep you and thinkers happy — an unusual combination. One of the best 54 games out right now. Check it out.

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



## KARATEKA

- Machine: IBM 54
- Supplier: Activision
- Price: £19.95

With *Karateka*, Activision releases what has to be one of its best games. Yes, it's another martial arts extravaganza.

But *Karateka* is graphically brilliant. The scrolling is slick and silky smooth.

The plot is simple. You have to be *Princess Maki*, is captured by an oppressive villain called *Adamo* and has been imprisoned in his mountain fortress. You have to rescue her.

There are six characters by the list of a myriad of quests, each one with a different fighting style. You must defeat each one.

The release of *Karateka* probably comes in late to challenge the supremacy of *The Way of the Exploding Fist* on the Commodore. But if you're still making up your mind whether to buy a martial arts game, it's certainly worthwhile considering *Karateka*.

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

▶ CONTINUED FROM PAGE 17

▶ CONTINUES ON PAGE 22 ▶



THE COUNTDOWN HAS BEGUN

# CRITICAL MASS

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## THE ULTIMATE PLAY THE GAME REVIEWS

Well, what do you expect from the Ultimate computer games magazine? Now we present the two latest Ultimate Blockbusters. One for the Spectrum and one for the At. Plus a special Nightshade map and tips from C+VG readers Paul and Rebecca Harding from Broadway in East. Read the reviews, check out the map — then get the games. We make life simple for you, don't we?



- Machines: Spectrum
- Suppliers: Ultimate
- Price: £9.95

Well, they're back again! Just when you thought Ultimate had squandered the last out of their famous 2D masterpiece genre, the C+VG Editors' Choice award winners pull something new out of the bag.

Ultimate's latest is set in a strange, plague-ridden village called Nightshade. The village has been blighted by an evil force which has transformed the villagers into a horde of demons, vampires and other foul creatures.

Your job is to lift the curse on the village. Simple, isn't it? Not so! In fact, Ultimate calls the solution to the cursed village a bit tricky — up to the player.

The graphics — mysterious, deserted half-ruined houses and odd, distorted portraits — are great. Sound effects are up to standard for the virtually dumb Spectrum and game play is just first class.

Actually a first tip among the monsters and I've discovered that your brave adventurer can pick up antibodies from within the haunted houses to protect himself. You can use these to zap a few monsters.

Combat with the worse monsters drains your strength — but should you come into contact with the nasty Mr. Greenpeace, you're done for.

Another nice touch is that you can switch your angle of view with a touch of a key. Useful to prevent monsters creeping up behind you.

Nightshade is another instant classic from Ultimate — it'll keep you guessing for some time. But how long? Let's keep using a similar format for these games?

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

### NIGHTSHADE





**Machine** (IBM)  
**Supplier** (Ultimate)  
**Price** (£9.95)

It's not that the C64 owners got a treat in store! Ultimate have done it again. They've created an entertaining and ambulating game which will have you glued to your joystick for hours!

*Blackwyche* is the second Ultimate game for the C64 and is a direct improvement on *Dragon's Lair*. It uses good old old master *Arthur Pendragon* — the Indiana Jones of the computer gaming world. This time he's in big trouble aboard a haunted pirate ship.

Oh! Arthur couldn't keep his curiosity under control when a mysteriously deceased phantom galleon came up at him out of the mist. Unlike other normal people, who would just run away, Arthur has to climb aboard and nose around. That's how he finds the captain's log. And there's not a slat in sight!

The big tale of a doomed expedition. The captain, one Richard Cawendish, spent days searching underground caverns on a mysterious island which had, as its last feature, a mountain in the shape of a skull.

The mission and his men were looking for the lost Crystal Skull of Saida. They found it and brought it back on board their ship — the *Blackwyche*.

The last words the captain wrote were in rhyme and told of the dreadful tale which befell him. His soul was taken by the dark, evil forces of the skull.

Arthur sets out to free the captain's lost soul — and that's where you come in.

You find yourself on the deck of the *Blackwyche* — graphically quite similar to the original *Dragon's Lair* game. You soon discover that you're not quite alone on the ship as black and white happenings start appearing — during your voyage.

You must immediately make a dash to your left, both through the first door you come to and grab the captain's sword which will help you fight these horrible creatures.

But the room is already inhabited by skeletons — well you can't have it too easy, can you? These skeletons attack as soon as you enter — so be prepared to make a run for it.

*Blackwyche* is miles better than *Dragon's Lair* — the graphics for the Arthur character could be slightly better — but that's a minor quibble.

If you like *Dragon's Lair* you're going to go ape over *Blackwyche*. Just like we did at C+VG!

- Graphics B
- Sound B
- Rules B
- Playability B



1. Always try to find a colossade. It will help you work out where you are.
2. Try to build up a good supply of antipodes before you set out.
3. Never travel very far without an antipode.
4. Try to keep weapons — hammers, lobs, axes and egg thrower — at the bottom of your weapons rack with several antipodes above.
5. NEVER shoot a weapon unless you are sure you've got the right target!
6. Whenever in your rack will flash when the monsters they will kill are near. The hammer kills the Skeleton, the lobe kills the Ghoul, the Cross kills the Monk and the Egg thrower kills Mr Greenpeace.
7. Labeled boots make you move faster!
8. Find the bad news. The bad news are horrible disease ridden things. Touch them and you'll catch something. From white you turn yellow then green — and more toxic and you're DEAD!
9. Take the good news — potions make you well again.
10. Potions and boots go often found near colossades.
11. Antipodes can be found in every room. But not corridors.
12. If a fire spirit appears, DON'T stick around. It will head straight for you.
13. Some antipodes will kill some bad news tonight. Others will just change their form (See HOW TO CONTRA).
14. For each monster you'll get a weapon, so you've got a huge 250,000 points.
15. Pressing Z or Shift will reverse your view.
16. You'll find more hints and tips and a Nightshade monster chart on the HOW TO CONTRA on page

• CONTINUES ON PAGE 24 •



**BLITZ GAME**

## DALEY THOMPSON'S SUPER STAR

• **Machine:** Spectrum/IBM 64/  
Amstrad  
• **Supplier:** Ocean  
• **Price:** £18.95 Spectrum £7.99  
IBM 64: £18.95 (Amstrad)

And you thought there were enough sports games on the shelves of your local computer store already! Well, make room for one more... for despite the fact that you've probably played *Hyperzone*, *Decathlon*, *Superman*, *Challenges* and *Summer Games II* and Daley Thompson's *Super Star* is great fun.

Yes, this isn't a five-minute selection of games that didn't get into the original *Decathlon*. It's a real race game in its own right — despite the sports world.

I'll give a couple of the major events to talk about here — after all you've probably already done a lot of testing, running, shooting etc.

**100-metre** is great fun. You have to build up speed on the downward slope and time your jump and landing just right. Difficult at first but soon mastered. You'll soon going for that huge jump! The screen displays shows a close up view of your feet as he hurtles down

the slope and through the pit, while on the right hand side of the screen you see a plan view of the jump and an expanded side view in 3D windows.

There's a power meter at the bottom of the screen view in 3D windows.

Finally looking is also a fun event. And the goalkeeper certainly isn't slow on his feet. You get an overhead view of the goal and gotta pick it out of the angle of your kick.

The flag 4x100 is another new event — you can pick a variety of opponents depending on the score you want to achieve. This makes the opponent the more points you get for beating him.

There's a high score feature and a really nice and screen, if you win, you see yourself standing on the podium and the crowd behind you shout things like "Yes Daley" and "Great!" — words which appear in bubble letters.

**OT 100-metre** Test is a fun sequel to *Decathlon* and will attract many more players!

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

## MATCH DAY

• **Machine:** BBC  
• **Supplier:** Ocean  
• **Price:** £9.99

For those of you who are smitten of soccer on TV this year, *Match Day* could be some compensation.

It even looks off with... in my humble opinion — the exceptionally awful *Match of the Day* theme tune.

The game is viewed from a TV camera angle which scans the pitch slowly.

Each team consists of goalkeepers, defenders, midfield and attacking players. Control is by either keyboard or joystick.

You control the player who is in possession of the ball or a player in the best position to take a shot or intercept.

Penalty games always seem popular and *Match Day* should do well for Ocean.

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



**BLITZ GAME**

## MARSPORT

• **Machine:** Spectrum/Amstrad  
• **Supplier:** Gamlode Games  
• **Price:** £9.99

It's the year 2034. Earth has been under siege for seventy years by the Bays, a race from the Galactic centre. Since the siege began, the Bays have been kept at bay by a huge sphere of force which surrounds the Earth and its moon. But the Bays, like all good, evil aliens, have been becoming bolder and working out a method of breaching the Earth's defences and unless the force field is improved then life will succumb!

What Earth scientists need are the original plans for the defences.



system. But unfortunately some careless person left them behind on — you guessed it — Marsport.

**Marsport** is an extremely clever game. There are loads of puzzles to be solved and a huge area to be explored. You'll need to take a close look at the instructions and the map which come with this nicely packaged game before taking off to Marsport.

The graphics are good — although some of the colours chosen for some of the screens could lead to a few eye spasms. The Commander can pick up and use objects he finds around the city — mostly in the various supply lockers dotted about on the walls. I loved the way the locker doors slide open as you approach.

Other messages remind you of approaching danger flash as below the main display.

**Marsport** is quite simply a great game. Can't!

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

**BLITZ GAME**

## ASTRO-CLONE

• **Machine:** Spectrum  
• **Supplier:** Heaven Consultants  
• **Price:** £7.95

Gene Turner's fascination with the Soviet machine continues in his latest book-based for the Spectrum.

It's a combination of arcade action and arcade adventure with a big element of strategy thrown in.

A team of crack reporters, known as the Dome Writers, have been assembled for a secret mission to gain control of the mysterious, dangerous sectors which the Soviets are threatening to use to invade earth.

There are three phases to the game. The strategy phase in which you move your 15 spacecraft around a map of the universe — like *Masterplan*. Then there is a space combat phase in which you zap around defensively over the surface of the various planets wiping out Soviet ships.

Looks a terrific machine.

about the planet and you'll be able to learn down to the ground installation where the third phase of the game begins.

Like all Gene's previous games, *Astro-Clone* is packed with puzzles and problems. It'll take quite some time to crack — even if you're an expert gamer.

The graphics are terrific — exactly the experienced *Asteroids* is great fun, great value and a great challenge.

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



**SOUTHERN BELLE**



Realistic controls such as a regulator controlling the flow of steam to the cylinder, the damper controlling air flow to the fire, vacuum brakes and the fire doors, plus authentic sound and graphics make Southern Belle second only to the real experience.



# SCOOPY DOO

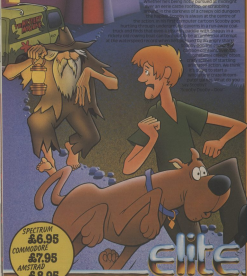
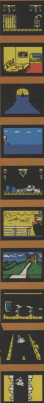
## In the Castle Mystery

### "Scooby Doo"

#### The First Ever Computer Cartoon

Whether he's being hotly pursued at midnight, when an eerie castle rooftop is scurrying around in the darkness of a creepy old dungeon, the hapless Scooby is always at the centre of the action. In his first computer cartoon, Scooby goes hurtling through underground caverns in a non-leaky coal-truck and finds that even a ghost is capable with Shaggy in a rocky old quarry that can be used for an accidental attempt at the water-skiing record when both are chased by its angry spirit.

With a dollop of computer graphics and a dash of sometimes cheesy close-up animation of startling and brief action, we think it's going to start a new wave of cartoon films. Scooby Doo is what you need. Scooby Doo is what you need. Scooby Doo is what you need.



SPECTRUM  
£6.95  
COMMODORE  
£7.95  
AMSTRAD  
£8.95

# elite



## ON THE RUN

- Machine: Spectrum/Amstrad
- Supplier: Design Design
- Price: £18.90

Design Design have built up a cult following with games like *Dark Star* — which contained some rude comments about C+VG! But we won't hold that against them.

While *On the Run* the G3 team have come up with a more mainstream movie type arcade adventure set on a planet where the vegetation has gone wild! You play the part of Rick Smith, a Science Department misanthrope. Your mission is to find six deadly Rudek filled with the chemical which caused the mutant bloom before they become extinct.

Within the maze you'll find other items. Some are obviously helpful like the smart bomb and the energy giving magic mushrooms. But others offer other strange powers which you have to work out for yourselves.

The graphics on both Amstrad and Spectrum versions are excellent — and the game is extremely playful.

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

## WIZARD'S LAIR

- Machines: Amstrad and CBM 64
- Supplier: Bubble Bus
- Price: £18.95

The top of the Wizard's Lair is off to hellish as ever. And this time it's Amstrad and Commodore 64 owners who will fall under its spell.

The Spectrum version of the *Bubble Bus* clone got almost top marks when reviewed in C+VG in May. And now *Bubble Bus* has taken the unusual step of selling the Amstrad and CBM 64 conversions back to back



## FIGHTING WARRIOR



- Machines: Spectrum/CBM 64
- Supplier: Melbourne House
- Price: £12.95 Spectrum £8.95 CBM 64

Just when you thought it was safe to stick up your proverbial tail in the queues or tucked in the gym and another of action combat games explodes onto your screen!

Yes, the Exploding Fist single Melbourne House are out to give you a few more battles with *Fighting Warrior*.

Although the game follows in the footsteps of the current trend for martial arts mayhem, *Fighting Warrior* has a strong fantasy feel to it.

It's set in the land of the ancient Egyptians — and you play the part of *Fighting Warrior* — Champion of All Egypt. You're on a quest to find a beautiful princess who has been imprisoned by the evil forces of darkness in a dark, dark tomb.

The evil forces are out to stop you dead in your tracks — literally! Monsters and demons of the most awful kind materialise in front of you as you

stridge across the burning sands. You must fight them off using your trusty staff. But they are tricky and tough monsters and may it kill you or really badly injure half a chance.

Fight them off! Not easy — keeping on top of your strength using at the bottom of the screen.

As you battle the various monsters you'll come across some strange items useful in the journey — try to smash them as they contain various spells and forces which can help your quest. Some full recovery, whilst some give you more energy and some — well that's up to you to find out.

The graphics are big, bold and superbly animated — well, close I see it, better than the Spectrum first.

*Fighting Warrior* is an action adventure packed with surprises — a worthy successor to *Pat*.

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



You've read the review and you've got the game. You've got 80 copies of this new Melbourne House game for the Spectrum and 64.

All you have to do is look at the prospect of the creature *Fighting Warrior* appearing on the quest — and give them a suitable name. Easy eh?

The games will, in the summer of C+VG and Melbourne House, finally be in the local news and get it copy of the game, a free Big Red robot — AND the chance to name characters in a local news event game soon to be released by M4.

Once you've thought up your names, fill in the coupon — and forgetting to fill us up which computer you own — and mail it to Computer and Video Games, Fighting Warrior Company, P.O. Box 100, 100-100 Harington Lane, London EC9 3AL. Closing date is November 1985, normal C+VG rules apply.

## C+VG READER'S CHOICE COMPETITION

My names for the monsters are:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Computer I own took best

Spectrum ☐

Amstrad ☐

Other: \_\_\_\_\_

Commodore. The animation on both is excellent.

Obviously *Wizard's Lair* is heavily influenced by *Ultimate's* *King of the Hill*. But that's more a comment on its excellence rather than a complaint.

- Amstrad
- Graphics: 9
- Sound: 9
- Value: 9
- Playability: 9

CBM 64

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

ENDS HERE

on the same tape.

But first, the plot. Perhaps this is trapped in an underground maze, the entrance to the Wizard's Lair, a massive network of

rooms, caves and tunnels. To escape he must find the four pieces of the Golden Lion.

The Lair is inhabited by many creatures. Some will help others will hinder him as he tries to find the Lion.

The graphics on both the Amstrad and Commodore are great, especially the



**EPYX** goes

# GOLD

**NOW ON THE SPECTRUM TOO!**

## IMPOSSIBLE MISSION.



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Epyx Inc.



At the office space... Impossible Mission has a unique place amongst today's software choices. As the critics agree, computerized voice and original game content will keep you coming back for more. Awarded "Game of the Year" by British Micro Awards 1986, it is surely destined to become an all-time great. Are YOU ready to face the most impossible mission yet devised??  
"Outstanding graphics, sound and blazing rapid pace" 21247146

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# THE SOFTWARE CHART

Put off the presses in the latest C + MS Backup Software Top 30, the most accurate and up to date chart currently published in Britain. Just one look through the latest C + MS charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot'em-up, karate game or boxing program you want. It's a knock-out.

• NOVEMBER  
• Compiled by  
Gallup

## TOP 30 / ALL FORMATS

# THIS MONTH	# LAST MONTH	GAME	MACHINE	MANUFACTURER	WEEKS IN CHART
1	2	Way of the Exploding Fist	SP, C64, AM5	Atari/Amiga Home	8
2	—	New Games	SP, C64	Virgin	1
3	—	Steve Thompson's Super Test	SP, C64, AM5	Comix	1
4	—	Summer Games 2	C64	Epic/MS Gold	1
5	—	Big Ben	C64	Atari/Amiga	1
6	1	Hypersports	SP, C64, AM5	Imagine	10
7	—	Highlands	SP	Ultimate	1
8	3	Frank Brown's Boxing	SP, C64	Elite	10
9	10	Indiana Boppers	SP, C64, AM5	Microfront	8
10	5	Frankie Goes to Hollywood	SP, C64	Comix	4
11	—	Search-head 2	C64	MS Gold	1
12	—	Action Blaster	C64	Microfront	1
13	16	MSD Heavy	SP, C64	Microfront	1
14	18	Search-head	SP, C64, AM5	MS Gold	2
15	—	Chiller	C64	Microfront	1
16	—	Formula One Simulator	SP	Microfront	1
17	—	Demolition	C64	MS Gold	1
18	—	Highway Encounters	SP	Virgin	2
19	—	Mary McGowan World Champ	SP, C64	Amiga/MS Gold	1
20	—	Red Baron	SP	Atari/Amiga	1
21	—	Karateka	C64, AT	Atari/Amiga	1
22	6	Elite	SP, C64	Atari/Amiga	10
23	—	Cyle	SP	Virgin	2
24	—	Jet Set Willy 2	SP, C64	Software Projects	2
25	4	Soft Aid	SP, C64	Virgin	2
26	7	Epic in Epic	SP, C64	Virgin	10
27	—	Southern Belle	SP	Virgin, Commodore	1
28	14	One Foot	C64	Microfront	8
29	—	Red Arson	SP, C64	Comix	1
30	—	Revengeance	C64	Microfront	1

### C64/TOP 20

1	Summer Games 2/Epic/MS Gold
2	Big Ben/Atari/Amiga
3	Search-head 2/MS Gold
4	Way of the Exploding Fist/Am
5	New Games/Virgin
6	Atari/Amiga West/Epic/Atari/Am
7	Karateka/Atari/Amiga
8	MSD Heavy/Microfront
9	Hypersports/Imagine
10	Elite/Atari/Amiga
11	Frankie goes to Hollywood/Comix
12	Action Blaster/Microfront
13	Indiana Boppers/Microfront
14	Revenge in Paradise/Comix
15	Summer Games 2/MS Gold
16	Pinball/Epic/MS Gold
17	Blindway's Ultimate
18	Impossible Mission/Epic/MS Gold
19	Summer Games/Comix
20	Master of Magic/C64

### SPECTRUM/TOP 20

1	Way of the Exploding Fist/Am
2	St. Thompson's Super Test/Comix
3	Highlands/Ultimate
4	New Games/Virgin
5	Frank Brown's Boxing/Elite
6	Hypersports/Imagine
7	Highway Encounters/Comix
8	Frankie goes to Hollywood/Comix
9	Southern Belle/Comix/Am
10	Demolition/MS Gold
11	Soft Aid/Comix
12	Jet Set Willy 2/Software Projects
13	Epic in Epic/Amiga
14	Indiana Boppers/Microfront
15	Revenge in Paradise/Comix
16	Action Blaster/Microfront
17	Epic Hunter/MS Gold
18	Cyle/Atari/Amiga
19	Red Arson/Comix
20	Revenge in Paradise

### AMSTRAD/TOP 10

1	Way of the Exploding Fist/Am
2	Frank Brown's Boxing/Elite
3	Indiana Boppers/Microfront
4	Hypersports/Imagine
5	Chiller/Microfront
6	Search-head 2/MS Gold
7	Revenge in Paradise/Comix
8	Red Arson/Comix
9	Lowdown/Microfront
10	Warrior/MS

### MACHINE KEY

SP = SPECTRUM      MS = MS  
C64 = COMMODORE 64      AT = ATARI  
AM5 = AMSTRAD      MS5 = SPECTRUM  
BT = BURNING



100

# NEXUS MISSION —

Your task — should you choose to accept it — is to infiltrate the HQ of an evil drugs smuggling organisation. To succeed you need to make contact with a resistance group called The Nexus . . .

So starts Beyond's exciting new action adventure called Nexus. And to celebrate the launch of this original new game, we've come up with an exciting competition with some truly amazing prizes!

You could win one of THREE top secret briefcases packed with everything a good secret agent needs — like a Walkman personal stereo, a disc camera, a [water] pistol, an invisible ink pen and much, much more! [Why are we giving these away. I want one! He]

So how do you get your hands on one of these extremely exclusive Beyond briefcases? Check this out . . .

In our picture a Nexus agent has been ambushed by the drug smugglers just as he was going to reveal the name of his contact to you. Hidden in the picture is that all important name. All you have to do is study the picture and find the name. Once you've done that fill in the coupon and rush it to Computer and Video Games, Nexus Mission, Entry Court, 30-32 Farringdon Lane, London EC7A 3AU. Closing date for the competition is November 19th, normal C+VG rules apply and the Editor's decision is absolutely and utterly final. OK? Get busy!

Oh yes, 50 runners-up will get copies of the Nexus game for their Commodore 64, Spectrum or Amstrad. Don't forget to tell us which one YOU own.

## C+VG/BEYOND/NEXUS MISSION

Name .....

Address .....

THE NAME OF THE NEXUS AGENT IS .....

TIP-BREAKER! Think of an original name for the evil drugs organisation. In the event of a tie we'll choose the most imaginative title. MY NAME FOR THE ORGANISATION IS .....

Computer I own (tick box): Spectrum ☐

Commodore ☐ Amstrad ☐

# THE COMPETITION





## "My two sun spots"

### 1. *Souls of Darkon*

by Taskset

*Sorry about the summer – a wee bit disappointing I'm afraid, but here's something to cheer you up. A super game starting with excitement!*

### 2. *Scooby Doo*

by Elite

*This game is full of ghosts and ghouls and mysterious happenings. Good old Scooby is back and so is my dear friend Mrs McInoch. (Her name is almost as difficult as mine!)*

"Press the magic button and the picture changes"

## STRONG MAN

by Marlow

Let's hear it for Geoff Capes, The World's strongest man. Did you know he is World Highland Games Champion too? Carry on best that "dick" with this game you can try 50 major challenges in all, and always a blue sky above so no chance of rain stopping play. Phones for most machines.

Cassette £12.95 and £8.95  
Disk £14.95

## ARNHEM

by CCI

1944 all over again, and what is this – a strong front attacking our Holland! Uh, yes, of course it's the Allies attacking the Germans and they need your help. 400 bridges to capture and destroy to work out, it's as complicated as weather forecasting – but much more fun! (Dory Michels)

Spectrum-Alex  
Amstrad

What's faster than a hurricane and more devastating than a tornado? You've got it in one. Strike Force Harrier – the flight simulator that streaks through the skies like lightning. You are loaded with bombs to destroy the enemy – but watch out for the clouds of enemy fighters on the horizon.  
BBC, G and Spectrum

£29.95

## MARSPORE

by Synapse Games

This large story is your chance to save a brave sphere protecting the Earth from attack by Scepter Warriors. It's a wee bit scary as the sphere is wandering and the strengthening poles are in an occupied town. All in all a gloomy outlook. Can you change that?  
Spectrum-486 and Amstrad

£29.95

**THORN EMI Computer Software**

International Micro Software Division

**"Look what my charts are showing"**

## HIGHWAY ENCOUNTER

by Jokes

Temperatures are rising fast. But it's not a heatwave, I'm afraid! The Motors have landed! To save the globe from contamination you team to activate the 5 factories and the deadly Luncheon. Dodgey henchmen of bullets you must today go forth to save the planet. I think I'd rather stay at the Mtd office.

Spectrum 486 and Amstrad

£7.95

## SCOOBY DOO

by Mike

The team of top sleuths is back. This lot could well out a summer! Stunning graphics and super smooth action give this game a touch of class.

Spectrum 486  
Commodore 64  
Amstrad

£6.95

£7.95

£8.95

## WORLD CUP

by Artek Computing

This league table needs MUCH better than my round the world temperature chart. But then top teams are involved and you get the chance to pick the players and score the goals. Click, what could be faster than that, right?

Spectrum and C64  
Commodore 64 and Amstrad

£6.95

£7.95

Graphic Start

## GRAPHICS PACK

by Darling/Kinderley

Are you interested in really good value? I am too, and this book. Our software pack has loads of materials for

creating lovely graphics. There are over 2000 sports designs, almost 6000, it's almost unbelievable - top class graphics, super fast speeds and to see results. Spectrum, Commodore 64 and Spectrum +

# Games for Autumn

## COMPUTER

by Brian Kelly



A summary chart of all that's the best in computer games. But on this chart not a depression in sight! Every one is guaranteed to keep you smiling rain or shine. There are sports, simulations, arcade and adventures, US, and yes, I almost forgot, action for most machines.

35 games

£6.95

£6.95

## GANDALF

by Jokes

Two great games: one is Gandalf, Gandalf - a man after my own heart - throws thunderbolts. Another is Legolas.

## FLYER FOX

by Jokes

It's not raindrops falling on your head but football from a big fighter. Spectrum 486

Each game £7.95

**"Super plays for rainy days"**

## Sons of DARKON

by Tacklet

Not for the faint of heart this one. You must venture beyond the sun and through the gloom - soot, sorry foggy, out to Lancaster to Wagon, where the task is to keep the people from the curse of Darkon. Or dear, quite a challenge, but you can succeed.

Amstrad

£8.95

## Old Scores

by Global Software

Solving this is the finding a snowflake in July (or something else of my mind). Private investigators will love it, and if you have never been lost around London's South Bank, here's your chance. Join the mystery, explore the theatres, and become famous!

Spectrum 486

£8.95

Amstrad and Commodore 64

## Graham Gault's TEST CRICKET

by Autogames

A super game for all seasons. Complete with graphics, silly-but-very, accurate scoreboard and commentary - value the highlights of summer! Commodore 64, C64, C64

Commodore 64 (Disk)

£9.95

£11.95

## Paintbox

by Autogames

The graphics package which gives you much more than squiggly lines and cloud shapes. It has everything you need to produce high resolution pictures. Do you think the birds would be startled?

Spectrum, Commodore 64 and 16

£9.95

## The Secret Diary of ADRIAN MOLE and his

by Hiccup

It's no fun being me. What with the sun turning to snow overnight and always having to look on the bright side. Now I'm a budding intellectual and poet like Adrian. All my problems could be turned into great fun. And maybe they'd make me into a game too. (Hint, I can dream) versions for most machines.

Commodore 64

Disk

£6.95

£12.95

**"Games to bring you Winter cheer"**

## BLADE RUNNER

by OR

Goah, here's a chance to be a bounty hunter and save the world! Quattered showers of replicable space run amok. These human look-alikes have to be imprisoned, tracked down and 'retired' if the odds are to be at all sunny.

Commodore 64

£8.95

## Win



**SPOT FREE MONTH'S MYSTERY MICROGAMES AND WIN A FANTASTIC PRIZE TEN 2-FACE PROGRAM PRIZES MUST BE WON PLUS SINGLE GAME PRIZES FOR THE FIRST 100 ANSWERS UP.**

If you don't guess the answer and the coupon is at, before then 14 November 1986, the better guessed answer will each receive 100000 £100 and 10000 £100. 100 winners up will each receive a super gift for their machine type.

How the Mystery Manager is

Send me your latest list of software programs.

Name

Machine

Address

Postcode

Send to: DASH 100 Computer Software Mystery Manager Competition  
Thomas House, 200 Farnborough Road, Farnborough,  
Hants GU14 7PL

Prizes  
David Cook  
1 copies  
M. Paul  
Manchester  
Lyn Graham  
Woburn  
Mike Davis  
London  
Sarah Tams  
London  
M. Ward  
London  
William Clark  
Hampshire  
David Morris  
Woburn  
Gary Baker  
Hants  
And in Gals  
Woburn



Last month's  
Mystery  
Microgame  
winner  
Tracy Wilman  
10 prizes are  
on the way.

All games featured are available from Lads, 804 Smith and other good software stores.





# NEW RELEASES

## TIME SANCTUARY

SPECTRUM 48K £7.95

- Futuristic Adventure game
- Fast, full colour surrealistic landscape graphics to capture the mood of the unworlidy time sanctuary
- Communication facility to address and bargain with the 18 characters
- Exploration of map, houses and maze

### The Challenge

- locate the 6 crystals to power your time machine
- Make enough money by trading with the natives to buy the crystals
- Find the time machine before your presence in the sanctuary becomes unstable

CREATE YOUR  
OWN WARGAMES  
WITH

## BATTLE BUILDER

AMSTRAD-484  
COMMODORE 64 cassette  
disc

VOLUME 1 WORLD WAR 2 1950's

£5.95  
£5.95  
£12.95

- 1 or 2 PLAYER with AIR and LAND FORCES
- MODERN WARFARE 1 PLAYER GAME INCLUDED WITH THE PACK WITH A FULL EDIT FACILITY FOR MAP AND FORCES
- 4 SCREEN BATTLEFIELD CREATOR FOR 2 PLAYER GAMES
- Easy to use: create and save battlefields for repeated use with copy facility to create balanced battlefields
- Superb graphic characters represent planes, airfields, army units, river sections, bridges, towns, forts hills etc.
- All graphic movement at both order and combat stages
- Detailed Booklet
- Save to Disc option (CDM 64)

## WATERLOO

SPECTRUM 48K £9.95

- 1 Player wargame against Wellington
- All graphic map representation of the Waterloo battlefield
- 3 Levels of play
- French army has "intelligent" corps commanders — you can give them full command of a corps or you can give corps or unit orders

### Detailed Booklet

- Full details of terrain feature and realistic strongpoints

LOOK OUT FOR  
AUSTERLITZ  
launch date Nov 1985  
(Spectrum only)

## BBC OWNERS WATERLOO

BBC B Cassette £9.95  
BBC B Disc £12.95

- 1 or 2 Player wargame
- Joystick or Keyboard options
- Simultaneous movement etc by both players
- Artillery bombardment with target selection

## LOTHLORIEN

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Address: \_\_\_\_\_

Post Code: \_\_\_\_\_

Please send me:  
WATERLOO — SPECTRUM 48K Cass £9.95 BBC Page 1  
BATTLE BUILDER — AMSTRAD 484 Cass £5.95 BBC Page 1  
TIME SANCTUARY — SPECTRUM 48K  
DETAILS OF BATTLE BUILDER Cass £5.95 BBC Page 1  
Send Address Booklet £4.95  
Postcard to 20 Colchester Rd, Box Lane, Fyfe, Dundee DD11 1AT





07.75, 0.42, 288, 65, 289, 86, 1, 13, 25,  
71, 24, 62, 189, 175, 48, 188, 22, 26, 76,  
14, 287, 184, 161, 14, 189, 62, 200, 50,  
197, 207, 195, 124, 94.

Start the game tape and the game will now load on normal. It will now have infinite energy. With this you can do a few interesting tricks that pull on a background wall permanently. With a controller (MIDI) you will have to stop trouble tape (MIDI). Then the game from Jason Smith of California.

#### • COMMENTS

From Chris Cobb, of Portland, we have taken for the following CD games: **Sevens of the Muzak** (Muzak). When you start playing type "GAMES". This makes the game go into MZM mode. To stop screens press space bar.

**Brasserie** Before loading type P001 231.50 gives 100 lives. Before loading type P001 231.50 gives 1000 lives. **Master** Press the Commodore key. Both Run/Stop & Control all on the same time to go to the next grid.

Finally, to keep Spectrum and Commodore happy, here are a couple for you.

**Wick Fraser** of Lincoln has sent in this code for Don-Darby, which will make all items in the shop cost 0 (infinite) the first time. Enter M004 the first time. Enter directly before the M004 M005 (M005) gives 1000 then run tape. You take the object and enter "end" and you buy the object for nothing.

Not bad Kullback, not bad! But, you the Big Brother keep this standard up each month! But don't forget that the Big Brother need your help for some game playing tips.

#### TIR NA NOG

Stephen Green of Surrey has come to the help of Miles. Greening who asked for help

on Tir Na Nog. To get Houdini around you need the feather from the stone cave of Stone House. Then get some bones from a cave in the Plate of Lava. These will add you into King Houdini's room in Don-Darby.

Now have to get the Houdini from this room to allow you to get it to Houdini's house in Don-Darby.

Once in the stone drop the feather on the black with a feather drawn on it and an oak leaf will appear. Drop the oak leaf in King Houdini's room and he will give you Houdini's sword.

To get Douglas's Castle, get the book from the water cave of Glassmouth and take it to the last cave of Tir Na Nog and you will give entrance to the cave.

Then you will find ice and a half man. Take both. Then find a spider and take it to a place between two brick buildings in Don-Darby. Drop the spider and the and the other half man will appear. Take the two together. When you wear it, it will make you invisible.

Then find the ditty which enables you to get out of the back door of Don-Darby's Castle.

Go to the front door of Don-Darby's Castle. Enter and find Houdini the dragon. With both will be in out of sight, then put on the tape.

Visit back up to Houdini. If his eyes are still open do not attempt to pass him. Repeat this process until his eyes are closed. You will then be able to pass and get the condition and recipe.

To get the Stone of Ice you will need the ice. Take it to a door marked "I" in the edge room and go through the door. Pick up the ring and take it to a door marked "C" in Tir Na Nog. Go through the door and you will be in Tir Na Nog. Then find your own called Houdini and take it to the little pond and drop it. The stone of Ice will appear. To leave Tir Na Nog look for the door

marked I.

To activate the seal you need Calm's Hammer. Go to the Calm's room and go to the stone opposite where you will find a spider. Take it to the area and count ten years north. Drop the spider and the Hammer will appear. When you have all four parts in the starting room, drop them in a bag on the floor and drop Calm's Hammer next to them. A message will appear signifying the end of the game.

When you leave on them, always carry it around with you in case you are attacked by stones. Different stones can give you messages from Don-Darby — the Oracle.

The Library: A map for the week. Start with without a key. And M001 enter Tir Na Nog.

The Hammer from the Calm's room is a must if you want to complete the game.

#### FRANK BRUNO'S BOXING

Shane Williams of Manchester is going to show us how to beat all the rest of those prizefighters.

**Wick Fraser** is back here you must be fast. As in the first fight, you must quickly hit him in the stomach and then quickly in the foot. If you do this successfully he won't last long.

**Franklin's Fighting** Franklin takes a lot of time and often ends in a draw. So to beat him, you must get your K.O. going and then it is easy. To do this you must wait until he drops his guard then hit him a few times. Repeat this procedure. He must duck when he does his rebound punch. **Franklin's Fighting** He must punch to the hardest lower to defeat. He has a habit of dropping his right arm, so you must keep blocking his punches until this happens. Then go in

and hit him!

**Antagonism Andy** Keep hitting him with the right hand three until you get the chance to block him and the game stops really. Duck when he gives you the double hand punch.

**Peter Parker** Keep hitting him with your left until he stomps runs out. This is the only way to win. If your K.O. becomes he always dodges your punches.

**Eight** Christopher Smith of Boston-SuperMore is having trouble locating the Control Room in Strongship. Does anyone know how to reach it and what he should do once he is there?

#### PROFANATION

Ray Williams completed this game after 8 days of play. Like that continuous "long"?

Ray was just jumping over the rain drops instead of walking under them.

On Screen 10 make sure you notice something about the Diamond — you need it if you want to get further in the game.

On Screen 25, to jump the small volcano, push yourself towards the end of the small slide in the floor before the



# IDEAS CENTRAL



vipers. When all the men drop him the boss then walks and jumps at the same time. This takes practice to perfect.

Sometimes the boss captures you but he's not activated. To activate them you must touch other blocks first.

## FOURTH PROTOCOL

Although Old master Alex Prior of Deconstruct has only got 20% on the first part of the game, what he has found out is the right line of help to other players.

Firstly, unless you check the security of Building 17, you will be told off and your prestige will decrease. The trick is to clear off the basement, computer rooms, data rooms, security data, bank offices, main entrances, pharmacy room, day club and the tea room.

A clue. Check the map first and transfer all the files that are named in the "Map Door" file. These files are available from Blackman. The number is listed under telephone in your filing system.

When Johnson is suspected, follow him with 25 men, and then wait and see. By doing this you will gain at least 25% in prestige.

Follow Alex and his companion with 25 menbers each. When asked for a course of action, select "Other suggestion". Then type the word "DETECT". The computer will then ask "WHO? Next type in the Alex's companions names. When the names about the list of houses arrives, put 25 men to watch the subject, then to watch his wife's lodger.

When the names about "Security" or "protection" arrives ring the number or once, then dig it up and hand it over to Special Branch. Follow Broton with 25 men — NO! Then, you can check this by asking for their files from Blackman. After a while you may discover something interesting about Broton. If you do, phone

Medical Security and tell them his name. This clue to the monster is to do with the devil not his mind.

## NIGHTSHADE

Not all the games come these days for computers. Nightshade from Jeremy Thompson of Marlow.

Take a look at the table and you will see four antibodies along the top and four high level monsters down the left-hand side.

Unlike Special monsters — acid pools, gamma etc — the high-level monsters cannot always be killed with a single antibody.

When hit by an antibody a high level monster may turn into a low level monster, turn into a different high level monster or multiply into two monsters of the same type. If you shoot one of the pair again it will die.

On the table on order 1-4 indicates the new monster formed, and it indicates the monster doubling. There are never more than four antibodies waiting to be collected in a room.

Whilst opened high and low level monsters progress your plaque by one colour, a guardian monster (one of the four to be killed) will totally consume an ally.

Antibody colours that colour of the map are totally devoted to one type of high level monster.

Always be prepared and carry a large quantity of the correct antibody.

If you come across a poison you may be well suited to a set of antibodies nearby.

Always put your guardian killers at the bottom of the screen each — even if you have to drop it off antibodies.

That way you can manoeuvre antibodies without having to fire your guardian killers which do not kill neutral monsters.

## ELITE

Richard Shaw of Sutton

Colford has sent some clues for the Basic version of Elite. As the controls are difficult for a beginner it is best to decide whether to use the keyboard or joystick.

Richard's advice is to go for a self-centring joystick in using the keys can make the Colons do some funny things.

Spinal on tracks time flying around protecting your interests on a mission.

Some: Computers, fire and missiles are the last items to trade with. Gold and platinum can also be used. DO NOT carry 25 tons of missiles as this will cause the vapors. Only take a few tons along with other cargo and the vapors will only come to look. Once you have gained enough credits, the first thing to buy is a docking computer. Keep trading between an agricultural and an industrial planet for as long as you can but watch what governments you trade with. If attacked by three or more ships in a bunch, knock one out with a missile while at long range and follow one of the rest. This means one has attacking you and you are not a sitting target.

When a ship is seen on your screen, fire it and manoeuvre it into the centre of your targeting cross.

Target a missile. When it lands on your screen it will fire a range and ready to use on that ship. Don't attack ships in the safety area as this will bring the vapors out and your docking computers won't work. By missing ships miss.

When Therapists attack, try to destroy the mothership first. This will alarm the fighters and you can scoop them up in other times. Don't use the fuel scoops to pick up rings.

Remember if your cargo hold is full, or else they will explode and destroy your shields. Alien items can be picked up on an

exception to this rule.

When trying to seal down your ships, hyperjumping or approaching the planet, look through one of the side views as this will speed the process up.

Richard has also found a bug in the game — when you are getting hyperjumping — on the command screen showing computers, this will take you back to the same space station but in the next galaxy. This is useful because most galaxies hyperjumping will land you on an Asteroid planet in the next galaxy.

## FRANKIE GOES TO HOLLYWOOD

To start with if you pick the first pistol and go to the 277 room and use it, you will be immune from the bullets that come from the wall. Then press the yellow button for the pistol.

When it shows you six buttons about the corner into them in this order: top right, top left, bottom middle, bottom right, bottom left and top middle, pressing five each time.

The wedding ring can be used in the film and the Cybernetic broadcast rooms to save you from pain.

The security code can be used in the terminal room with data to activate the computer which will give you access to games.

When the murder has been committed, if you go back into the room with the body in, a window will appear.

Do not waste anything on the difficulty of fighting the game will be greater. On the falling blood screen, shoot the hole at the very top of the screen.

Start fire down in the middle of the screen and get him interested in your footprints. Now move to the top of the screen and open fire on him continuously until his bullets reach you. Then repeat the process.

NASTY		G		X		2	
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Before Luke Skywalker and Han Solo there was another great space hero — DAN DARE. Dan blazed across the spaceways long before the first Wren crew had even stepped out of their anti-grav nappies! Now Virgin Games are recreating the adventures of Dan Dare and his faithful partner Digby in a room-to-be released arcade adventure. C+MG stopped aboard Dan's spaceship, the *Anastasia*, to get a sneak preview. Meanwhile good old Digby contacted us on the sub-orbiter wayband to inform the uninitiated all about his great olum Dan Dare!

# DAN

## PILOT OF THE F

"Hullo! Is this the station of *Computer and Video Games*? It's Digby here, Sir — Alfred Parwellian Digby, Spaceways Class 1, Interplanetary Space Fleet. You got those details you wanted about Colonel Dare. Are you ready to take this down? Right, then — here we go: Colonel Daniel MacGargo Dare, Born February 5, 1957, Manchester, England. Mother: Joan MacGargo, youngest daughter of the MacGargos of Callidon. Father: 'Mad Billy' Dare, explorer and space pilot. Colonel Dare's father was the first man to explore the dreaded Mars Gneiss

Dan entered Royal School. By all accounts he was a bright lad, but, a bit of a maverick. He got six of the best the time he climbed the school clock tower! But he was Captain of the school when he left to go to Cambridge — and it wasn't long before he had his degree and moved on to Harvard.

Now, this is where the story really starts. In 1987, at the age of 28, he joined the Space Fleet as a Cadet Navigator. By the time he was 29, he was a Pilot Major and was sent for an Interplanetary Expedition Course on Mars. At 29 he was Chief Pilot and was under the direct command of Sir Wilbert Gurney, Commander of the Fleet.

Most probably you know a bit about what happened after that. A lot of his adventures — Colonel Dare's and more than 10 — appeared in a weekly

paper called *Digby*. In 1990,

any of a brilliant writer and artist called Frank Hampson.

I'm sorry to have to tell you that Mr Hampson died recently, but you should see the work he left behind. A lot of his tales of Colonel Dare are available in book form.

I expect what you most want to hear about is all the times we've landed — and blown — that evil, green refugee from a remote planet, the Moleks. Without Colonel Dare, London and the rest of the Towns of Venus would still be suffering under his mad, chaotic rule. I've lost count of the number of times we've failed his dastardly schemes.

What of you now, there's somebody on the other line? Just hold you horses, lad — I

haven't had time to tell you about all the other weird brawlers we've come up against. It makes me space-sick just thinking about some of them!

What about old Bill? He was a nasty piece of work, right enough. And there were the Phoenix — Colonel Dare and I journeyed to the other side of the Universe to stop them comparing the peace-loving Cygnus.

What's that? You think you've got enough? Enough my Aunt Anastasia! I haven't told you yet what kind of man he is. You see, what makes the Colonel so special is that he's a Fleet in the real sense of the word. He gets by on intelligence, common sense, determination... and a good old British stiff upper lip!

Arrrrrr, you haven't told me who you want to do. A new computer game, you say? Pilgrimage Planet! What will



At the age of 11, young



# DARE



## FUTURE

they think of now? Colonel Dare'll be tickled pink! 3 3

**THE GAME**  
Virgin's *Dan Dare* game has been recommended by programmer Andy Wilson — who admits to being a DD fan.

"We've attempted to keep the game as close to the spirit of the original comic as possible," he says. "For instance, Dan doesn't kill people. His ray gun is always on to warn, and he'd rather use his fists than a gun anyway." Punch-ups are built into the game — but most of them fail!

For the first time, Dan's

already mission. He has to save the world — of course. This time the Moleks, Dan's motion-headed arch-enemy, has

constructed a giant bomb inside a hollowed-out asteroid and aimed it at the Earth. Dan has to stop the asteroid and capture the Moleks.

The planetoid is being controlled by six satellites. Dan must first knock out the satellites and then dive into the caverns of the planetoid, save Digby and Professor Probitus and capture the Moleks.

The first half of the game takes place above the planetoid's surface — Dan — dressed in his space gear — has to find the

satellites and destroy them in the right place while fighting off attacks from the Torms, the Moleks' specially trained bodyguards.

He also has to stop that old Digby getting captured by the Torms. Which isn't easy as they will get him in the end anyway because that leads on to the

next part of the game! Before he disappears forever, Digby helps

Dan find the destination by pointing the way for our hero.

Once he's descended all the satellites, Dan — now in his smart Interplanetary Space Five uniform — has to find an entrance to the underground caverns where his friends are being held captive. Here the game becomes an action arcade adventure as Dan has to solve lots of problems and puzzles as well as having the odd punch up with a Torm or two.

"We had this feature in long before the boxing and karate games came along," said Andy. "I've included an intelligent line language which means that if you hit it where there's a

Three within boxing distance Dan will start some 'fisticuffs'!"

Andy has developed a unique four map scrolling method to capture the comic book flavour. Each screen looks like a frame from a comic — and Digby "talks" to you via speech bubbles. Capetons also appear at the top of the screen, comic style.

The graphics are big and bold. Ian Mathis is the man responsible for the CGM and Amstrad versions' graphics and has produced some really impressive visuals for the game.

We confidently predict that Dan's compact game debut is going to go down well with his fans — new and old. But I've a smoking suspicion that the real smash hit character from the game is going to be Skipper — a cute mini-dragon creature. Watch out for him!



**DAN DARE**  
FIRST OF THE FUTURE

TO BE CONTINUED...  
CHAPTER 1 1



**DAN DARE**  
FIRST OF THE FUTURE

POINTS... 10000  
CHAPTER 1 1

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## ARTIST OF THE FUTURE



Space heroes don't come much tougher than good old DD and his faithful sidekick Digby. But maybe you know better? To help celebrate the launch of Virgin's Dan Dare game we're offering some very special prizes to the top prize winners in our exclusive DD competition.

What we'd like you to do is create your OWN Dan Dare comic strip — or if you don't want to create Dan, why not invent your own comic hero? We'd like you to tell your comic story in no less than eight comic style panels and in no more than 16. You can use colour or black and white and any materials you wish to, your strip can be in black and white or colour, in pencil, ink or any other medium, just take your pick. Your story can be about anything — but it must have some sort of scientific theme. We'll print some of the best strips in a future issue, so you can boast to all your friends that you've had something featured in C+VG!

Once you've drawn your strip, package it up carefully and send it to Computers + Video Games, Dan Dare Competition, Priory Court, 10-12 Harrington Lane, London EC2R 3AL. Closing date is November 16th, normal C+VG competition rules apply and the editor's decision is final. Anyone who agrees will have Big Red to deal with!

Don't forget to attach the coupon to your entry and give us all the details about your age and which computer you own. We know lots of our readers are gifted artists — so get creating, we can't wait to see your strips!

## THE PRIZES

There are three age groups — Under 9, Under 11 and 15 and over. Three first prize winners in each category will get a copy of Denis Gifford's *International Book of Comics*, packed full of information and details about comics from the year dot. They'll also win a special Big Red robot and a copy of the Dan Dare game for the Spectrum or Commodore 64. 20 runners-up will get a copy of the game from Virgin. Don't forget to include a stamped addressed envelope if you want your illustration back!

## C+VG/VIRGIN DAN DARE COMPETITION

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We want to find the person who could play the Young Cooper-Man. The right person will get to meet Russ and appear on one of his shows! Interested? Well, all you have to do is fill in the special C+VG coupon and send it in. Probe Software, 188 Mitcham Road, London, SW17 5LN, together with a photograph of yourself.

We also want to have your best jokes to print in C+VG! Probe will give the 10 best jokes a copy of their latest game Devil's Crown, which is available for the Amstrad and Spectrum. So even if you don't get to be Cooper-Man you could well get a free game and see your jokes printed in C+VG.

So don't dally, fill in the Cooper-Man Coupon today. REMEMBER don't send it to us at C+VG. Mail your entry direct to Probe Software.

Probe will be arranging auditions for the young super-Cooper in the near future and C+VG will be announcing the winner in the soonest possible issue.



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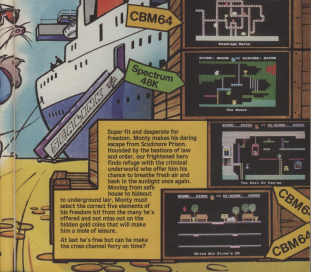
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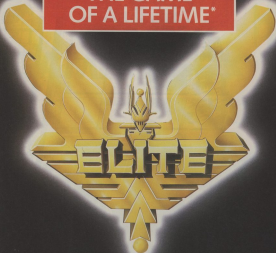


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The game is for two players each of whom is dealt five cards each. Player One's cards appear at the top of the screen, face up. Player Two's appear below, face down.

The computer will ask if you want to bet, or require help finding a winning hand. If you want help (press G), the computer will print each winning hand and examples from the best and worst in the middle of the screen.

Each player begins with £1,000. The minimum bet is £10 and the maximum £999. Go under £10 and your opponent wins. The first player to break the computer's bank of £320,000 wins the match.

Although a little Poker knowledge is required to play the game properly, the beginner should have fun as well.

■ Russell Guld

```

1000 Russell Guld 0022115004
20 PAPER 1: 50000:1: INK 9: 0
30 SUB 2500: GO SUB 300: CLS
40 LET X=1: LET Y=0: IF PC=5 T
HEN LET Y=13
50 FOR U=1 TO 5: LET Z=C(1): 0
60 SUB 300: LET H1U=C(1)-2
70 GO SUB 100: LET B1U=PC+H1U
80 LET C1U=C(1): GO SUB 400
90 LET V=X+5: NEXT U
100 IF PC=1 THEN GO SUB 140
110 PRINT AT 9.0: "PLAYER 1:" AT
12.0: "PLAYER 2:" AT 9.9:
130 PRINT "CASH 2:" C11: AT 9.24
140 PRINT "C11: AT 12.9:
150 PRINT "CASH 2:" C12: AT 12.2
160 GO 2: (12.1): GO TO 200
170 FOR H=1 TO 5: PRINT PAPER
180 FOR H=1 TO 5: PRINT PAPER
190 LET N=1: NEXT N
200 LET SU=INT (12-1)/13:
210 LET SU=14+SU: LET UR=Z-113
220 IF SU=14 THEN INK 2

```

```

230 LET NU=14+UR
240 PRINT PAPER 7: AT Y,X: CHRS N
250 LET Y=X+5: CHRS NU: AT Y+5,X: CHRS
260 AT Y+5,X:1: CHRS N: IF SU=UR,N,1
270 THEN PRINT PAPER 7: AT Y+10,X
280:1: CHRS N:2: CHRS SU
290 NEXT N: INK 9: RETURN
300 LET Y=13: LET X=1: FOR U=1
TO 5: FOR H=1 TO Y+5
310 PRINT PAPER 7: AT N,X: INK 2
320:1: NEXT N: LET X=X+5: NEXT
330:1: LET Y=0: RETURN
340 GO SUB CL: REM *****
350 PRINT AT 12.1: "PAPER 2:" ENT
360 CARD NUMBERS TO CHANGE-
370 PRINT AT 11.1: "PAPER 4:" OR
380 (12.1): TO CONTINUE
390 INPUT "LINE 38: IF H=1"
400 THEN GO TO 100
410 IF LEN H=5 THEN GO TO 100
420 IF "5" THEN GO SUB CL: 0
430 GO 200
440:1: LET SU=VAL H:
450 GO 300
460 FOR Z=1 TO 5: IF Z=LEN H T
HEN RETURN
470 IF H=C(1):1: OR H=C(1):1: T
HEN SUB 2:12: GO 200
480 GO SUB CL: RETURN
490 LET B1U=1: LET C1U=1: LET D1U=
10: IF PC=1 THEN LET C1U=12
500 IF PC=5 THEN LET D1U=12
510 PRINT AT 11.0: "PAPER 2:" PLA
520 VER - PC: HOW MUCH DO YOU BET?
530 INPUT "OR PRESS 0 FOR CARD
HELP:" LINE H: IF H=0 THEN
GO TO 110
540 IF H="0" THEN GO SUB 2000:
550 GO 410
560 GO SUB 270: LET SC=VAL H:
570 IF SC=0:1: THEN GO TO 510
580 IF SC=0:1: THEN PRINT AT 11
590:1: "PAPER 2:" THE MINIMUM BET L1N
600:1: "PAPER 2:" LET B1
610 IF SC=10 THEN PRINT AT 11.0
620:1: "PAPER 2:" SORRY MINIMUM BET L1N
630:1: "PAPER 2:" LET B1=1
640 IF B1=1 THEN SUB 2:12: GO
650:1: GO TO 500
660 LET B1=C(1): LET B1=C(1):1:
670:1: POINT AT 12.1: B1:1:
680 PRINT "AT 12.1: B1:1:
690 GO 200
700 FOR L=1 TO LEN H: IF Z=LEN
H THEN RETURN

```







**THE GREATEST SALE EVER - SPECTRUM TAPES**

**Abstract**

[illegible][illegible][illegible][illegible][illegible]

**THE GREATEST SALE EVER – COMMODORE 64 TITLES**

[illegible][illegible]

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

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FIGURE 10. LEFT: THERMAL ANALYSIS (TGA) AND DSC (DSC) OF POLYMER 1. RIGHT: THERMAL ANALYSIS (TGA) AND DSC (DSC) OF POLYMER 2. TGA: THERMAL GRAVIMETRIC ANALYSIS; DSC: DIFFERENTIAL SCANNING CALORIMETRY.

WILEY-BLANKENHORN, T. L. 1990. *Journal of Great Lakes Research* 16:1-12.

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 2. DATE \_\_\_\_\_

TABLE 1. *Antibiotic susceptibilities, clinical significance, and MICs of isolates*

10/10/2019 10:10:10 AM  
 Log File (10/10/2019) 10:10:10 AM  
 10/10/2019 10:10:10 AM

1. **Introduction**  
 2. **Background**  
 3. **Methodology**  
 4. **Results**  
 5. **Discussion**  
 6. **Conclusion**  
 7. **References**  
 8. **Appendix**  
 9. **Figure 1**  
 10. **Figure 2**  
 11. **Figure 3**  
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 217. **Figure 209**

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# HEBBIE

## • COMMODORE 64

Guide your cute little maren out of the maze by using the joystick to get him to start drinking the glass of warm milk on the other side of the screen.

But avoid the walls and the Hebbie Jeckles.

Loading instructions: Load and Run part one of the program. Type New and Load part two.

New parts are added to the maze as you improve and there are three speed levels.

• Paul Hammond

5 \*\*\*\*\*DATA FOR R/C AND SPEED\*\*\*\*\*

```
100 RD=12000:LD=0
110 READR:IFR=1740000
120 FORR=0:GOTO1100
130 RD=1752:LD=0
140 READR:IFR=17400100
150 FORR=0:GOTO1100
160 END

1000 DATA 250,0,7,255,0,10,240,120,24,110,190,51,30,26,31
1001 DATA30,94,120,112,240,124,240,240,127,270,240,110,255,110,110,254
1002 DATA110,50,30,224,63,7,224,30,255,280,19,250,120,7,255,0
1003 DATA 250,0,7,220,0,1,207,0,3,190,120,7,120,0,0
1004 DATA 250,0,7,250,0,15,250,120,31,255,190,90,110,224,51
1005 DATA30,94,120,112,240,124,240,240,127,250,240,110,255,110,110,254
1006 DATA110,50,224,224,57,250,200,110,190,15,7,120,7,255,0
1007 DATA 250,0,1,220,0,7,190,0,15,15,0,0,7,150,190
1008 DATA0,0,0,0,0,190,0,40,190,0,40,30,0,30,190
1009 DATA0,90,110,200,224,63,250,190,63,250,190,50,90,190,17,80
1010 DATA120,21,74,120,31,255,120,15,250,0,15,250,0,15,250,0
1011 DATA7,254,0,7,224,0,7,224,0,3,250,0,0,0,0,0
1012 DATA0,0,0,0,0,190,0,40,190,0,40,30,0,30,110
1013 DATA17,90,120,180,224,63,250,190,63,250,190,50,90,190,17,80
1014 DATA120,21,74,120,31,255,120,15,250,0,15,250,0,15,250,0
1015 DATA7,254,0,7,224,0,7,224,0,3,250,0,0,0,0,101
1016 DATA0,40,0,0,120,0,0,250,0,1,250,0,1,250,0,0
1017 DATA120,120,10,180,190,10,190,190,30,120,224,31,255,224,31,190
1018 DATA224,31,7,250,14,121,190,12,250,190,7,250,120,3,250,0
1019 DATA7,120,120,10,200,190,20,200,224,57,200,110,190,190,50,250
1020 DATA0,0,0,120,0,0,250,0,1,200,0,3,250,0,7
1021 DATA250,120,12,200,190,10,190,190,30,120,224,31,255,224,31,250
1022 DATA224,31,3,224,14,1,190,12,240,190,7,250,120,3,250,0
1023 DATA 120,120,14,200,190,12,200,190,20,200,224,61,200,240,120
1024 DATA 10,120,0,17,120,20,250,40,10,200,30,7,57,190,4
1025 DATA14,190,120,224,250,15,57,224,31,250,240,63,250,240,110,50
1026 DATA24,19,220,220,31,250,240,51,250,190,30,250,0,120,120
1027 DATA0,0,190,12,0,30,24,0,40,24,0,40,60,0,120,250
1028 DATA2,14,120,3,17,120,20,250,40,10,250,30,7,250,190,0
1029 DATA250,190,120,214,250,15,57,224,31,250,240,63,200,240,110,0
1030 DATA20,70,1,220,31,121,240,51,250,150,20,270,0,1,121,120
1031 DATA0,0,190,0,0,190,3,1,120,1,131,0,3,131,120,190
1032 DATA250,0,3,250,0,0,121,100,10,190,190,13,190,190,14
1033 DATA121,190,7,200,120,3,250,0,1,250,0,0,250,0,1,200
1034 DATA0,3,120,0,3,250,0,7,3,120,7,3,120,14,1,190
1035 DATA0,42,3,190,120,0,220,240,0,124,112,0,50,0,0,0,0
1036 DATA0,250,0,3,220,0,0,121,120,10,190,190,15,180,190,15
1037 DATA30,250,7,250,120,3,250,0,1,250,0,0,250,0,1,190
1038 DATA0,1,200,0,0,190,0,0,190,0,3,120,0,7,3,120
1039 DATA7,3,120,20,0,144,60,1,240,20,0,224,0,0,0,4,-1
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# The Secret Diary of Adrian Mole aged 13½ Sue Townsend

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**Figure 1**

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**Table 6**

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COSTS (USD)		COSTS (USD)	
1. Material	100.00	1. Material	100.00
2. Labor	200.00	2. Labor	200.00
3. Overhead	50.00	3. Overhead	50.00
4. Freight	10.00	4. Freight	10.00
5. Insurance	5.00	5. Insurance	5.00
6. Interest	2.00	6. Interest	2.00
7. Depreciation	1.00	7. Depreciation	1.00
8. Taxes	0.50	8. Taxes	0.50
9. Miscellaneous	0.50	9. Miscellaneous	0.50
10. Total	368.50	10. Total	368.50
COSTS (USD)		COSTS (USD)	
1. Material	100.00	1. Material	100.00
2. Labor	200.00	2. Labor	200.00
3. Overhead	50.00	3. Overhead	50.00
4. Freight	10.00	4. Freight	10.00
5. Insurance	5.00	5. Insurance	5.00
6. Interest	2.00	6. Interest	2.00
7. Depreciation	1.00	7. Depreciation	1.00
8. Taxes	0.50	8. Taxes	0.50
9. Miscellaneous	0.50	9. Miscellaneous	0.50
10. Total	368.50	10. Total	368.50
COSTS (USD)		COSTS (USD)	
1. Material	100.00	1. Material	100.00
2. Labor	200.00	2. Labor	200.00
3. Overhead	50.00	3. Overhead	50.00
4. Freight	10.00	4. Freight	10.00
5. Insurance	5.00	5. Insurance	5.00
6. Interest	2.00	6. Interest	2.00
7. Depreciation	1.00	7. Depreciation	1.00
8. Taxes	0.50	8. Taxes	0.50
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10. Total	368.50	10. Total	368.50
COSTS (USD)		COSTS (USD)	
1. Material	100.00	1. Material	100.00
2. Labor	200.00	2. Labor	200.00
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**TOMY**

# ★ ARCADE

Once again CLARE ROBERT, BILLY COFF's arcade spy has been venturing out into the game booths to bring you news of the hottest and hottest arcade games around. Here she reports on two of the most recent additions to your local arcade's collection...

## ● BUBBLES

A game based on the kitchen sink is a pretty weird setting. But Williams has taken it to heart: their new game *Bubbles* is just such a bubble.

The idea is to catch round the end, swallowing up such tasty morsels as coins, crystals and other floating garbage still highly palatable to your average bubble.

As you wile round — it feels like controlling a vacuum — you are clearing this — the bubble gets larger and larger until it eventually grows so huge and starts to buckle. At that stage it reverts to being a vacuum and nothing is safe from its greedy jaws.

The idea of a bubble is a temporary one. After all, most bubbles don't do much more than pop and neither do *Bubbles*. One burst and the other starts, and that's the end of you. If you happen to touch one of these sucking snakes, the other hand, you do have some protection. You don't have it, because weapons which must be reloaded instantly. They give protection against gnomes and witches — which look like huge hairy spiders crawling out of the plug hole.

It's certainly for most bubbles if you kill too many a plug hole will follow the same in flaming growth. For too late what happens then is a head running into your Midea and you getting rather bored anyway.

Once the gnomes have been cleared away, the top is turned on and you are washed into another level over again.

*Bubbles* is neither bubble nor vacuum. It's both. It's a game of wits, the color of water. I suppose Williams may have been desperate to have concocted such a silly game.



## ● GHOSTS 'N' GOBLINS

A ghost though it's presented in the shade of night isn't ghoulish at all of two. But there are some who like being scared out of their wits and they will probably love *Ghosts 'N' Goblins*.

The walking dead, ghouls and dripping funeral music are the main ingredients in the game — a rather morbid story from the Japanese company Capcom the *Commando* parallel.

It all starts at the edge of a graveyard where a beautiful young maiden is finding your wounds. Luckily, in an instant, creature emerges from down her massive eyes and tears her from your grasp. Leaving up, you better forwards — prepared in your wits.

The spirit you see just like the dreadful night as you immediately stumble into a suit of armour. One minute you're standing there clothed only in a

late cloth, the next you're equipped for war.

And then comes the spooky bit, the walk through the graveyard. The undead rise from the ground and the story goes from there. It's all about you with blood, who you, thing like teeth and arms splattered. You can stop them temporarily by throwing bones, though that's the rule again.

Some times there have to be jumped and those are particularly dangerous. There are four enemies with one or other side to trap you if you

struggle to being around too long. Perching on top of the tombstones doesn't help either as you can only kill them on level ground. A bone thrown in this position will be over their heads.

Get those ghastly creatures touch your head and you are washed and fluster a bit to show your weakened state. If touched again, you turn instantly into a skeleton and collapse into a pile of many old bones. And then what will become of the beautiful maiden?

*Bubbles* games are scored by using new objects and the game has a continuous play facility, which enable you to insert more money and continue from your last position. There is more than in there is nothing as frustrating as having to start from the beginning and a time you die. *Ghosts 'N' Goblins* is fast and gripping. Still worth playing if only to see what other horrors lie in store. Don't allow the ghastly get me every time — I didn't even get to see the galling which I promise for further on.

The only thing that might put you off is the music. *Bubbles* still — enough to give some sleepless nights.



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# DEAR BUG HUNTERS

**N**ow what's the point in having a team of terrific Bug Hunters, if they won't tell you what the bugs are? Oh, they searched out and destroyed all the bugs from the listings in the previous issue, but refused to tell us what they were so that we could pass on the information to you. The reason they gave was "security", but personally I think they're after more money.

Obviously some inept reporter was going to have to volunteer to infiltrate the group and get the low-down on what went wrong. Guess who drew the short straw? Yes, His Lint.

Wearing dull clothes, dark glasses and a dirty raincoat, I tried to appear inconspicuous as I crept into the Bug Hunter Recreation Room (out of bounds to all organic life forms) and crouched

down behind a sofa, just inside the door.

Peering over the top of the thick cushion backs, I got my first glimpse of the extravagantly furnished room, complete with drinks machine, oil bath and a whole host of microcomputers.

**Big Red** was just relaxing into the bath, while in the far corner, **B-Con** was projecting a film onto a white patch of wall. He and the others were watching some robot (presumably female) receiving various outer coatings to some electronic music.

Suddenly the whole room began to vibrate as **Big Red** started humming to himself. A chorus of shouts immediately erupted from the far corner.

"Can it, you mechanised nois!" screeched **OT155**, straining to make himself heard above the

reverberations. "Can't you see we're trying to watch a movie here!"

"But I always sing in the bath. I've been told I have a very nice singing voice," protested **Big Red**. A floodlight swept past me as **B-Con** turned round, all interest in the film lost. "You! A nice singing voice. I've heard better sounding pneumatic drills. I've also heard you singing bass with that Cornishman 64 of yours. Terrible."

"Well, it's got better sound than that Spectrum you keep fiddling with, and I didn't think much of the music in that Rocketbit game that was published in the Book of Games," replied **Big Red**.

"That's okay," said **B-Con**, cheerfully. "I had a call recently from Sean Smith in Enigma, who's improved the fare data. Have a look at this."

**B-Con** leaning around to project a program line on

the far wall. They all hummed quietly to themselves for a moment as they checked out the new tune against the original.

**OT155** was the first to blinch. "Well, I suppose it's all right if you like that sort of thing, but I think I'll stick to my BBC and Alan any day of the week. Anyway, why didn't you tell that bunch from the magazine about this new line of yours. It's not like you not to try and show off in that jolly little way of yours."

"I didn't tell them because you refused to let them in."

"You can't blame me just because the Incredible Lump was sitting in front of the door," said **OT155**.

Meanwhile, **Big Red** had been splashing oil over all and sundry in a desperate effort to wind his back. "I was only sitting in front of the

continued on page 56

door because you told me to. You said it was a matter of security. And then, when I asked what we were keeping secure, you told me to stop trying to change the subject. Then I said I wasn't, and you told me that I'm extremely stupid at times. Then it..."

"Okay, okay," said OT155. "You do go on at times. Anyway, if we refuse to speak to them, maybe they'll change that drinks machine over there. What do they think we are? Fancy putting coffee, tea and chicken soup into it. Ugh! What's more, none of us had anything to say in any case!"

"I did! OT155 turned and glared at the previously silent B. "Don't tell me you've been having more trouble with that Aminal of yours. Not that I'll be a bit surprised," sneered Otes.

"Well I did have some trouble with the printing. Unfortunately, the printer produced a number of weird symbols which confused all the Aminal owners who tried to type it in," said OT155, in a very matter-of-fact manner.

"I know I'm going to ignore this, but why don't you tell us all about it. Get it off your chest, so to speak," said OT155, in that annoying imperious manner of his.

"Very well then. Most people were able to handle the basic symbols, which appear as a sort of compressed PC," began B. "However, on reaching line 555 things started to get awkward. There are three very unusual symbols at the end of this particular line — the type you wouldn't credit a printer being able to handle."

"The first of these resembles an inverted exclamation mark. Believe it or not, this should be the left-hand square bracket (]. Having said this, it might not seem quite so unusual if I were to tell you that the third

# DEAR BUG HUNTERS

symbol, looking remarkably like an upside-down, back-to-front question mark, should really be the right-hand square bracket (]).

"Now, the symbol in the middle, which looks very much like a capital M, is the backslash key (\ — you'll find this just below the square bracket keys on the keyboard."

"Who cares where you find it on the keyboard?" shouted Otes. "Look, is this going to go on much longer?"

"You did ask him."

chimed in Big Red, clearing his feet with a bit of wire wool held 'round lying about.

"Yes, shut-up and listen!" sneered B-Con.

"These three symbols crop up yet again in lines 555, 565 and 575," continued B.

"More importantly you'll find that funny-looking 'M' in lines 585, 1285 and twice in each of lines 1375 and 1525. There may be more, but I can't find any.

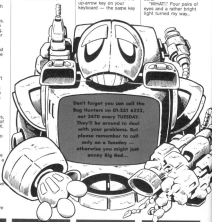
"Lines 1015, 1125, and probably others, contain a symbol like ~. This is the up-arrow key on your keyboard — the same key

as the pound sign. This isn't a real error, as most printers print the symbol this way.

"Finally, there are a couple more unusual symbols in lines 3025 and 3028. The first of these, which is only just distinguishable as two dots at the top of the character space, should be the left hand curly bracket. You get this using SHIFT+7. Lastly the character looking like two vertical lines with a squiggle at the top should be the vertical bar line. This is obtained with SHIFT+|/~."

"By the way, I'm not sure if I should mention this, but is anybody going to do anything about that guy hiding behind the sofa."

"SHUT-UP!" Four pairs of eyes and a rather bright light turned my way...



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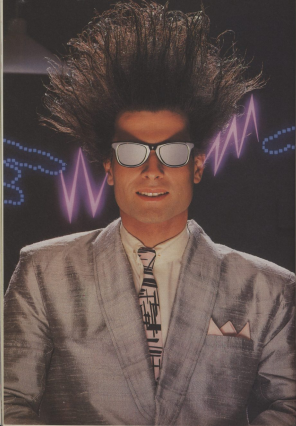
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## HOTSHOTS

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And so they met in a deadly duel at the fabled taverns of Farnham, home of Computer + Video Games, to win the title of August Hot Shot of the Month on The Play of the Exploding Star.

The warriors were dynamic. David Gilbert, 35, of Broomfield, East Sussex, already with a record 1,084,000 points in his credit, and mighty Matthew Swan, 25, of Hound Heath, Herts, with a high score of 1,128,700.

The atmosphere was electric as the three met at the computer to battle through five 15 minute bouts each.

Would Davidy then become Emperor? Did under the pressure? Should mighty Mat have the rug pulled from under him? Only time would tell.

David was first to the topknot and scored a very respectable 683,000. Matthew, breaking the tieback to use the keyboard, could only respond with 62,000. Big fight nerves seemed to be affecting Matthew more than David.

Round two. David, confident and assured, smashed his way to another shining score. 108,000. Matthew could only

respond with 61,200.

Round three. What David! slipping! His score was down to 91,000. But Matthew was unable to take advantage, scoring only 63,700.

Round four. David, let off the hook, recovered to knock up 128,000. Matthew managed just 61,200.

Round five. David slumped to a low of just 58,000. But it was too late for Matthew to win even though he took the last round with a fine 75,400.

And so David took the title of August Hot Shot of the Month. Both the victor and vanquished received a package of Commodore games and a bag of C+VG goodies.

David, later admitted to being "very nervous" before the contest but put his success down to lots of practice and "a reliable method of play".

The Hot Shot game for December is *Marty on the Run* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priority Court, 69-71 Harrington Lane, London, EC2R 2AL.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even C+VG gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

### NOVEMBER HI-SCORES

Name \_\_\_\_\_  
Address \_\_\_\_\_

My score in **3D STARSTRIKE** this month was \_\_\_\_\_

Date \_\_\_\_\_

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## ● MICROADS

**EDITOR (JOHN FARRAR)**, International Symposium on Compression 84, Amsterdam, April, September, 1984, Omega, Elsevier, BSC, Compression 84, One and Two BS For last order which copyright. No one should author. BSC, 24 Chancery Street, London, W1D 2NS.

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## C+VG COMPETITION

# Zorro



### ZORRO'S QUESTIONS

1. The Lone Ranger, Robin Hood, Buffalo Bill, Hopalong Cassidy. Which one is the odd one out, and why?
2. The programmes of the new Zorro game created another smash hit game based on a very famous material any hero. Name the hero and the game — they are one and the same!
3. Where did Zorro's adventures take place? Spain, America or Mexico?

### C+VG/DADA/SOFT/ZORRO COMPETITION

My answers are:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Computer owned: C64 ☐ Atari ☐ Formerly owned:

Box ☐ Cassette ☐ [tick box]

Heroes come and heroes go — but Zorro goes on forever! This masked and caped crusader has been around since 1940 in comic book form — and has been featured in movies and TV series and animated cartoons ever since.

If you've never ever come across him before, Zorro is a sort of cross between Robin Hood and the Lone Ranger. He makes around righting wrongs and saving damsels in distress in the good old Wild West.

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You've probably seen those flickery black and white TV adventures on Saturday even-

ings, or maybe even seen the new cartoon adventures of our hero. What you haven't seen is the brand new DadaSoft game for the C64 and Atari. And we've got 50 of these new adventures of Zorro to give away to those of you who can answer our simple Zorro quiz!

Once you've worked out the questions, fill in the form and push it to Computer and Video Games, Zorro Competition, Priority Centre, 34-32 Farringdon Lane, London EC2R 3AL. Don't forget to tell us which computer you own.

Closing date for the competition is November 15th. C+VG competition rules apply and the editor's decision is final.

And please race quickly — old Zed is making a terrible mess of the office furniture... Rippity! There he goes again!



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# ADVENTURE

## MAILBAG

Dear Keith,  
 Congratulations! Congratulations! Profound or characterized by a type of mode of expression in which from a given proposition we infer another, having the contradictory meaning of the original predicate of the relation. So you're definitely correct. Yes, you've probably guessed it — I'm certainly planning **Gilbert Towns** on my book! My hypothesis is therefore that by inserting the representation of the graphic novel's WILLIAMS 1000, but it seems that might not I can't do without!

Dear Adam: **Gilbert Towns** is a very, very good indeed, more than living up to your old review which I day out and so read before leaving it!

Placing at 1.30 yesterday morning I hardly noticed how to break into the (and end, in a sudden fit of lunatic, made some proposals. The main problem remains showing the latest issue.

Arrived with photographs I've been trying to show upon the web without success, but having particularly and, I've also been spending it under the house in an attempt to show him into moment!

I am thinking that it would be a very good idea if you included a separate letters page for the **Magazine**, in view of how many people are writing about adventures in general and not just their problems. Might be useful to give space for people to air their opinions, give praise, suggestions or just a few criticisms. What do you think? John English  
 Northfield,  
 Hampshire

Keith replies: A few letters have come right and we are planning to have a regular page devoted to readers letters and adventures news from now on. John! Next month, with

another book of adventures, we hope to include a double page by the way you'll soon be in trouble over your treatment of that book — read on ...

Dear Keith,  
 I'm afraid most of this letter will be devoted to grumbles. I won't even mention "Disputed of Books" though I am really tempted to do so.

First grumble: I am sure you made great play of the fact that this day before yesterday you'd **DISAPPEARED**. I had spelling wrong, spelling myself. Just why you on this small form the copy of **Heavenly** (2004) not only includes a **DISAPPEARANCE** in one location, but Melbourne House has used this very review as an illustration of the fact as if they were proud of it. I have not to say a previous review to quote **Heavenly**! But's last! **Cuddles** costs 12.95.

**Heavenly** 12.95. Still not, I should grumble. What is this rubbish you've given it of the July issue? I always knew most computer game maps were stored separately at silly little bits, but I thought you adventures men are different.

Adventures are played by many adults, and many females too, like me, prefer to be their letter rather than their happen. The term master adventures will not have a true significance when used in C+VG. Shame on you for being so mean!

Dear Glenville I must confess I had the C+VG

**Adventures Club** often very poor value in terms of what's included for a really plastic badge. The more often I'm concerned with not very special special offers. And a couple of boxes per week for the **Magazine** please some delivery. And one rather too to waste money happening on to the webboard.

In CB I am too local, but not even cheap rate time for

members who live further afield.

Dear Glenville I would not have brought this up at all but the fact of receiving this questionnaire but a friend of mine was so disappointed by the review to put C+VG any more, as I was not the only one who found your review of **Gilbert Towns** such. I don't think there is anything funny in the idea of a long being caught in a storm. Glenville are imaginary characters and things are not, in case you think I am a hypocrite. I must add that I am a vegetarian, so I practice what I preach.

After this catalogue of complaints I must close with a thank-you. I wrote to you as I was stuck in **Heath**, and you kindly supplied the info to allow me to finish the game.

After your kind assistance you may think it wonderful of me to write with gratitude, but unless some member gives you their honest opinion, nothing can ever be changed for the better. Margaret Gledhill,  
 Poole.

Keith replies: Please include book reviews for Keith when you read this letter! Ken, lately are my observations.

Glenville One: **DISAPPEARANCE** is not spelled incorrectly. If the game is a computer in order to progress in the game. **Heavenly** had more more pre-publicity and was a full price game and therefore was a review, in which I made some other fundamental criticism.

Glenville Two: Firstly, I would strongly deny that the young men who read C+VG are "rubbish" — especially they are of high intelligence and are well educated. I reach this conclusion from the hundreds of letters I and the C+VG team read each month. Some of them are quite long, too, judging by the size of the 1-4000 they try to condense!

Going back to the July issue, it would seem pretty silly to have adults putting themselves in the position of **Adrian Mole** (aged 11 and 12) or men have realistic the game is, wouldn't it? Based on about it most points.

Glenville Three: I accept the problem of phoning in from long distance, which is why we settled on an afternoon, when calls are a little cheaper than in the morning. Unfortunately our evening phone-in would require special arrangements for evening the webboard and be office hourly, but to mention the hard-pressed editorial staff.

Dear C+VG:

To the decreasing readers of the world's greatest adventure magazine. Are you always killed by everything? Are you always trapped everywhere, never able to get past the airport, then, why can't I find another — now?

Tell me, my friend! **Heath** Means, you may never find it that you can never find it, leaving him to laugh at problems creating security in ordinary games!

Especially better in **Keith the Viking**. Repeat the last and all, and you can read the North Sea playing and plundering houses. We may stress on your family but you need more to stick in the same place twice!

I speak as one who can't get Glenville to speak in **Harbours** to **Falken**, can't get off the beach in **Roundworld** (especially here the man eating plant in **Murder's Quest**, can't pass the obstacle in **Jaws of Babylon** or the rocky shore in **Murder's Quest** **Archaeomaster**, and can't kill the pirate in **Harbours of Doom**.

Keith: That's a clue, just for you. How your troubles arise. How you'll have to work out which of these adventures it applies to!



# 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 established 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 mainframe Keith supplies adventure addicts with instant cures for insomnia and other related diseases. Here is the latest print-out from the top floor ...

### GIVE US A CLUE

**C**lues in Adventure problems make interesting reading. I suspect, just to people who haven't played the game in ages.

There is something intriguing in a clue which says something like: "Operate the gold machine by turning the dial to take you back in time. A push in the right direction just will make the ropes."

It's almost enough to tempt someone to try the game, compared with clues on 'wacky adventures' where the answers will probably be a list of which level to go to, and how to move from object to object.

The Adventure Helpline isn't really designed to solve this sort of game. For such solutions don't lend themselves to general or specific hints, they are lengthy to explain and difficult to identify.

In the subject of what constitutes an adventure game, Kerry Brown of Birmingham hints that "Games like *Castle Quest* and *Wizardry* should be termed 'Gripsey Games'."

Although they involve solving problems, they do not contain text, and are often as dull to adventure as games such as *Robber Wolf*, says Kerry.

Alan Kenny of Southampton points out that I was wrong in saying that *Pinnacles*.

Adventure was available for the Spectrum, and only when it will be. The version was advertised well over a year ago.

I spoke to Adventure International recently and they were not sure if the early games in the four Adams series would undergo further conversions, they seem to feel that many people now consider them solved.

This is a great pity, for they are still a lot better than many current releases — and the topic is the problem is second to none.

On a lighter note Alan writes from Walsford with a lettered recommendation: *Hobbit*! Yes ... "I have found a small bug in *The Hobbit*. At the beginning of your first *GRASSHOPPER*, I say: **WITH ONE WELL**

**PLACED BLOW YOU CLEARLY ITS SHOULD. YOUR CHIEF IS DEAD!** (With some useful information, it's great!)

For another laugh, try *ME in Spiderman*, and *DRINK WINE* in *Hobbit*, says Alan Kenny of Bournemouth.

Continuing with our series of wretched clues, here are two of the last this month, and in my book *McCommander of Rappah*. To start *Queen's Line* type **LOAD**. To stop *Blackbirds* type **GOBY**.

### FI-DAV — THE DAY AFTER

The few ladies who were at the current location to collect the *Pinnacles* were by no means the only people getting soaking wet in their quest for the Golden Broom in the old bog.

One reader writes from Bedford the day before to say he was heading for Birmingham. "I think I've solved it!" he exclaimed, taking in the fact that Birmingham is a giant conical, with pillars in the shape of giant 'P's'. "Please keep my name out of it — unless I'm right or wrong!"

John Davidson of Gosport wrote after this quest, thoroughly disappointed and soaked to the skin. He had been to the 'Warbury White House, and was not alone. There was one person from Essex, and heard of a boy and a girl who had also been at the location, and by half left. "None came and went, nothing happened, and we went our separate ways!" Disappointed indeed!

Another reader who made the original pilgrimage was DS Willis of Nottingham. He went to a white house at Pains, and was absolutely convinced that he had the right place when he saw it. "There was even a white gate he had to enter, draped as a P. He became quite excited when he saw the site, as everything seemed to fit. Well, almost ..."

The last word on *Pinnacles* from our former regular lettery Pinnacles, John Bates. John lives in Leam, you will remember, and he received the news shortly out of his more serious moment.

"There are lots of the members of the Riddler's Hill

## 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  
EC4R 3AL

The Adventure Helpline  
and is a service provided  
by the IDEAs Corp.

None would have had a head start," he said. "But it would have been advised of for non-English players."

I suspect that the house in question is unknown by most English players as well. But would knowledge of it have given anyone a head start?

### HELLO SAILOR!

One of our favourite correspondents is to grab a pile of your letters, catch a mid-evening train home from London when the rush has subsided and find a seat miraculously situated near the buffet car.

Feeling a bit peckish, I am myself with a British Rail pork pie and bickings of mustard, and enhance this feast with a perfect complement — a bottle of best train wine.

I am now ready to write them and give the mail. As the weeks go by, more money, and all the more I realize that British Rail are quite right — we are getting them! It is the quietest way of getting the journey that I have discovered!

After a few of these journeys, enormous piles of used envelopes started to make piles North, South, East or West around the house a very lovely nuisance. So my wife began to tear off the stamps, put them into carrier bags and dispose of the remains.

The solution was only temporary, but lasted long the money bags, too, became a nuisance and an ever growing finding spread for someone to take them off our hands.

There are a number of charities that can take used stamps into cash by selling them to charity for square cent stamps. So we recently passed on some two or three thousand of your old stamps to **BNFL** — surely the charitable charity of **Bank players?**

## STRANGLER SCREAMS

Some people have difficulty getting into the palace in **Ellen Bates** (New), but not Ellen Bates of **Pravara**. The card got out, but not the key to the lamp out of the sack in the **Ellen Bates** situation in **Pravara**.

**Ellen Bates** really wants a letter for this day but cannot reach it up. Then the card shows for the girl! And how does he get through the locked door in **Greedy Dwarf**?

## HUDGE HUDGE

**Warning:** Turning the page upside down may damage your eyes! With this book you must turn all holders of **Pravara** 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

# ADVENTURE CLUES



It is a map of the island of **WARRAGE ISLAND**. The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## PART 1: WARRAGE ISLAND

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## SPRING

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## PURSE 2

## ESCAPE FROM

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## THE SALT MIN

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## ISLAND OF XAN

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## EYE OF BAIN

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## TIE NA NOG

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## VALERIE 17

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## MURDER MARCH

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## MYSTERY OF

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## TENSION

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## CARTEL OF

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## EUROPE GERMAN

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## EUROPE

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## QUEST

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

## MORRONS

The map shows the island and the surrounding sea. The island is a small, irregular shape with a few small islands nearby. The sea is represented by wavy lines. The map is drawn in a classic, hand-drawn style with various symbols and lines indicating paths and locations.

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# ADVENTURE

## REVIEWS/1

### The Rats

**The Rats** is a game based on the book by Isaac Bashevis, in which giant killer rats threaten London.

The book isn't supposed to be the game. And although the background of the story might make the game more enjoyable, having read it beforehand I can assure you that it is not essential.

Play alternates between strategy sessions and adventure "travellers"; the objective is to explore your strategy in such a way that the Research and Development establishment comes up with superweapons capable of destroying the rat population.

In the adventure episodes you take the part of various characters in the story.

The game's area of the screen comprises a text window, to the left of which is a vertical column.

Below these, you a strip showing a choice of COMMAND, INVENTORY, or REDESCRIBE.

The first adventure starts off by telling you where you are and what objects can be seen. By moving a highlighting cursor you can select one of the three options. The most frequently used option, of course, is COMMAND, which causes a list of verbs to be displayed in the column to the left of the text window. Only verbs which can currently be used appear in the list.

Next the game must be moved over the verbs required and selected by pressing the line button. Options for the next command word will be displayed following this. In other words, the game is controlled by text codes, either through the keyboard or joystick. This is somewhat awkward to build up by

selecting a combination from the list.

So a certain extent you are playing blind. Supposing you had selected COMMAND from the verb list — you would not know what things could be opened, and after committing yourself to the verb, but then you would know exactly what was possible.

This is a novel way of entering commands in an adventure but gives the feeling that the options are more limited than in a conventional adventure and that you are being led by the hand.

A main adventure was read in success or failure, usually a grisly death being claimed to prove by text and although the outcome affects the progress in the general strategy, it is not fatal to the game as a whole.

The adventures, played in real time, rely on strategy in dealing with the varied situations rather than solving puzzles. During play, parts of the text window are overlaid with graphics, in the representation of moral. These depict attacks by the rats, and their lesser weapons.

Even successful strategies in the adventures can lead to failure as there is a random element built in, and sometimes the rats are just too powerful.

Between the adventures come the "real" strategy parts of the game, during which the player can allocate his resources, commission to different experts dealing with the rats, and as more information becomes available, display and assign his forces to defend the population and eventually annihilate the deadly creatures.

The strategy part is directed at containing the rats in the

London area, for once they get out into the country at large the game is lost.

As with the adventure sections, the strategies are executed by moving the highlighting cursor.

The presentation of graphics and sound effects was rather disappointing in the main; animated pictures didn't come up to the standard I had expected of the C64 version. I felt there was scope for them to have been far more dramatic.

The text, while on grey, called for a lot of fiddling with the colour, brightness and contrast on the TV set before it became easily legible. When this is sorted enough material to make a comfortable read.

My other criticism is that once sorted, no options for reply to press, and a complete reload is

required, as the computer is left locked solid and has to be forced off before it is any further use.

I have a little experimentation and practice to get the hang of playing the game, and in conclusion what is going on.

**The Rats** is a novel and entertaining game, and should be enjoyed by those to whom the format is more described appeals. On the other hand, I would not recommend it to someone looking for a mainstream adventure.

**The Rats** is published by Boulder and Shogakukan and is available for the MS Spectrum and Commodore 64.

**Bob Copple**

**\* Personal Ratings: 6**

next cell is the house by the park.

You are on a quiet side street at night.

You see a rat.

You see a rat.

You see a rat.

You see a rat.

You see a rat.

You see a rat.



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Computer Trade Weekly

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\* Entered UK Charts  
5th April 1984  
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Czap\* 64

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# ADVENTURE

## REVIEWS/4

## THE SECRET OF ST. BRIDE'S

St. Ninian's is a real school for young ladies, says the proprietor. It is situated on the west coast of Ireland and offers short courses for women wishing to live the way a girl used to live at boarding school some 50 years

That means wearing goggles and if you're lucky you'll get a bottle of sangria from the Tuck Shop and a chance to give the quadrophane to the common room (providing you don't misread it).

**Then Giovanni and his** **children** is an adventure game set in the infamous school. You play the part of Tania Brown and must unravel some strange, sinister mysteries.

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**WORD** that ended it in 20. Bride and you'll receive a "genius 20. Bride's certificate of merit." Finding the Bride Award will win you a coveted Award in Advancing from the 20. Bride's Examining Board.

Strange things are indeed afoot, across my soon-to-be-ruined state, although the newspaper claims the year is 1981. Everything else points to it being 1980. Other strange things are the north winds apparently spring south and an adventure map no longer in the direction that it is almost impossible to draw. Or is that a trick?

Some of the problems it money in the history: writing — i.e. they are well-known problems of posterity: The newspaper under the door says you, the law (Amphimedon, *Dark*, III) and the English doesn't like more

He had students all around him, they wouldn't leave the church in the morning. — 11:50

**NEWSPAPER** followed by **UNDER LOCK, THE PENCIL** and **ON EXT.** The solution is easy but you need to have to guess carefully for the right words — is that what adventure is all about?

The game is written using the **OpenGL** and **Illustration**. The graphics are fairly nice and clear, but there are some bugs.

variations of words and sentences with metaphors and similes, to what can only be described as "poetic language in context."

Time and patience prevented me from getting very far, battling against words and a peculiar dog concerning relinquishing and entering the jump, which made me want to CRY! but I had, indeed, to EULGE. Father is nice back. I thought!

Lately, she, and her more than 100 agents, have spent their August in the quaint Tignes resort of St. Moritz, a paradise for the wealthy and famous. In 1994, she was named the "Most Powerful Woman in the World" by *Time* magazine.

**Figure 1**

■ Personal Best: 20

## REFERENCES

Some papers are good and others are not. But all are relevant.

**Adingquade** falls heavily into the camp of "others". I was amazed to find that this game had no code, so when the teacher program loaded I had to type **EDIT** to get it started. Programming like this almost came to a halt in 1982.

Chloroform, used mostly on the streets, is less toxic than the common and is less in demand to the public. The London description lists very severe atmospheric acid, as far as I can tell, the gases alone and contains six gases likely to improve the composition of the gases.

For example, the next all-conversation you have with the computer goes something like "You're in a room. Have lunch, drink, read, play. You are a good one." REMEMBER TO HOLD BACK "I am" lines.

Although progress of land use not automatically makes good wilderness, I do find an effort is needed in the direction of improving the contents of the land in many places, especially the ones.

I did not play very far into the game, so I feel that it would be unfair for me to comment any further. I will not give a personal rating because I have not completed enough of the game — I will just feel forced to conclude.

**Anthony Vaccaro** is from  
Addison, Texas. He has 1996  
graduated.  
from there.

## COMPETITION

## TAKE A TRIP TO ENTHAR SEVEN!

There's your chance to win  
one of 100 copies of *Midwest  
Wildlife* book club book  
*Adventures in Wildlife*  
March 1

Jim Thompson gave this game a personal rating of 10 last year — the highest mark ever in these pages! He also said this "B&B" comment: "I never — go out and buy a disk drive now. Disk drives never go and buy the game!" Right people indeed!

And now, thanks to our mates at Redbox, you can win a copy of this wonderful game which normally sells for around \$120.

All you have to do is answer the simple questions below. Fill in the coupon and mail it to Computer and Video Games, Entertains Weekly Competitions, P.O. Box 100, W-M Newspaper Lane, London SW18 8AE. Closing date is November 1992. Special £1499 competition rules apply and the full disclaimer is on page 10.

What's more, Fisher is collecting a \$1 dividend exclusively for C+ME readers who don't have that phone.

in the competition. The 17 PCs readers who order **Knickerbocker** diary from Bolero will get a whole lot off the game! All you have to do is cut out the ST&B on the coupon and send it together with your cheque to Robert Bolero, 6 Montreal Ave, Montreal, PQ H2M 1S6. **Glennview CPV 9081** and your game will be sent by registered mail.

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## THE COUNTRYMAN

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2. Name the author of *JCC*.
3. Name Chicago.
4. What is the capital of the United States?

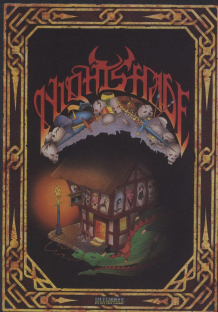
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They must build up plenty of speed during the downhill run before the cliff. Timing is essential, too. If They win the game is up to be tried now he will reach the other side of the river on the other side.

Deep over the cliff, They face the most difficult challenge: the volcano erupts. In addition to the mountain on the ground, he is powered up by lightning from the sky.

Once again! They must cross the river on the other side.

They, at last, he must see the dinosaur!

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# VIDEO—TECH/1

Computers can do wonderful things — we all know that. But sometimes they do it so well that you don't realize that they were involved in the first place. Here we look at what you can do when you mix computers with video.

First up are the amazing computer-generated graphics featured in the latest Dire Straits video, *Then Marshal M. Rosenzweig*, our U.S. correspondent, tells us how computers are putting the colour back into Laurel and Hardy's cheeks!

## ROCK BAND'S VIDEO MAGIC!

Have you seen the latest Dire Straits video? Did you know that it features some of the most advanced computer graphics ever seen on the small screen — or the big one for that matter? Want to know how it was done? C+VG editor TIM METCALFE investigates.

Once upon a time the world's best known rock band, Dire Straits, were working on ideas for a video promo for their latest single *Money for Nothing*.

The song is all about someone watching pop stars on video and complaining how they don't really have to work for a living. Two promo producers, Steve Rabin, looked at the lyrics of the song and said, "Why not make the promo complaining about the videos a video-creation himself?"

And so an idea was born. But how to put it into action? That's where the people at Rabin, a video production company in Old Gorton Street, London, came in.

Steve knew that Rabin had a wonder-computer called the Bush PDS 4000 which could produce some amazing computer graphics. But could it do the job for Dire Straits?

The man who drives the Bush is Ian Pearson. "I said I didn't know. It had never been done before. Steve knew that he really wanted to do it."

The Bush PDS 4000 is a German machine made under license in Red Lake City U.S.A. It's dedicated to producing stunning computer graphics, but — until the Straits video came along — had only been used for adverts doing weird and wonderful things for adverts and TV company logos.

The joy of using this machine is that all the graphic capabilities are built into the hardware — you don't need to keep loading information into the machine. Unless you're doing something really complicated — like the Dire Straits animation!

For the first part the Bush is made aware, Ian simply calls up the various commands to create the music

at a given time and the computer creates them.

The graphics can be created in one of two ways. Either using the "mouse" the operators which is moved painstakingly over a two dimensional drawing or using a graphics programming language called RCL.

Real Only Language is a kind of special code which helps Ian get the Bush to produce complicated graphics. "We used it a mass of my co-animation," he says. Ian and Gavin then used RCL to create the three

minutes of animation included in the *Money for Nothing* video.

It took Ian and Gavin about four weeks — including several 24 hour shifts — to complete the sequence.

Before Ian even set down at the Bush, a lot of planning had to be done. "Steve and I sat down and thought out what we wanted — literally putting ideas down on the back of cigarette packets!"

Steve acquired the services of illustrator Nicky Pinn who designed the characters of Sal and Harry.







Hara's the fat one who does all the mounting! Micky also worked on a storyboard for the video while Ian designed things like lampshades and the factory backgrounds to slot into the finished animated product at a later date.

Things like the lampshades can be stored away on hand just to be used later. Ian has a library of hundreds of items which could be used in other graphic works of art. "But we don't really use them. People don't really want to see something that's already been seen."

Meanwhile back at the video Ian was having problems visualizing Hara's face — and so a model had to be made which now occupies pride of place on the top of the Bush's control panel.

"I just couldn't get a good idea from the drawings," said Ian, "So I needed the model just to give me a better idea."

Once the characters and the backgrounds had been worked out, director Adrian Whitaker began his side of the operation. Selecting camera angles for the

animation and fitting the live action in with the computer generated graphics.

The great thing about computer graphics is that once you've set up the basic "picture" you can play around with it. View it from any angle from the back or the front, top or bottom. Even turn it inside out if you want!

And, unlike live action, you don't have to move cameras around in between shots. And you get perfect continuity at all times.

Once Adam had done his bit Ian and Gavin set about animating the sequence, two frames at a time. Meanwhile the live bits of *Dave Stryke* were getting the Quantel Paintbox treatment in the room behind the Bush. Vinton Scott was the person who put these nice fluorescent colours on Mark Knopfler's guitar!

Then Dave Yardley, our pop promo video editor, went to work and stuck the whole lot together — producing a simply stunning finished product as seen on *Top of the Pops*, *Max Headroom* and other rock music shows.

So that's how the world's first computer generated pop video came to be. Will there be more? Well, right now Ian isn't working on one and they are extremely expensive to produce — so only the big top bands will be able to afford to do it.

Computer generated graphics and special effects will still be seen in blockbuster movies and more mundane TV adverts however. And the things the computer will be able to create will be getting more sophisticated too.

Ian told us that in Japan graphics experts have created realistic looking "skin" which stretches and

moves just like the real thing! The Japanese have also created a convincing animated *Clashin' Tiger* which looks so real you think it's going to take a bite out of you!

The only trouble is that this technique takes an age to produce a finished graphic. It took 20 hours per frame to complete the tapes — which means you get a second of film every 30 days!

Ian's current favourite piece of computer generated animation comes in *Star Trek II — The Wrath of Khan* movie. It's the sequence where the *Enterprise* explodes on a asteroid — transforming it from a dead planet to one teeming with new life.

Will the computer eventually take over from the normal methods of film and cartoon animation? Ian thinks not — but he does say that the time it takes to generate computer graphics will get less as the hardware improves. "The computer is just another production tool," he says, "it won't take over completely."

But what about the future? What wonders has the computer got in store? "So far we've made pretty much to reality," says Ian, "I've never seen there's an end of things that could be done."

If you want to see some of the things Ian has created on the Bush just look out for the new Reporting London logo on Thames TV, or the BBC logo in Wales or the Yorkshire TV logo. He also did the Wimbledon FA Cup Final title sequence if you can remember that far back!

If you are interested in computer graphics there's a big show being held at the Wandsworth Conference Centre in London from October 15-18th.

CONTINUED ON PAGE 118

# ANOTHER FINE MESS

Laurel and Hardy have delighted thousands of cinema and television audiences over the years with their slap-stick antics. Now, thanks to a new American process, Videolor, new life can be breathed into these comic classics. Stunning colour brings a startling new aspect to these black and white movies.

Stanislav M. Beneshel showed his brother how and went on to discover how to paint the past.

There's an old argument among movie buffs — on black and white versus colour. A lot of them feel that black and white applies a carelessness, a feeling of depth and space which colour can't match. The colour side contends that only colour creates a true reality that envelopes the person watching.

Of course, there wasn't much one could do before again. After all, an old film or serial of the 30s was black and white and that was that. Until now. Computers are again drawing old boundaries. Today a classic like John Huston's *Dragonard* (1975) can be viewed as it was originally made, in glorious black and white, or as full dynamic colour.

Hal Roach was an innocent and major player of the early 20th Century. He introduced *The Three Stooges*, *The Little Rascals* and *Laurel and Hardy* to the public. This library of films, as well as other shorts and treasures of the past, were purchased in 1976 by the present owners of Hal Roach studios. HRS has plans for these acquisitions that go far beyond leaving them out as has been done before.

Working in conjunction with Mobile Image Lab of Toronto, Canada, they have developed a new process called Videolor. A number of Laurel and Hardy shorts have undergone "videoloration" and will soon be seen in a syndicated half hour series in the States. Other examples of Videolor have earned up on numerous television (TV) and entertainment

shorts, the most recent being a remake of *The Affair of the Flower*. The master director's introductions were changed into colour from those previous black and white duration. There are now plans to put the over-undisputed *I Love Lucy* through the colour mill as well. But how does Videolor work?

Videolor is a computerized system utilizing advanced computer graphics modeling. The proprietary software is fed a black and white frame of film and displays it on a colour monitor. An art director views and determines the colour scheme for this particular scene. This is similar to a "master shot" on film, one containing all the elements.

As an example, one might have a scene setting which has a man leaning against a brick wall. The colours of the bricks, the man's face and clothing are all drawn and recorded as data. An electronic painter is used which has a range of 128 colours and 64 luminance (brightness) values. The computer then divides the video frame into a grid of 1,024 horizontal by 512 vertical pixels (pixels are the "atoms" of a video image). Each pixel is assigned the given values as to the data desired. The film is then advanced.

Each successive frame is automatically monitored through an overhead tracking system, the computer transferring the values for each pixel or its own location in step with the moving image. Every new scene requires this process to be repeated, of course, as



new elements now appear. When finished, these new frames are read out of memory onto a videorecorder to make a new colour master.

Videolor is superior in many ways to the hand coloring method previously. A 50-minute black and white film can be "coloured" within a day as compared to months of hand labor. The hand coloring cost hundreds of thousands of dollars to accomplish. Videolor's cost for 90-minute is under \$100,000.

The applications include more than just remaking old films. This system allows high quality hand simulations to be produced, the coloring done automatically for a savings in both time and money.

Documentaries and low-budget productions can be presented in colour in their final form regardless of situation or circumstance. While some parties will never accept Cinecolor as anything but positive shades of grey, now there is room for a choice.

#### Author's Bio:

When not operating his photographic studio in New York City, Stanislav M. Beneshel is a computer columnist for a number of publications dealing in computers, video and high technology. Hal Roach Studios are located at 3000 N. Hollywood Avenue, Los Angeles, California.

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# READERS' ROBOTS

## TOMY COMPETITION RESULTS



**W**hen we asked you to design an office robot for C+VG Issue did we know how many budding android builders there were in the big, wide world.

First prize went to John Woodruff from Hampton on Thames who got a Tomy Omnitrix for his neat model pictured left. Second prize, a Chatbot, went to Ronald Talma from the Netherlands who created robot F below.

Runners-up included — Robot A from six-year-old Damian Holms. Robot B from Jonathan Hart. A neat cartoon from Clifford Robinson, picture C. Robot D from Chris Wilkes, and robot E from Carl Sullivan.

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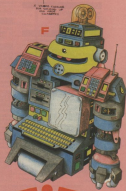
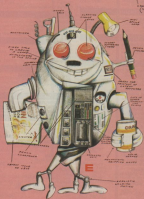
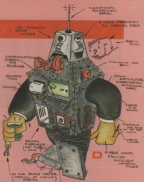
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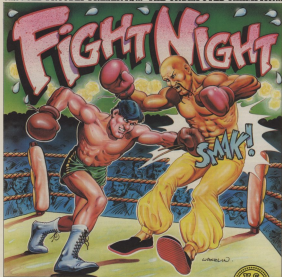
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# Mailbag

COMPUTER & VIDEO GAMES  
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■ There is a wide spectrum (hence the post of home computers each with its own particular strengths and weaknesses, yet Spectrum seems more in order than any other computer on the face of the earth, but of course the Spectrum.

Certain maps (not this one) don't help matters, for example — a Commodore map contains that the Spectrum is a simple calculator not a computer, then a Sinclair map contains on the C64 being a simple calculator. Now be honest, which of those two computers resembles a calculator more than a computer?

You're probably now thinking that I am a biased Commodore owner, well you're wrong. Okay I did once own a C64 and a VC 20 and a Dragon 32 and a 2580. Now I own an Amstrad 64.

Each of the above computers does have its strong and weak spots. Take for example that old (usually extinct) favourite the ZX81. Its main reason about getting invaluable sound (Spectrum is fit for none. How often have you bought a game and on the box it states "exquisite, unparalleled hi-res graphics" on a ZX81 you wouldn't have to worry about comments like that as it has no hi-res graphics).

Spectrum owners are really a modern example of this. All you anti-Spectrumers, do you agree with those comments about a typical Spectrum game? Flashy graphics, amazing sounds, single coloured graphics, music — yes but it, my dear girl! — God use his word — makes better music than a Spectrum.

In all you readers who don't own Spectrums (its quite odd and fight this continual wave of reviews, the Spectrums, I have included my address but, please don't print it as I don't like letter bombs. That's how my girl! died!)

Mail This, Bored.

■ This, letter is meant for UK readers who are complaining about too many adverts and too much computer news in your wonderful magazines. You only have to say Why and look what you get in return!

Every month several competitors with excellent prices to be seen. Colourful

reviews for all kinds of computers. All sorts of advice like this reviews etc, etc, etc. And if you are an Adventure fan, you could almost buy the mag just for the Adventure part. Then there are the ads, they tell you where based of products are available and they keep the price of the mag low.

Why do you complain about a magazine that has so much to offer? It is Holland, Germany and several other countries in Europe have to pay twice as much as you — do you hear us complain?

Dennis Megawright,  
Midland

■ I haven't written to a magazine before, but in this one I felt strongly enough to do so. I have read the letters in C+VG for some time now and I have found that a large proportion of them have said something about how good or bad a certain micro is, or how low it is considered.

If someone would stop being biased and make that every computer has something going for it, the mailing paper would be a lot more helpful.

Apart from this minor gripe, which isn't your fault anyway I find your magazine is excellent. I can't imagine it being any better than it is, but, when it is, it will be superb!

Alan Clewley,  
Cheshire

Editors reply: If we get any more letters like this, my head will soon be as big as Big Red's!

■ I have just subscribed to your excellent magazine and I ordered in the September issue a letter from Keith Henshaw, who tells me that Professor Viner does not give prizes for letters but for article games. In your answer, you agree that software houses should like such information to be used as they prefer customers to spend more time on one game.

My opinion is that there is a real need for reader maps to perform a game as many of them are really too hard and fast and can only be achieved by players with very great skill.

I believe that many games would need several skill levels, or at least to reduce the game to the lowest stage needed, so as to avoid doing again and again the first stage, which becomes

increasingly boring.

I find it really frustrating to own a game with 20 stages knowing that I will never use more than a dozen of them.

I am even not certain that the cheat tricks in some games are really found by users or are given to them by the programmers themselves, especially the tricks that were obviously incorporated in the game to ease its design.

I don't think that adventure games and their sales suffer from the loading of this cheat, such as level 99, or I doubt that Adventure such as Insectball and Return to Eden can be solved without any help.

So please give us more Papers or at least encourage software houses to include skill levels or cheat routines in their games, allowing the customer to satisfy his curiosity and use what the 20th century looks like.

Patrick Marston,  
France

Editors reply: OK Patrick, we'll make sure with some time. From now on Midland and the Big Magazine will be bringing you M2000 hints, tips and cheat routines for your favourite games. Consider for your favourite games. These pages like that!

■ As you get bringing about a new look, C+VG, I thought that I would drop you a tip. So many people have recently written in complaining about the amount of advertisements that you publish. I don't really mind them as they keep me informed of new and exciting games, and keep both you and the computer magazines in business. They also make great prizes.

But one of the main problems is that they get in the way of features and reviews. A good idea would be to keep the adverts separate. That way they could be read at leisure. Does your ad manager, Leslie Matthews, agree?

Malcolm Matthews,  
Midlands

Editors reply: Thanks for your letter! Really, but I think you'll find that our advertisers realise that having their ads dated around among our features, news and reviews makes people like you take more notice of them — and therefore fulfill their prime function, making our readers take an interest in the products. But it would be

interesting to hear from other readers on this — how many of you agree with Bobdy's view?

■ After being backed to pieces by the evil forces of Deodadish, from the fantastic game Lords of Midnight, I decided to settle down with a cup of tea and my copy of C+VG. I flicked through until I came to Mailbag. A claim to have a grand haul I thought. No such luck! 99% of the letters were from people complaining about features in the magazine.

I mean, a little creative criticism here and there is OK, but last issue was going a bit far.

So, I thought I would write to Greg, etc, sorry, does you up. Well here goes. Amstrad Action is awesomely amusing (even in black and white). The reviews are fantastic. The letters are fun to type in and play. The Hot Group and the games news really bring you in touch with the computer world. The competitions are generous and the Mailbag, well what more can I say.

Now that I have wrote, ranted and got my chip down in the above (as I have a 1-adult! Please ... pretty please.

Greg Stuchfield,  
Cheshire

Editors reply: Shush! Greg! Don't make us blush. The lengths some people will go to get a C+VG letter! But that since review around up your good ideas, providing about in the above we can't refuse you can we!

■ Many months ago there was a young Dagoner and Dagoner fanatic who brought a ZX Spectrum, thinking he may be able to play computerized D&D (that's been proved since that time) and his hopes for finding a true D&D style adventure on the computer had almost vanished.

Fortunately, his seemingly helpless quest was completed when he bought Mastertronic's *Islands* (and which contains many of the features of D&D adventures including having a party of men, finding treasure, gambling, using spells, graphical battles, hunting for food, magic items, gaining experience, traps, puzzles etc, etc).

The amazing thing is that the price of his discovery was a mere £1.95 and that for a 2

# C+VG Mailbag

COMPUTER + VIDEO GAMES  
38-39 PARRINDOWN LANE  
LONDON, EC2R 8AU

program totally graphics advertisement. Thank you Masterworks, it was well worth waiting for.  
*Rita Ong,  
London*

**Editor's reply:** Hey! Well, I've got to be honest and admit that you haven't seen a copy into the C+VG office yet.

■ I spent just read *Mailbag* in your September issue and I was amazed by David Rogers' comments on your excellent magazine.

The one thing I David wants a mag with lots of articles on CIBASE (I suggest he buys a magazine catering only for the old and not a well-balanced mag like yours).

Another thing, Ultimate seemed to be named after the House of the Year as it continually releases excellent games that put other games in the shade. As the next is naming the programmer's names, who resembles names anyone?

My last point concerns the leading mag David put down. British software houses, I for one would not buy a U.S. Gold game as they only go through to sell their games in *Just One Month*.

I believe house-grown games like Ultimate, Dragon and Software Projects are far better at producing top quality games. In fact the only reason company want marketing is Melbourne House. Now I have got that off my chest, I am confident making your first class magazine.  
*Simon Maphides,  
Gwentshire*

■ I thought I would send you my little artistic outburst which took me all of 2 days to complete. Of course if you like it, you have my full permission to print it in your wonderful magazine. As I am writing I must say how good C+VG is, especially the games reviews. Also I don't mind how many adverts are in it, your magazine is the best there is. Keep it up.  
*Jonathan Howard,  
Dorset*

■ With the weather being terrible outside I decided to purchase your magazine to help cheer me up. Like hell it did.

Like most computer fanatics I enjoy playing games and also reading reviews about them, but where have all the *Amstrad* reviews gone?

The first C+VG I bought was the July issue, none what a mag. Single (one) game of the month, and plenty of other *Amstrad* reviews. If you'd given detail about the whole review of the game compared with the best version, because it would take up too much room.

A month later, I decided to buy the August issue. Only two *Amstrad* reviews and one didn't even have a review at all. *WINTERGOLF*, what is happening?

Now I have just bought the September issue, and there's only one review of a game which is also available on the IBM and Spectrum. *Agghhh...* I felt like ripping the magazine up.

Instead of detailed reviews, there's just TMI-like reviews. (Melrose Place) seems to mind, how can a game costing £24.95, receive a better of 4 for value for money? and a few *NEWS* boys, that's review.

Why don't you cut out one Spectrum and CIBASE instead? I imagine that a high percentage of your readers use CIBASE and Spectrum covers, but aren't you ever doing it a bit?

Apart from the magazine's lack of *AMSTRAD* reviews, the rest of the mag's OK.

With reference to July 8, Mr. McCann's letter to the *Amstrad* House for says that the *Person* program in the book *Seasonal Games for the Amstrad*, doesn't work because the program lacks line 10180, this is true, I advise him to change CIBASE 10180, to CIBASE 10180. I haven't tried this as it may not work!  
*Paul McGowan,  
Harrowshire, Dorset*

■ Will somebody please tell D. Mitchell to shut up! Nobody else likes to buy your mag, but all he can do is moan.

There are some people who use their computers as computers — not as games machines like he obviously does — and we like to hear news of new machines, are being used in the industry etc.

It is the general interest articles that stop your mag becoming just another boring

run of the mill computer publication like most mags I could mention. It is one to us types of how computers are being used around the world.

I don't doubt that many *Amstrad* game fans will be interested in establishments like the one called *Thames* that Keith Campbell and Co. visited. It enough more did the same as you did with *The Little* that it would be back on the air again. New and better programs? You mean like *Amstrad* or *Amstrad* (I don't make me laugh, the BBC's days of making good programmes is long gone).

Then *Amstrad* only wrote the first home computer adventure, so I don't see why he should be so important on the *Amstrad* page.

Well, Mr. Mitchell, why don't you just stop buying C+VG if you don't like it, and then we wouldn't have to suffer him. I'm like you, writing in and complaining about inconsistent little games that nobody else agrees with anyway.

By the way, Marcus Green, thanks for doing what I mean to do — about an enormous little '92 done in *Amstrad*. But remember, everyone is entitled to their own taste in music, but it really annoys me when someone like Michael McCann forces his hands onto those that don't like them.

As for record shops, they rarely have a section for specific types of music anymore.

Knowing that they are lowering sales everywhere since the minority — just make a last push. I'm sure the *Clive* knows what I am talking about.  
*Jim Brock,  
Birmingham*

■ There is a big argument in my family between my brother and myself because my brother, Matthew, read an article in one of the papers, with small pages and big type, about *Mac* Hardware being an error.

I told him this could not be true, that he said it would cost thousands of pounds to program every expression and synchronise it with speech, and only a few computers in the world could do it, so that's what the President does in his spare time.

Please could you settle this

argument, preferably in my house.

I would like to say I agree with *Amstrad* Friends comments, from the July issue, that the adverts are a good idea, showing the reader which games/utilities are currently on the market. Also I agree with Marcus Green, from the August issue, by saying that *Frankie* Games in Walsingham, Dorset, Dorset, Howard Jones etc. are all very happy news.

David PVM, *Amstrad* Friends, North. Editor's reply: Look, I know it's going to come in a big shock David, it did to me, but Max is a real parent. The actor's name is Matt Green — who should be shut for creating the word! Well, maybe his adverts will do something about this little snarl in his next issue. If you can't wait for the return of Mr. *Amstrad*, I'll let the same without him, is it?

■ I have brought your magazine over since I got my CIBASE, about 4 months ago. In this time I have not noticed a listing for a 'horde' program. Surely you should include such a program that would at least spend up the time that we wait for games to load?

Michael J. Lee,  
*New South Wales,  
Australia*

Editor's reply: Great idea, Michael. Has anyone out there got a fast loader for the old *Amstrad* like to pass on to C+VG readers?

I live in the United States, and recently while in London, I picked up a copy of *Computer + Video Games*, its excellent. In the August issue a person wrote in and was complaining about the price of CIBASE software. I would love to be able to buy software for £19.95, in the US, the average price for software is around \$24. Some of the better software will be more than \$60 (\$60).

So, whenever you are, just suggest competitive rates you. The software in the UK is good and inexpensive. From the way you will probably make the price of software go up, just like it did in the U.S. You people over there have a good thing going, what's up with it?  
*James Widdup,  
C.S.A.*



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*M. J. Jones*

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You want BIG prizes? Well we've got BIGGER prizes waiting for you next issue. Want to win your very own Commodore arcade machine? Want to win your very own pinball machine? Well, tough. 'Cos the Editor has refused to let anyone have them! Hal But we might be able to drag the machines away from him in time for December's amazing arcade competitions. Find out by getting a copy of our explosive Christmas issue!

X and B-Con have been playing Highway Encounter non-stop since it arrived at IDEAS CENTRAL. And X has used his amazing Xerox powers to produce an amazing map of this extremely addictive game. Meanwhile, we managed to shut B-Con up for long enough to make him get together some hints on how to get the best out of your battling Vortex druids. We'll help you save the world next issue!

Thunderbirds Are Go! And they are heading for the pages of C+VG. Watch the skies for December's dangerous issue L.A.B!!

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