

COMPUTER +VIDEO GAMES

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COMMANDO
ARCADE MACHINE!



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THE SMASH HIT NO.1 ARCADE GAME!

COMMANDOS

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THE WORLD'S NUMBER ONE ARCADE
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64
Amstrad/
Schneider
and BBC.

elite

EVENTS

THIS ISSUE

■ We've had some real prizes to give away to the growing number of C+FD readers in the past — but this issue we've gone completely **FREE** on the competition there.

Thanks to **Elite** we've got a genuine **COMMARADE** arcade machine to give a way to the first prize winner in our great C+FD Cheerleaders Competition.

And that's not all. **P&G**, the people who brought you the hottest computer pinball game around for the Spectrum and Amstrad have come up with a **FREE** pinball machine for the winner of our Design a Pinball competition.

So, if you want to turn your home into an arcade, you won't want to miss these two terrific competitions. There's tons of software up for grabs too.

Quantix is going to be one of the big movies this Christmas and you could win tickets to go and see it — plus a Quantix measure tape from **Hasbro** and **U.S. Gold**.

Once you've ripped the latest sport to get at the entry coupon you can settle back to read **Keith Temple's** book of **Adventure 1988** inside this prize packet issue. There's reviews, a big helping of the Adventure Helpins, features and, you guessed it, another competition. You could win a **Coleco** personal stereo from **Boned** of the Kings.

Atrocious Action fits you with a game that's going to take the credits for steam. Called **Quantix** it's like nothing you've ever seen before.



MASK NEWS/8



GAMES BOOK/67



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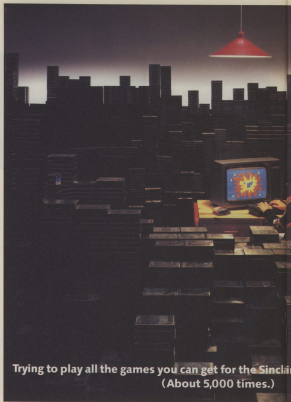
MIKRO-PLUS/REVIEWS/P14



THUNDERBIRDS COMPETITION
P85



PINBALL COMPETITION/P54



Trying to play all the games you can get for the Sinclair
(About 5,000 times.)



sinclair Spectrum could kill you.

How would you like to be blasted out of the sky by anti-aircraft guns?

Or perhaps you'd prefer to be vapourised by a Thargoid starship.

Or eaten for breakfast by mutant rats.

Well, you have all this and more to look forward to, if you get a Sinclair Spectrum +.

Because there are more games available for the Spectrum + than any other home computer.

(About 5,000 the last time we counted.)

Not all of which lead to such sticky ends, we might add.

You may, for instance, rather battle it out on the chess board with a Russian grand master. Or cross swords with Nick Faldo on the golf course.

You won't just have the pick of the current titles either.

You'll get first shot at the new ones too. Because most of them become available for the Spectrum + before anything else.

And because there are so many other Spectrum owners there are more books and magazines and clubs to join.

So if you get a Spectrum +, you may well end up in a Grand Prix pile-up.

And your chances of being killed by Gremlins are very high.

But you'll never die of boredom.

sinclair



NEWS

■ There are a couple of screens short from an exciting new totally interactive graphic adventure "world" soon to be released by **Atari**. Called **Wild West** in names from the Hungarian Adventure software team, it features some unique "space" techniques and much more. If you want to become a gun-toting Hittite Rider, watch out for this one in your local computer store. It's extremely playable — believe us, full review next month — plus a special feature on the software that's coming to you from behind the iron curtain. Stay tuned. C+VG next month.



■ Following fast on the heels of **Amazing Adventure** for Amiga, there are now to release their own spring game with a construction set called **Real Tracks**.

The game is based on the original **Islands** that can camouflage where you can build up any shaped track you like, and then race on it against your friends or, in this case, the computer.

After loading, the player is asked to select between racing on one of the great tracks that come with the program, or designing a new one.

If you decide to construct your own track, you are presented with a large grid (a window on the right-hand side of the screen, which scrolls over the whole area that can be built up).

The left-hand third of the screen contains a vertically scrolling menu which holds all the track pieces that can be used to construct your circuit.

Actually constructing a circuit couldn't be easier. You simply move the cursor with the joystick to the track menu. Moving up or down causes the menu to scroll in the appropriate direction until you find the piece you are looking for. Pressing the joystick picks up the chosen track and you can now move it to the construction window ready for placing.

When you find the right piece, simply press the fire again and the track is placed on the map.

Fast tracks let you review the track you are building on a small scale, 3D view at any time.

■ **Electric Dreams** are also reworking **Autumn's** innovative **Brain In Machine** program. **Brain** features a proper audio soundtrack (on a tape which you play in sync with the game). **Electric Dreams** are reimagining and rewriting the old version of this game. It will cost £9.95 — and if you miss it at that price, you're absolutely crazy.

■ **British Telecom** have proved to be real slick in the 800s with their image-interactive adventure. Technical problems are delaying the launch of the first nationwide **Multi-User Dungeons** game. The good news for existing subscribers is that they will still be guaranteed free credit for the first period whenever it takes place.

The Great B.I.T. Challenge

featuring C+VG's own champion adventure battling against fellow **Multi-User Dungeons** will open roles place in the Spring. Watch this space for more details.

RAID's launch manager, Mike Anderson, told: "There hasn't been a program of this size or complexity before. The problems we're experiencing are just last minute bugs."



■ This is **1, of the Month**, the latest game from London's "Star Attack" films. **Black** features the most advanced 3D graphics yet seen in the Spectrum. It should be our next on the new **Electric Dreams** label. The game is all about reintroducing a long lost magic robot — search for a full review next issue. Meanwhile just dwell over these pics...



C+VG PREVIEW

WHO'S E

■ Disturbing facts about little people actually **LIVING** inside your computers have been uncovered by C+VG's investigative reporter **DAVID BISHOP**. Why has the truth been covered up for so long? Who are these creatures? What do they want? And why do the rest of us march in this EXCLUSIVE report. C+VG uncovers the mystery of the Little Computer People...

Here David Bishop tells how the L.C.P.s were discovered in — where else — the good old USA...

BATTELING MAY 1984 1984

David Bishop (who would go on to write such headlines as **PHILL** and **CHARLOTTE**) was thinking about computer systems. A niggling glitch was bugging him. Perfect code was going in but monster junkies was coming out.

BATTELING MAY 1984 1984

Rich Gold, an artist obsessed with moderate computer experience was off last 1984. Every 3.5 inch he pushed into his computer some straight junkies ran on a 3.5-inch — not a pretty sight!

BATTELING JUNE 1984 1984

Gold theorized that the continued glitching he was encountering was caused by something or someone inside his computer playing havoc with his code.

BATTELING JUNE 1984 1984

James Whithead & Associates, the well known alternative design engineers, brought in to investigate the unexplained anomalies in Gold's computer.

BATTELING NOVEMBER 1984 1984

After months of research suspicion began to grow. The frequency of glitches was increasing as if someone was trying to tell them to go away! The research team could almost communicate with the perpetrators by setting up glitch trap scenarios creating situations that invited tampering. They were never disappointed!

BATTELING DECEMBER 1984 1984

Gold and Whithead came to the conclusion that whatever or whoever was in there probably knew all about them because

BEEN SLEEPING IN MY COMPUTER..?

anything entered into a computer has to pass through the user. This led to a "friendship treaty." Maybe they like us. If so, we have to create a comfortable environment to lure them out," explained Oishi, who further pointed out that the computer dwellers would probably know of, and want, all the modern conveniences of a modern house.

BATESLINE, JANUARY 1985 1985
Back in Pleasant View,

California, David Crane sets up the Activision Research Group (ARG) to investigate strange forces inside computers.

BATESLINE, JANUARY 1984 1984

Crane hears of Oishi's work and they decide to join forces. Oishi begins to research to find the right environment in which the computer dwellers could feel at home. They begin working night and day on everything from furnishings to plumbing to electrical renovations for the "house" they were creating.

DATELINE, JUNE 1st 1985
At last, after months of trial and error, the house on a disk is finally ready to be loaded into the Apple. At first nothing happened. Then after agonizing minutes the dashboard went black!

It is very odd that a computer game can be called completely original. The many are closer with original themes or games (like adventures) — but when many of the graphics and sound effects are, then so, most games are alike.

It is, therefore, a moment to pause when you actually load up a program that is totally unlike anything you have ever seen before. Activision's *Little Computer People* is such a program.

Imagine this guy, only one-inch tall, living in your computer, going about his daily life without a care in the world. Apparently according to Activision, most computers are inhabited by *Little Computer People* (L.C.P.s) and each one is different.

With their "House-on-a-Disk" you will be able to activate the L.C.P. into the house displayed on the screen.

What his house is or what the personality of your L.C.P. will be can only be guessed at until he moves in, and you don't even know when that will be because some L.C.P.s move more than others.

What makes this program so special is not just that it is a refreshingly original idea, but the painstaking attention to detail in graphics, sound effects,



and design. Combine this with the fact that every L.C.P. will be different in some respect — usually a first in computer software — and Activision has a pretty winner on their hands. It even may prove as influential to future game design as *Atari 1080a* or *Pac-Man* have been.

What you get
In what promises to be an elegantly produced package you will get one *Little Computer People* (L.C.P.) manual (I hope I have written you likely to follow) containing one "house-on-a-disk". A full colour 14 page glossy magazine is also included which explains how L.C.P.s have a voice and pay taxes," while the Panasonic asks "Where else are they an animal?"

The instruction manual tells you all you need to know about looking after your L.C.P. and how to communicate with him. It also presents to you and words the head of your newly adopted friend. Finally you "House on a Disk" for the first time.

Having entered my name (as only one has to do this once) and the date and time, I waited eagerly for my 14th birthday to come whirling. Finally a beautifully designed but unorthodox house appeared. Three or four minutes passed with nothing happening, but then, just as I was about to try re-entering, the dashboard rang!

Moments later the door opened and an unseen being had pushed through. The face was followed by a body as my L.C.P. took his first few tentative

steps in his new home.

During the next few minutes or so the lesser addition to my monitor set about exploring every nook and cranny of the house, opening a cupboard here, a drawer there, and even investigating the closet. Then, suddenly, he left.

"Maybe he doesn't like the place," I thought. But a few minutes later he was back leaning from eye to eye, carrying a large grey suitcase. My God, even though his dog!

My L.C.P. went straight up to his new bathroom and urinated before going down to the kitchen for a snack and a drink of water from the cooler. Then afterwards he went upstairs, sat down at his typewriter and wrote me a letter explaining how nice he thought the house was and shouldn't he really be paying rent? He signed it Drew.

The typewriter is a good example of the meticulous attention to detail mentioned earlier. Drew sat leaning me slowly typing away. At the same time the top of the screen showed a view of the paper and typewriter carriage which move across the paper in perfect synchronization with the actual typewriter he was using. Even the sound effects of the keys hitting the paper and the "end of line" bell sounded real.

Other features abound, such as Drew's hands moving in perfect time with the words played on his piano, or the bending of the legs, if you give Drew a bit of dogfood, he'll go

into the bowl to see if it is really filling.

If it is empty he'll put half the tin in the bowl and the rest in the fridge. However, there is already some in the bowl that Drew will put the completed tin in the cupboard until it is needed.

With such a new concept, created so beautifully, many people could find themselves forming long and meaningful relationships with their L.C.P. In short, Activision has a real winner on their hands with this one!

THE HOUSE ON A DISK
created by Crane and Oishi was commercially available for the *Little Computer People* (L.C.P.) in your Commodore 64.

RECREATION ROOM
Complete with TV, stereo and well-lit nightgown. All L.C.P.s are musically inclined but some are more gifted than others. L.C.P.s often relax in front of the box or position their latest favorite movies to the nearest their sounds on their shelves.

CLOSET
When L.C.P.s get up to go to the toilet is one of the minutiae as yet unstated by researchers. Recent data shows about popularity is definitely on the increase!

TYPEWRITER
For those more literary L.C.P.s this is a must and provides their main means of communication with humans between after years of working on the computer!

C+VG PREVIEW

Continued on page 71



AIRCADE

HALL OF FAME

BLUE MAX

* Entered UK Charts
20nd February 1985
Weeks in Charts - 12

'Blue Max is certainly
a great game'
Crash

RAIDII

* Entered UK Charts
4th April 1985
Weeks in Charts - 20

'Amazing, addictive
and fun to play'
Crash Smash

FLAK

* Entered UK Charts
8th October 1984
Weeks in Charts - 8

'Will you survive the
Flak'
Your Computer

ROCCO Comics Graphics

* Entered UK Charts
1st July 1985
Weeks in Charts - 6

'Animation is great, if
you want a good
punch up - Rocco is
the game for you'
Computer & Video
Games

HUNCHBACK II

* Entered UK Charts
16th December 1984
Weeks in Charts - 18

'100% Very playable
and addictive 'Long
life in terms of appeal'
Crash Smash

A CHARTBUSTING COMPILATION FOR SPECTRUM PACKED FULL OF PUNCH



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TAPE £9.95

lover to type perfectly in English!

FOUND CABINET

L.C.F.s like to keep things as tidy as possible. Stacks of cards, books of zodiacs, typing paper — they're all here.

BEDROOM

Early experiments with water beds proved disastrous to computer circuitry so traditional firm-mattressed beds have been provided to alleviate person book problems caused by overexposed living conditions.

BATHROOM

Being humanoid like creatures L.C.F.s always wash their hands after going to the loo and their teeth after meals so a basin and cabinet are essential. L.C.F.s love to take long showers although there have been reports

complaints about lack of hot water.

ALLIAN (GARDEN)

Even L.C.F.s have to get up in the morning!

KITCHEN

The kitchens are full of changes of clothes for the kitchen maids. L.C.F.s eat here. L.C.F.s eat here. L.C.F.s eat here.

TOILET

L.C.F.s, like anybody else, have to perform certain bodily functions. Fortunately Emma and Gail were thoughtful enough to put the toilet behind closed doors. L.C.F.s value their privacy too, you know! They also never forget to pull the chain.

RECEPTION

For many L.C.F.s this is the most important room in the house and

comes with ample storage space, a cooler, water fountain, bridge-treasure etc. The dog's bowl is on the floor.

BRAND

Of course L.C.F.s have their own computer, the question is are there even smaller L.C.F.s living inside these? L.C.F.s keep their book collections here too.

LIVED ROOM

One of the most spacious rooms in the house, complete with window, log fire, reading lamp and phone. All L.C.F.s spend a lot of time on the phone — to whom nobody knows.

FRONT DOOR

This is where L.C.F.s keep their wigs. To lead the fire when it's cold. Presents, such as records, books and food (for both dogs and L.C.F.s), can be left here.

■ Here we print for the first time anywhere extracts from the diary of a little computer person. The tiny book was found lying beside C4's trusty C54 one morning. Could the L.C.F.s be trying to tell us something?

THE SECRET DIARY OF C4 ... A448 11h

Wed, 19th September 10.37pm

Spent an amazing afternoon relaxing with a program my human was trying to run. He looked most upset. I must try and find out what this ritual of trying to pull their own hair out is all about. Very strange.

Thurs, 18th September 10.16pm

Discovered something new in my computer. Am debating whether to investigate.

10.16pm

My curiosity has got the better of me. I'm going to take a look. If anything should happen to me, I leave all my worldly goods to my cousin Bert.

10.16 am

It would appear that the human has been observing for some time his given me a face to face in. It may be a trap!

10.23 am

This is great. All the mod cons I ever dreamed of seem to be here. Stereo, phone, TV, shower, gas cooker, the works. I've even got my own computer. I've decided to show caution to the wind and report to. Well, knows, maybe my human wants to observe me!

10.01 pm

Just finished moving all my things in. This place is really cozy. The dog seems happy enough too. But remember how

long it took me to finish computer main bin.

10.57 pm

Had my first meal in my new house. Nothing very happy.

10.58 pm

Put the dog.

10.58 pm

Can things get any better? There's a game upstairs and I just had a go. It's better after that 5th clip.

10.26 pm

My human called David, that just leaves talking to me. Can you believe it?

10.40 pm

The phone didn't stop ringing this afternoon. It's typical, get a new house and suddenly everyone wants to know you. From time to time various humans gathered round their side of the monitor screen to tell what I was up to. Honestly don't they know the meaning of the word privacy tell, I decided to humour them.

10.27 pm

It's getting a little chilly so I'm going to light a fire. I saw some logs outside the front door so my way in.

10.45 pm

Just recorded a great movie on TV about these guys going around exterminating ghosts. I think I'll try and open to play the theme music on my phone. It's quite a catchy tune. Time for bed.

Fri, 20th September 10.47 am

Can you believe it? Just as I was on my way to bed David asked me to play a game with him. I mean...in the middle of the night! Well, life does have its little complications. I was 100 off from playing poker but really haven't got the fastest idea.

10.01 pm

Got up to go to the little paragon room and, while getting a glass of water, noticed that David hadn't left me any more

food. I'm a little concerned but it's only half September before the morning.

11.40 am

Must wait. Tell me food. This is serious. Decided to write my human a letter.

11.53 am

Did some exercises in the bedroom. Mostly 1/2 inch lifts for two eggs some side up, but at least I took my mind off food for a little while. I feel a little weak. This is getting serious.

1.10 pm

Tell me reply to my letter. Decided to write another one. Maybe I'll try to attract his attention by asking him to play a game or something on the screen. Better check run out. Things are getting a little dangerous.

1.40 pm

Feeling ill. I'm even turning green. Am going to bed. Maybe this will increase my sympathy rating.

1.50 pm

At last! It's remembered me! About time too.

1.23 pm

Had stop up meal to celebrate!

1.41 pm

Ats super than sat down to read the newspaper. Read an interesting article about little people living in computers. Have they only just realised? Maybe doctors could syndrome my life story!

1.47 pm

Where's letter to human.

There (2nd October)

1.40 am

A letter arrived from a magazine called Computer and Video Games this morning. Apparently human weren't interested but passed my letter on to those guys who want to publish parts of my diary. Great! This could be the break I've been waiting for.

■ Rumours of *Soft Add It* were premature. But Rod Coopers, the man who masterminded the original project says that there will be *Soft Add* completions for the Beos and Amstrad coming soon. There's also a new completion on the way to raise funds for the current anti-furism campaign on the way. It will be called *Off the Hook*.

The Secret Diary of Adrian Mole from Adams' handles the new Commodore 64 Christmas Campaign pack, which sells for 199p.

The pendulum comprises: The Commodore 64, 1000 Boscawen, Mole Mole, Designer's Penall from Activision. The Secret Diary of Adrian Mole and a copy of the best-selling book, "The Growing Pains of Adrian Mole".

In addition to the Christmas Campaign, Commodore is also launching two other value-added packs, a peripheral package for the Commodore 64 and a 64 complete with disk drive and software.

The peripheral pack, which will be available while stocks last, comprises a 1041 disk drive and disk matrix printer. For those first time users who want a complete system immediately Commodore is packaging together for Christmas a Commodore 64, 1041 disk drive and two magazines for 199p-95.

Both programs in the pack have produced by US Gold and available only with Super Computers.

■ Keyboard and soft-soled, rollers are the idea of the season.

They challenge the cat's right and, although they can never lose it, they use it to their own advantage to produce one of the most exciting and exhilarating sports around.

New challenges, frustration and enjoyment of trying to ride the waves on a board has been captured in a new computer game, *Soft Champ*, by the Irish writers from New Concepts. And to launch and test reaction to the Spectrum game, New Concepts organized a computer surfing championship to coincide with the European Surfing Championships held in County Sligo, Ireland in October.

New Concepts claims *Soft Champ* is the ultimate sports simulation, as near to the real thing as possible. The game is also representative in that it

NEW RELEASES

Bond... Basildon Bond



**"THE ADVENTURES OF BOND...
BASILDON BOND"**

Starring
RUSS ABBOT
Featuring

COOPERMAN, BLUNDERWOMAN, BOND

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Traps, puzzles, jokes, fight sequences and famous characters are combined to produce a funny and slightly hilarious arcade adventure.

Featuring Russ Abbot's New Single
"LET'S GO TO THE DISCO"

NEW
~~£9.99 cassette~~
~~£13.99 disk~~

Available for the Commodore 64

Seen available for the Spectrum & Amstrad

The Devils Crown

The most amazing arcade adventure to be released for the Amstrad is NOW available for the Spectrum.

Amstrad Action Review — A.A. Rate

Graphics 94% Sound 75% Grab Factor 85%
Staying Power 89% AA Rating 87%

Amstrad £9.99 Cassette, £13.99 Disk
Spectrum 48K £8.99



Amstrad 48K/64 from Amstrad version



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*The Commodore 128.
When you look at the facts
they do seem to weigh rather
heavily in our favour.*

When you add it up, the Commodore 128 is really three computers in one. It can run 64K, 128K, and CP/M software. Giving it the largest range of computer software in the world. Making it as efficient in business as it is convincing at home. That's why Commodore has become the world leader in microcomputers. And why, on balance, the Commodore 128 has no equal.



KEY

GRAPHICS

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

SOUND

Does the game sound like a three-hour LP played at half speed? Or does the noise from your music library fill up across the coast? The C+VG review team don't play games with their ears blocked up by tape.

VALUE

Is the game really worth all those pounds? Will the hours lost be in worth going without C+VG for a month, because your parents won't let you own the extra pocket money? Or could you write a better game?

PLAYABILITY

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

BUTZ GAME

BUTZ GAME

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

TAU CETI

• Machine: Spectrum • Supplier: CIL • Price: £19.95

"My friends are like, 'the aliens is out, I've read my best mate and even so there's Martians on my ball... I want to find a space-suit (SSTI) there's one — and the whole is spinning. But will my Gal-Corp Skimmer make it before those Martians wipe out?'"

Just what is the galaxy here you wonder now? On the CD, that's where. The roughed, roughed planet in the frozen universe. And you're playing when you're in C+VG's confidently predicted will be the (Invisible Spectrum) number one. Big words — but just look at what's in store for you if you're lucky enough to get your hands on a copy. Two disks, and a stack of impossible Martians, and some 3D Tank (and to add some space and you've got the recipe for a real blockbuster. And we haven't even mentioned the super fast scrolling, neat graphics and totally addictive game play.

But before this review starts going totally over the top, let's take a look at what the game is all about.

Basically it goes like this. A planet has discovered the intergalactic desert world of Tau Ceti and the tough planetarians have been forced to evacuate the planet, leaving behind the automated robotic which instead dream survives.

An extensive tutorial to find a cure for the planetary plague (immune resistance) spreads into the planet. And something went totally wrong with the automated systems — all the robots and defence systems can start destroying anything and everything that comes to venture into the vision of Tau Ceti.

The systems are controlled from a massive fusion reactor in the planet's capital — Controls.

Someone has to go in there and shut down this reactor using hidden scrolling rails and stop the rogue robots — that someone is your alter ego, the scientist. And a second a cure for the planet virus and Gal Corp want to start making some cash out of the planet, again.

So it's your Skimmer and down to the planet where all the adventure and danger you've ever dreamed of is waiting.

Fortunately, the Skimmer is heavily armed with a laser, eight heat seeking missiles, eight and missile missiles, eight straight flames, laser, not one rights, plus missiles and a four-way rifle while summer to avoid those hostile alien ships.

You've also got an onboard computer to help you work out just what is going on down on Tau Ceti.

On loading you see a view of the skimmer's instrument panel. The screen is divided into three areas. The large window on the left is your viewfinder, below that is a long blue area. This is your contact with the Skimmer's computer. At the right of the screen are five information windows. At the top is a compass and some clock along with a message showing the direction of the view selected, the site you are in and the ship's flight status. Below that is the screen which gives a plan view of you surroundings, another that three more smaller windows. The first gives the plot's name.



HAVE THESE KEYS IN COMMON?

PR.

1. LUNCH

2. DUSTY LUNCHBOX

3



4

5. HELP

6. END

7



WIZARDRY
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WIZARDRY
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WIZARDRY

• Machine: IBM PC • Price: £29.95

Watch out Ultimate. Here comes The Edge. Wizardry puts up a real challenge to the Dungeons and Dragons type arcade adventure powered by the Ultimate team.

You play the part of Jerro, an apprentice wizard, on a quest within the walls of the Castle of Wizard, that of the tale and you could become the youngest wizard in the land.

You start the game in a "floating" 3D corridor. Floating at the top for the castle corridors and more of space appear on only back background. Below the graphics are status windows — including all positions, a teletransporter, a message window for remote communications.

The game is played using a combination of keyboard and joystick. The stick is used for movement and firing spells, using your sword while the keyboard calls up spells from your

► STARTS HERE ►



and the summer's complement of missiles and bombs.

The second shows speed, shield strength, fuel remaining, tank temperature and height.

The third displays five automatic direction finders — the upper one locked onto the other and the lower into your sensor.

The Scanner operates in two modes. Night mode and ground mode. In Night mode control of the program is via single keys or a joystick. In ground mode you are in direct communication with the driver's computer via the computer interface. You see the message "TYPE HELP OR [SOME OTHER COMMAND]" in the computer window.

Type HELP and the commands you can use are listed. Commands like MAP, ROOM, LUNAR, SCAR, BATTLE etc.

The MAP command enables you to see where you are — and where you can travel to. Each city is connected by a series of "jump pads" which enable you to take your Scanner from city to city. The map shows you these routes, while in this mode you can zoom in and out of the planet to get an overall view or to check out a specific city. Viewing a name near the name of the city and hitting the fix button enables you to get a readout on the city's status. You can even ask your computer to FIND you a specific city and tell you all about it if you wish.

The ROOM commands is a bit like the "pocket computer" part of Impossible Mission; you need to find all the room to be able to knock out the Command reactor.

There are several types of flying entities in each city — the toughest are the Hunters — there are three types of these and each are fast and to the average Scanner pilot. There are also automated factories which take pot shots at you.

Should you take a lot of shots from the various attacks you can boom into orbit at the repair and equipment centre for more missiles and a 5,000 mile service through orbits which open as you approach.

Some of these centres are stations and hold no weapon supplies. Others are military bases. You'll soon know how to tell the difference! This game has some really nice features. By landing without showing down and you jump along the ground. Almost a guided missile at a retreating Hunter and you'll see it explode on the horizon — just like in those funny cartoons when the officer is running away and jumps checks a stone which tells him just as you think he's escaped out of the frame!

It's even got the own built in notepad for you to write hints and information as you go. You call this option up by simply typing in INFO on your computer.

You'll soon get the hang of using the map, computer and controls — and recognizing hazards, buildings and obstacles. DON'T approach an obstacle too fast. You'll find out what happens should you try it... if you only play one game a year — then get this (but) you won't be bored for another 12 months!

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



3D GRAND PRIX

- **Medium** Amstrad
- **Supplier** Amstrad
- **Price** £3.95

Just what the Amstrad needed. A really nice formula and racing game! 3D Grand Prix has great graphics, fast scrolling — but LOUDY sound.

The race can sound like someone is playing a distorted organ in the cockpit — and this really lets an otherwise excellent game down. We suggest that you kill the sound and make your own sound, various noises as you play.

OK, moving on. Let's take a look at the rest of the game. When you get to a driver's eye view of the cockpit and the race starts about in regular. *Auto Action* says: When you start racing, you notice the race teachers programme. Mick O'Neil and Dave Martin have included.

Like the map view, mirrors which show other cars looming up behind you. Like the frame wheels which actually turn as you lean around the handle. Like the steering wheel which also turns. Like the many spots you can get yourself into going around the bends too fast! The "car" slides away from you most realistically.

The computer in night grand prix controls for a season — scoring points as you go. You must finish in the top three of each race to qualify for the next. Races include Silverstone, Donington and Thruxton — sport racing on the island! There doesn't appear to be any relation between the real circuits and the computer game.

Even worse is the over-taking can be a problem until you realize that you must push to the inside of the corners and take a tight line when attempting to get past the computer cars.

3D Grand Prix — with a bit more fine tuning — could be a great Amstrad game. But that will sound... huh!

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

mentions and makes them ready to use.

You also have to use the Commanders key to open doors — it's not a fully scrolling game you see!

There are lots of puzzles and problems to be solved — but fortunately The Edge has included a few hints to get you started in the nice little booklet which comes with the game. You'll never know lots of surprises as you move through the castle — like the flying skulls and horned beasts who guard various doors.

You'll have to learn when to use a spell or when to fight with your magic sword, when to open a chest or when to leave it full open. But don't waste your spells — use them wisely or you could find yourself in big trouble.

Obviously is the closest thing we've seen to a real time monster Bungee and Dragons title game — with many of the elements of the original role playing D&D included.

The graphics are — there I say it — better than the Ultimate 64 games so far. The sound — a different tune for almost every topic — is great.

And the game is scrolling and addictive. Could this be the start of something big from The Edge?



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



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FAIRLIGHT

- Machine: Spectrum
- Supplier: The Edge
- Price: £39.95

"Must... Just like Knight Lore?" will probably be the most common phrase to pass critical gamers' lips when they view the latest effort from The Edge based in leafy Covent Garden.

Despite comparisons being odious, closer inspection will reveal a level of detail and precision which surpasses anything seen on a Spectrum before. Of course, sacrifices have to be made to incorporate such things...

Loading proved no obstacle, and shortly an extremely pretty title screen appeared, using with a three figure number in the lower left hand corner of the screen. This number gradually decreased as the code is loaded, until it reaches 100, and a menu of slightly longer text issues from the Spectrum.

The plot is very long-winded so we'll leave out all the myth and magic and guess at what game this is. A 3D picture of each location is presented, very much like the ultimate games of late. The Edge have been making four titles about a

"wordmaster" which was used to create the environment, and currently needs five more, it really is very good.

You are presented as a fairly insignificant-looking fellow.

except-in-hand. Basic movements in four diagonal directions are accommodated along with jumping, object handling and combat.

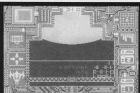
I was frustrated with the object routine, it seems impossible to push an object from one room to another, which is a definite pity as it was found a sheet obscuring a doorway after some time-consuming search.

When the room is narrow, matters are made increasingly difficult. You can't push the blasted sheet out of the way, you can't pick it up, turn around and put it down somewhere convenient. Doubtless you will find this infuriating object too heavy to carry without dropping a valuable item first!

There are lots of arbitrary traps in the castle where most of the action takes place. Whitefire, fog, traps, and fabled figures all wander around with seemingly nothing to do, then inflict severe physical damage on any passing traveller.

It's all, all, a great game. Certainly one for mapping fans!

- Graphics 4
- Sound 4
- Value 4
- Playability 4



XCEL

- Machine: Spectrum
- Supplier: Program Techniques
- Price: £7.95

This game is an odd put together it's hard to fault it - but some parts of it seem to be frustrating to play that it allows you the reverse of it easily.

But if you are a thinking player, you'll take to it and like all other top games.

The basic idea of the game is this. Computers called Sentinals are ruling the universe and mankind has become a prisoner of their rule. You, the hero, must defeat the Sentinals by the machine. This has been a message from the Grand Museum of Technology - and are embarking on a deadly mission to destroy the Sentinals who control 30 planets Earth orbit around the galaxy. Earth Sentinel is protected by various mechanical means.

You have to fly through the galaxy, visit planets, and find the Sentinals and destroy them. Sounds easy that it is.

You have two shipboard computers, one which keeps you informed about the state of your ship, the other which tells you about the planets you have visited, a communications channel which you can call on for game play hints if you get into trouble, a weapons drive, a galactic clock and five attack shields which you can use to make low level attack runs on the planets.

When you start the game, you get a view through the lens of your ship's video eye at planet spinning below. The screen is surrounded by icons representing the various functions described above. When the icon is flashing, your computer seems to tell you something.

To explore a planet you have to send a shuttle down to explore. Then the screen switches to a view over a dark sky - of the planet's surface.

You fly your craft through a series of obstacles - dodging them as you go. Then the first wave of Sentinel defenses appear. Dodge tactics, spotting them as you dropping slowly behind.

You have to fly your shuttle through a "mine" of ions - and sometimes these seem to be on a very tight grid. You're shot as shuttles that can't avoid the end of the game for you. This requires management to get through on about the fourth or fifth attempt - after saving a number of planets in case if they were any easier! Extremely frustrating!

The game features some really nice graphic graphics - like the "non-convexities" which appear in "convexities" then get translated into lines by your shipboard computer. And then there are the screen "waves" which happen when you enter various stages of the game.

There is a useful help function which tells you just what all your controls can do for you and that communications link which gives game play in your ship. So when you touch - things about those ions.

XCEL is a really well presented game - one of the best on the shelves right now. It certainly can't tell you how to master the game, you'll give it a little more play it before purchasing.

- Graphics 4
- Sound 4
- Value 4
- Playability 4

GOONES

- Machine: Atari/IBM
- Supplier: DataSoft/MS. Ltd
- Price: £9.95 (at £3.95 each)

"Another great title up off the shelf one which pretty close to the end of the Atari/IBM/Spectrum production."

Goones the movie tells of a group of young adventures who discover a mysterious treasure map and then set off on a search for the lost golden treasure in some spectacular underground caverns. You can read about the movie elsewhere in this issue.

The game begins in the strange light-house owned by the madly Madam Phobos. It's basically a platform game, with underground problems and a few advanced control systems. You have to make two attempts of the going around each screen - and each must perform a specific task before you can move into the next screen. You can either play the computer or have players can take part. You

search control by simply hitting the fire button.

For instance in the first screen the character must run to the top of the light-house and start a money printing machine going. This makes Madam Phobos - who guards the light house - dash out to collect the falling money.

Meanwhile your main must dash into the light-house and push into a climbing machine which opens the secret passage which leads to the buried treasure.

Each screen is packed with interesting puzzles and problems. The attention is well paid - and the game is fun to play.

If you think you would you'll want to get hold of the game, a challenge for platform fans.

- Graphics 4
- Sound 4
- Value 4
- Playability 4

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Rock'n Wrestle—the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible—over 35 including the stonch drop, asopition spin, plavatives, body slam, back breaks, armrest, elbow drop and hurdbuckle fly.

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GUY IN THE HAT

- Machine: BBC
- Supplier: Blue Moon
- Price: £2.95

This game reminded me of Blue Moon's Banana Man, which was a similar version of the same idea.

You are the Guy in the Hat, and you start off by eating biscuits and dodging Biscuit Monsters. When you eat a biscuit, the background it was in changes colour. Biscuits can't enter these passages, and if you do, you disappear.

It's more difficult to play than Banana Man, which is an improvement, and the enemies are much more fun — and harder to avoid. You can also fight back by dropping your hat

and changing a passage to white — do it when a Biscuit is in the passage and you lose five for loss of points.

There are more controls than usual for this type of game — in addition to up left, down left, up right and down right, you can also move left and right, to stand on above your hat and 'revivify' by pressing return.

Blue Moon seems to acknowledge the limitations of the idea behind this game. Like Banana Man, a second game, *Biscuit Man 2*, is promised on the back of the cassette.

- Graphics 7
- Sound 6
- Value 8
- Playability 7

DARTS

- Machine: BBC
- Supplier: Blue Moon
- Price: £2.95

Well, it might not be what the British would expect, but this is an interesting and useful game you'll keep returning to.

Needless to say, there is no cheating built in.

Beyond the obvious hand-and-eye co-ordination you need for most computer games.

There are three games you can play — 801, Round the Board and Cricket. 801 is the classic pool game for any number of players, with each player starting on any score up to 1000. The other interesting hand-picking mechanism.

Each player gets three darts in turn and you finish on a double.

Round the Board offers three different ways to win, and includes double, treble, and bullseye. Each player has three darts in turn and you win when the board runs out to 100.

Cricket is quite exciting. One player starts with six runs, and the other can only win by getting all the high numbers, while never ever, simply win at the other end of the board.

When the bowler hits the ball, that counts as two 'runs'. The other ball counts as one run.

When the bowler has got all ten wickets, the first player's score counts as his or her 'score'. The other player's score counts as the highest score. That's it. Never-ending fun.

When the game starts, the bowler is first down on the screen and, considering the fact that a bowler is obviously at the end, it's not bad.

In all three games, darts are thrown in the same way — the first number that can be reached, usually to move left, right, up and down, and when it's moving over the part of the board you want to hit, you move closer the right moment to press the return key to throw the dart.

Not at all easy when you're trying to hit a double or a bullseye. Could keep you and your mates amused for hours.

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



WIZARD

- Machine: C64
- Supplier: Arissoft
- Price: £2.95

It's a good time for C64 platform fans (what with *Wizard* on the floor and home object) — a 1/5, import from Progressive Publishers.

The art of the game is simple — 10 grids filled the wizard through forty run-puzzles across a search of treasure and magic.

The game follows the classic platform style — but with a few new twists. Like the screen where everything gradually goes invisible as you move, where the dark suddenly drops.

Some screens allow you to use certain spells to help you in your quest. You can become invisible to fool enemy monsters who prevent you reaching certain treasures, or blast them with fireballs on other screens or you can fortify when you make the wrong move and start plummeting instead of down.

The game has four difficulty levels, or game options ranging

from beginner to mastery — which you choose whenever you start each game level.

You can change the speed of the game. Also, whenever you start a screen to roll up, later, all the items and up to six players competing for the ultimate place on the treasure table.

Wizard is a fast moving game with great sound — and it's really addictive.

It's deceptively easy to get started — but you'll soon learn that there is much more to the game than you first suspect. The screens are designed in a way that will keep you guessing for instance, which jewels are treasure and lots of other things start happening. *Wizard* is an extremely well programmed, well presented game — don't be put off by those who tell you it's just another platform game. It isn't — it's something else.

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

SOUTHERN BELLE

- Machine: Amstrad
- Supplier: Heaven Consultants
- Price: £7.95

Heaven Consultants was certainly on the right track when *Southern Belle* was released on the Spectrum earlier this year.

Southern Belle is not just an old simulation but an attempt to recreate the journey of a 1930 King Arthur Class 4-6-0 steam locomotive's journey from Western Britain to Brighton.

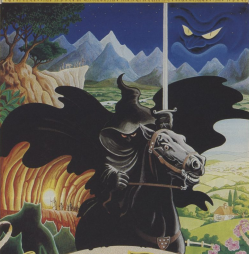
Not only must you master the

steam engine's controls — water and steam gauges, regulator, throttle etc — but also make sure you arrive on time.

The graphics are very effective, right down to the engine's fire.

Southern Belle is a fairly complex game to get to grips with, but if you're a steam train buff, you'll love it.

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



LORD OF THE RINGS

GAME ONE

AT LAST! The eagerly awaited sequel to the fabulous classic "The Hobbit" is now available. "The Hobbit", hailed as 'the ultimate adventure game of all time', was just a taste of what you can expect in LORD OF THE RINGS.

Astonishing vocabulary, graphics and music locations that you could imagine possible!

LORD OF THE RINGS Game 1 is available on CD, BBC, Spectrum and Amstrad at £15.95. This stunning package includes two cassettes, large booklet and a copy of "The Lord of the Rings" Part 1.

M E L F O U R N E H O U S E

- Machine: Amstrad
- Supplier: Amstrad
- Price: £5.95

When Slapshot was first reviewed in C+VG back in May for the Commodore 64, we complained that you had to have several people to play it. Well, wasn't there a clever versus computer option? Well, yes and it's a great sport simulation game that the edge takes off it because of this.

Well, yes there is! Slapshot. The Amstrad version of Slapshot has a com, two and player option.

Slapshot is a great representation of the rough, tough and dangerous world of ice hockey. The idea of course is to score goals.

Each game is divided into three periods of three minutes each. The puck can be passed from player to player in various directions.

Just as in real hockey you can bodycheck you opponent, but if the tackle is too rough, you may be penalised.

Slapshot's great fun and mostly of a place in domestic sports game collections.

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

IMPOSSIBLE MISSION

BLITZ GAME

- Machine: Spectrum
- Supplier: U.S. Gold
- Price: £13.95

They said it couldn't be done — but U.S. Gold have achieved the impossible and completed the Game of the Year with the Spectrum. Oh, so the amazing speech synthesis on the 64 version of Impossible Mission is missing — but everything else is there, including the awesome adventures of the original.

In case you've been hiding under a stone for the last 12 months, we'll tell you just what you've got in store once you lay hands on a copy of this game.

The evil Dr. A. Bombardier has been tampering with the world's computers and is threatening to launch a deadly nuclear missile attack that will destroy the earth.

Your job is to penetrate Dr. Bombardier's underground HQ, break his security code — and get into the control centre before he launches the missiles. You have just six hours to finish.

Being a mad and sane, Dr. Bombardier has left lots of the control room personnel scattered about the 32 rooms of his stronghold — hidden in his dungeons. You must search the rooms to find the bits and then use your pocket

computer to punch the bits together in the code.

Sounds easy — but to deal with Dr. Bombardier's deadly traps who better each room. And find your way around the hellish maze of rooms and lifts.

The rooms are constructed to feel even the least experienced — packed with puzzles and platforms connected by lifts. In each room there is a computer terminal which you can use to locate the doors to other lifts — but only if you have discovered the right passwords during your search for the key to Dr. Bombardier's control room.

Dr. Bombardier's robots behave in



WILLIAM WOBBLER

- Machine: IBM 54
- Supplier: Word
- Price: £9.95 (base) £19.95 (com in video box) £24.95 (disk).

Conclusion hit the C+VG reviews department when Tony Crossland's new game arrived. Is it an adventure? Is it an arcade game? Because we couldn't

make up our minds, we asked Veronica Campbell — IC's thought — to tell us what she thought. Veronica has played adventures and arcade games. Surely she'll know.

"It was the title that first intrigued me. It sounded likely to be a quality especially as it was not sci-fi and because it is

an arcade adventure which saves all that typing. And, if you finish it, you could win £1,500!"

The theme music plays throughout and, together with the excellent display, put me in a good frame of mind right from the start. The tune was catchy, and the not get on my nerves as much as it might have done, because, quite honestly, I had it like that it is trying to whistle it itself.

It is the type of tune you feel proud to have playing when you're on the phone, as people will think what a groovy computer you've got!

The graphics are good. The control is comical when you bob up and down, jumps down stairs and gets released by a legged up type of character with a club.

As soon as I started playing I was rushing around trying to find all the locations — I got really into it. As fast I found this exciting — with real snakes and flying frogs were coming at me from all directions.

But soon I got into a rut and could do no more. I had found a key but could not reach it, nor had I managed to find a way for glancing only. I was a little of the very terrible the £1,500 prize! However, as I had it I discovered how to open the locked doors I couldn't get any further.

The game did not play like an Adventure, but seemed very much like one from the packaging. I am told that there are clues in the cover picture, and in the chapter poem on the back.

The game shows evidence of castles, magic wands, frogs and snakes, which are all Adventure items. However, the game is definitely more arcade than adventure, since considerable physical skills are required before you can hope to succeed in unrolling the stunts!

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

SUPERSLEUTH

- Machine: Spectrum
- Supplier: Gemini Graphics
- Price: £7.95

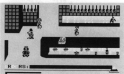
You are tasked DET DET1 Gilson "Grompy" Gromphing, agent detective at Mole Brothers Firm, has had another bad day. But there's always another day.

There is enough going on in the 60 screens of Grompy's new game to make Grom Brothers in *Are You Being Grompy?* seem really dull.

And it's not the normal game you've come to expect from Gemini. *Supersleuth* is a much more sophisticated, a lot more intriguing and jolly detective.

The game invites comparisons with *Pyramania* and the like and comes off well.

Messages appear on the screen telling Grompy what to do next. For example you may have to get the boss his tea. Offer an invasion of ducks, but not first, visit up floods or keep the escaped goats.



And to come, there out, and you get a warning letter. There's letters and it's the task, for you gamemasters who love making things.

Supersleuth will put your skills to the test. Without one, you might as well give up.

One hint, it's a good deal for Grompy to grab the shortbread.

With it he can move around the store very quickly.

- Graphics
- Sound
- Value
- Playability

different fashions. Some are sluggish and don't seem too worried when you enter a room. But others will rush to get you with a high voltage charge as soon as you can find on their sensors.

You have to deal with these using a screen password which puts them temporarily to sleep. You can either pick up these passwords during a search of Elton's furniture in the rooms or by playing a son of "Name That Tune" game in the Code Rooms; you will find during your exploration. By playing you can earn some money and win new passwords.

The screen display shows your agent in his current location and in the main window, with a plan view of the underground base — which unfolds as you explore — in the window below.

Supersleuth is a game any self-respecting Spectrum owner should have in their collection. We dare you not to be hooked from the moment you load it. A mission not to be missed.

- Graphics
- Sound
- Value
- Playability

HIRISE

- Machine: Amstrad
- Supplier: Robby Rex
- Price: £9.95

Severe of heavy judgements, I gathered tranquility in the thought of Hirise. Not another platform and soldiers game.

However, some very silly third-dimensional graphics make Hirise a cut above the current ones being unleashed on the poor, unfortunates public.

The story is simple. Robby Rex has a sister on his hands. But for him, work must carry on. He must work his way round the efforts of the ruler building the gianting mesh scaffold as he goes.

The screens have other ideas. However, and not about chasing him. If they catch him, that's a life.

Hirise is a simple game but it is exceedingly hard and addictive to play. And with around 100 different screens to discover from, the game's challenge should last more than a few days.

- Graphics
- Sound
- Value
- Playability

- Machine: Spectrum
- Supplier: Multimedia House
- Price: £1.95

Well, here's something different. *Gyroscope* is like nothing you've ever seen before. Except maybe *Melanie* dances, the magnificent game.

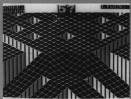
So what's the idea? Well, basically you have to guide a projectile — a spinning top (the thing) — down five different courses, avoiding obstacles, magnets and capturing enemy balloons and staying away from deadly pits. The courses are set in a futuristic 3D grid style landscapes with wind toys and sharp ropes.

You must manoeuvre your gyro around the hazards, down ropes and up ladders to the end of each course using the keyboard or joystick. It's a difficult little machine to control.

You have five gyros to play with — and you'll need every last one of them. *Gyroscope* is definitely different — but difficult to get into. But *3D* gives it a chance. It's worth getting hold of to watch old Melanie Melrose's wonderful experiment while we wait for that game to be converted for home computers.

Be prepared to spend some time learning the game and the control system though. Oh yes, there's some really nice, very impressive music with the game. Give it a try.

- Graphics
- Sound
- Value
- Playability



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1. *Scooby Doo* by Elite

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heavyweight when it comes
to catching criminals,
ghosts and other things that
go bump in the night.

2. *Super Sleuth*

by Gemini Graphics
And in the blue corner
another *Super Sleuth*. Which
one will come out tops?
Hard to say, Harry, but both
are champs in my book.

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BLUE MAX 2007

- **Machine:** 2000gpm
- **Supplier:** U.S. Gullstream
- **Price:** \$2.50 (max) / \$4.95 (std)

Remember Alan Chazeworth, the daring air and sea hero to the skies in his many adventures in *Blue Sky? Well he's back* — stepped far into the future and not to save the world from the end (B&BNC)

It's not really that simple, Max. It's alleged that this chap is a descendant of that first hero — but who cares? This idea has taken him by the lapels and taken to the stage in his lovely new Christie Perambulator — which sounds vaguely obscene, but then, I'm not sure even I can

You must learn to keep controlled usage to replenish your supplies of energy and fuel before taking off for more of the same!

All in all, this game is about as boring as the first Max. The graphics are lifeless, for example your ship is a simple gathering

This game has no redeeming features. Save your pennies for better games!

Kingston	1
Grand	4
Water	7
Providence	8

O-WAN'S BROTHER

Mapping: 000
Supplier: 0000000000
Printer: 000000

As the title would suggest, this is a variation on Blue Mountain Mountain Chicken recipe — the company's somewhat going to focus on the same cuisine.

Instead of a pyramid, you have a simplified version of the 3-D Marryo grid to move around. As you move, squares change colour, and in three seconds you have a time limit. When all the squares are changed, you move on to the next version.

The operation is not so imaginative — there's something else which not only cleans you but changes you. Instead you've already slipped back to their original colour, which is obviously different to it.

If you've played Scrabble® and Clue, there's not much more to hold your interest, and I found it considerably easier to rate than the other two.

■ Crash	7
■ Sound	8
■ View	7
■ Playability	7

HACKER

- **Reliability:** Consistent and accurate
- **Responsiveness:** Addressing customer needs
- **Flexibility:** Adapting to changes

In the daylight, given the complete weight forward into his, his arms appeared on the screen. The stark message read "You are missing."

What computer could this be? The temptation to try and make sense is overwhelming. Should it be possible? Would it be possible to do a lot of work?

most signs of stress sometimes
mean worry goes with the arrival
of the college senior year
semester. But there's also one
simple sign.

Plastic's stiffness with un-
derstanding leads, the value and
the price. The plastic must
be used before the material and
stiffness. Just what the price and
the value is.

▶ **THANKS TO** M. J. Robinson's production. *Newsweek* 100-Collection, with some Green is Picking, heard along the way. But there's a problem. If we tell you what happens, and what it is all about, the whole point of the story is ruined.

Following, however, he is thoroughly disheartened and returns with a bundle of letters. There is no good

These claims and problems will be raised by students who want to register their own say that names are false like names.

After logging on — this is difficult but if you persevere the computer will prompt for registration and give you a CD-ROM to access the system. In



- ☒ **Navigation**
- ☒ **Storage**
- ☒ **Network**
- ☒ **Power Management**

Monkey is an intriguing and complex game based on a real and refreshing idea. It's a

1. REPORT INDICATES ALL PRISONERS
 INFORMATION SETS IN USE
 ENTER YOUR NAME :
 0000000000000000



DIAMOND MINE

Marketing: BNC
Supplier: Blue Moon
Price: \$2.50

When I first played this, I almost
dropped it into the trashcan.
"You're a idiot being uninterested
into a diamond mine and
you've got to shake your
own through various tortuous
bureaucracy to reach the diamonds."
Foolish is, the mine is full of
diamonds, which means it has a lot

country's pipes — if they ran you, the length of pipe in the room at the time is lost. Most worry that, if you bleed it well, you lose more pipes, and don't think you're safe if you're safely wearing your way down to a likely physical state — a bug could easily ruin everything.

Table 1

Harvard you manage to catch and catch you start in a real struggle, believe me. The pipe has a finite length, which didn't seem all that long to start with, and in successive school y

The controls are simple enough, left, right, up and down — it's choosing the right split second to change direction and cruise down another tunnel.

This is by far the best of the releases of games from the Nintendo Game Boy series of the 1980s and 90s and this is

■ Graphics	10
■ Sound	7
■ Video	10
■ Playability	10



	0	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</
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RUPERT AND THE ICE PALACE



- **Machine:** C64
- **Supplier:** Cuckoo
- **Price:** £7.99

After having a tough time getting to the Toymaker's Party, Rupert is back attempting to rescue his woodland pals from the Ice Palace. The latest Rupert game follows the boy skip and jump format of the first.

The graphics are as good as the original. Game play, despite the similarities to the first release, is a bit harder.

The object of the game is to unleash Rupert's friends — who include good old Edward Trunk and Bill Badger — who have been captured and stuck in the freezer by Jack and Jenny Frost.

Once he's defrosted his mates and taken them back to Harrowed Cottage, Rupert discovers that all his friends have left heaps of clothing behind. Just what he needs on at the Toymaker's Party!

First, being a good mate, Rupert sets off back to the Palace to pick up the discarded clothes. And if you thought it was tough rescuing Edward, Bill and the rest, wait until you try getting them clothes back. There's this evil woman who keeps throwing snowballs at you.

Rupert has five items or "ice pills" to help him complete the adventures. Once he's out of pills he turns blue and heads for home. He loses pills by tripping over various obstacles, getting hit by falling icicles or by making wrong moves.

It takes quite a lot of practice

to get through the first part of the game — saving your mates — without losing a life or two. And you really need all your pills to succeed in the second part.

Overall, quite a challenging game, but frustrating at first. It will probably appeal more to the general than Toymaker's. Don't let just off having a look at it because you think Rupert is an old story. The game is fun in its own right.

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

RUPERT AND THE TOYMAKERS PARTY

- **Machine:** Spectrum
- **Supplier:** Cuckoo
- **Price:** £7.99

While we're on the subject of Rupert — The Toymaker's Party is now available in a Spectrum version.

It follows faithfully the format of the C64 version — as mapped in October's C+VG. But the graphics aren't so good and there's considerable colour clash and flicker.

The game is basically a platform style arcade adventure.

Rupert has to collect invitations and make his way through a maze to reach his friends who are already enjoying themselves at the party.

Looking at the game, you realise that some games are destined for just old machines. And I'm afraid Rupert is one of them.

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



▶ CONTINUED FROM PAGE 26

■ **Machine:** Spectrum, Atari, CMM 84, Amstrad
 ■ **Supplier:** Fantasy
 ■ **Price:** £3.50, Spec, CMM, Amstrad, Atari

If you're looking for value for money... and we mean *big* value for money... then check out *Chimera* above. You won't be disappointed.

It's the first game in Fantasy's new Super Series range and one can only hope other games in the range maintain the same high standard.

Compared with Ultimate's Atari 8-bit incarnation (and baffling for programmer Stuart Adams).

The game is a maze-type murder adventure and on board a mysterious ghost ship.

An American national is sent up to investigate. He has to blow up the ship by collecting, making and setting four marionettes. He then has to escape before the big bang.

Murder objects are to be found in the rooms to help the investigator. You're also told to have an eye on your water and food supplies.

Various secret passages are to be found around the walls, including cellars and attics.

There are 84 rooms to be explored... or so mapping is vital. The three-dimensional graphics of the rooms are clean and sharp, and the colours bright and clear.

Chimera (Chimera is an excellent game which takes the quality of budget games to a new standard).

- **Graphics** 8
- **Sound** 8
- **Value** 10
- **Playability** 8

SHADOW OF THE UNICORN

■ **Machine:** Spectrum
 ■ **Supplier:** Maxis Inc
 ■ **Price:** £14.95

So here it is, the first Maxis-Plus game from the people who brought you the (shocking) *Wet* story.

Ever since the long list of Imagine Company began talking about mega-games which would only work with extra-bits stuck into the back of your computer, people have been waiting to see just what it was all about. They waited, and waited...

But now something of the sort has appeared. Is it a genuine case of producing better games? Or simply a new way to stop you people pointing 'software'?

Let's look what you get for your £14.95. It starts with you get the Maxis-Plus game, which adds an extra 80K of usable memory to your Spectrum. You plug it into the back of your machine like any other interface and stick your joystick into the bottom socket.

Then you get the Unicorn game tape, a map and instruction booklet, plus a 1004-page novel giving the background to the events which is under the *Shadow of the Unicorn*. The game won't work without the Maxis-Plus.

The tape also includes a tape head alignment utility on the B-side — which is pretty useful. So you've already got quite a lot for your money. But what about the game itself?

It has a basic scenario and memory plot. Your task is to recognise the evil forces that have been released on the two kingdoms of Camelot and Avalon. Like *Jurassic* of Maxis you can control... or so claim... these characters. These are

Minotaur, King of Camelot, Unic-Gail, a sorcer and the King's friend, and the Wizard Rurath.

But as you explore and meet more people your forces increase. Each are awarded — *Wally* style — by granting the appropriate law. Each have their very own purpose and affect the success of your mission.

At first glance the game doesn't look that impressive. The graphics just are not up to the quality of *Hypermania* or *Harbert's Dummy Run* for example. And despite all that some memory there are still colour clash problems.

The main characters are depicted as black outline silhouettes... with a lot of grey shading in some cases.

It's a good idea to simply take one character and wander about and explore, until you've looked the game for the first time. Pay close attention to the compass at the top of the screen and the location details which flash up — *Don* (*Don't*) for the map data at the top of the screen. Also above the main window you'll see two bar graph read-outs. Watch for your energy rating, and for your health status.

It helps to use the map.

explored, through out all the locations you marked on it. So beware! Once you've got your bearings and are happy with the controls, it's time to start on your quest.

In this Maxis-Plus style, you have to find certain objects and use them in the right way. You really *MUST* take time to read the novel which comes with the game, otherwise you won't pick up on some of the useful clues contained within its pages.

It would also be advisable for the player to make a note of you play. You can get told you're dead — told you're not! In the Maxis-Plus a great new innovation! We believe that will ensure to be seen with the arrival of the second game based on the TV cartoon series *Game of the Thrones*.

In the meantime, if you can persuade your parents to part with the cash for a Christmas 85 coming up fast... then put *Shadow of the Unicorn* on your shopping list. You won't be disappointed.

- **Graphics** 7
- **Sound** 8
- **Value** 10
- **Playability** 8



RIDDLER'S DEN

■ **Machine:** Spectrum
 ■ **Supplier:** Electric Dreams
 ■ **Price:** £7.95

What's a Maxis-Plus? Find out by loading up the first game from this new software house Electric Dreams. Turns out...

that's the Maxis-Plus's name — sets off on the first part of his quest to find the Great Golden Good Gungage and needs to enter the Riddler's Den in order to find the Golden Tusk — and get enough treasure to set off on his next adventure. Is there a special meaning or what? Riddler's Den is a solid wooden

phoenix with nice graphics and pretty good game play. You must pick up objects as you go — using them to solve puzzles.

The game opens with a nice little poem all about The Den which you need to read to get the most out of the game.

Overall, Riddler's Den is a good debut for Electric Dreams — not terrifically original but a high quality product.

- **Graphics** 8
- **Sound** 8
- **Value** 8
- **Playability** 8



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- provide information and support with their resources
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- New forces and trends in the following areas:
 - There are a significant number of countries
 - There are a significant number of countries
 - There are a significant number of countries
 - There are a significant number of countries



Abstract
This study examined the effects of the presence of a female confederate on the sexual harassment of a male confederate by a male confederate. The results showed that the presence of a female confederate increased the sexual harassment of a male confederate by a male confederate.

As Andrew Spencer

elite

— **Journal of Political Economy** 115: 1031–1047

Elite Systems Limited Anchor House Anchor Road Aldridge, Walsall West Midlands Telephone 0922 55657 Telex 154637-SPATEL G

SCOOPY DOO

In the Castle Mystery

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The First Ever Computer Cartoon!

Whether he's being hounded, pursued, or kidnapped at midnight by an eerie castle rooftop or scolding a witch in the corners of a creepy old dungeon, the happy Scooby is always at the centre of the action. In his first computer cartoon Scooby goes hurtling through underground tunnels in a full-scale coast-truck and then that same spooky Scooby is flailing in a rocky old rowing boat can be thought to be an unofficial attempt at the waterspeed record when he's chased by an angry shark.

With the Scooby cartoon, the computer world has been taken by storm. Scooby Doo is a computer cartoon that's been created by the same people who created the original cartoon. It's a new way to start a cartoon in a computer game. What do you say Scooby?

Scooby Doo - Doo!



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FIGHT NIGHT

- Machine: CBM 64
- Supplier: Sydney33, Gold
- Price: £5.95 (incl. £4.95 disk)

Look, why can't they make games about boxer training or something a little less rough than boxing at King's Hall? I'm covered in bruises from head to toe — and they ask me to review *Boxer Construction*! Well, boxing games. Gold, it was worth an *After Eight* is a graphic spectacle. The fighters are represented (cartoon style) — and it's a bit like actually finding yourself in control of a TV camera.

You can fight using the computer's powers — or, if you want, you can fight using a joystick. You build your boxer up in a "construction set" sequence. You must choose his body, legs and head — which all at once from wheels to brain. You can even choose the colour of the boxer's kit — I particularly liked the tasteful blues and greens.

Then it's on to the training session where you build up your boxer's strength and agility using a punch bag.

Once you start your boxer is ready for the ring, you can enter

him in the Fight Night tournament, or set up your own championship using boxes you have constructed. This is where the two players really come into the scene. It's great fun building a boxer and fighting against one your mate has created.

The computer opponents also come up against each other their own private tricks. *Big Block* is deceptively weak, looking overconfident and seems gloated down this strange training punch to your groin while *Crusader* the fine will aim a powerful flying kick at you! They'll soon learn all these little tricks as you play — and how to avoid getting hit. The joystick allows fluid movement/punching. A nice feature of this game is that you can actually win on points. You score every time you land a punch hit on your opponent. You also get a KO strike — and the noise of the crowd goes louder as you get nearer that KO punch.

The computer boxer behaves in a satisfying fashion when you beat them — they look battered and dejected as you land punches on their chin. My favourite is *Big Block* who



looks like a pig and his hat when you knock him on the jaw!

Barry McGuigan's World Championship Boxing maybe a more accurate boxing simulation — but if you want your boxing action to have a touch of humour then look at *Boxing* from Fight Night. It's a

you on your toes and have you rolling in the streets at the same time. Great value.

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

SCREWBALL

- Machine: BBC
- Supplier: Blue Moon
- Price: £1.50

This is the first of the four games on Blue Moon's *Games Disk Number One*, price £3.95. Although the games are also available separately on cassettes at £2.95 each.

Screwball is strongly reminiscent of Blue Moon's *Q-Ball*, based on the principle of jumping about four squares to square changing the colour of the square as you go.

You have 80 seconds to change all five squares in the 30 grid, after which you move on to a new grid, which is rendered

slightly more complicated by having gaps in the middle of it. Unlike *Q-Ball*, you can't kill yourself by trapping all the balls on the edge of the grid. In the place of hostile bouncing balls are aggressive snakes. These are vicious black bugs and to get you. They don't even play fair — don't count on them moving around simply by walking or slithering like you.

You can fight back by slapping holes for them to fall through.

And if you're in a really tight spot, you can hyperspace to the top of the grid — but you might not survive the experience. And that's all there is to it — simple, but reasonably entertaining.

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

ELITE

- Machine: Spectrum
- Supplier: Hybrid
- Price: £14.95

Combine a string-pulling game, a flight simulator, a space shoot-'em-up and what have you got? The answer is, of course *Elite*, originally for the BBC B, from Acornsoft.

At the time most frustrated CBI and Spectrum owners listened to BBC owners talk of the delights of having military lasers and being "Gungahous".

"You almost cannot travel" satellites and damped machines, but even word came about that a bunch of bright young sparks called Pastern Software had gained the conversion rights.

So what makes this game so special that it seems to sell on any machine? Well, it is not a game (that you pick up, play and throw in a month). This can be a doctor's tape-measure and an erector set too.

You are placed on a space station with 100 credits, a space ship called a Coloss 100 II, and a listing of barcodes and codes; these things are actually very important because you are hoping to obtain the rank of Elite.

This is done by trading in a number of options available to you such as a long and short range chart, several weapons and made money, and the points to look out from all four points of the compass through appropriate scenarios.

Now you must select a planet from your short range chart then list out its details. This will help you select goods for trading (this is logical so I'm not going to give you any clues).

With the state of the government is an indicator of how much trouble trouble you're having (trading on which planet you are off to and what goods you're taking, you're off).

Overall, it really good game. The Spectrum version is slightly faster than the Commodore version but not quite as fast as the BBC. Some of the mistakes have had to be cut down to conserve memory and there aren't so many graphic tricks as in the CBI but still worth every penny of the £14.95 you will have to fork out.

This is definitely a game that no-one who owns a computer should be without. Take my advice buy it and you probably won't be seen for six months.

- Graphics: 8
- Sound: 8
- Value: 8
- Playability: 10

SCARABAEUS

- Machine: CBI 64
- Supplier: Avidsoft
- Price: £12.95 (CBI) £9.95 (BBC)

I have begun my quest to find *Scarabaeus*, the fabulous ancient world of the pharaohs. I have begun the descent into the dark horrors of the tomb!

So starts the latest release from Avidsoft — their first non-LDS import. And it's a real goodie!

At first glance it seems to be a simple reading of the good old 30 maze puzzle games. But don't be deceived, there's much more to it than that. Three levels worth of much more interest.

The screen display shows you a 3D maze — but you can switch to an overhead plan view of the maze by simply pulling back on the joystick. This enables you to see the whereabouts of the ghosts. Ooooo! Yes, ghosts — but this ain't *Pac-Man* luxury.

You need to chase and capture three ghosts in order to collect the vital hieroglyphs which are your key to the next level.

This stage is really a warm up for what will come later! Your ghosts are dropped when you hit the fire button which increases a nice graphic of a glassed hand holding a rack which gradually fills up with the pictures as you get them.

Once you've completed the level's into the first. You have to wind about into death in the



next level very carefully — and why with the joystick and VRAM! Into the second level where you have to learn poisonous spiders and solve mind-boggling puzzles to collect medallions and some traps. You have to match your ghosts with those you'll find on the walls of the second level to get these items. If you solving the spiders, it's back to the first to level three — Pharaoh's jewels and treasures!

That's where those puzzles begin come in useful because the tanks aren't going to give up its precious great without a fight. You have to solve those puzzles and collect more medallions — some of which is poison in disguise, so watch what you drink!

The graphics are good and the sound excellent. You can

switch between a music soundtrack and a very realistic soundtrack!

Something sound effects which add to the already considerable immersion of the game.

Scarabaeus is a challenge for the thoughtful gamer who likes a mixture of action and strategy. You need all your wits about you when there are monsters about.

There's a scoreboard which you can call up at any stage of the game to see how you're going.

At a mere-high intriguing game night, Avidsoft's best yet.

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

SUPER ZAXXON

- Machine: Commodore
- Supplier: UK GoldDays
- Price: £9.95 (BBC) £9.95 (CBI)

Is this the ultimate challenge? Well, almost. *Super Zaxxon* is

the long awaited sequel to the old time classic arcade game *Zaxxon*.

It still features the 3D isometric scoring graphics of the original — complete with the floating Zaxxon enemies.



heavily defended by rockets, laser barriers and cannons.

The tunnel sequence is fast — but doesn't really add much to the game. This is the very fast sequence of the game — but doesn't really add much to the game. The only really tricky thing about these sections are the re-playing sections — the maze can be avoided by flying close to the left side of the tunnels.

If you haven't got a copy of the original *Zaxxon* and you enjoy fast action shoot-'em-ups more than this is the game for you. If you've got the original, well, it's too good a friend's copy to play it in your computer before shelling out £10.

Overall, the original classic comparison from the arcade is still better.

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



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HALL OF FAME

HOTSHOTS

To your marks. Get ready. Get set. GO! And another C+VG Hot Shot of the month challenge is underway.

September's nominated game was *Hypersports* by Imagine for the Commodore 64.

The sporting stars taking part were Brian Bazo, 14, of Brackley, Northants, and Scott Wilson, 11, of Ortonston in Wiltshire.

As fans of the game will know, the sports featured are swimming, skat shooting, long horse, archery, the triple jump and weight-lifting.

All require good hand and eye co-ordination, fast reactions and strength to survive marathon (sometimes) tiring sessions.

The contest was set to be fought over the best of five rounds.

Scott won the first and put Brian to flight.

Brian hit three straightaway scoring a healthy 51,684. Scott countered with 40,000. Round two saw Brian consolidate his lead with a 50,000 to 40,000 victory.

Subtly Scott was losing the crunch. He stayed in the contest he had to win round three. But it was not to be.



Brian took the round 51,684 to 40,000 and Scott gallantly conceded.

Both Brian and Scott agreed the contest was won and lost in the skat shooting round. Brian scored well but Scott was off target.

"I lost about 4,000 points on the skat shoot," said Scott. "I'm usually rather good at it."

The Hot Shot game for December is *Clash Thompson's Super Star* from Games on the Commodore 64. Send your score on the coupon printed below to December Hot Shot, Computer & Video Games, Priory Court, 40-42, Farringdon Lane, London EC4A 3DF. The top scores will be listed in C+VG's offices in London for a further three challenges.

DECEMBER HI SCORES

Name _____
Address _____
City _____
Postcode _____
Score _____
Game _____
Submitted by _____

We are still interested in your highscores on various computer games. So don't forget to send in your scores and a photo of yourself — if you think we can share it!

HI-SCORES

THE WAY OF THE EXPLODING FIST

- 1 Gareth Jones, Liverpool — 1,900,400
- 2 Angus Duncan, Derby — 992,000
- 3 William Church, Lichfield — 950,000
- 4 Andrew McIlintock, Walsley, Leicestershire — 399,000
- 5 Glen Lane, Garvey Island — 339,000

HYPER SPORTS

- 1 Darren Bailey, Rochford — 854,000
- 2 Andrew Lewis, Stoke on Trent — 592,000
- 3 Robert Maddison, Plymouth — 504,000
- 4 Scott Donaldson, Hamilton, Leicestershire — 502,000
- 5 Paul Gilliam, Ripon — 501,000

SPY HUNTER

- 1 Michael Reynolds, Wigan — 5,350,455
- 2 Adam Watkins, Newport, Gwent — 2,044,850
- 3 Iain Shackman, Colchester — 2,340,400
- 4 William Bell, Pancherston, Sussex — 1,420,000
- 5 A Taylor, Chichester — 1,420,000

POLE POSITION

- 1 Steven Madlocks, Birmingham — 110,000
- 2 Mark Terry, Stoke-on-Trent — 101,000

DECEMBER HOT SHOTS

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Submitted by _____

SHEKHANA COMPUTER SERVICES

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THE SOFTWARE CHART



Hot off the press is the latest C + VG Software Top 50. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C + VG 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 racing program you want. It's a knockout.

• OCTOBER

TOP 30 / ALL FORMATS

# THIS MONTH	# LAST MONTH	# GAME	# MACHINE	# MANUFACTURER	# WEEKS IN CHART
1	—	Way of the Exploding Fist	ST 004	Ballygame House	—
2	—	Bally Thompson's Super Test	04	Osborne	—
3	—	Frank Brown's Boxing	ST 004, A&S	Osby	—
4	—	New Games	ST 004	Virgin	—
5	—	Samurai Games 2	004	Spymaster Ltd	—
6	—	Falchion	04	The Edge	—
7	—	My Fox	004	AmigaSoft	—
8	—	Hidden Keepers	ST 004, A&S, MS	Mastertronic	—
9	—	Hypersports	ST 004, MS	Imagine	—
10	—	Searchhead	ST 004, A&S, BBC, AT, S&C	Acornsoft Ltd	—
11	—	Arkanoid	ST 004	Mastertronic	—
12	—	Nightshade	04	Osborne	—
13	—	Frankie Goes to Hollywood	ST 004	Osby	—
14	—	Searchhead 2	004	Spymaster Ltd	—
15	—	Berry McMillan's Boxing	004	AmigaSoft	—
16	—	Fighting Warrior	04	Ballygame House	—
17	—	MAX Beam	ST 004, CB	Mastertronic	—
18	—	Formula One Simulator	ST 004, CB	Mastertronic	—
19	—	Chiller	ST 004, A&S, MS	Mastertronic	—
20	—	Karaoke	004	AmigaSoft	—
21	—	0016	004, BBC, S&C	Foraker	—
22	—	Soft Aid	ST 004	Osborne	—
23	—	Highway Encounter	ST A&S	Virgin	—
24	—	Red Moon	ST 004, A&S, BBC, AT, MS	Level 5	—
25	—	Montezuma	ST A&S	Mastertronic	—
26	—	Crashin' South Sea Cracker	ST 004	AmigaSoft	—
27	—	Monkeykin	004	Osborne	—
28	—	Searchers	ST 004	Spymaster Ltd	—
29	—	Lord of the Rings	ST 004, BBC	Microsoft	—
30	—	Wizardry	004	The Edge	—

AMSTRAD/TOP 10

1	Way of the Exploding Fist
2	Frank Brown's Boxing
3	Montezuma
4	Chiller
5	Hidden Keepers
6	Searchhead
7	Samurai Games 2
8	Searchin'
9	Montezuma
10	Lord of the Rings



Fighting Warrior heading for the Top Ten.

SPECTRUM/TOP 10

1	B. Thompson's Super Test
2	Way of the Exploding Fist
3	Falchion
4	F. Brown's Boxing
5	New Games
6	Nightshade
7	Fighting Warrior
8	Hypersports
9	Lord of the Rings
10	Highway Encounter



Lord of the Rings soon to hit the charts.

ATARI/TOP 10

1	Searchin' for Franklin's Relics
2	Chop Chop English Software
3	Searchin' for Gold
4	Searchin' for Gold
5	Searchin' for Gold
6	Red Moon
7	My Silly Am
8	Searchin' for Gold
9	Searchin' for Gold
10	Searchin' for Gold

MACHINE KEY

ST = Spectrum
 04 = Commodore 64
 MS = Amiga
 BBC = BBC
 A&S = AmigaSoft
 S&C = Spectrum
 CB = Cabbage

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Welcome to **IDEAS CENTRAL**, my name is Melissa Brownstone, hi, co-ordinator, **IDEAS CENTRAL** is where you'll find the Big Number! HQ and the man who keeps those rogue robots in order — Jackson T. Kalliban.

Jackson makes sure **OFFER**, the Red, X and B can get out there to find the Mink, tips and takes you off so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it, so the **IDEAS CENTRAL** and your help, Melissa B., need YOUR help. Remember, the **IDEAS CENTRAL** will pay a large amount of credits to anyone making our inquiries. To send your game Mink and credits to Melissa Brownstone, **IDEAS CENTRAL**, Computer & Video Services, Priority Court, 25-25 Huntington Lane, London NW6 4AG, show — let's take a look at what the **IDEAS** could have come up with ...

POKES

Right, no messing about this month, it's straight down to business to see what the **IDEAS** could have managed to discover.

Anthony Raper of *Hyperlog* has come up with some hints for *Knobs* for the Spectrum. Use them with the *Back of Alpha Raper* for hints.

How to catch snakes. When you begin the game you will find snakes on the surface of the moon, they're new and there's a mole will pop its head out. When it does, jump towards it. You may have to wait quite a while for a mole to pop up but it is worth it as he is a

powerful ally. When entering a room use the mole to open the side of the wall. If he begins to eat the rock then he has found a mole hole.

In some rooms, instead of the usual enemies, you will meet snake types. These will transport you to other rooms.

Snake holes can be detected by footfalls, they will only appear over an open space. In rooms 32-37 you will find the draughts. These will carry you safely down five screens. However, if you jump up, you will hit the roof and fall back down to your death. To prevent this you must push the joystick

to the right as soon as you "take off".

While a space habitat you receive on each life and five gravity shifts. When placed these shifts have the effect of making your enemies in the room blow up.

■ TROUBLE

The winner of the top story this month is Kevin Murray of Leeds. His Pokes are for the **EX Spectrum** and the first one up is for *Warrior*. Kevin explains that the most difficult aspect of *Warrior* was getting it to stop as it has a machine code loader. Eventually he worked out how to overcome this problem.

LOAD "0000" — this will erase out the basic program and load the machine code loader.

POKE 2000,0:POKE 2240,1 — tells the loader to jump to a ROM, then return to basic when it finished loading. **SANDGEMM USE 2000 —** runs the machine code loader.

When the game has finished loading, type the following pokes for infinite lives.

POKE 4407,0:POKE 4424,0:POKE 4425,0

Run the game by typing **SANDGEMM USE 0000**.

One final one from Kevin, for the game *Arcadia*. **MS000 —** this line is 0 and put the following Pokes just before the **PRINT USE 1427**. **POKE 2279,0** infinite lives. **POKE 2279** score value. **POKE 2234** number of lives you wish to start with minus one. Then **MS000**.

■ PITCHBEN

Steve Spectrum Pokes from Graham Atwood of Birmingham.

Pitchben — type **MS004** and when it comes up 00, stop the tape. If you want endless fuel, type **POKE 3040,0:POKE 3040,0**. For endless time type **POKE 4000,0:POKE 4000,0**. And for endless oxygen, type **POKE 6040,0:POKE 6040,0**. **POKE 3044**, stop tape.

Well Kalliban, I'm not very pleased with that lot, what

happened to all the pokes for the other computer? I want to see a big improvement for next month, get those boys down to work.

■ CHANGING

Autogems have decided these for the 64 version of *Graham Brown's* last version. They have asked us to pass them on to you. They will enable you to save the rooms that you have created onto tape or disk and so avoid having to type it all in again.

Good and run the **SELECT** program, then enter the rooms or normal. At the end, when the program exits to basic, enter the following: **POKE 48,0:POKE 194,0:POKE 194,0:POKE 194,0:POKE 194,0** (if it says disk).

When the rooms have been saved, switch the bit off and then go on again to open the printers, then load the rooms by entering the following: **LOAD "RAMSET" (if it's using disk)**. When the rooms have loaded, enter **MS000** and then load the room game program.

■ VSE 30

Steve Richard of Plymouth has these Pokes for the VSE 30 which will allow you extra lives.

For 200 lives on *Madhouse* verify the loader, then type **MS000**. After the moon pop has loaded, enter **POKE 4000,20:POKE 4000**.

Midly the Bribary for 100 lives — load the whole program and then reset the VSE by typing **MS000** and 3 of the user part with a piece of tape. Type **POKE 4000,100:POKE 4000**.

For 200 more on *Madhouse* reset the computer after loading the game and enter **POKE 4040,200:POKE 4040**.

Finally the nine lives on *Allen 8000* load the game and reset the VSE. Then type **POKE 4000,100:POKE 4000**.

SCHIZOPHRENIA

The following playing tips have



come straight from the offices of Guideline themselves, beams the game is a little too hard and they thought you may need the hints to get anywhere in the game. So read on and see what you can make of it.

Basement level follows.

Alphonse II very clearly pulls you both, then go downstairs behind him. Pull bottom hole, then go upstairs to the right hand floor. Pull this when Alphonse II is as close to the top right of screen as possible. Go down the stairs and through the rear hatch. Alphonse II comes in.

Basement two Build the bottom floor into steps to reach the lift buttons. Press buttons and jump into lift. Go top floor. Put top floor boxes into right hand lift and send it down. Go to middle floor and unload all boxes onto right hand ledge. Go to bottom floor on left and load boxes onto right hand lift. Ascend to middle floor on left hand lift, load boxes onto the third lift three at a time. Send lift to ground floor. Go upstairs and all lift. To unload boxes merely walk into lift. To climb boxes, those two over bottom of lift and press fire.

Basement three To move the elevator merely walk over it. Is door is lit, place the elevator outside, turn and pull. The lifts are grouped in two sets of three: only those with flashing lights will move. Lifts on the middle floor will continue to move in the direction they last moved in.

Basement four First turn on the generator (bottom floor) by finding the switch pattern. (The switches must be pulled in sequence or all will switch off again). The generator sequence will stop precisely the exit door for opening. Go this way. Get three switches to rotate on second floor into down position. Switch on corresponding switches on top floor. If a switch on main steps dark then Alphonse II is in there otherwise he is in the

fourth room. Switch on all office light switches except Alphonse II's room. Go to second floor, switch on all rooms. Go to third floor, switch on Alphonse II's room and raise for suit.

Basement five The X/T controls are already all (did you notice that?). Turn on generator and master switches. Go to second floor, open chamber door. Go to lower floor and turn on pulse charger. Meanwhile, Alphonse II will grab the lift. Call it back when he is on the right hand side of the second floor. Use the lift's switches to move pulse generator markers to coincide over chamber door.

Get Alphonse II on front of the chamber and fire pulse generator. Get into lift, go to second floor and shut chamber doors. Use the lift's to send pulse generator marker counts. Switch off lift's controls. Use it and it switches to set marker counts to target area (about 30 and 10). Switch on second floor and ground floor outwards. Get up to chamber and inside with Alphonse II (use the quick entry button) and wait.

ELITE

It seems that the Commodore version of Elite is making just as big a splash that perhaps makes us the original B&B version. There's been amazing plenty of tips and enquiries about the game, so I thought I'd let you in on a few of the secrets.

The first thing you'll want to do is make credits — lots of them. To do this, you should first of all find two adjacent planets of the right type. One should be Poor Agricultural, and the other Rich Industrial.

I seem to remember that there are a couple of these about ten light years to the galactic east of here (your starting planet) — Quin's rings a bell for one of them. You can then travel between these taking computers to the agricultural planet and then the

other way.

Once you've increased your cargo capacity (one of the first things you should buy) and have a little extra cash (in these runs, it's always a good idea to boot up with gold, platinum and gems when they're cheap in the agricultural world).

They don't take up any cargo space, so you can carry them around until you find a good price. If you accumulate vast quantities of these, don't sell them all at once, but instead answer "Y" to the "Do you want to sell (gold)?"

There'll still be a bug in the game (left over from the B&B version) which means significant drops in large sales when the price is low.

Of course it's no good leaving them to make if you keep wrapping your ship when docking. This is really just a matter of experience, but here are a few tips for novice pilots. When you have a visual sighting on the station, aim for a point directly midway between the station and its closest point on the planet.

When doing this, imagine a line running between the station and the planet, and make sure that this is horizontal. Now move forward. If all has gone well, you should eventually see a green dot appear on your radar. You can now look either right or left — depending upon the direction of your approach — and you'll see the space station. Stop the ship when the entry port is lined up.

Now look forward, upstage the ship so that the station is above you (vertical line in the middle of the radar), then turn upwards. The space station will come into view and, apart from a few minor adjustments, you should dock successfully.

Now to those friendly/furious/sad/suspicious and hostile little thumbnails. They've been causing

a lot of trouble, and the obvious solution (rather of using the escape pad doesn't work. Sometimes one of the thumbnails manages to survive in a way reminiscent of Alien, and forces you in future ships.

It's not much fun when you can't see what you're doing, but the trick is to aim for the brightest point in the sky. Know what I mean?

Unlike its predecessor, the Commodore version of Elite doesn't reward random killing very highly. You're got to choose the right ship with the highest points if you want to get anywhere. Of all the ships, the Thorgrids seem to be worth the most. It's told that they score three points each, and you need 150 points to get a "Right On Commodore" or the higher levels. So, wouldn't it be useful to go through White Space — where there's nothing hanging out — an every hyperloop jump?

Thanks to a number of readers, I can tell you how to do it.

Having left the space station, leave the game, press the "X" key and then re-enter the game. Everything should now continue as normal. So, set the hyperloop vector to a nearby



IDEAS CENTRAL



system (make sure you don't go more than 2.5 light years), then pass H for Hyperpores.

As soon as you have done this, hold down the Y/BM key. You'll enter Hyperpores and 99% of the time continue to Wind-space.

Finally, a note about the relations. We've had more inquiries about these than anything. Unfortunately, Finland told me that this version only has the two minutes also found on the BBC. They promise me that the Spectrum version will have more, but that isn't much news to Commodore owners.

HELP!!

Russell Jones and Thomas Liley from Great Britain are needing their hair cut trying to get out of the fourth door at the beginning of *WindSpace*. Could you... They also need help to get rid of *Atariquest*, because after throwing the coin into their shoulder's Atariquest says them.

SUMMER GAMES II

Once again Ideas Corp. informs Kenneth Henry how written is with tips for his fellow readers. The game to be given the 'honour' breakdown this time is **Summer Games II**.

Triple Jump: When you have performed two movements for hop and step, don't bother to push left and then quickly forward to jump because you run the risk of getting a fault. Simply push the stick up/left. Another reminder: the first button. When selecting the angle, be careful to follow for the little jump the man makes when he throws. If you have a Commodore II, switch on the outline and select a middle-range angle. But remember to allow for that little jump of you will get a fault.

Equilibrium: Keep pushing the joystick up for speed. In the middle of a jump push the

stick left, or nine times out of ten you will fall off. If you do fall off, press fire and build up speed for the other jumps. Approach with speed or you will get a reduced velocity with the jump which consists of around poles and a small gate after it. Have one less of these on the course, plus a double jump and two water jumps. Remember, some of these appear in quick succession. Practice and you will eventually get around the course without falls or refouls.

Penning: That so difficult as it looks, fast time to get the duck in while his speed is up. Otherwise you'll see the computer's quick fingers by touching, then launch the duck for a hit.

Cycling: The only tip here is not to go faster than the arrow guide on the bottom of the screen or you will allow up to such an extent that you might lose the race.

Ragdolling: Always go via — how do you do it? Easy after going through gate five make a steep turn right and lose backwards. Then go through. It's the same for reverse gate 12.

CHEATS

Here for a few 'cheat modes' from Commodore owner Rod Group of Cleveland.

Using On & Springs: When the title page is shown, press the keys, 14,14,15,15 and 2nd and left arrow will simultaneously. When this is done, the letters should go grey and you get unlimited life.

Excessed: Again on the title screen, type in 882 for indestructible ship.

Bounty: The keys R, E, L, I, N must be pressed simultaneously to get unlimited lives.

Revenge of the Mutant Canals: On the title page, type in 'poker'. This should reveal a message saying "Death made operative". Then, on any screen, pressing space will allow you to proceed to the next screen.

MORE HELP

Neil & Heidi is getting driven mad by *Microplan*. Mod (shorten), which he has owned for 12 months and still cannot complete. Who can?

FOURTH PROTOCOL

Barry Newman from London has sent in a detailed list of tips for this otherwise, starting with *The Atom Program* — for telephone numbers, please the file 'Telephone' (When asked what to do about *Microplan*, select Other Suggestions and enter Tom Newman. Use an easy version as possible in a target, as this usually gets quicker results. Keep an eye on Pauline and Goroona; these will allow Brian Telecom to interrupt a call. Complete the Programme on the *Teleplan* file of Wilson (on *Teleplan*) and on Wilson's school notebook (at *Teleplan*, look for Anne Wilson. This should give you a clue in the real name of the student.

Plumb's question: How can the 'twice recalled?' could be proved 'When level of water is full?' You will find the answer in the glossary.

When Beaton has called you, get to mine watches as possible as his. When you find out about this word recall file, ring up Medical Faculty. In the question, 'What proof?' answer 'Book Maps'.

The Number Game: — the essential things you should pick up here are a calculator, wallet, ID card and a computer. To use the ID, you need a game word, which you will find if you have the sequence of numbers given at the end of *Adventure* and into a word. Once you have these essential digits and have talked to Hecourt-Smith you can leave Gardner's and need never return. We must now find your new home — *Terminal House*.

Essential House: You will have to visit regularly to gain information. It is the life you need a password, which you will find in the *Terminal Office*. Go there and talk to Perfield, he will hand you a piece of paper, which is a name code that goes into code file in the computer. For money, ask C's secretary for a note as a photograph, go to *Bedroom* in the *Archives* room. For a flower go to the *Auxiliary* on the ground floor, and to get some special equipment, go to the special projects room.

Make sure you visit the printer room regularly for information. **Insurance:** From *Bedroom* — go to the computer room to activate Search *Brainsearch*.

Dance: substitute the word disk for warhead and get the disk examined by a specialist.

TIPS

For those of you who have spent a few of your minutes on a nice little game — *Miner* — Mitchell Spicer has sent in a few tips for you to play the game.

All your favourite characters are here — *Stone* on the *Miner*. Barry also delivers goods, collects them and sends you (for a price), Mr. Chichester watches you for rickety stuff.

If you call some faulty goods, then they get a lot cheaper of but, even worse, stolen goods. Then get in big trouble and if they find you, then you can bet on a new mine job! It's best to bring Larry if you want to stay around.

1. When you start, look at your inventory and note your goods — then go straight to *Miner* No. 1 and sell him your goods. Then go to Larry's and get him to deliver.
2. Look at your inventory and if your goods do disappear then they should be faulty.
3. Go straight to *Miner* No. 5 and repair the stone but Larry could be a long time.
4. When you are talking to Decker and you say something, look they say something in the same manner and look you. Common mistakes finishes off the month ends and tips with a loss for *Miner* Bob Jordan. **Good!** — *Atari*.

Level 1: Pick up the flower pot and press key 1 and start to ramp to level 1.

Level 2: Pick up the coffee pot and press key 8 and start to ramp to level 2.

Level 3: Pick up the pitch fork and press key 1 and start to ramp to level 3.

Level 4: Pick up the goblet and press key 4 and start to ramp to level 4.

Level 5: Get some fuel 1 to the left and pick up the pie and press key 9 and start to ramp to level 5.

Level 6: Kill off the mutants and pick up the point ruler and press key 5 and start to ramp to level 6. After completing level 6 a message of congratulations appears and you are told to get to the game adjustment screen and set the special code to any number from 1 to 25 and press start to begin on any level.

This unfortunately marks only when you have completed the game as you will not be able to practice the difficult screen until you do so. Where the game enters the room, antonyms, you are treated to a French display.

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Fairlight



BY BO JANGEORG

(author of 'The Artist')

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COMMANDO



Which game makes Bush Head look like a Sunday School outing? Which arcade machine has been making as much of a stir in the arcades as Space Invaders? **COMMANDO** that's what.

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Tell us if you think it will get into the top 30, top ten or even number one. Even Big Red could have a crack at this one!

Once you've decided, all you have to do is fill in the coupon and send it to us at C+VG. Then you'll have to watch the charts to discover if your guess was right. We'll be closing the competition on January 18th — so, you've got to allow for two months of sales, the first person out of the melting with the nearest guess gets the prize.

Elite have a good reputation for producing chart games — so bear that in mind when you come to make your guess.

Fifty runners-up will get a copy of the game for the Spectrum or C64. Don't

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Hydraulic rams and they will slam you into deadly neutron magnets embedded in the cave roof. Manta-Cats are useful allies and the trampolines will help you gain height — but remember to use your umbrellas to break a deadly fall!

Journal of Management Education 35(10) 1133-1146

Abstract

[illegible]

FOOTBALL MANAGER
 (Free and Time-Consuming)
 The Football Manager (Sports Illustrated, 1994) is a computer game that allows you to manage a football team. You can choose from 10 different teams, and you can play in any of the 10 different leagues. The game is very realistic, and it is very fun to play. It is a great game for anyone who loves football.

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managers	of Financial Managers Inc.	10/1/2000
----------	----------------------------	-----------

11. *Journal of the American Medical Association*, 2000; 283: 2669-2674.

[illegible]

Abstract

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

Year	1990	1995	2000
1990	1.0	1.0	1.0
1995	1.0	1.0	1.0
2000	1.0	1.0	1.0

100

100

addictive

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0 (L), (A/C,H,N), O, P, Q, R, S, T, U, V, W, X, Y, Z

2nd Moon Riser

be invisible cat + code: string 0 etc. Full cerebral combat status needed

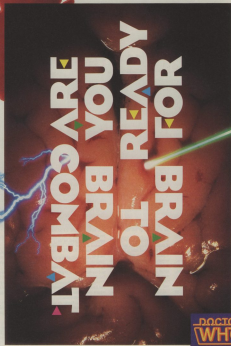
Brain print found supplied by Al-Murphy construction
 of Dimes, 2nd Moon Riser prod. Access to
 the MTA 850111
 (Machina Incandescent boosted sample) + 100010
 Machine reversed in game Pack 0 The would state of a future host



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Highway Encounter

Stuck on the road of no return? Never fear — C+VG is here to help keep right on to the end with our special screen-by-screen playing guide to *Highway Encounter* — one of the hottest games around for the Spectrum and Amstrad right now. Dimension Graphics supplied the screens while our very own highway patrol man MARCUS JEFFERY brings you some useful alien bashing tips to help you save the world.

SCREEN 00

The beginning of the road. No trouble here, just choose from a line and move forward. It's a good idea to move to one side and start shooting forward to clear a barrel from the line in the next scene.

SCREEN 01

Your first alien will be waiting for you, but on the other side of the barrel. If you've cleared a barrel as suggested, you'll have no problem getting rid of him. Leave the Lasertron and your main line here for a while and go it alone.

SCREEN 02

Enter this scene just to the right of centre. Three aliened linears will come straight at you down the centre of the road. If you're less than six you enter, you'll hit the rightmost and, if you're lucky, the centre one as well. Then just move left to finish the job.

SCREEN 03

Nothing here. You can't judge the glass covers, but the Lasertron will be between them anyway.

SCREEN 04

The first major obstacle. The two mines can't be moved, so you've got to use the barrels to push them — a push that destructive intention. The two Shields will disintegrate under fire. Because of your concentration which will attack you on this screen, it's a good idea to kill these before moving about with the barrels, but don't stay into the next scene, or you're likely to

strut an even more unwieldy barrel.

SCREEN 05

Selling here, but you may like to use the barrel or Shields as protection in the next scene. The leftmost block is also gone. Just keep firing down the left hand edge and it'll come to a stop in Scene 14. Then just counter up behind it, turn, and start blasting.

SCREEN 06

This is where you need the first major assistance. Stay back to keep clear a line of sight and by now you

SCREEN 07

A repeat performance here with plenty of enemies attacking. Don't worry about losing the enclosed mine in the centre — you'll have to do it eventually anyway. When the aliens are down use one of the Shields to push the mine against the wall. Also, don't forget to move the barrel from the centre of the road — the Lasertron is running on fuel!

SCREEN 08

Nothing nasty here, but take care to move the mine either in the centre or the right. Many a career has come to grief at this fix.

SCREEN 09

This is the start of the next obstacle. Run carefully, entering down the centre line with laser blasting. This will push the two enemy barrels to back the passageway into Scene 10 then either sit at the side or move one of the barrels into the next scene to block off the ball down ahead. Again, don't forget to

move that barrel from the centre.

SCREEN 10

There'll be three more of those ball-mounted aliens (try to wait for you here. The barrel-mounted) between here and a third ball will be ready if you just sit back, relax and pick 'em off.

SCREEN 11

You've just reached the first major checkpoint. Congratulations! But don't get carried away and blast down the road between the time. It's not doing you any harm, and provides an excellent stopping point for the Lasertron at a later stage. In addition, if the Screen isn't EXACTLY correct, you'll die.

SCREEN 12

Barrel moving time again. You only need one barrel, two are provided if you find this quicker.

SCREEN 13

Just for a little variation, this screen requires laser eyes — isn't that a bit machine rule instructions?

SCREEN 14

Pushing here. There's a mine hiding in there. I've sometimes managed to kill it straight off — I'm still to see how — but normally you should push one of the side barrels into that spot! Then line up down the diagonal to slaughter the offender.

SCREEN 15

Now enter the real attack. This screen can be pretty tough. Push back in, but the rest of it is right outside using the



Shields from the previous scene as protection.

SCREEN 16

Full steam ahead, but take care to ease one or two slappers (aren't I tired the dust from the previous scene-out).

SCREEN 17

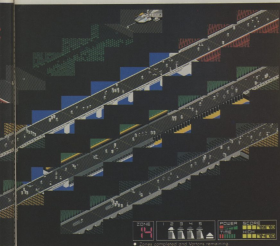
Hold your horses. It's no good rushing through here. You'll need those barrels in the next scene. One or two carefully controlled wedges should line them all up, then take them all together.

SCREEN 18

Remember! Mines can be dangerous to your health, and these diagonal ones are no exception. Just stay cool and it's really quite easy.

SCREEN 19

One of the manual mine pits. The alien just keep coming. There are a couple of barriers providing much needed protection. The first couple are just those one-eyed brutes who move in a straight line until they hit something. From then on, normal commands



■ Zones completed and Vectors remaining.

traffic normally pay dividends.

ZONE 10

A real barrier of blocks controls the road. You may like to leave a entire block to stop the Lasertown — depending on your situation — but don't forget to take one block with you for later use.

ZONE 11

These three barrels are also needed, but that's one or two big models to fill with laser dust first.

ZONE 12

This is what the barrels are for. I hope you remembered to bring along the block to help out!

ZONE 13

Just as you thought things were getting easy, there are plenty of carefully designed to keep you occupied and a couple of lasers in the center. When you're finished off the barrels, you're going to have to let the others out. If you want to close the center, a little diagonal blasting will also deal

with these mines. Whatever you do, don't forget to take one of these blocks with you.

ZONE 14

Nothing is right. The best bet is to blast the block just past the marked square in the next lane. Then move up to it.

ZONE 15

You'll be immediately set upon by swarms of unexpected enemies, which come hurtling down both sides of the road. Fortunately they're so stupid as not to see you, so you should be able to pick them off. Then deal with that mine — yes, that's what the block's for "trap the mine on the left-hand side, or the Lasertown won't be through otherwise."

ZONE 16

It's the OR. Careful again. Lots of enemies — the moment in the hands — to keep you stressed.

ZONE 17

Take these barrels!

ZONE 18

The greatest multitude of enemies mine yet. Use the barrels to let yourself through. Then rush to the next screen for help.

ZONE 19

The end of the road at last. But the mines don't think so. Hurry, take care of them, you'll notice a few barrels just hanging about waiting to be used in the previous zone.

ZONE 20

The Lasertown has made it, with just seconds left on the clock. It hits the final line lasers and ALL YOUR VECTORS DISINTEGRATE! I had a hard stopping moment, until a little message appeared saying "Lasertown destroyed," and I moved forward. The Lasertown obviously has a great time turning to itself as the alarm looks on in horror. The alarm quickly quakes, then disappears under the onslaught. There is important little message appears: PREPARE FOR YOUR NEXT

NEUTRAL ENCOUNTER and it starts all over again. Is it my imagination, or are the alarms getting quicker this time?

CENTRAL TIPS

Don't worry about the time to begin with. Just work out the quickest method of clearing each screen. The time factor is usually the most important in the end, but you've got to know what you're doing.

NEVER, never, go back for the Lasertown. Unless you are so sure that the Lasertown will be along with you. Remember the time — sometimes it's much quicker.

With each life, just go as far as you can, blasting everything to rights. When you lose a life, if you've marked one of the safe points, you can take the Lasertown and all the spare Vectors along the road together, saving valuable time.

I, OF THE MASK



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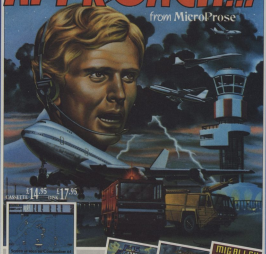
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Wizardry



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(Zzap!64)

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"Wizardry proves that the Brits are still the best when it comes to computer games, matching the best graphics and music with imaginative plotting and fantastic complexity!"

(Commodore User Group)

PICK OF THE WEEK (C Workbench, PC Weekly) - FRONT COVER FEATURE (Com. Hor., ZZAP!64)



GAMES BOOK



MAD MUNCHER/NECROMANCER'S REALM/DRIP DROP/TRUCKIE


```

500 T=0:G=1:NAME
500 D=5
500 N=LEVEL:Y=2:Y=8
500 IF PL=1 THEN FL=0:GOTO500
510 IFPL=1:THENF=0
520 IFPL=1:IFPL=54:GOTO500:GOTO510-55:G=0
:G=0:NAME=L:Y
530 IFPL=1:IFPL=54:GOTO500:GOTO510-57:G=0
:G=0:NAME=L:Y
540 IFPL=1:IFPL=54:GOTO500:GOTO510-155:G=0
:G=0:NAME=L:Y
550 IFPL=1:IFPL=54:GOTO500:GOTO510-73:G=0
:G=0:NAME=L:Y
560 IFD=1:GOTO510
570 IFD=2:GOTO510
580 IFD=3:GOTO510
590 IFD=4:GOTO510
600 PROCL=0:N,Y
610 COL=0:PRINTTAB(X,Y):CHITAB(X,Y),
611:G
620 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
621:G)
630 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
631:G)
640 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
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730 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
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800 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
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810 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
811:G)
820 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
821:G)
830 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
831:G)
840 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
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920 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
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930 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
931:G)
940 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
941:G)
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951:G)
960 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
961:G)
970 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
971:G)
980 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
981:G)
990 IF L=1:NAME=G+0:COLOUR:PRINTTAB(
991:G)

```


● Spectrum

Don't be fooled by the apparent simplicity of Drip Drop. The game becomes progressively more difficult and addictive.

The aim of the game is to control a robot to catch falling drops of water. Easy enough until one drop of water becomes two and then three. And, to complicate matters, each drip drops at varying speeds.

The listing is in two parts. Type and save program one, then type in program two separately and save it on tape after the first.

The listing includes graphic instructions which are underlined. Type any underlined character or digit in graphics mode (CAPS SHIFT + 'V'). A digit may be preceded by 'bc' in this case hold down a shift key when typing it. Other underlined instructions are shown in brackets.

Control keys are Q for left and P for right.

● By Richard Taylor

LISTING ONE

```
10 FOR X=USR "A" TO USR "B":7
20 READ X: POKE X,M: NEXT X
30 DATA 50,210,255,120,180,180
,50,180
40 DATA 0,16,56,124,124,124,12
4,56
50 LOAD ""
```

LISTING TWO

```
1 INK 7: PAPER 0: BORDER 0: C
LS : PRINT "HELLO"
2 FOR M=1 TO 72
3 READ B: BEEP .1,X: NEXT X:
BEEP .1,S
4 REM data for tune,if get K.
OUT OF DATA then check following
numbers,if dont feel like appin
g tune out then start at line 7
5 DATA 0,0,3,2,0,0,3,3,2,0,3,
5,7,3,5,7,7,8,7,5,3,2,0,7,8,7,5,
3,2,0,0,-5,0,0,1,-5,0,0,2,3,0,-5
,1,0,0,-5,0,0,3,3,5,7,5,7,0,2,3,
5,7,8,7,7,5,3,7,5,3,0,2,3,2,0,0,
2,3,2,0,0,0,-5,0,0,1,-5
7 LET H1=0
8 REM introduction screen
```



```

9 POKE 23162,1
10 PAPER 0: BORDER 0: BRIGHT 1
11 CLS
12 LET lives=3
13 LET w=0
14 FOR a=2 TO 4
15 PRINT INK a:AT 2.8:"sh3sh3
sh3sh3sh3 sh7 sh3sh3sh3
sh3 2 sh3 3 sh3 4
sh3 sh3 3 sh3 2 sh3 2
sh3 sh3 3 sh3
3 sh3sh3sh3 sh3 sh3sh3sh3
sh3 3 sh3 sh3 sh3
sh3 sh3sh3sh3 sh3sh3sh3
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sh3 3 sh3 sh3
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sh3sh3sh3 sh3 sh3 sh3sh3sh3sh3 sh3
"
41 BEEP .003,13: BEEP .009,15:
BEEP .003,11: BEEP .009,11: BEE
P .003,13
42 PRINT INK 5:AT 3.7:"E" IN
K 5:AT 5.19:"B": INK 5:AT 5.15:"
B": INK 5:AT 7.24:"B"
55 BEEP .003,-5: BEEP .003,-7:
BEEP .003,-1: BEEP .009,-4: BEE
P .003,-1: BEEP .009,-4
60 PRINT INK 5:AT 17.6:"B": I
NK 5:AT 18.18:"B": INK 5:AT 19.1
7:"B": INK 5:AT 17.21:"B"
75 PRINT INK a-1:AT 21.5:"HI
T THE X KEY TO START": IF INKEY$
="a" THEN GO TO 100
80 NEXT a: GO TO 30
100 GO TO 140
101 CLS : FOR a=0 TO 150: LET b
=INT (RAND*30):REM cavern graphics
116 PLOT INK 8:a,170
119 DRAW INK 8:0,-b
120 NEXT a
123 REM information table graph
ics and sublines!
125 FOR a=137 TO 140: PLOT INK
2:a,0: DRAW INK 2:0,170: NEXT
a: FOR b=252 TO 255: PLOT INK 2
:b,0: DRAW INK 2:0,170: NEXT b:
FOR a=137 TO 255: PLOT INK 2:a
,0: DRAW INK 2:0,3: PLOT INK 2
:a,170: DRAW INK 2:0,-3: NEXT a
130 PRINT FLAME 1: INK 7: PAPER
K 1:AT 0.20:"INFORMATION":
131 PRINT INK 5:AT 3.21:"FLAYE

```

```

E ": INK 5:at
132 PRINT INK 4:AT 6.23:"LIVEN
": INK 2:lives
133 PRINT INK 3:AT 9.23:"SCOME
": INK 2:sc
134 PRINT INK 3:AT 12.21:"BEST
": INK 0:sh
137 GO TO 700
140 CLS : INPUT INK 4:"YOUR IN
ITALS PLEASE 9":at: LET c=LEN a$
: IF a=4 THEN BEEP 1.1: PRINT "
NOT MORE THAN 4:ay vid:ayn vid:
4:ayn vid: LETTERS MAX!": PAUSE
105: GO TO 140
145 IF c=1 THEN BEEP .5,1: PRI
NT AT 10.0:"DON'T BE AWKWARD MY
DEAR CHAF/CHAFESS!": P
AUSE 105: GO TO 140
150 GO TO 101
155 REM end of game program
160 REM actual game program.flp
at few subroutines make the move
ment variables
700 LET d=5: LET f=19:
LET e=10
710 GO SUB 750
720 GO SUB 810
730 GO SUB 930
740 GO TO 1000
750 LET a=5: LET b=INT (RAND*16)
: LET f=b
755 IF f=0 THEN GO TO 750
760 RETURN
800 REM next few lines are imps
first they decide whether you hav
e scored anything or lost a life etc
820 IF a=0 THEN GO SUB 900
830 IF a=20 AND c=19 THEN GO
TO 7000
832 LET d=5: LET e=INT (RAND*16)
835 IF a=0 THEN GO TO 832
840 RETURN
850 IF a=20 AND c=19 THEN GO
TO 9000
902 LET c=5: LET n=INT (RAND*16)
905 IF a=0 THEN GO TO 950
1005 IF a=19 AND c=f THEN GO T
O 4000
1010 IF a=19 AND c=f THEN PRI
NT AT a,f:" ": PRINT AT c,e:" ":
PRINT AT c,n:" ": GO TO 4000
3000 REM the next 30 lines shoul
d be entered with the A and B in
graphics mode
3010 INK 7: PRINT INK 6:AT 8.0:
@a"
3020 PRINT INK 5:AT a,f:"E"AT
a-1,f:" "
3025 IF a=40 THEN GO SUB 9000

```

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1. **PROVIDE A BRIEF SUMMARY OF THE
 2. PROJECT'S PURPOSE AND SCOPE.**
 3. **4. PROVIDE A BRIEF SUMMARY OF THE
 5. PROJECT'S PURPOSE AND SCOPE.**
 6. **7. PROVIDE A BRIEF SUMMARY OF THE
 8. PROJECT'S PURPOSE AND SCOPE.**



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GOOD BYE

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```

3025 REM next line decides if we
are to proceed to the next lev
el of difficulty
3030 IF sc>20 THEN GO SUB 7000
3040 PRINT AT 0,0-1:" "
3050 PRINT AT 0,0-1:" "
3100 IF INKEY="q" THEN BEEP .0
03...0000: LET s=0-1
3125 IF INKEY="n" OR INKEY="h"
THEN POKE 23562,3: PRINT AT 21
,0:"PRESS ANY KEY": PAUSE 5: PRI
NT AT 21,0:" "
33562:1
3130 IF INKEY="p" THEN BEEP .0
03...0000: LET s=s+1
3140 IF s>16 THEN LET s=16
3170 IF s<1 THEN LET s=1
3175 REM next line decides if yo
u have scored ten and if so it a
skes you to the next line
3175 IF s=10 THEN GO TO 6100
3180 LET s=s-.5: GO TO 1000
3200 REM next few lines are the
lines in the program that m
ake you loose a life
4000 IF lives<1 THEN GO TO 5000
4005 BEEP .1-.5
4010 LET lives=lives-1
4020 PRINT INK 2:AT 0,21:"LIVES
": INK 3:lives
4100 GO TO 710
4120 GO TO 710
4220 REM end of game sequence
5000 CLS : FOR s=0 TO 10: PRINT
AT s,0:" "
GAME OVER "s=0:"
"
5010 PAUSE 10: NEXT s
5020 FOR s=10 TO 29: BEEP .015,n
: OUT 255,RND*7: NEXT n: GO TO 1
0
5030 REM score sequence
6000 LET sc=sc+2: PRINT AT 10,0:"
"
6010 PRINT INK 7:AT 0,21:"SCORE
": INK 5:sc
6015 REM next line decides if th
e hi-score has been beaten
6015 IF sc>hi THEN LET hi=sc: P
RINT INK 3:AT 12,21:"BEST ": IN
K 5:hi
6020 GO TO 710
6105 IF sc>20 THEN LET s=s-.5:
GO TO 1000
6110 LET s=s+.9: GO TO 1000
6220 REM in next line the print
statement should be entered with
the B in graphics mode
7000 PRINT INK 5:AT 0,sc"B":AT
0-1,0:" "
7020 IF sc=10 AND s=s THEN GO T
O 8000
7030 IF sc=10 AND s=s THEN PRI
NT AT 0,0:" ": PRINT AT 0,0:" ":
PRINT AT 0,0:" ": GO TO 8000
7030 REM 7030-7100 DECIDE THAT I
F YOU HAVE ENOUGH POINTS TO REWA
RD YOU WITH AN EXTRA LIFE
7040 IF sc=50 THEN LET sc=60: G
O SUB 8700
7100 IF sc=100 THEN LET sc=110:
GO SUB 8700
7120 LET s=s-.3: RETURN
8000 LET sc=sc+2: PRINT AT 0,21:"
SCORE ": INK 5:sc
8100 IF sc>hi THEN LET hi=sc: P
RINT INK 3:AT 12,21:"BEST ": IN
K 5:hi
8120 GO TO 830
8700 FOR s=0 TO 10: PRINT INK 4
:AT 21,s:" BONUS LIFE! ": BEEP .
25,1: NEXT s
8710 PRINT AT 21,0:" "
:AT 21,0:"P
RESS ANY KEY": PAUSE 0
8715 PRINT AT 21,0:" "
"
8715 REM next few lines restore
the screen back to normal after
being messed around by the hisco**
8720 FOR q=107 TO 255: PLOT INK
2:q,0: DRAW INK 2:0,3: NEXT q:
FOR p=107 TO 160: FOR p=252 TO
255: PLOT INK 2:p,3: DRAW INK
2:p,4: PLOT INK 2:p,3: DRAW IN
K 2:0,4: NEXT p: NEXT q: LET li
ve=lives-1
8730 PRINT INK 2:AT 0,21:"LIVES
": INK 3:lives
8740 RETURN
9000 PRINT INK 5:AT 0,sc"B":AT
0-1,0:" "
9005 IF sc=10 AND s=s THEN PRIN
T AT 0,0:" ": GO TO 9500
9010 IF sc=10 AND s=s THEN PRI
NT AT 0,0:" ": PRINT AT 0,0:" ":
PRINT AT 0,0:" ": GO TO 4000
9020 LET s=s-.3: RETURN
9500 LET sc=sc+2: PRINT AT 0,21:"
SCORE ": INK 5:sc
9510 IF sc>hi THEN LET hi=sc: P
RINT INK 3:AT 12,21:"BEST ": IN
K 5:hi
9520 GO TO 930
9907 REM MATTHEW TAYLOR 1985
9995 REM ...END OF PROGRAM...
9999 SAVE "DRIFOROS" LINE 1

```


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COMPETITION

THUNDERBIRDS



Thunderbirds are Go! Yes, the puppet heroes of International Rescue are back in action — this time in a new computer game from Firebird Software.

Thunderbirds was a highly popular television series which started in the mid-1960s. Reports are still shown from time to time.

Each week viewers thrilled to the exploits of the five Tracy brothers and their friends Lady Penelope, Parker and Brains, who run a private rescue service, saving the world again and again from doom and disaster. When all seemed lost, International Rescue, in their five wonderful Thunderbird craft, would be called in. No job was too difficult for them.

Thunderbirds was created by the imaginative Gerry Anderson, who was responsible for many other smash hit puppet shows such as Supercar, Fireball XLS, Stingray, Joe 90, Captain Scarlett and more recently Terrahawks.

Now Thunderbirds One and Two are back in action in Firebird's new game. Their mission: to rescue a team of Egyptologists trapped deep inside a tomb. The game combines more complexity and strategy as the two Thunderbirds move deeper into the tomb.

Now is your chance to join in the rescue action in a great competition from Computer + Video Games and Firebird.

We've got 25 of the new games as prizes for you to win. All you have to do is answer the three questions below and fill in the Firebreaker to be in with a chance to win.



C+V/FIREBIRD THUNDERBIRDS COMPETITION QUESTIONS

- 1) What colour is Lady Penelope's Rolls Royce? _____
- 2) Name three of the five Tracy brothers and which Thunderbird craft they are associated with? _____

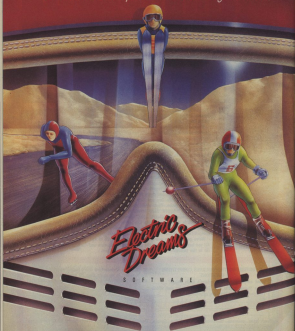
- 3) Where is Thunderbird One's launch pad hidden?

The Firebreaker: In no more than 20 words, say which one of the Thunderbird characters you would like to be, and why?

Send your answers to Computer + Video Games, Thunderbirds Competition, Priory Court, 10-12 Farringdon Lane, London EC2R 3AL. The closing date is December 1985 and the editor's decision is final.

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Developed as a computer adaptation of the movie Zorro. Screenplay by Robert Rodriguez. Screenplay by Robert Rodriguez. Screenplay by Robert Rodriguez. Screenplay by Robert Rodriguez.



The second is Spring, when the river flows again and the birds are singing in the trees. The third is Summer, when the river is at its highest and the sun is shining brightly. The fourth is Autumn, when the leaves are falling and the river is calm. The fifth is Winter, when the river is frozen and the snow is on the ground.

Always Identified as Addictive: It is a basic player game with simultaneous play — that is, if it's not the beauty of the game in that players can leave or join at any stage without affecting the play, it's the satisfying character. "The problem is that you can't get anywhere unless you've got those people playing with you," says James Hansen from Canada, an avid addict.

There is not much to learn about the game: the properties of the target polymers, what strategies to employ to defeat the builders and the best way to kill the *Arceuthobium*. The tool is available and only leaves with practice. However, structural biologists can play with and learn lots. It's very easy to get some.

This, however, is not an obvious



There are different parts
where money is earned
And the money is not
all the same as the money

Industrial workers in other countries spent less time on the job than they did in the U.S. in 1990. The reason for this is that they have shorter workweeks and longer vacations.



There were several like us.
 "How do you?" "I feel better."
 "No idea of class," "Thank. Many are
 in the most constant state of
 (pointing to the students for a
 long while in the hospital) — a
 something — like a physician and
 like that you know it to be in
 order to play. The doctor takes a
 little more and set on a large
 platform. The screen is behind
 away, under the facing and the
 thoughts and feelings are often
 they would be in a well.

The major antigens involved in the path of emphysema, says Brown, are apparently those that induce local immunity in the lung.



Things are combined: the superb graphics of a Polar Atmosphere play next with the physical act of riding a bike. We guess, under the same rules and laws of all, you don't want much of driving, because?



REFERENCES



Then you can settle Old Scores. Cryptic, from the start, Old Scores is a mystery to everyone. Even I haven't got a clue what it's about. So it sounds as if you'll have to play it by ear.

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Screen shots from Commodore 64 version.



Melbourne House

MUGSY'S *Revenge!*



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London EC1R 3AU.

DEAR BUGHUNTERS

I'd been almost four weeks in a hospital bed, but it was worth it for the information. I'd also had plenty of time to plan my next attack on the Bug Hunter Recreation Room. It was an idle comment by Otis that gave me the vital clue.

The drink machine was borrowed from the Tropical Paradise Club down the road. A nice big machine with plenty of room inside for both myself and my bandages. With a small droid to wheel the machine into the room — (You needn't try to get that on expenses! — lol), I got my second look at those dastardly Bug Hunters.

They were all gathered around a table near the far side of the room where B-Con was trying to teach them how to play cards.

But your cards only have one spot on them,

and mine have seven," Big Red was complaining. "You said that the more spots a card had the better it was, and if it had a picture on it, then it was better still."

"Well, yes, normally. However, if you'd been listening properly, you'd have heard me say that the Aces are special, and have the highest value of all!" replied B-Con, controlling his obvious exasperation.

"I was listening," said Big Red. "We been told that my hearing is very good. Only you didn't tell me that the Aces only have one spot!"

"Oh, good hearing, eh?" queried Otis. "I seem to remember you having very bad hearing when those C+VG readers were pointing up about the *Manic Pacman* program for that Commodore 64 of yours. It's not really surprising either, given the amount of garbage at

the end of that listing in the October issue."

"My hearing is perfectly okay," insisted Big Red. "Unfortunately, I seem to have misplaced the *Manic Pacman* cassette. I'm a nasty fellow I used the tape to record Big Bertha's *Bedtime Salads*. I typed the whole *Manic Pacman* listing in myself recently, and it doesn't seem to make any difference if you just stop after typing line 8100.

"I think some people may be having trouble with the longer lines, such as 55 and 280, which are shown in the listing as being more than 50 characters long. So, you've got to miss out the space after the line number, and type in abbreviated commands, such as 'F' and SHIFT+ 'C' for F0KE.

"Anyway, if everything has been typed in according to the listing, then the program should

work."

"Have you two quite finished?" enquired B-Con, dealing another hand. "Good, then maybe we can stop changing the subject and get on with the game I do believe is winning."

"By the way," murmured X. All heads swivelled towards X. They weren't old when X spoke, simply because he didn't say much, so when he did speak it was usually fairly important. "I don't want you to think I'm trying to change the subject. Only I wondered whether anybody would be interested in the new drink machine which that droid over there has just delivered."

"I know it," gloated Otis. "Power. That's what it is. I told you that's the best ever! And all we had to do was hold out for long enough and they had to give in. You see they need us. We're not

continued on page 74 ▶

paid your opinion
everyday service editor.
I'm ... I mean Will-
better than the rest. Next
time maybe you'll listen
to me, instead of ..."

"Have you taken a look
at this machine,"
interrupted B-Con. "It's
quite unusual. Look at
these dials ... Tequila
Sunrise ... Hawaiian
Punch ..."

"But exactly a tasteful
collection," said Odis.
"However, it's a lot better
than before. Of course, if
we continue to ignore
them, they'll probably buy
us yet another machine,
or possibly something
much better altogether."

"I don't care what it
tastes like," boomed Big
Red. "In theory, I could
drink an ocean, but it's
probably start rusting.
Here, let me have one."

"Hold it, lead head,"
shouted Odis. "I got the
machine, so it's going to
be the first to use it. Out
of my way B-Con. Now
then, I think I'll try this
unusual concoction,
down at the bottom here."

I felt something hit the
back of my neck.

"Fungus. Nothing
happening. Give it a kick
Red," said Odis.

"DON'T do that!" B-Con
warned. "Remember how
the last machine got
broken?"

"Don't try and tell me
what I can and cannot
do," warned Odis. "You're
not even fit to print a
Spectrum listing
correctly."

"There's nothing wrong
with my Spectrum
listings," B-Con objected.

"Oh no? Well, why
weren't the graphics
converted in the listing of
Moose Buggy in the
October issue, so that
people could understand
what it type?"

"They were just the
normal Spectrum user-
defined graphics,"
insisted B-Con. "All
anybody has to do to
find out what to type is
to run the program with
just lines 112 to 119 inclu-
sive. Then, if they print out
the graphics characters 'A'
to 'F', they'll be able to see
which is which."

DEAR LITTLE HUNTERS

"Well, I still think it
would have looked better
if you'd converted the
graphics like you're
supposed to," Odis
informed him. "How then
Big Red. Why haven't you
kicked the machine yet?"

"I'm not going to do
anything until you
apologize for calling me a
lead head." Red said
sulkily.

"Don't be stupid," said
Odis. "I was only telling
the truth. You're made of
a metal compound, just
like the rest of us.
Therefore your head must

have metal in it. So why
shouldn't I call you lead
head?"

Suddenly Odis, who had
been sliding away from
the machine, came
charging towards me.
There was a loud crash.
The plastic cap shattered
and was
immediately fired by five
cup-fuls of steaming
liquid.

"Before you do
anything, I'd like to know
if Big Red's excellent
tasting head anything
just now," said B-Con.

"What? You mean a
bit of Amphetamine
soured?" Big Red
enquired.

"Well, it had
described it more as an
'uggghh' sound, but
you're close," confirmed
B-Con.

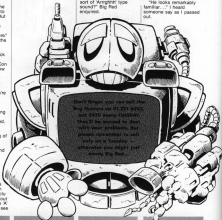
"Yes, I didn't hear
anything," said Red. "Now,
I think I'll have the
Tequila Sunrise, second
from the top here
please ..."

"Big Odis. What does
your taste like?" Red
asked, a slightly puzzled
expression on his face. "I
would have sworn mine
was tea. White with
medium sugar."

"I knew it," shouted
Red, and gave the
machine a hefty kick. The
machine didn't seem to
be pleased about this and
decided to fall apart.

I knew the four faces
staring down at me were
less than pleased with me.

"He looks remarkably
familiar ... I heard
someone say as I passed
out."



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From time to time a software title is released, so innovative that it breaks new ground in graphical and technical achievement — *Fight Night*, the first animated simulation on the C64 is more than a game, more than a simulation — it is a revolution!

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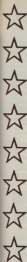
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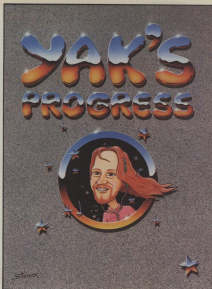
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GOONIES COMPETITION



Want to go and see a really mad movie? Want to win a copy of the game of the film? Want your own piece of pirate treasure? Of course you do! Stupid questions, right?

Well, thanks to the people at DataSoft and U.S. Gold we can offer you the chance to see GOONIES the latest Spielberg smash hit AND win a copy of the DataSoft game AND your very own golden dubloon!

Goonies is the story of a gang of kids who discover an old treasure map which leads them to a mysterious lighthouse with a hidden secret passage which leads to high adventure!

It's a platform, arcade adventure style game with a difference — you get to control FIDO while people in your quest for pirate treasure.

It's a highly playable game — and should soon be available from U.S. Gold for the C64, Atari, Spectrum and Amstrad.

Once you've got all the answers, fill in the coupon and mail it to Computer + Video Games, Goonies Competition, Priority Court, 34-35 Farringdon Lane, London EC1R 3AG. Closing date for the competition is December 18th and normal C+VG competition rules apply.

The first FIVE winners will get two tickets to go and see GOONIES at a cinema near your home, plus a copy of the GOONIES game, plus a gold dubloon — not real I'm afraid — plus an exclusive Big Red T-shirt. Not bad, huh?

The next 20 runners-up will get a copy of the game and a dubloon. Now this is a competition you can't

refuse. Just check and the questions and rush your entry off today!

C+VG/SPIELBERG MOVIE QUIZ

1. Name the Spielberg TV film which featured an apparently defenceless giant truck which launched a poor defenceless motorist.
2. Close Encounters of the ... Kind. What number fills the gap?
3. Spielberg made a film about a little alien called E.T. who was stranded on Earth. What do the initials stand for?
4. Which nasty creature terrorised a small American town. Was it A) Goblins B) Snakes, C) Gremlins, D) Bunnies?
5. Which famous American female rock star sings the theme tune to the Goonies film?

C+VG/DataSoft GOONIES COMPETITION

My answers are:

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

Name _____

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Computer I own (tick box) C64 ☐ Atari ☐ Amstrad ☐ Spectrum ☐

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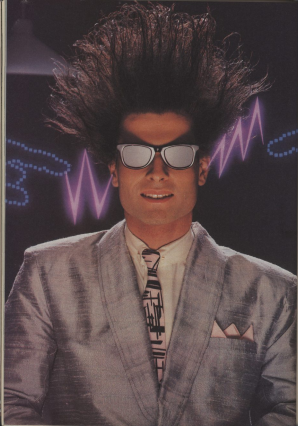
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DAMNED COMPUTERS

It may surprise you to learn that many of our most famous pop stars are interested in computers and computer games.

So, at last, computer games are becoming hip — with a little help from the stars of the music business, of course.

WENDY PEARSON discovers what the average computer owning rock musician does after a hard day at the studio. Haven't you ever wondered what Sir Kenneth plays with in his bedroom at night...?

Who would think that someone with a name like Pat Scabbies would have fun playing with a Dragon 32? Fans of pop group **The Damned** may be surprised to hear that Pat's favourite pastime is playing the best selling Chuckle Egg on his micro — that is, when he isn't collating details of the band's activities and details of their latest releases.

Pat 28, whose real name is Chris Miller, also loves arcade games.

"I'm a great arcade game freak, and I especially like the boxing ones. My favourite one, though, is Popeye which I started playing on our trips to America two years before it was released here."

Other favourites include Kung Fu and space games. "You know, the ones where you get a load of speakers up your bum!" No wonder one of the band's recent singles was called **Grimly Pleading**.

The space age fixation

shows up, too, in the working title of the band's current album, *Flapovers from Mars*.

Mr Scabbies has a serious use for his micro too. "I use it for listing all our records and information on singles including the highest chart positions, where they were recorded, the producer's name, how many we've sold, when we released them and so on."

"I update it whenever necessary so that at any given time we can produce details of things we've done and run it off for whoever wants it, on a computer printout. The great thing about it is that it's so good at information storage — just like a filing cabinet."

Pat used the Dragon a lot in the days when he used to run a band. At that time, they had their own merchandising company making things like T-shirts and in true form, he used a stock control program to help things along.

He also reckons computers, in a way, help beat the system. "Someone can always crack the uncrackable."

Computers are having their effect in the recording studio, too. At the band's studios, all the sound recording and mixing details are transferred onto disk.

Things like frequency, noise levels and other technical details are backed up to disk, which means that 48 independent mixes can be stored on one disk, using the SSI (Solid State Logic) system.

But when it comes to programming, Pat isn't interested. "Why bother? Programming is so slow, it's not really worthwhile."

However, he did give Boss a crack, enrolling at West Kensington College for a six week course. "It was really good value, only £8," he says. "But being in a band and all that, I missed the third lecture and totally lost track of

everything when I went back."

Playing with micros must run in the family. Even Pat's dad, whose love of music encompasses Wagner rather than rock, keeps his record collection up to date using an Atari. "He's an accountant but he's into Wagner in a big way."

Another home micro fan is Dolores Taylor, from *Spirit of Disting*. However there is one problem on the horizon. "My Amstrad CPC664 wakes up my girlfriend with its beeping," said Dolores, who does lip-synce with his Amstrad in the middle of the night.

"We've had a few rows about it, which is ironic, as it was her idea to get it in the first place."

"In computer buff terms I'm a comparative novice, but I got into it originally because of the computerisation of recording studios, which I find very interesting," he said.

Will he upgrade to the disk version? "It depends





Like dogs, the boys are being as nervous as Heaven 17

I have plenty of software for the tape version and the loading time doesn't bother me, even if it is slow. But I do have a 10-year-old friend who's disgusted at the speed of it and thinks it should load a lot faster.

An artistic soul, Doppler likes drawing on the Amstrad, plotting sets of numbers then seeing what comes out. "I find that quite relaxing," he said. "It's not exactly much of a maths person."

He's also busy "wading" Hey through Basic. "I do charts and things but haven't written any original programs," he says. "I like playing games on it, particularly the HardBunch, a western-type shoot-out game where you play poker with the town bandit. Other ones I like are sports ones like football managers and tennis. I'm not really the type who likes playing alone."

At Virgin, Heaven 17 came across as the technicians, with band members Martyn Ware

and Ian Craig Marsh both owning BBC Bs.

Manager Keith Bounton filed us in on the details. "Martyn uses his BBC for loads of interesting things including accounting. He's linked into Prostat, and has a banking system which lets him smuggle money north of the border. It lets him do amazing things with his money at the Bank of Scotland without even touching it."

"Martyn is a former computer programmer and he even booked his holiday in Venice using the BBC. He's a regular consumer of computer magazines and software, and knows too much about it for his own good. He's also got a Spectrum, and he's a real buff. He bought me a Spectrum for my birthday so now he's trying to educate me on it."

"Two of them in the band are ready into it all, and their manager is desperately trying to keep up with them," he laughs.

"Ian Craig Marsh is another ex-programmer. When we did our last LP, *How Man Are*, (which features a 40-piece orchestra) he did a bar chart with all the costs involved in making the album including the cost of the producer, engineer, studio and everything, so we can see where we've spent all our money."

Much to Keith's relief, vocalist Glen Gregory is "completely computer illiterate." On asking for a word with Martyn, we were told he couldn't oblige as he is "a bit quieted out and is afraid he will be perceived as a musician who always talks about computers."

But the B is a computer magazine. Oh well, on to someone who isn't quite so shy.

The Rolling Stones' Sir Wynman is well known for outgunning everything on his micro and will soon be writing a history of the Rolling Stones on it, according to spokes-

woman Kelly Price. At the time of going to press, however, Wynman was on the beach in the South of France and, despite repeated efforts by his record company, he couldn't be persuaded to come to the phone.

Bob Last, who manages Hurus League, Scott Pollard and ABC through his firm Turquoise, is also a great music fan and at the last count he had an Epson PC80 portable, a BBC B with various additions, a Spectrum Plus and two Apricot, which all help him to keep the bands affairs under control.

"I use the Spectrum solely for games at the stage although we have a small demo studio and we're working on music software using the Spectrum, doing digital sampling. Most music software is certainly useful," he says.

"Knight Line is my favourite game, although after two weeks of playing it, you get a bit fed up with it. I use the BBC for games but only ones on disk, as tape-based games are a pain."

"Also do some banking through Prostat and electronic mail using Teacom Gold as there are no games for the Spectrum."

"Lots of people who buy records also buy computer games — they're the same sort of people and the attraction of micros for me was the fact that our business is concerned with entertainment of all kinds."



Continued on page 108



Singer Phil Casey

Bob says his various clients use micros for recording, with human League having done one of the first electronic albums. The band's lead singer, Philip Casey, is also a committed micro freak who owns a MAC, Atari, Spectrum, QL and Tandy.

"Acornsoft games are fairly reliable," says Bob. "Aviator is a good flight simulator but I don't see Elite as it's too much effort. I prefer the text adventures. My other favourite games are Jet Set Willy — if I'm in a bad mood, and Fighter Pilot, the Spectrum flight simulation program."

Else, however, wins hands down as Chris Cross's favourite game. A member of Ultravox, he owns a BBC and although he likes playing games he mainly uses his BBC to compose and record music using the UMS system.

Chris Slavy of Chris Slavy and the Freshies wrote a

game for Virgin called The Bar for the Spectrum 48K. "It contains eight songs by us including 'I'm in Love with the Girl on the Manchester Virgin Mega-store Check-out Desk' — one of our many hopes," says Chris modestly.

"The Bar" also features an interview with Chris and one of his greatest fans, Frank Sidebottom, who now has a record deal of his own. The interview guides Frank on how to get into the music business, and the interview itself takes the form of a game. "I took me 18 months to write and the game encompasses everything you'll meet in the music industry," says Chris.

"This interview is a piece of software within an album, really. It also has a competition in it, and from that we chose some kids who will be recorded on our next album. So we might find the next George Michael — you never

know!"

Chris's band also did a single for EMI called Camouflage. "The world's first game on a pop record," says Chris, who began featuring games on records in 1981. "On the B-side were three programs for the ZX81 which consisted of graphic displays which went with songs. Two of the games, one a TK and the other a 16K version, were called Flying Train, and a Spectrum version of this game was put out on its own through Manchester based Random Records.

Chris, a seasoned home computer user, owns a ZX81 to see how much he can fit into 1K.

Although the band has never had any big hits, they have had 19 singles out on

home micros, including Out Limits of Fear by Peas, Stuart Adamson of Big Country, Marilyn, Steve Winwood, Embassy Row of Award, Stuart Copeland of the Police, Steve Hogg and Dave Greenfield of the Stranglers.

Jaki Graham, whose single Round and Around was a big success, has an Atari Video machine and is thinking of buying a Spectrum, and Kim Wilde is also into home machines.

We couldn't get hold of the ones who were on tour in seclusion holiday but rest assured there are plenty out there! A spokesman for the band Marillion best summed up the situation saying: "Mark Kelly, Marillion's keyboard player, has one and he takes it everywhere with



Chris Slavy of Chris Slavy and the Freshies

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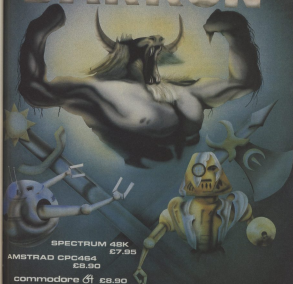
"I like playing with a micro as it's like having an alien being from another planet. If you do something wrong, it tells you, and it's very educational. I have a son of six and a girl of five and they doodle for hours on them," says Chris.

Many other personalities in the music business have

him, but nobody knows what it is and we can't find him to find out."



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NOISE OF ART

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You're **MAINFRAME**, Murray Munro and John Molloy. You will probably remember us from previous issues when we created a couple of "Quests" for C+VG, and from our previous album, "Remains of the Lullaby Effect" on which the drums and percussion were made on our own Digital Sampler/Sequencer — the DS-3 — using an Apple computer.

Well, we've moved on a bit. We now have a recording contract with Polydor Records and our first single's out and about. It's called *Five Minutes* and uses the computer almost exclusively for all the music except lead lines and vocals. And we've found ourselves pitched into the world of commerce in a big way because we are the music specification writers for the company Greengate Production which makes the DS-3 system.

We've been asked to write this column on the subject of computers in music. And since we are very proud of our efforts in this direction we are — logically — going to start with our own scene

viewed as part of the general picture of computers in music.

Micro-computers have found many uses in the field of music. The main areas are: Sequencing; Sampling; Composing; Control of MIDI — equipped instruments (MIDI on MIDI next month); Sound synthesis and control of sound mixing consoles in recording studios.

We have had experience of all of these and will deal with each of them in the coming months. Sampling and Sequencing are closest to our hearts, of course — so we will briefly describe our own DS-3 device in this introduction to the subject.

The DS-3 is a printed circuit board add-on for the Apple II series of computers. We chose the Apple for two very good reasons. We all had Apple's, albeit old and battered, and the machine has very convenient slots for peripheral boards thus making it much easier for the designer of the hardware.

Together with powerful software, the system is a four voice sampling

system with 150kHz bandwidth and sample time up to 1.3s using the Apple memory of 64k.

The ability to play four notes at once gives the system a great deal more power and versatility over the monophonic samplers.

So much so that the DS-3 is considered itself as a professional instrument in many countries of the world. There were three on the Live Aid marathon TV programme.

The actual techniques of sampling sound will be the subject of next month's column, but anyone wishing to hear what can be done with the art of sampling could listen to our single *5 Minutes* or write to C+VG for a copy of *Info Trouble* with the *Noise of Art* — a 12", 45rpm single which is ALL made with the DS-3 on a four-track recorder in a home studio.

This made the *Disco Charts* in the UK and is an exciting demo of a personal computer sampler/sequencer in professional use.

We know that many readers of C+VG are interested in making music with computers and we will

be very happy to answer questions on the subject providing that you write to us at C+VG. Please don't phone — we are not normally at the C+VG office. Enclose a stamped, self-addressed envelope for your reply.

MAINFRAME

To get your copy of *Info Trouble* with the *Noise of Art* send postal orders for £2.50 to Computer + Video Games, Mainframe Office, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

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C+VG COMPETITION

BOFFIN

Meet Professor Boffin, He's the brainy bloke who's going to test, batter and baffle your brain in another great Computer + Video Games competition.

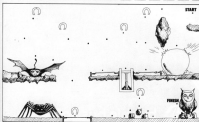
He's the star of **Boffin**, the BBC smash from Addictive Games.

And, thanks to Addictive, we've got a games television to give away to the person who can solve our brain-teaser based on the Boffin game. The ten runners up will have the choice of any game from the Addictive range.

Printed on this page is a diagram of one of the Boffin screens. In the game, Boffin must pass through a series of caves as quickly as possible by destroying all the unlucky homeowners in each cave and then locating the resident owl, guardian of each cave.

What you have to do is work out the quickest route through the cave by joining up the dots. If it matches the route sent to us by Addictive Games, you're in with a winning chance.

Send your entry, together with the printed form, to Boffin Competition, Computer + Video Games, Priority Court, 30-32 Farringdon Lane, London, EC6R 3AL. The closing date is December 16th and the editor's decision is final.



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CONNECTIONS

You only need a 'phone, a home computer, a modem and a little imagination to be able to transport yourself to another world. Marshall M. Rosenblatt shows how ...

COMPUTERS are one of the largest and oldest of the telecommunications networks. Many an adolescent has cut his or her teeth here. One of the advantages of the interactive games on CompuServe is that many "sets" of them can occur at once, so that there are often five or six different groups playing the same game on the board at one time.

Space War is a good starter game, perfect for the beginner. One to eight people can participate simultaneously as they attempt to attack and destroy their enemies. Each player controls a spaceship and must destroy all the other players.

The graphics consist of symbols that represent the various players and other players.

Space War requires good nerves and quick decisions. I found this one the best way, by going down up repeatedly. You can form an alliance with another ship, but ultimately you'll still have to get rid of him. Not exactly a situation that breeds co-operation.

The MegaWars series is the big time game in the house, so far. CompuServe with a comprehensive manual to use with it. MegaWars One is the least complicated. Up to eight people can square off against each other in a real time space battle that uses six dimensional graphics similar to Space War.

MegaWars Two is much more sophisticated, and deadly. There are two teams of four ships each. Each team tries to capture as many enemy and neutral planets as possible. Planet weapons are available, so are Photon Torpedoes. Good thing you have shields! MegaWars Two also features color graphics.

Lucy is the "bandle" for the 16-year-old Steve. A high school junior, Steve logs on at least twice a week, more if he can find the time.

"I find the challenge of MegaWars exhilarating," he says. "It's not an easy game to master, it requires patience. I enjoy the combat of it, part of the fun is trying to 'juggle' one the other players, and finding out whether they have the stuff to take me on. There was a time when my mom thought I might be an idiot in my room, because I was up studying. It's too bad that she knows better now!"

Steve logs on at night because it's the best time to concentrate on playing. "That's when I feel really sharp and quick. Lucy triggers fingers you know! MegaWars gives me something fun to do late at night. Besides," he adds, "the one spending mostly at night as if I was working back and forth in the woods. And I'm having a lot more fun, too."

"Strategy is very important," says Captain Alita, speaking about MegaWars Two. But I can't get through his point has been critical in revealing the secret of his consistently high scores.

"Part of it I will tell you," he says. "I sometimes sit down and plot my long range moves out, then connect what friendly players by electronic mail. Good communication is one of the most important elements in maintaining a good defense."

step and reflect on strategy once you've learned the cockpit of a spaceship — that's when you need to be your efficient rule book." He does admit, with a sheepish grin, that "sometimes I'd rather than 'em than be diplomatic."

Alita is a devotee when he's not blowing up spaceships. His days the Captain is more of a fantasy role, one like his own self or all.

Does he let other players know what his position is? "Like you want?" he says. "Can you imagine the reaction of one of my MegaWars victims if they ever sat in my chair and watched me come in there with sharp, pointed intentions?"

A totally different game is Star Wars. This space is one in terms of the screen. You can play against the computer or share other opponents. The object of the game is to sink all of your enemies' ships by commanding your attacks with skill and daring.

There is a special War Room, made where you can meet and talk to other players, as well as your upcoming opponents. This is a good place to get tips from those more seasoned. As in MegaWars, you can enter the game as an "observer" — monitoring the screen around you in order to become more familiar.

Nicky Sam is willing to give me a few pointers. "First off," he says, "keep on the move. Never let the enemy get a fix on you because you keep in the same place too long. And control those killer missiles!" he adds. "Make sure you aren't being battered into a trap."

Sam is very serious about his star war. "It's not important what you are 'seen there' in the real world when you're here, shaping your own reality the way you

choose." He proudly admits that he's not a handholder, and was hooked on board games long before he was on the network. I asked what's so appealing about the net? "No fancy green men," he wraps back.

The Flare Handlink Network has been around for over six years, and features outstanding graphics and information capabilities. As might be expected, there usually is a crash when you say something



"You have to remember that it's not just you and them all by your self," he adds. "A good set of instructions will help protect you, enabling you to be successful, and avoid losses. You can't really

CONTINUED ON PAGE 112

like that.

In this case only special and expensive terminals could be used. IBM-compatible systems could log on, but this happened all of the home computers. However, a remote program from Acorn allows users to access Plato. The program took the system into thinking that the Intel is a standard Pico-terminal.

Plato's games combine graphics with a high level of sophistication and elegance. There are over 25 interactive games on the network.

Mojo is one of the most popular, and is of the mental and strategy type. The player embodies a character and then goes out in a hand ruled by the laws of fantasy and magic.

Some refer to it as the world's most confusing and compelling three-dimensional electronic chess, with an increasingly ruthless enemy and computer.

Large numbers can play simultaneously, and the player can continue an indefinitely (the game never "ends"), although each particular round can be resolved.

Sidellbach has been featured in *Wired* for over a year. By day he does maintenance work behind the curtain of a bank — but watch out for him when his fingers fly the keyboard.

Does anyone know about his computer, so you can mildly, eldritch alarm-rings? "Nipper," he says. "That's a fun, but I keep it as a separate special activity. It's fun but I try not to be financial about playing it too often. I know the value of money."

Sidellbach started out rather poorly as a writer. "It took a bit of time for me to become powerful. But I learned about other players, and now I'm pretty good.

positions for many an afternoon on Plato. Thirty people can log on the game at one time to form the four teams, the Kacot, Indenton, Korduland and Ovison. This no-doubt sounds familiar to fans of *Star Trek*.

Spacequest is a multi-user interactive role playing game set in the Gary Gygax. This is a game of open space and landscapes, where rules are infrequently obeyed, and time and distance are the least and during. There are a variety of ancient races, worlds and things somewhere in between that the adventure must face. He must develop his own resources as he maps his way through space, strange planets and alien races.

Spacequest is not oriented, but serves radically in that there is no center either. The designer, Pico, mentions each ongoing game, making suggestions and advancing events of the group playing at that particular time.

Each player assumes a character who can buy for many weapons, acquire wealth, and is general just try to play older — as the Gary Gygax is NOT the best place to be.

The date and time for a game session is posted in advance. This gives players time to plan and discuss possible scenarios with each other.

I made a pact with Sidellbach that we'd never ally. A whinger made allows you to speak to a selected person without anyone else knowing.

He and I have been displaying open hostility towards each other the last months, back. I even kicked a bit of his out off. This, by the way, led into our marching a "valuable bond off" a robot messenger who had the bad luck to get in the way of our "fight".

Alfred got rid of his anger as being just

of his car by starting off as robots, lead in the prison. Somehow I doubt that the other people around the table of as much.

Every session is a continuation, and your character is saved until you are able to play again — providing of course you haven't been killed recently. A lot depends on the personalities of the humans. I've heard that there are actually some MCH people in the Guy

The hardest thing about role-playing games should be personifying that being used. Modems are becoming obsolete in use, more sophisticated and cheaper to have!

Modems used over the standard telephone lines, sending frequent information rather than words. A protocol is an agreed system which allows both sides to understand each other. Full duplex is like using a telephone, while half duplex involves taking turns — like using a walkie-talkie. Some modems can be set either way for greater flexibility in communicating.

The speed a modem handles data is expressed as a baud rate. The common 300 baud type sends/accepts 300 bits a second, but more expensive models can also exceed 1200 baud, increasing communication speed four times. These modems rely on advanced microprocessors to change tones into electronic signals which are then deciphered in the other end.

There are basically two kinds of modems to use. An acoustic modem — rapidly disappearing from the marketplace — plugs into the phone line and has a set of "ears" for a standard handset to plug into. Its main drawback is that you can speak into the line, disturbing the data or the handset could never fall out. The other is fully reliable — and thus LOOK the way a modem should be. A direct connect modem costs more, but is by far more accurate problems.

Auto-dialling is another nice feature, as it's knowing when you're "on line".

Copying a program is called downloading. Uploading is the opposite, sending information out. To pass information, both parties must have similar protocol, they must understand each other. Most software programs can initiate various kinds of procedures, providing that the machine is equipped with the capacity to handle different kinds of protocol.

A modem is fun when it's easy

to use. It just pretty confusing for this, what with so many different protocols to remember.

Old communication networks require considerable investment (both computer and years). Each network has its own rules and regulations that govern hooking up with it. Listed below are the basic require-

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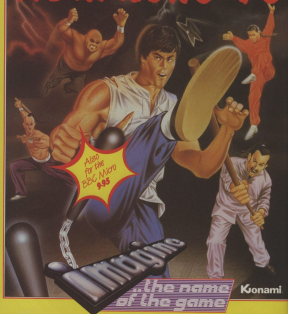
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If you can sell something once, you can sell it twice — that seems to be the current motto of many software houses.

It was a lesson quickly learnt by the record industry. A hit single can be included on a compilation album with other past hits and sold at a bargain price. The customer sees it as good value for money and the record company squeezes a few extra pounds out of a song.

Now as Christmas approaches, software houses are releasing their old games in compilation packs.

And if you haven't already bought any of the games included in the compilations, many do offer good value for money.

Dancing Father Christmas gear, the C+VG review team has sifted through some of the compilations now on offer with a view to festive gifts.

NOW GAMES

Spectrum, Commodore 64, 16.95. This package really represents an excellent deal, with every game in some way like Games to Different from most of the other packages. The games were all originally released by different software houses.

The six on offer are *Castle of Mordor* (Beyond), *Wan Wan* (Aer), *The Eggs* (Strategic Vision), *Phantom* (Micro-Gem), *Arctian* (Alpha Interactive) and *Father Xmas* (Village).

All the games are well-known and if you've already bought one or two of them, you will be forgiven for thinking that you can see how much all six can really bought for. Excellent value at a mere five for the cash customer.

THE EPIC

Spectrum, 16.95 Turtle Software.

The Epic offers six Spectrum games covering a variety of game styles.

Titles are *Arctian* (Alpha),

Phantom, *3D Blood Runners* (Broken Arts), *One Man and His Job*

and *Monks of Seneca*.

THEY SOLD A MILLION

Spectrum, Commodore 64, Amstrad, 19.95.

Ocean Software Projects, Ultimate and US Gold have also joined forces to release four well-known titles under the name "They Sold A Million". Titles for the 486 Spectrum and Amstrad are *Black Head* (Gary Thompson's Associates), *Jet Jet Willy* and *Saber II* (On the Commodore 64 version, *Staff of Karnath* will replace *Saber II*). And for the Amstrad both *Jet Jet Willy* and *Alio Alao* are being written especially for the project.

MEGGA COMPILATION

Commodore 64, £1.99 Interceptor Software.

Games individually worth 64p are on offer here for just £1.99.

Titles are *Sea of the Arabian Nights*, an arcade adventure packed with spells, magic carpets and dangers, *Biggie Boney*, circus action as the clown performs four death-defying stunts, *Where's My Boy?*, a murdered mother's search to find his bones so he can Rest in Peace, *Break Free*, a graphical break dance game with music. Try to master the intricacies of the turtle, *Dorley Kick and Headspin*, *The Casino* or *Slither* sets you on a mission to rescue stolen agricultural devices, and *Penitence*, a war strategy game.

Megga Compilation represents a nice cross-section of arcade-style action. Good value.



SPARKLERS SPECIAL

Spectrum, Commodore 64, £7.95.

Sparklers Special is a "best of the Spectrum" range of pocket money games available for the Spectrum and Commodore 64.

The Commodore collection has *Slugs*, a strange creature with a huge appetite who munches away at *Glueballs* and *Cash Bells* for points. Then there's *Go Ahead* where *Wile the Green* must kill all the *Go* invaders to die, *Black House*, an action and strategy rescue game with 20 levels of play, and *After Rescue*, another rescue game where scientists are at risk.

The Spectrum collection also includes *On Attack* and *After Rescue*. Added to them are *Dragonaut*, a perilous platform shoot-em-up where the stage must get through, and *Team of Evil*, an arcade adventure ranging over 40 rooms in search of lost treasure.

Each compilation represents fairly good value, remembering that each game originally sold for £2.99 each.

HENRY'S HOUSE AND FRIENDS VOL ONE

Commodore 64, 16.95, English Software.

English Software has already released compilation tapes for the Atari with a lot of success. Now it's the Commodore turn.

Volume One contains *Henry's House*, a maze game, *Jet Jet Jack*, a 10-screen platform and collecting game set in a record plant, *Magnum*, *Clapping*, a quest to rescue one of the Sea King's daughters from the evil



gity of the Sea King and *Shardor*, a text adventure with graphics in which you must escape from a strange planet.

Volume Two also contains *Henry's House* — a merge decision which will surely put all people buying both tapes — and the previously unreleased *Builder of Pyramids* which follows a man's search for gold in time-ridden underground caverns.



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C+VG Software SPORTS REVIEWS



SUMMER GAMES II

Machine: CDM 64
 Supplier: Epyx Ltd
 Price: £29.95 (single)
 £49.95 (dual)

Summer Games II has been hailed as the sports simulation. Amazing graphics and realistic animation have quite rightly earned it rave reviews.

Summer Games was great but Summer Games II is better. The events covered are cycling, fencing, kayaking, the triple jump, throwing, the high jump, archery and basketball events. There's a choice of 16 characters you can represent.

There are no opening and closing ceremonies, awards, national anthems and competitions against your friends' computers. Up to eight people can share in the fun. **Judy's verdict:** 'This is great' — especially the high jump, triple jump and javelin, they're the events.

The graphics are as good as the arcade, the movements of the competitors are very realistic and entertaining to watch. Presentation is superb. I prefer Summer Games II because of the athletics.

Judy's Verdict

British and former Commonwealth Heptathlon record holder Judy Simpson knows all about the skill, guts and dedication needed to compete in the world of top class athletics in seven grueling events.

So she seemed just the right person to undertake the C+VG sports games review challenge.

Judy and her husband Robbie travelled from her home in Coventry and entered the special arena constructed in a spare few thousand square feet of C+VG's London offices to review this year's top sports games.

Judy, who owns a Commodore 64, likes



to play games in both the arcades and on her computer.

HYPERSPORTS

Machine: CDM 64, Spectrum, Amstrad
 Supplier: Imagine
 Price: CDM 64 and Amstrad
 £3.95 Spectrum £3.95

Hypersports, Imagine's great simulation, is just as big a hit on the home micro as it was in the arcades.

Six extremely exhausting events are featured —

swimming, shoot shooting, long horse archery, the triple jump and weightlifting.

Each one requires good co-ordination and fast reflexes.

The Commodore version features terrific sound, and music — Channels of Fire — plus brilliant graphics. Judy's verdict: These graphics are almost as good as the arcades.





WINTER GAMES

► **Machine:** IBM 64
Developer: Psygnosis
Price: \$39.95 (street)
 \$29.95 (dca)

A sports classic, it's the 1994 Winter Games of Calgary in Canada. And Psygnosis' Gold Medal series gold winner.

The rather high standard of graphics and accurate simulation which made Summer Games a such a smash, are all present again.

Seven events are on offer. Figure Skating is one minute timed version of seven compulsory movements — camel spin, sit spin, double post jump, triple toe jump and camel toe spin.

Free Skating runs minutes in which you can go first things in your imagination and impress the judges with jumps and spins.

Speed Skating runs races complete against each other in accurate lanes.

But Dog Sledding don't get in a flat as you fly through the air

performing daredevil stunts on sleds.

Ski Jump: a deep breath and you're hurtling down the slope to take off into the air. Points are awarded for style and distance.

Biatlon: a cross-country race on skis combined with rifle target shooting.

Hockey: takes the taste of real ice and sends it up to 30 mph.

Judy's verdict: I suggest that people who want to invest in this sort of game should buy a very good joystick — and buy the many others.

These events are fantastic. I would love this one and skip all the possible nagging events. I would do the skating, ski jumping and ice-slapping. You can tell me later that I should not want to take this one home!

The big pluses are superb graphics, good instructions — not quite work on this and even I thoroughly enjoyed it. This is the one for all.



DALEY THOMPSON'S SUPER TEST

► **Machine:** Spectrum
IBM 64/Amstrad
Developer: Ocean
Price: \$5.95 (Spectrum), \$7.95 (IBM 64, \$9.95 (Amstrad)

Daley Thompson's Super Test is a worthy sequel to the original Quadrathlon.

It consists of eight new events spread over two days of competition.

Day One consists of pistol shooting, sailing, spring board diving and the giant slalom. Day two covers running, penalty kicks, the ski jump and tug o' war.

The Spectrum version has clear graphics and a nice screen layout.

Ocean fun with a lot of events at a reasonable price.

Judy's verdict: I thought it was okay. I don't think the instructions are very good and you don't get enough time to choose things — at least not for me.



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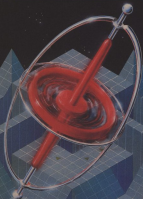


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AND NO
ONE?



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THE MATTER, BOY?



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PSI!

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F.I.L.M.S.

Take your seats for another feast of fantasy at your local cinema.

Science fiction, sword and sorcery, pirates and fairies are the ingredients the movie moguls are serving up on the silver screen to nudge you away from your computer and down to the local composition of celluloid sensations.

One film — *The Goonies* — has even been turned into a computer game by Datacube as you will have no doubts read in this month's C+VG.

So as the lights go down, the movie unfolds and the screen flickers into life, C+VG presents a guide to what will be coming your way over the next few weeks.

LEGEND

Ridley Scott, the man who conceived us with *Alien* and distilled us with *Blade Runner*, is back with a fairy tale of good and evil, light and dark. *Legend* is a really new idea, doesn't it?

Legend is set in a woodland where humans and forces unknown co-exist in a state of uneasy happiness, maintained by the presence of two unicorns who know only love and innocence.

But the evil Lord of Darkness — war the forest trees and briars — who lives in his

subterranean castle creep from midnight, wants to destroy all this by capturing the unicorns.

Goodly, goodly Princess Lila is seen was once to become his Queen of Darkness. Will her pal, Jack O'Be Grinn, save the day? Will the two ever share on this parallel again? Does anybody care? Pass the popcorn.

THE GOONIES

Somewhere and the living is unhappy. Big shoes developers discovers the power of a small seaside town in America. But one day long, that is. *The Goonies* are out to stop them.

The Goonies, a gang of kids with names like Chunk, Mouth and Data, find an old pirate map and they set out to find the treasure which can help save the town.

But slickness with words, a badly-cropped understated passage and a maddening economic make life difficult for *The Goonies*.

The Goonies is based on a story by Steven Spielberg, the man who apparently can do no wrong at the box office.

His track record is currently the best in Hollywood, with such classics as *Jaws*, *Close Encounters of the Third Kind*, *ET*, and

Raiders of the Lost Ark. All words describing our for these movies fun.

COCOON

Cocoon has already been dubbed as *Close Encounters* minus the Golden World. Steven Spielberg was such as *Close Encounters* have been dragged up to play a group of elderly people living out their last days in a Florida home, becoming greatly in the meantime.

All is nice and tranquil until a group of aliens called *Reemans* move onto shore. They have come to reclaim friends they left behind on earth 100,000 years ago, concealed on the bottom of the ocean. The aliens use their swimming pool as a temporary store for the cocoons.

But, continues to the aliens, the old folk are using the pool for more serious. The effort on their is dramatic. In all but looks, the elderly become young again, rejuvenated by the experience cocoons.

Cocoon is directed by Ron Howard — remember him as *Kidz in Happy Days*? Don't be put off because the film is about old people. The message is: Age is just a state of mind.



■ Ridley Scott's new fantasy film *Legend*

MAD MAX — 3

Max is back, mean, moody and magnificent as ever, championing law and order in a post-nuclear nightmare.

Civilization has been destroyed and a new society is growing in the desert centered on the city of Bartertown.

This Thunderdome of the side is a place where differences are settled — violently. It's a sort of "hall of justice".

It is now this action that Max — played by brain-chunk Mel Gibson — arrives. The action is spectacular, with a great martial finale.

Basically one of the best films around in the moment.

Great viewing even if you've not seen the two previous films.

LIFEFORCE

John Hughes — far of Teen *Gladiator* *Maniac* notoriety — has launched an attack of teenage space drama on London, hellbore on draining out life energies in his new film *Lifeforce*.

Not surprisingly, panic ensues. NATO forces battle bravely to save us.

The special effects are said to be awfully spectacular. But the critics' opinions seem to be uncertain.

What a load of spout subside!

JEWEL OF THE NILE

Michael Douglas and Kathleen Turner are reunited in *The Jewel of the Nile*, follow up to the highly successful *Romancing the Stone*.

Jewel is another dose of wit adorning with excitement.



with demises, make charms and various villains. Sounds fun.

RED SONJA

Exotic sword play from Brigitte Nielsen in *Red Sonja*, a character created by Robert E. Howard, writer of the Conan stories.

Sonja, a simple farm girl — believe that and you'll believe anything — falls foul of the menacing Queen Gothel and her marauding army.

Sonja uses weapons and with the help of Arnold Schwarzenegger, founding the part of muscle-bound Conan to play muscle-bound Kathleen, that's just what happens.

THE BLACK CAULDRON

The Black Cauldron is a sword and sorcery cartoon from Disney involving the evil Howard King's pursuit of a pig with visionary powers which are

needed in order to find *The Black Cauldron*.

But teenage pig-keeper Taran is determined that won't happen.

The plot sounds quite strange but surely Disney wouldn't spend five years and 25 million dollars on a dull film. 'Would they'?

THE BOY WHO COULD FLY

Is it a bird? Is it a plane? It's our own Superman. Yes, it's the boy who could fly.

Not a lot known about this film as yet except that it's being made by Nick Castle and Gary Adelman, who brought us *The Last Starfighter*.

THE EMERALD FOREST

John Boorman's new film is supposedly based on the true story of a British vagrant who finds himself —



kidnapped by Indians 30 years before — as leader of a local tribe.

Sounds a little like a chap called Taran, so no. Lost to a child and later ends up as king of the jungle. Probably misadventure.

V.I.D.E.O.S

• TIME WALKER • BRAZIL • THE LAST STARFIGHTER

funny seeing a good movie? Want to get a good video from your local tape store? But you don't know what to watch, right? Well stop getting all flustered. C-111TV proudly presents a rapid round-up of what's good — and bad — on the big and small screens. Read and you won't have to watch 100,000 of one of Wizard of Oz this Christmas!

TIME WALKER (GUILD)

If you've ever wondered — and who of us hasn't? — how King Tut became dead, this film offers a stupid explanation. Ben Murphy, from *After School* and *Junior*, plays a perpetually puzzled professor of archaeology who uncovers King Tut's coffin and brings it to the next classroom session back at his American university.

During the unveiling of the coffin, the coffin within is accidentally given two times the normal dose of X-rays by a stupid boy with an intriguing cleft.

The worst thing about bad films isn't that they're implausible, mindless and cheaply made, it's that they're so clearly dull.

Although *Time Walker* now stands out as an obvious instance of several much better films, including *Raiders Of The Lost Ark*, *Hallmark II* and even *Paprika*, it is a clumsy piece of clunking trivia which wouldn't wear a child of six.

BRAZIL (THORN EMI)

Is Brazil actually funny? To be more exact, is it even a comedy? The video probably got it right when they described this amazing film as a "laugh-a-minute nightmare".

Trey Callaway, the man who made *Time Walkers*, and who previously did all the weird animated drawings for *Money Python*, has created something close to a masterpiece here. You could call it 1984-with-jobs.

Nervous-looking Jonathan Pryor plays Sam Lowry, a minor clerk in a huge Ministry Of Information, who is haunted at night by dreams of a beautiful woman. One day he catches sight of her in the flesh, and desperately tries to track her down using the Department's antiquated computer system. When he finally meets her, she

turns out to be a vicious sword to breaking the tyranny of the Government.

Another anti-establishment figure in this world ran bureaucratically busines is Robert De Niro as an illegal freelance control housing engineer. Driven from head to foot in 500-epoch combat gear, he escapes into Sam's flat, steals his heating and radiator, and does the rest of the building work all the midway portion of a carwash.

Oh, and in case you're wondering about the title, it's nothing to do with dancing jingles, just the name of the man which appears along in the background throughout.

Never mind all the bullshyt over the recent film of Orwell's 1984. Brazil is a the most cleaveing, moving, hilarious and imaginative effort anywhere. I didn't know whether to laugh or cry. See it!

THE LAST STARFIGHTER (HERON)

If ever there was a film made specially for show-biz-type friends, this is the one. The hero is young Alex Spargo, who lives on a handsome little island park.

Not really being one of the kids, Alex gets more fun from playing marion on the *Starfighter* game which stands on his front porch than he does from screwing around in his friends' track.

One evening, Alex achieves his highest ever score on the game, and there are women and wild celebrations from neighbours as he does so. Now this may be a bit of fantasy film, but really?

Anyway, not long afterwards he is visited by a jovial old chap in a rather fantastic looking space car. Outfitted Alex jumps in, and soon finds he is on his way to the planet where the Island lies — something along with huge bald footprints.

The old fellow, you see, is called Constant, and he deliberately planted the *Starfighter* machine on Earth in order to find out which *Starfighter* would be best suited to becoming a real movie-blame. Sure enough, even now the dark forces of the Kerkens are making to invade. Anyway, Alex shows little enthusiasm for life in a marionette made movie car park, and insists that Constant take him home.



Jonathan Pryor from Brazil

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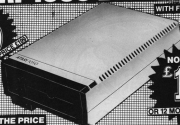
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C+VG Mailbag

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■ I have just bought your latest issue and, having just read *THAT* review from Stephen Graham, I have decided to reply. It is I have found that your letter's page is quite acceptable. It seems to me that Mr Graham wants a magazine that would give over half its pages to letters, and what would be the point in that?

20th 'Top Ten?' Good! Please! Amazing! So it was missed for one month, maybe there was something more important to go in its place!

30th (or 31st) excellent! They seem to be quite acceptable to me, and considering the C+VG supports more than one computer, I think that the games that do get reviewed are somewhat extremely well.

40th (or 41st) I would have thought that it was obvious to even the simplest of intellect! The whole point of competition is that if you win, you don't have to buy the game, you get it free. Can't Mr Graham take a joke! That is what "Don't stop this!" obviously means!

50th It is wrong to copy ideas, that has come (this, which I personally think is the best BBC game of all time, is now coming out on the C64) but that's stopping, what is?

60th If you wish, who brought out the first home micro! Whenever it was, why don't they cut all the other computers, as it is obvious that they all copied the first computer's idea, and brought out home micros of their own?

70th (or 71st) Excellent! How dare he! What about the *Black Mirror's Guide to the Universe* map? I haven't seen that anywhere else! There is no better adventure volume, and what is wrong with plain text? There are those of us that would like to hear a game without cheating, you know.

80th Typists to programs. The programs are mostly basic because that is what all of the computers use.

90th Layout. Seems OK to me! What is the perfect layout? Now I'm not saying C+VG is perfect, but there is a small page at the front, while the title contents, or hasn't Mr Graham noticed to read that far?

100th Games. Please, see my reply to question two.

110th Games they refuse to release. Surely, they refuse to release

them because it isn't worthwhile. 121 C+VG and they had an excellent interview and so did *Your Computer*, seems to me that the company who brought that game out, surely tried to get more publicity to Mr Graham's review by having a go at the competing one, C+VG.

131 The Man Headlines interview. Call that writing bad! I actually thought that the interview was very good, and in our Man Headlines style, and it certainly took more than three minutes, or did Mr Graham just look at the pictures!

141 Graham's packages. C+VG had reviewed more packages than would have been time even to show what the ones they did review can do.

151 What is Mr Graham going on about? Better, he said that C+VG understood themselves, but now he is doing it himself! He said that other mags have 80-100 pages of editorial, while C+VG has 28,000 pages, so if you arrange them out, 'he should find that the other magazines have 90-100 editorial pages, while C+VG has 90. Some editors to page might not seem a lot, it is quite large for an A4 size piece of paper!

161 Half of *Times*. See question two again.

171 I will definitely buy your magazine again, in fact, after seeing your 'secret plan', I have put in a monthly order for one of my magazines, that will surely be to be written about everything! If you take everything seriously, you would have a very long and extremely boring life.

181 I find this magazine worthwhile, and have done since I started reading it some time ago, it certainly isn't reducing its readers of anything, most likely people are talking themselves, of a good read! Thanks C+VG, long may you print!

191 Martin Paine

Olympique

Editor's reply: This was just one of the hundreds of letters answering Stephen Graham's epic criticism of C+VG in our October issue. We could print more, but Martin seemed to say many people's opinions. It's good to know that Mr Graham is one of a shrinking minority.

■ I am writing to say your old magazine was fab, but this new one is magnificent! The new

C+VG is well presented, I loved the cover, the new *Engines* and *Mailbag*.

Right, I must stop taking you books. This is the 3rd anniversary of me buying your magazine. That Thompson Twin game tempted me to buy it, but after a year of reviewing, it doesn't work! Can I get a decent copy?

Also, next time you see Stephen A. Graham, smash his face in.

Does anyone have *Pikes* for the Spectrum version of *Alucard*? I've collected the artwork but no more than one. It is really an addictive game and I love it.

Jim Gray, Camptown.

Editor's reply: With someone with views like yours on such issues, we need Martin Paine Central for *Alucard* type/Pikes.

■ Up until now, I have always had a great respect for computer programmers and for your magazine. I considered those people who write programs for home computers talented. I thought that they had a special gift. I also believed that you and your colleagues were a decent bunch of chaps.

BUT, all my beliefs were shattered into a million pieces on that fateful Sunday afternoon when I read your review in the July issue and then on page 94 you that disgusting slandering statement. I don't lay the blame entirely on your colleagues. Forbidden are the suppliers of the so-called 'game' Chicken Chase and the designers of that game are just as much out of line, as to speak, but when you wrote this paragraph "The chicken must defend the chicken house against hungry monkeys, including *Engines*..."

All the rest of the world just fell into a blood red blur. Headings are most rules, true, but they DO NOT say chickens alive. They are known to be useful to poultry but only when it is *REALLY* dead. It is inexcusable to me, and any other sensible human being with an average eye brain, that a rule like *Engines* would go into a chicken house and chase after some feathery bird when there are much tastier slugs and worms in the garden, which only have to be found and not chased!

Obviously someone got their facts wrong and may I suggest that they purchase the book, *Headings* by Pat Morris. This book is available from the British Headings Preservation Society's Headquarters.

For the moment I have not stopped buying C+VG and will continue to purchase it until either the end of the year if some evidence and suitable explanation to these slandering words is given.

No, cannot imagine the considerable damage you have caused to the public image of the native heading.

Lucas Day, Middlesbrough.

Editor's reply: My old like headings here at C+VG — sorry that we cannot open you so much, Lucas. I hope you've put the second straight to printing your letter. And we'll all have better, won't we? My friend usually has a pet heading in his back garden...

■ With reference to Stephen A. Graham's letter in the October 80 issue, if he wants to mean, let him do it in *Zone 64* and *Crash*. Here are my observations on his letter.

1) What is he on about, the letter's pages being so poor? Can't say that I think much of his letter.

2) Can't be serious without a Tip 10, 20, 30!

3) Review are terrible! Stephen, you are probably a frightened computer level!

4) The competitions are good, and I think Stephen is frustrated because he can't understand them.

5) A programmer's diary! People do think the same things, especially if they are good ideas.

6) Type in programs, might be for people who are short and cannot afford games.

7) The layout is good since they changed the map.

8) *Crash* and *Zone 64* are rubbish. You see that when you read C+VG news, it's full of top.

9) The only change of 80th issue is that Frank Brown has been killed in, and in the review C+VG stated clearly that this was to be killed in.

10) Why did you let this book (Stephen A. Graham) take up so much room in the Mailbag?

Please print this letter.

Roger J. Clapton, Clapton.

C+VG Mailbag

COMPUTER + VIDEO GAMES
20-22 PARADISE LANE
LONDON E7 9LJ

■ I would like to say something to the arcade owners who own the game Star-Force.
(Do you do regular checks on the joystick I find in most cases you put your flip in the slot, press the one player button then find the chip will not move in certain directions, due to constant use.)

When a joystick is replaced, I have noticed that it is a three-way design. The game is totally unplayable, it needs an eight-way design.

When putting your money into any machine that doesn't work properly, are you entitled to a refund? This may sound stupid, but I have put many a flip in a machine that doesn't work the way it should.

When a message in all software boxes, please make a comment of this wonderful game on to the C+V.

Really a tip on the game, this is many questions made as possible as this will give you an inside chip.

Gary Lewis,
C+V
Editor's reply: Nice to hear from an arcade game player. Hopefully the arcade owners will heed your pleas, Gary. And you should be entitled to your money back if the game doesn't work properly. You used to be prepared to make a loss through, let's face it, these things aren't new. There are more letters from arcade fans.

■ In reply to your request in September's issue for views of other Arcades owners I thought I had better write in. I bought an Electron in late '84 after deciding on that rather than a Citi due to the supposed compatibility of the Electron to the BBC. Now I regret it, now that I have seen that you simply seem to ignore me and my fellow Electron owners.

The BBC will give a laudable look to, despite that complaints from the owners who are not satisfied. It is the Electron which gets left out. You admit you do not support machines which are not popular with your readers. How many Arcades owners mail your mag? Do you really intend The computer's Arcades can be found in the UK, it is around 600-700-800 which is nearly as many as there are Citi's. I know it's not all your fault, but there are a few adverts in C+VG for Arcades — they do exist. The user

bases of Citi, Atari and MSX is far less than the Arcades user base.

The reviews are all for the Citi-Spectrum owners with the odd one for the MSX, Amstrad and BBC. Do not say there are none for the Electron (as there's plenty of software around) and some of it is worth reviewing. Most — when reviewing a game for many readers, eg. Computer or Computer Games, please give marks for all the versions, not just one.

I admit I tried to sell my Electron to buy either a Citi or Atari — no one wanted it, Gary Whitehead.

Editor's reply: I think you've answered your own question when you admit to trying to get rid of your Electron. Gary! And I endorse your opinions are a bit high, too, but the fact remains that software buyers aren't supporting the machine as much as other more popular makes — for obvious reasons. We'll review Electron games when we can remember the matters to read an review articles. Are you looking out there?

■ We are a national charity set up to help parents and professionals dealing with Down's Syndrome children.

Our membership now stands at approximately 1,500 and many of these children seem to have an aptitude for computer games and educational programs. As a result of this, we have had several enquiries over the past year as to what is available in computer software that may be of help to parents and teachers.

May I, through your magazine, appeal to any software manufacturers who could let us have lists of what is available so we can pass this on to our members.

Shirley Evans,
Down's Children Association,
4 Chylent Street,
London EC6N 8EL

Editor's reply: Please help by writing in the above address.

■ I have owned my Atari 800 and disk drive for over three years now and recently decided to buy a Commodore 64 to see if it really was as good as everyone said it was.

I did expect the games aspect

of the Commodore to be as good as, if not better than, the Atari which was hard to follow. I was very wrong indeed.

Not only did most of the programs crash if a wrong key was pressed, but the graphics, sound and animations were way below the standard of any truly old Atari. One of the things which disappointed me most about the Commodore was the so-called advanced 64K chip which did not sound too

advanced to me at all, especially when it was trying to produce sound effects. It also seems very unprofessional as in many musical games the sound does tend to go way out of tune quite often.

I did try to learn some of its so-called tricks, but gave up eventually. While Atari Basic is eight years behind the times, it supports all graphics and sound commands and is generally superior to Commodore Basic. I think if a devoted Commodore user saw an Atari computer really working he would turn away with envy; all his Commodore and his on Atari straight away. That's if the Commodore user has any sense at all.

I have since sold my Commodore but before which is all that it's worth and would never trade my Atari in for anything seeing as it's the best of all home computers you can buy.

I only wish you could support the Atari as much as the other two great computers. If you did this, a lot more Atari owners would subscribe to your great magazine.

Ray Lewis,
Liverpool.
Editor's reply: Atari games are amongst the most loyal to their machines. But I wish your comments could start quite an argument on these pages...

■ My friends and I are facing a problem and we hope that you may be able to help us. We are all proud and happy owners of the Activision video game system.

Between myself and my friends we have nearly all the cartridges that were released for the system in its domestic version.

Due to the demise of Babbage Brindley as a video game firm, we were stuck with only the initial release of some 30 cartridges. As you may have

gathered by now, we are searching the world for all the worldwide cartridges.

We have already sent many to America and we have bought from an incredible amount of distributors the 800 people plus those cartridges made for the region.

The only problem now is that our system has left America and the firms selling the last few cartridges are reluctant to send them to us.

I have been an avid reader of your magazine for quite some time and if I could currently you had a competition and the prize was a Activision light pen and cartridges. We hope that you can give us some information in regards to the light pen, its associated cartridges, as well as the cartridges itself.

If you know of any firms in Britain with these computers, we would be immensely grateful if you could send us the firms particulars or publish them.

David Thompson,
Australia.
Editor's reply: You probably know more about the game old Travels than me do, David. But maybe one of our readers can help you out. If you can write to us, we'll pass the information on downwards.

■ I would like to tell the readers of C+VG about a software club that I joined recently. I had been looking for a good club and Pacific Software Club's advice looked promising, so I sent off my £1 hoping not to get ripped off. Four days later I received some software lists, a news letter, a form for introducing new members for which you receive a £1 voucher. I cannot lose pounds in a few days. After a £1 voucher for money off my first game. All games are now free clubs.

The what really pleased me was when I sent them a five pounds in the morning after writing my card, register card, while still £10 miles from home, to find on the next two U.S. Gold games £10 each: two pounds in vouchers, two letters and a package, plus a cheque for £2 which I had sent earlier.

There are lots of contacts at P.O. Box 40, Solihull, Warwick Midlands CV3 2JL Richard Hammond, Oxford.

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