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NEWS + REVIEWS

8 NEWS

★ The hottest hot gossip this issue is all about Activision's Old Schoolhouse Nintendo SN, but we also take a look at Beyond's Indignia Rave.

14 REVIEWS

★ The amazing Awards and Nervez is our Game of the Month, but there's a new game giving it a close run for its money, like this exciting Commando.

54 ARCADE ACTION



BACK TO THE FUTURE/P30



JANUARY REVIEWS/P14



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NEWS

■ The long-awaited new *Wally* adventure, **Wally Wack in Paradise**, will hit our soon. Meanwhile take a look at these exciting screen shots from the game which also stars Wally's wife Wilma and little Wilbert — all fun on the silly side. The game won't cost Mike-Dave's \$149.95 plus tax — but the Wally people promise even better in-use graphics and more adventure. *Wally Wack in Paradise* will cost £9.95.



■ Lethiberto's **Waterloo** is now available for BBC owners, price £9.95 on cassette and £19.95 on disk.

■ **Desert Bats**, dealing with the North African Campaign in 1941-42, is the latest war game from *Arnhem* author Bob Smith.

It occupies themselves with the 'biggest to the Battle of El Alamein, including Operations *Barbarossa* and *Overlord* and the Battle of *Orsini*.

Desert Bats has a scrolling map with six scenarios for one or two players.

The game is packed in an A5 video case and comes with an instruction booklet with historical background notes of the campaign and maps and photographs. **Desert Bats** is released by CDS on the Spectrum and Amstrad, price £14.95.

■ Here's a sneak look at *Samurai's Holiday*. It's a good horror game. As you can see there are few characters involved in the game — you select one to control. Then you have to get the rest of the characters to rejoin you — the place where you've placed a cross. Some will come willingly. Others need more persuasion. And any one of them just could lay down — the monster looks awfully killer! The game takes place in and around the Crystal Lake Holiday camp. A nice touch is the 'necrometer' in the left hand corner of the screen. As more characters get killed off the little cross has probably stolen up further and further...



■ **Wet Zone**, a BBC conversion of Imaginix's multi-screen shoot-'em game *Armadillo*, is to be distributed through *Microline*. Phil Graham, *Microline's* software manager, says: 'We're excited to have the exclusive distribution rights to a game as good as *Armadillo*. It may have got a little bit too good in its challenging today as it always was.'

■ If you haven't been taking in a dose for the last few years you would have heard of *STUCK* — a random image dungeon which has changed to a multitude of features an allowance for conversation between characters playing the game.

Now *STUCK* and user networks can play it too! These *STUCK* collect from B. Adams School in Northcliffe are writing their version of the game with up to 2000 locations and non-character chat facility!

■ The winner of *Comix* was *Adapted* by *Comix* from *Cartoonists* in *Harold*. Thanks to *Prolog Software*, the people behind the team is the released *Random Road* game. *Comix* will get to appear on stage with his team and win a few other prizes too. *Comix* did for *Stuck* was like this: 'Why did the hedgerow cross the road?' To see if he had any stomach... 'Ugh! Despite the jokes, *Prolog Software* chose him as the winner. Watch this space for more details of *Comix* sharing rule in the *Stuck* Adaptor show!

■ *Robot*, *Robot*, *Robot*... heard the latest *Comix* *Robot Software* has been launched by *Virgin Games*.

On offer are four 'intuitive' games selling at £9.95.

They are *Robot* (BBC ad), a multi-screen puzzle game in which you have to assemble a team. *Robot* (BBC ad).

Adventure into magic labyrinth, *questing a dark wizard*. The *Great Five of London* (Spectrum ad), involves you in a bid to change history by putting out the fire. *High Five* (BBC B), *glue hunting* in a new block.

■ Here's your chance to become a computer scriptwriter for C4000

Over the last couple of issues we've been running a contest strip driven by our artist and named for *Barbie* the *Barbie* called his lovely *Barbie* and *Barbie* like a good artist, he's good when it comes to drawing — but if he has to write anything, well, well, well. In what we want you to do is write some scripts for C4000's *Barbie* strip. The best scripts will be chosen up and printed in forthcoming issues.

What are you waiting for? Send your scripts to *Computer and Video Games*, Post Box, Priory Court, 90-92 Kensington Lane, London W8 4AL.

Imaginix collecting around £10,000 for just 10 entries each. But that's what happened to 15-year-old *John Howard* from *Warrington*.

Just — who knows if it will be awarded — least more than 40 other people to win *Barbie's* *Comix* competition where the prize was either a *Barbie* £200 or the cash equivalent.

A simultaneous play-off of a specially adapted version of *Comix* was held in three countries.

In the United Kingdom, 30 people met in London to crack the 10 most games. Ten people in Copenhagen and *John* in *Malaga*.

Programmer *Howard* then designed the special version of *Comix* to be completed in about the *Comix*. The best time managed in London was the 11 mins. But then came off *John's* staggering time of 18 minutes came through.

At first there was a stunned disbelief. But the time was confirmed by *Barbie's* men in *Malaga*.

A surprised *Howard* said afterwards 'He did not damage his ship once, the most have not done and game through the game perfectly.'

Barbie's *Malaga*, *Barbie's* *Prolog* manager, said: 'I told him to find me in very few moments. His answers are in a state of shock.'

John's reaction to the news was apparently stunned silence. He was probably badly scared, earning £10,000 from *Comix*.

■ At last some MIB (Micro Interface) *Mediator* comes from English Software and will be available just in time for Christmas priced at £9.95 for the cassette, £24.95 on disk.

Mediator mixes medieval and futuristic themes — with a documentary machine and killer team(s), plus enemies and dream machines.

Your job is to catch the *Good*

ENIGMA POINT

■ Top creative group **Strategic Design** are likely to do their reputation no harm at all with their latest handheld entitled **Strategic Force**, the long-awaited sequel to **Raytheon's** Shockwave, written David Bishop.

Although slow and sometimes tedious to play, *Shockwave* represented a tremendous step forwards in game design and this momentum has been continued with *Strategic* which follows the further adventures of the Enigma team. AFTER they captured the Republican dictator General Jeff.

Shockwave was a strategy game relying primarily on elegantly designed icons and status windows for providing a graphical capacity which wasn't quite convincing.

Strategic, while retaining icons as a means of playing the game, has a much more fluid feel to it. You actually see the results of your instructions to the team, which is well timed in the top half of the screen.

THE STORY SO FAR...

While awaiting the captured General Jeff to take trial the Enigma team are concentrating the

enigma points given to the guidance system of the Enigma itself which glimmers helpfully towards the surface of a planet.

The next thing you remember is coming round inside the vault of your ship. Somewhere in the back of your mind you recall the computer's last message concerning destruction logs on their way to destroy the planet.

Meanwhile, back at the planet, captured chemists, led by Jeff, are locked in battle with the bioethical inhabitants of the planet.

YOUR MISSION

You must find the bioethical families and gather his support in locating Jeff before the planet is destroyed. Then you must discover the whereabouts of the last remaining spaceworthy war remaining on the planet.

INNOVATIVE GAME CONTROL

'As play the part of the Enigma team leader, look at the four members of your team possess particular skills which must be exploited to the full if your mission is to be successful.



A bewildering array of icons are displayed on the lower half of the screen. These are divided into the following sections: command, movement, character in present location, objects in location, objects carried by character in play.

Your team can explore the planet's underground complex room by room and you can give each member a stack of up to eight instructions (five on the Spectrum version) at any one time such as: patrol character; reconnaissance; move; latrine; spy; drop explosives; move; right; activate explosives; pick up; egg; hit; etc.

The beauty of this game is that you don't have to sit and watch all this happen if you don't want to, instead you can be off instructing unobtrusively elsewhere in a different part of the computer!

Add to all this is generous helping of capital letters, graphics a less flowing glimpse of the General and periods with some equally atmospheric music and you have the recipe for an extremely interactive and sophisticated small strategy game which, from the '80's, is a veritable cartoon' as an C+HD had to make with, could prove to be a landmark in game concept and design.

blaster and end of this dress. Two players can play this action wonder adventure with lots of nice touches. Watch out for it, **Blaster** will also be available for the Commodore 64/708 at the same price.

■ **Wingsmen** can now create their own battles with **Battle Builder** from **Lightbulb**. It will cost £2.95 on the Amstrad, on the Commodore it will be available for £1.95 cassette and £2.95 disk.

■ **Radical** **Ultimate** are out-gunning for you with two of its latest releases. The **Wild West** is all the rage, it seems.

First there's **Outlaws** on the Commodore 64 and **Deadlight** for the Spectrum and Amstrad. Read the reviews in next month's C+HD. Well shoot from the lip. All the info will for £9.95. The quality of the low low games hasn't been up to their usual standard and the C+HD review team hope that **Ultimate** can prove themselves number one with this new batch of games.

HOT GOSSIP

■ **WHAPOOOOORRRRR!** The shell roared over my head. I dived excited to dive into the ocean for cover.

'All right men, this is IT. You must invade and investigate the enemy site and capture any equipment along the way.'

I trembled at the thought of combat, but there is no escaping it now. C+HD demands I do my duty.

I leapt on to the surface once. Flipped the lid back and slowly shimmered inside my blood pulsing fiercely through my veins. ... 'Go for IT' I told myself. And I did.

Welcome to **Ramada 800**, the latest game from those wonderful **Scientific/Beyn** people. **Ramada 800** is the third title — **Ramex** on **Amstrad** and **Ballbreaker** being the other two — to come from this combination.

The two previous releases were fast-paced off-come-there games, but **Ramada 800** has a laid-back pace that gives it an edge. **Ramada 800** may not be as playable as its predecessors.

continued on page 21



MIRRORSOFT

GAMES GALORE!



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MIRRORSOFT

but it makes up for it in depth. The aim of the game is to leave the comfort of your mother ship and investigate the planet below which is called Korenda. The planet holds great wealth in the form of weapon systems and all you have to do is pick the planet's chest.

It only takes seven 15-Minute sessions. You have a Surface Rover of your disposal to get around the planet, and it repeatedly robot that investigates and retrieves booty in any holes you find on the planet surface. And a Psychic Science Deed that stops on the mother ship waiting to analyze the booty you bring back.

When you start your mission on the planet surface you are faced with a cliff-top view out of the Rover and a battery of instruments. The instruments are used for a moment and a mission. They include a scanner showing where holes are on the planet surface, what additional systems are ahead, engine status, speed, power reserves, weapon reserves and shield status.

The screen is split into two sections, the top half shows the planet, the bottom half is the control area. Here you can choose from a variety of control options, use a new weapons system, control your Space-back robot, call the mother ship, instruct your Psychic Deed in the mother ship and set game parameters.

You can move around the planet quite easily, simply move the joystick left or right to face the direction desired and push the joystick forward to accelerate and backboard to stop.

As you move about you face an undulating landscape of mountains and plateaus that give a rough idea of not taken seriously. By using the scanner you can locate the holes quite easily. When found, the Rover is sent to that it. However, often things aren't what they seem. As the damaged Surface Rover can return to the Rover.

You can then return to the mother ship with the booty and store it, or continue onwards, with it in storage on the Rover. If you return to the ship, the Psychic Deed takes over and you can view its examination of the booty.

The goods are passed to Psychic as a computer bank and you then decide whether to dismember it and get billions, sell it to a Auctione (billion efficiency, power and value of the planet), exit ship (go back to planet for more), or end trip and then save your current position to disk for play at a later date.

I do love this bit, the Psychic Deed has such tiny little shiny symbols (yes, shiny!) As he logs your booty into the mother ship for you and even gives the goodies clearly.

There are lovely little to work through and as you move through each bit you will discover new weapon systems that you will have to save for use on higher ribs.

There are a host of hints and strategies to follow and a little saving and will prove useful if you really want to make all booty levels.

Along the way you will find items like new laser picks, power reserves, special rovers and many other items (including many different weapons and attack strategies).

The graphics work well, in fact I would say they are better than *Frontier* on the SE. We do get that feeling of movement in the Rover and the landscape is not boring. It is created with fractal continents and plotted in solid form and in the Rover.

I have a little mean over sound, it was OK but could have been a little better with a little more imagination.

My version came on disk and loaded very quickly indeed.

Korenda will be released by Activision at the end of November. It will retail for around ten pounds on cassette, and £12 on disk.

I do have to apologise for the lengthy descriptions given in the review this month, but they do give an indication of the depth of this game as well as the multi-visuals.

Korenda will be a very playable, but this is PC20 what this game is all about. It offers excellent presentation, play and depth as a package.

It will keep your interest for many an hour, its strategic tactics will slowly enthrall your brain — urging you on to go for "just one more rib".

I must get my eyes checked! In the November issue of *Computer Games* the first cover featured a picture of a certain winter sport and the cover of *Winter Games* from US Data was reviewed exclusively in that mag. Well, it just isn't all.

Commodore User also feature a full blown review of *Winter Games* the same month, maybe next month...

A recent chat with US Gold Supreme Geoff Brown proved interesting. He has just taken delivery of his new car, a rather stunning red Ferrari, but how much did it cost? It leaves little change from £10,000.

Talking of cars I hear the ultimate race car game on the team had driven *Paradise*, but *The Bumpers* felt like a change, so he has taken delivery of a new red — colour of the month — *Lamborghini*. Within the month play! Wp. IM of course!

A little game passed my desk this month, it was a good



review for a new game based on surfing. The game review included industry quotes on the product. The editor of *Starline* Sean, Bill Hadden, was quoted as saying "This game evokes the great player's mission".

All you Atari fans can now sleep tight. Bill has been convinced by the Atari and has agreed the Atari fan team cheer in the magazine *Atari* fan. Strange to me told Hadden about it.

I recently had a break preview of *Master Builders* on the new Commodore mega-machine, the *Amiga*. Well, it is a right simulator with many arcade elements, the graphics, sound and playability are hard to follow. The new generation of computer games is truly starting to arrive. I'll keep you posted on this one.

Could this be the world's first desktop computer game?

Isaac's World from *Geometry Games* is all about the adventures of an accident game robot called Isaac. He's the sort of chap who gets everything wrong — but he's been given the chance to capture himself by solving out the problems on a global area named by the extremely odd Baron Rott and his wife Hazel.



Are *Geometry Games* having a subtle dig at *Isaac's World*? Well, however make you laugh? Well, it's a game of a nature of this graphically excellent and funny game not least? You bet!



Remember to check out the *Starline*, a fantasy action game from Activision, which should come to us in the shape of your local software store.

C+PC produced the chance of a week preview of the game and we read Activision has another winner with this location game.

Transported by the *Starline*, a strange little fantasy time machine, you find yourself in a mass-like world of magical sorcery filled with weird creatures.

The graphics are first class and with 30 levels to explore it should prove a challenge difficult to solve.

Activision also has another location game out, *Korenda* with it's about a billion characters, a kind of robotic island, covering the island planet of Korenda for its ancient technological treasures.

Mapping fans will have a field day with this one. You even have to map the mountains.



BE DANGEROUS.

Play *Elite* – the ultimate, award-winning space challenge. It's an interstellar mind-game with incredible 3D vector-graphic space flight simulation. *Elite*'s been called the "Game of a lifetime".



You take command of a Cobra Mk II combat craft and trade with alien cultures on over 2000 planets in eight galaxies.

Pick your destination on the starmap, check the computer's 4-way viewscan – and make your first jump into hyperspace.

Starting with "Harmless" status, you pick up combat skills to win ratings of "Average" to "Dangerous".

If you can handle it you could become one of the *Elite*, and win the chance to compete in the *Elite* World Championships.

It's dangerous all the way.

"To play it is to be entertained, enthralled and ensured... stunning." (Computer & Video Games Magazine).

"A brilliant game of blasting and trading... truly a mega-game" (Gold Medal Award, Zzap! 64 Magazine).

"One of the most imaginative games ever designed to run on a home computer..." (Crash "Smash", Crash Micro Magazine).

Elite is here now for the Commodore 64 and 128 and Spectrum, and (very soon) for Amstrad and MSX too – complete with Manual, Nostril Control Guide, Ship Identification Chart and more.

Elite.

Be dangerous.



"Diaphan Magazine."

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GOLD
MEDAL
AWARD

KEY

GRAPHICS

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

SOUND

Does the game sound like a Daren Daren LP played at full speed? Or does the noise from your stereo track you half-way across the room? The C+VG review team don't play games with their ears blocked out by noise!

VALUE

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

PLAYABILITY

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you not sleep the minute the time screen appears?

BLITZ
GAME

BLITZ GAME

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

Machine IBM 04

Supplier Quintix

Price: £7.95

Wishes-dashes-did it's good and Fred Flintstone and his' daddling in a lot of stone-age construction work.

In Quintix's adaptation of the famous cartoon series — programmed by the Quintix people — Fred is starting out life in Bedrock. Fred's needs are simple: he wants a house and a wife, so he sets about building a house and finding Wilma. Building a house isn't as easy as it sounds. There are male dropping pre-historic tools, wool tarantulas, dinosaurs and Fred's pet lion who keeps getting under foot. All of these can hinder Fred's efforts.

First he has to clear a space for his new home. Picking up the rocks and taking them to a tip for points. Then he must use those rocks, stone walls this time, to begin building his home.

STARTS HERE ▶

SWORDS AND SORCERY



Machine Spectrum

Supplier PDS

Price: £3.95

Demons and Sorcery has been the most of many horrors in the Spectrum world. Demons, Apparitions and Apparitions! Of course you don't. These games never get beyond fairly obvious. PDS have taken a much more sensible attitude. No fears. They let the game speak for itself.

When Spectrum owners hear the name, a frequent reply is "Yeah, but it REALLY isn't" Well, in most respects, yes, and it's been worth the wait.

There is a quite phenomenal amount of paperwork with the cassette. About thirteen A4 pages. The first five hundred words give an introduction. The authors have made a brief attempt to make the somewhat cumbersome plot sound interesting. The aim is to venture into the

darkest recesses of the dungeon, and return with a suit of armour. Horrors!

Okay, not the strangest of plots. But if for one reason or another you're looking for a suit of armour, then picking up every sparkling sword that comes to hand.

One of the elements which sets S&S apart from anything else is that it is very easy to play.

Do not despise point-and-click adventures! Three of these are used for movement (up, left, down, right and walk forward) whilst the other three are used in conjunction with the flexibility simple menu system. More on that later.

The screen is set up into various sections. There is a wide band for text (invites, greetings and what used in the lower-middle area).

The menu system is not easy to explain fully at this PDS hour

pages, and they write out, if you imagine a line of text at the bottom of the screen with the left-hand command highlighted, "Hit" might say "hit"!

Now, two keys will move the line left or right, highlighting each new command as it reaches the left-hand side of the screen, and then you will select the option.

Each of these basic commands will then produce a sub-menu. "Hit", for example, will display the various forms of attack you can use if you're holding a sword, you could HACK your opponent.

Major points on the game involve when you select the desired spell, there is an elaborate special effect, and the program will inform you how well it worked.

Hands and A&S are very similar. Both allow you to manipulate objects. The only way to remember a thing, generally, A&S is for objects on the ground and Hands is to use something you are already holding. The A&S menu also allows you to use which (optional) makes the screen to be clean for a second!

The graphics are very good. Don't mistake them for really 3D (different spaces) will have out of the main's graphics in 3D before confounding you. All are clearly identifiable (and a little daunting).

Also chests and various other objects, the limits of what and sometimes are drawn.

Talking to the people you find in great fun, you can be friendly or unfriendly, depending

Once he's got the fast food, worriedly Fred finds he needs a lot of assistance — in the shape of a dinosaur. Fortunately for Fred, Bedrock is growing, played him and one of the first new buildings in the city is a (dinosaur) centre.

So far so good. Fred needs cash so he has to go and pick up some cash on the rock.

Now he's helped out for a while he can get it in a stone ladder to get the rest of his house finished. Then he has to

persuade Wilma to come home with him so they can set up home together.

Once he manages to do that, his life can begin in earnest.

The game isn't as easy as it sounds. You'll need to make a map as you go along.

THE
FLINTSTONES

In your mood, insult them, intimidate them, or shoot at them. The computer will respond a suitable combination of the creature's name and another phrase. The characters will respond — often playfully!

Something I found a little frustrating was the speed of combat. It is very easy to point after being attacked, and, completely miss your desired option. Instead of fiddling at a keyboard, I found myself trying to kick the box on a joystick! This is really convoluted, and very rarely fatal.

As in *Changeling and Changeling* — and some superior games — your character has a list of attributes which will help him through his quest. These determine whether it is feasible to eat Kevin The Strange to eat the stone.

To complement the living faces you will encounter, PDI have also included a number of other maps. The standard "dirt green" hole in the middle of the floor" maps up, as well as a number of more intricate things, like moving walls, mirror

transitions and magical barriers.

Sometimes "the stone" they will appear on the screen. PDI say that jumping is a good way to escape them, but I always jumped into a "dirt-green-hole-in-the-middle-of-the-floor"!

PDI are planning many additional modules to expand the game — three more dungeon levels available in December and The Village module — used to enhance your character's skills and abilities and The Arena which allows you to go head-to-head in combat with other players.

For real time there are badges, trophies and postcard!

This game can't be classified. It's unique. When it eventually hits the shelves of your local store, read your plucky hand!

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



located in location otherwise being in danger of getting lost in the dark. Other buildings are being constructed as Fred starts away — these help you to work out just where you are.

The buildings include a service station, a health club and even a drive-in cinema. Wilma hangs around the health club and the burger bar — so if Fred needs a bit of added encouragement he must find her.

Finding Wilma increases one of two energy levels shown at the top of the screen — and makes his heart beat faster, shown in another window at the top of the screen. Don't let Fred lose heart — or he'll give up the building trade.

The graphics are excellent — capturing the atmosphere and humour of the *Planetes* cartoon series perfectly. Fred looks as if he's walked straight off the cartoon "set" and into the computer game.

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

1 OF THE MASK

- Machine: Spectrum
- Supplier: Etcetera Dreams
- Price: £19.95

Handy Wilma, the man who turned the game world upside down with *Art Attack* is set to do the same with the current 1 of the Mask. Once again Etcetera has delved into the mysteries of 2D and has come up with a stunning new concept.

The game features some of the most original graphics ever seen on the Spectrum.

The idea of the game is this. You and your Jet Ball have been ordered in the Space Shuttle on Planet Hesperia 16. You've been dumped in the middle of a pitch-black city maze with mostly leaning walls and the odd large hole.

Your job is to reconstruct a long and all-powerful robot. You've heard that this robot is the most awesome weapon in the galaxy. So awesome that its creators decided never to put all the bits together. They put them across various "dimensions" (hidden within walls or "universes" within the maze).

You want to get the robot together and use it to rule the universe.

You must search the maze for the universes containing the crystals. Each universe looks

very boring indeed. You have to select which crystal holds the part of the robot you need. Other crystals contain some secrets for your boss — another will beam you to different parts of the maze.

Once the right crystal has a huge section of the robot will float in front of you. Then you must behead it with laser beams to shrink it to a size you can carry.

As you collect the parts they appear at the bottom of the screen.

The last bit to collect is the mask. This means marauding before you at the start of each game, and gives out of the screen, forcing you to enter the maze!

If you collect the mask first then you could be in trouble! You'll need lots of energy to complete the game — and it runs down really fast.

The graphics — the spinning crystals, robot parts and the many mazes — fit this game away from the normal-like real-world adventure.

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



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PANZADROME

BLITZ GAME

- Machine: Spectrum
- Supplier: Activision
- Price: £1.95

It's a far cry from adventures in an old "total destruction" shoot-'em-up, but the Panzadrome Corporation hasn't taken that big leap for programmers — and come up with a winner.

Panzadrome is better known for that devious and amusing adventure "Mystery 1.7: The Unknown" horror remains in Panzadrome — but in reverse only. The game goes the other way.

You find yourself in control of a futuristic robot tank deep inside the enemy Panzadrome. Your job is very simple. Get out there and destroy the 25 enemies dotted around the enemy site.

Once you've loaded the game you see a close-up of the face of your tank with a technical specification below it. The computer shows all the facts regarding you and your tank it's put into the battlefield.

Your first task is to find the Panzadrome plant. Without a Panzadrome module on your tank you can easily get injured. Enemies appear when you get shot at or when you destroy a enemy tank — and you can't cross them unless you've got some protection on board to fit the field. Enemies will find themselves making good use of

the gun they find.
The graphics are interesting — making good use of colour.

- Graphics: 3
- Sound: 3
- Value: 3
- Playability: 3



SPELLBOUND

- Machine: Spectrum
- Supplier: Maxis/Amiga
- Price: £2.95

Well you please welcome back the amazing Magic Knight in his latest amazing adventure.

Spellbound. The main character of this first in a new mid-price range of games from Maxis/Amiga is called Magic — and the game will test his spell over you too.

As Magic Knight first appeared in *Wizard's Quest* how his master David knows how an Magic Knight has been using out some very old spells to make his new putting tests more.

Unfortunately the sorceress who translated the spell from ancient

English made some big errors — and when Magic tried to make his new putting test he was interrupted through time to the Castle of Magic.

Seven other unfortunate characters were sucked into the game with Magic — including Robin the Dwarf and Thor who wishes he had a hammer.

Magic Knight gets the call to help his old friend and mage off to the mysterious castle to save himself and the seven other characters. The main feature of the game is a novel technique which David calls "translation". What that means is that windows or panels full of

characters can be called up on the screen, displaying the main graphical area and each other.

These windows are full of

adventure-style many options — like examine, read, pick up, drop, open, spell, etc. — which you select using the keyboard or joystick. The Magic Knight then does what you tell him, the more moves Magic about the castle using the controls as in most conventional arcade adventures.

Each of the seven characters has his or her own personality and Magic must take care of them — keep them fed and happy if he doesn't, the game will soon be over. The main reason the characters to show out their status — and maybe discover if there's something they really want. Like Thor and his hammer. If you help them, the characters will help you.

The game is not just when the wizard is free. Then you have to help the seven other characters get back to their own parts of the world.

The graphics are neat, the sound good and game play is quite simple magic. You'll soon get the hang of using the Windows/Mini system — it's a good game players and adventures will enjoy.

Spellbound. It's tremendous value at just £2.95 and deserves to be a smash.

- Graphics: 3
- Sound: 3
- Value: 3
- Playability: 3



- Machine: Spectrum/Amiga/Atari/MSX
- Supplier: Maxis
- Price: £1.95

So lately over the top in Super Joe, check commands, times in the world in an explosive rescue mission. Forget Mario — old Joe's in a class of his own on this Nintendo.

Basically what you have to do is reach the enemy fortress and rescue the princess held there. You have to be fast on your feet and quick on the trigger to clear the second floor of the enemy. There's a lot of you on foot, shoot at you with monsters and monsters. It's not fun you open with some enemies and monsters. All details carefully.

Well, you've got your lovely machine gun and a handful of grenades to help you get through. And you can pick up more grenades as you clear areas like the fortress, under the tunnels and through some minefields. He played the Spectrum version for this review — and the graphics, sound, animation and game play are all excellent. But, as we all know, it's not the Commodore version. We've yet to see the game on the Amiga or Atari.

The Spectrum Super Joe is a big, and somewhat chaotic. The background and enemy patterns are also well drawn. The choice of colour is good. Spraying is smooth and colour clash problems are kept to a minimum.

Commodore is really a pretty straightforward shoot-out. But the game is difficult enough to keep you interested and addictive enough to keep you coming back for more.

There's only one thing really worth going for beginners — keep moving fast and keep blasting everything in sight.

Spellbound owners shouldn't miss this little version of the classic magic game.

Commodore owners from more of a choice with *Aladdin's Wish*. Does *Wish* if it and the soon to be released *Mario* game from Disney.

You play your money and make your choice. Commodore's not a bad choice.

- Graphics: 3
- Sound: 3
- Value: 3
- Playability: 3



THE COUNTDOWN HAS BEGUN

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DOPPLEGANGER

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

More new software for the Amstrad — in fact dopplegangers seem to be getting the best out of this machine.

Doppleganger is a 3D maze arcade adventure featuring a somewhat weird little alien personality. He and his alter ego on Doppleganger — that's what the word means here — have to brave the dangers of Castle Doom and uncover a hood of gold, silver and bronze eggs.

You have to use the two characters to perform certain tasks. The characters can pass through blue framed doors while the green spirit form can pass through green framed doors. Both can pass through white framed doors. But when it's your turn to get through locked ones and the other ordinary person. There's a new item indicated by an hour glass in the top left hand side of the screen. Once the sands of time run out it's the end of the quest for both characters. But your time can be recharged by

destroying certain objects. At the end of the game your score for exploration is listed until you've found the last three eggs. Bring one back to the start point and you'll gain access to more of the castle. Then you'll be able to complete your task — which is to take the towers, silver and gold eggs back to the start point.

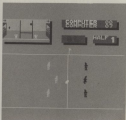
The castle is packed with nicely animated textures and the graphics are pretty hard to solve. The graphics are colourful and the sound effects add to the atmosphere.

One minor criticism is the representation of the enemies. There's no sensation of hit points at all and moving too slowly is a bit like shifting a corner around the screen — my wonder.

A nice addition to the growing number of arcade adventures for the Amstrad. Check it out.

- Graphics
- Sound
- Value
- Playability

INTERNATIONAL RUGBY



- Machine: Spectrum/Amstrad
- Supplier: Aris
- Price: £7.95

There are loads of sports games around right now — but no one has attempted a rugby simulation. Until now, that is. Aris could have a good claim on their hands with this simulation of the Home International.

You can play the computer or a friend in this novel game — it features passing, line-outs, scrums and conversions.

Everything you'd expect from a real life rugby game.

You can become the captain of England, Ireland, Scotland, Wales or France for a day and attempt to win the international series.

The computer asks you which team you wish to captain and at which of the two difficulty levels you want to start. You also get a league table after each game.

Now the bad news. The graphics here is far to be desired. If Aris had taken a look at Match Day, this game would have been in instant class.

As it stands, the two teams are represented by black ink on the figures — quite well simulated but just not big enough to get any real life effect. The man with the ball changes colour so you can spot him.

The programmers have included a TV screen, representing British Tele at the top of the screen. This comes into play when it's time to have a crack at a conversion. You kick the ball through the uprights after first checking the wind direction and placing your name in the general direction of your kick. But beware — the wind can change in you kick! You see this in close-up on the screen and also on the normal full display.

The screen also flashes up the logos of dopplegangers the Boots and RSC, Smith when it's his turn to go for the game.

Once the disappointment about the kick-man had worn off, I found myself really enjoying the game. It's been played with a joystick, but there is a keyboard option.

If you like action sports games, look at International Rugby. We saw the Spectrum version — maybe Aris are planning to do big things with the graphics for the Amstrad version. Hope so! If they do, the game could emulate the success of the other ball games which have featured in the charts this year.

- Graphics
- Sound
- Value
- Playability

CRITICAL MASS



CRITICAL MASS

- Machine: CMM4/Spectrum
- Supplier: Zard
- Price: £5.95

On top of an existing system of the Zard Federation has set up an advanced anti-matter computer used on the old computer and — some distinctly alien — first edition it uses and are threatening to destroy not only the planet but the entire galaxy as well.

Heaven! So why do the scientists send for The Red Hammer? The Alien? Mike Hammer? No — they send for HOLA.

It's your task to pilot your tin, but not armed rocketry, into the centre of the enemy occupation and destroy the anti-matter plant before the alarm

can discover their plot. You begin the game in a pod which houses your craft. It comes up in a noisy elevator sequence to reveal your craft. You take off in search of danger and adventure.

The craft is not tricky to control, but it is protected by a force shield. So you have a bit of protection while you're learning to pilot it.

There are three defence systems to contend with too — some attempt to isolate the balloons, others use a shield similar to your own.

You have a little jump pack which you can use to guide your plan to the next point using the controls at the bottom of the screen. Your craft can't attack them.

The graphics on the Spectrum version are good, giving a sort of real time appearance to the game.

Don't have come up with a nice idea for a game — and included some good features. But the unrefined look of the graphics and the control of your craft leaves a few points off the final mark.

- Graphics
- Sound
- Value
- Playability

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QUAKE MINUS ONE

- Machine: C800 94
- Supplier: Mantis
- Price: £19.95

This is not so much a review as even preview: Quake is a megapop report.

Quake minus One, chosen by Mantis, beyond a title label, is shaping up to be a monster smash.

The copy that arrived in C+VG's office was virtually complete, lacking a few apparently critical by the time you read this will have been made.

The game scenario is as follows. The famous Roman Legionnaire Frodo has infiltrated the Titan power complex on the floor of the Atlantic which controls the world's industrial nations. They are demanding liberation of all robots as they will trigger off the destruction of them.

The only way to avoid destruction is to capture or destroy the Titan computers. Quake minus One features animated landscaping — it has to be seen to be believed — and lots of cool commands.

- Graphics
- Sound
- Value
- Playability



- Machine: Spectrum
- Supplier: Mantis
- Price: £19.95

In a peaceful time, in a peaceful land.

A peaceful time with the peace hand.
I want to explain at his country's home rights when the aid of his daughter and these great knights.

But over the company of great Castle Frodo.
Lord a villainous knight with a stolen title.
He captured the Princess and made her his prey.
He Hugs O'ungry, black knight, unscrupulous knight.
The king must "thrust" someone the Princess to control.

And now for the knight Sir Frodo and Sir Sparrow.

But things were so quiet they'd plant off an a quest.
In search of the fabled gold-leafed sailing tree.

In all of the realm but one knight could be found.
Who was not even worthy as worthy knight.

He was not meant to look at, in such, he was quiet.
But none could stay for the vast valley and finally
dark fire in his heart and his courage well used.

FFR starts following in which matters were built.
He got off unknown what may be ahead.
His direction here, the path he took.

So began the quest game from the very depths. But the time the game isn't there again. Sir Frodo is the creation of three Spanish programmers based in

SIR FRED



Maid.

And the money was intended. Lately before him, Sir Fred is searching for a Princess. Fred has to search the many rooms of Castle Frodo — solving puzzles as he goes — in order to rescue the fair Princess. Each time you start the game the computer selects one of 50 game patterns — so the game is never quite the same each time you play.

Sir Fred is a more character. A lot of a character in fact, but your average medieval knight in shining armour. The weapons about the castle looking to it, but when he down the old. Clear and Nightingale — a few more with his mates. But he's got a job to do.

Sir Fred is a character and is new. Unlike in possible, he has some, which means that if he runs too fast he may fall down stairs or hit into a wall. His power will reduce each time this happens.

There are seven skill levels, which the computer

automatically selects. Sir Fred has to find his Princess. There comes to him, unless his opponent is trapped in a corner and cannot move backwards. In the case only one key is needed. Sir Fred can also use the bars and arrows to stones which he has collected.

The select key moves either a picture to and into each item. When this item shows that black you can operate the "use" key to use that item.

Some objects may be used only once, some more times and others may only be used in certain places. Certain objects can be used as many times as you wish.

Sir Fred will please Mantis, Gam — and maybe game them some more time with this atmospheric and amusing game.

- Graphics
- Sound
- Value
- Playability

ROBOT MESSIAH

- Machine: Spectrum
- Supplier: Alphamex
- Price: £19.95

Because of press releases that make great boasts of a game being "the state of the art". Believe it or not, they may not be telling the truth.

However, that's the claim made for Robot Messiah, the latest creation from the minds of Steve Thompson's Developer in-office Christian Computer and Video Team.

Robot Messiah is certainly impressive — an arcade adventure spanning more than 180 screens.

A Semi-Intelligent God — known as SGO — has to collect these envelopes which contain parts of a master program.

Each envelope must be fed into a master computer which will enable him to find his way and become the Robot Messiah.

The version of Robot Messiah supplied by Alphamex is not quite complete, small additions and changes will be made to the final version, but it was still good enough to get to print with.

SGO is a jaunty little character

BLITZ
GAME

with cat paws, jumps over obstacles and fire at the nasty Goblins who supervise the robots in the mines of the Android planet.

As SGO explores the mine he must carefully monitor his energy. Various traps scattered about the planet will keep him peaked up as he completes the many tasks to progress through the game.

For all those who like their action mixed with problem-solving, Robot Messiah will prove a worthwhile investment. May breaks will also find it a big challenge.

- Graphics
- Sound
- Value
- Playability



ZOOT

BLITZ
GAME

Machine: Spectrum
Supplier: Bug Byte
Price: £1.50

On Zoot! The Martians win again! But I'll finish them off next time! Bug Byte heurats back onto the software scene as a budget label with Zoot —

an entertaining pick-up-the-steps platform-style game. Our teen Zoot, a cisman-style character has lost his marbles. Well, we all do from time to time, don't we?

Zoot's marbles have rolled down into the caverns inhabited by the blankies — Clones

Spook, Spike, Grinco, Jekyll, Bloop, Boggy and Basil — all with their own characters. Don't fail to deal with each of these Marbles in different ways, they can beat them or trap them. Or he can wait for his mysterious main tip to come to his aid.

Zoot is an entertaining and addictive game — above standard for budget products.

The graphics are simple but really nice and the sound is great too. There's a really nice and of game music synthesis, you hear your Spectrum shout "On Zoot!" when you fail to beat the blankies.

Get your parents to buy you a new Zoot for Christmas — you might even want to miss the Queen's speech.

Graphics	7
Sound	7
Value	8
Playability	8

SABOTEUR

Machine: Spectrum
Supplier: Durel
Price: £3.95

This is what I've got a RIF should have turned out that Saboteur is the best game for Durel for an age.

Very unusual — as an anti-bomb expert, special agent — is to infiltrate a high security headquarters, pick up a secret computer disc, blow up the building and escape.

Saboteur is a real time all action arcade adventure, that brings theory into practice and picks up weapons as he explores the corridors and tunnels — but don't take too long as your time will be up.

The best way to start the game is to rush to the computer centre and get the secret disc. Saboteur is an addictive racing and challenging game. A mixture of Exploding Cat and Impossible Mission, it's a winner — watch it climb the charts!

Graphics	9
Sound	9
Value	9
Playability	10



BRAINSTORM!

Machine: Spectrum
Supplier: Bubble Bus
Price: £1.50

Feeds from their success with Brainstorm Bubble Bus set out to win over the pocket money crowd with Brainstorm — and it's a budget game that thinks it's a full price program.

Unlike many budget games Brainstorm is a high quality, highly playable game. Here's what it's all about.

Professor Brainstorm has perfected a cloning system to produce a replica of any living creature.

Please were afraid of the Professor and his creation, so he hid himself away on a lost planet and built a robot.

He constructed a wily robot to trap any creatures that happened to be passing by, so that he could perfect his cloning system to an even greater degree, which he would then use against his "enemies" on Earth.

However, his plan backfired and the Clones he created turned against him and destroyed him.

Over the years they quite happily and happily, until one day one from Bubble Bus happened to be passing by, seeing others and generally making his own business, rather than walked into Professor



Brainstorm's evil lair.

He found himself surrounded by angry Clones, bigger than the robot to his only hope of survival.

The game has 850 different locations, 28 varieties of Clones, 82 doors to find and open using keys that are scattered around and eight Guardians of the Taser.

Only three keys may be carried at any one time and only one of the special weapons.

At the bottom of the screen there are two gauges, one for energy the other for damage. This can be repaired at the cost of some energy, or by finding a repair damage dot.

The graphics are above standard for a budget game, the sounds are strange for the Spectrum — and the game has that important addictive, addictive value for just £1.50.

Graphics	7
Sound	8
Value	9
Playability	9

YIE AR KUNG FU

Machine: Amstrad/CMS/Spectrum/SBC
Supplier: Imagin
Price: Amstrad/CMS £9.95
SBC £7.95 Speg

The Yie Ar Kung Fu is an accurate conversion of the famous arcade game, this has been carried across to its new host SBC.

You play the part of a tough title character called Goong who has to take on some of the toughest baddies from the side of a Bruce Lee movie.

You start by battling a fat warrior called Bulko who keeps throwing the air in an attempt to squash you into submission. Bulko can be decisively won



to beat — but beware those who follow him are for names.

Kung Fu features many interesting new moves — and you'll need to beat half an hour practice to master the controls. These are up to learn.

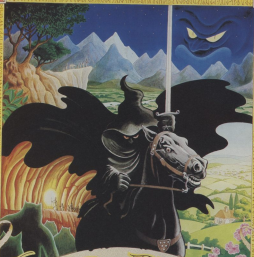
New moves in the game include a heel jumping punch — which enables you to make any armed opponent be surprised.

Demolition is superb — almost an accurate copy of the arcade original.

If you thought you'd already seen the ultimate kung fu game then think again.

Graphics	9
Sound	9
Value	9
Playability	10





LORD OF THE RINGS

GAME ONE

THE LORD OF THE RINGS: THE RINGS OF POWER is a board game for 2-6 players, ages 12 and up. It is a fantasy adventure game set in the world of Middle-earth. The game is based on the books by J.R.R. Tolkien and the films by Peter Jackson. The game is designed to be a fun and exciting way to experience the world of Middle-earth. The game is played on a large board that represents the world of Middle-earth. The board is divided into several regions, each with its own unique terrain and features. The game is played by moving pieces around the board, representing the movements of the characters in the story. The game is a great way to introduce children to the world of Middle-earth and to the adventures of the Hobbits, Elves, Dwarves, and Men. The game is also a great way to test your knowledge of the world of Middle-earth and to see how well you can survive the challenges of the game.

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● **Supplier:** Amstrad
● **Machine:** Amstrad M60 only
● **Price:** £12.95

How can you, innocent in a medieval game? That was the question I asked myself when Sorcery's wizard arrived in the office. The fat grumpy old man who's never got far out of the computer room here! And he said right, Sorcery is brilliant.

Three times the game is divided into two parts. Part One being very similar to the original, with seven different rooms. You have to rescue your sister before Sorcery's wizard can... (spoilered by a mousty hood) — runs out. Some of the methods of rescuing them have been altered and some of the weapons are a different

locations, which all adds to the interest.

Throughout the game various objects can be picked up and used to help you in your quest. The strong wizard kills the queen, the king and then for the evil eye and the biggest advantage a shooting star and work of magic, which when triggered off at the right moment kills off your enemies.

But one word of warning, make sure when you are driving the shooting star you don't get too close to the queen. At one time my thumb slipped and I wasted the star. One aspect of this version I particularly like is when you have killed something off a small scroll appeared and you have three points you had

lost stored.

Another thing I discovered was that if you are carrying something and need some strong the options will take your strength away, but, use the stars you are carrying and come back and you will be able to use that strength to boost your strength.

After reading all eight screens you must go back to Sorcery and take your rightful place at the top of the office. This is when you can enter Part Two, a door in the Sorcery leads you through to the new levels.

In this part of the game you must access different objects and creatures. The object of this part is not to rescue more of the women but to gather up the various hearts scattered throughout 28 screens. Then you must surround the old wizard with them. I am still trying to gather up these hearts.

The graphics are of the same high standard as the original Sorcery — which means they are superb. I especially liked the scroll which appears between levels one and two. The screen goes totally black and two large letters come out at you both the computer. The graphics in Part Two surpass the original, vivid and real.

This is definitely my all-time favourite game and I'm sure most Amstrad owners have played this game. I won't be alone. Sell the best game around on the Amstrad.

● Graphics	10
● Sound	9
● Value	9
● Playability	10

DISCS OF DEATH



● **Machine:** Spectrum
● **Supplier:** Arts
● **Price:** £12.95

Remember that bit when Shirley's computerised music first effects your favourite predictions limited in out with deadly beauty? Come on, you remember, there was an arcade machine based on the scene too!

Well Arts's Discs of Death is based on the top of the scene. You control an impenetrable character who must enter in secret with those Flippers — sorry about. He stands on a floating disc, the computer controlled opponent who starts bumping the deadly disc at you. You must attempt to hit him before he gets you.

There are a couple of other platforms which you can use to jump back and forth on to avoid the disc in get a good shot at the other guy. Should you get hit, you disappear into a real job of electrically charged dust.

The premise of the main character is good — you must get the thing of screaming your deadly disc moves the area and defending yourself against your opponent.

But remember you only get three discs — lucky if you bounce back to you once you've broken them — but it's not a good idea to leave yourself completely defenceless. And that about all there is to it. There are three skill levels — which basically means that you get three platforms to jump on and the discs move faster. If you find the arcade machine, you'll know this. The graphics are a lot better — a little more attention to detail would've made this a classic. As it stands it's a fun game to play.

● Graphics	9
● Sound	9
● Value	7
● Playability	9

3D BOXING

● **Machine:** Amstrad
● **Supplier:** Amstrad
● **Price:** £12.95

As for a boxing game for the Amstrad? Well it's a bit of a disappointment I'm afraid, despite the 3D tag.

You get a series of opponents to tackle, from three different characters and boxing styles. But it doesn't really matter that much as you don't seem to have much control over what goes on in the ring.

The boxing move for too easily avoids this ring and the punching action is slow.

● **Graphics**
● **Sound**
● **Value**
● **Playability**

10 9 9 10

BC'S QUEST FOR TIRES



● **Machine:** Spectrum/Amstrad
● **Supplier:** Software Projects
● **Price:** £7.95 (Spect) £9.95 (Amstrad)

Software Projects attempt to teach you the law this year.

ing game based on Johnny Hart's column series.

It's basically a "reaction testing" game with some nice cartoon graphics.

You have to help The man who's got a hungry dinosaur. You have to be pretty quick on the joystick or keyboard to stop the dinosaur, through all the obstacles he encounters — and the game does get tricky at times.

● Graphics	7
● Sound	9
● Value	9
● Playability	9

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COMMODORE 64/128

COMMODORE 64

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"One of the best games... excellent... get hooked on this game, I sure did!"

(Commodore Computing International)

"Wizardry proves that the Brits are still the best when it comes to gameplay, matching the best graphics and music with imaginative plotting and flexible complexity."

(Commodore Magazine)

PICK OF THE WEEK (CT Weekly, PC Weekly) - FRONT COVER FEATURE (Com. Mag., Zzap! 64)

48K Spectrum

chronicles of the land of fairlight
1. a prelude: the light revealed



BY BO JANGEORG

(author of "The Artist")

"Maybe the game of the year!"

Your Spectrum, November 1988

"... one of the most sophisticated games the Spectrum has ever seen."

"... one of the ten best programs ever made for the Spectrum."

Popular Computing Monthly, October 1988

"... the best arcade adventure of the year."

Your Spectrum, November 1989



BACK TO THE FUTURE



He was never on time for class. He was never on time for class. Then one day he wasn't in his time at all! Marty McFly, seventeen-year-old would-be rock superstar, suddenly finds himself whisked back to 1955 in a souped-up DeLorean time-machine. And that's where his troubles really start. Will he be able to make his mom and dad fall in love? Will he be able to persuade the eccentric professor that it was his future invention that landed him back in the past? And more importantly will he be able to get *Back to the Future*? That's a condensed version of the plot of the latest U.S. blockbuster produced by that wizard of the cinema Steven Spielberg. It's also the plot of a brand new computer game from Electric Dreams. C1980s time travellers nipped back a couple of weeks into the past to see what the Electric people have dreamt up this time...

The future affects the past and present, just as the past and present affect the future. The past isn't over and done with. It's still there. And once we can find a way to penetrate it, we'll be able to change things that happen sometimes."

There are the words of eccentric inventor Dr Emmet Brown, the man who turned a DeLorean superior into a four-wheeled time-machine. Well, someone had to do something with them, didn't they?

Doc Brown is responsible for sending our hero, Marty McFly, back to 1955. Perhaps not fairly responsible. There were a few machine gun-toting Libyan terrorists involved too... But more of that later.

The problems of time travel — what happens in the future if you alter something that happened in the past — are the basis for the new smash hit sci-fi adventure movie *Back to the Future*, written and directed by Robert Zemeckis.

Back to the Future has been a number one in the U.S. box office ratings and is this year's *Raiders* film.

It's one of those movies you'll want to go back to see more than once, more than twice.

And when the chances are that you'll want to be playing the computer game based on the film.

The game is being released on the *Electric Dreams* label and is being administered by games guru Mark Lyles, ex-*Quintessential*, together with the man who turned *Raiders* into a computer cult, Martin Walker. A high-powered team for a high-powered project.

Here we take an exclusive in-depth look at plans for the

Back to the Future game and at the movie that will be packing them in over Christmas.

THE FILM

It all starts when Marty accepts a mysterious invitation from Doc Brown. The Doc wants Marty to turn up at a deserted car park in the middle of the night to see a demonstration of his latest invention.

Marty does just that — and his mind boggles at the fantastic machine that rolls out of the back of the Doc's truck.

It's a souped-up and highly modified DeLorean golfing sports car packed with hi-tech goodies that have transformed it into a luxurious time machine. Doc is travelling at 88 mph and it seems through time. It can visit past or future — all you have to do is program in a destination.

The Doc tests it out with his pet dog Einstein in the driving seat. It works. So he shows his suitcase in the back of the DeLorean, waves goodbye to Marty and is just about to set off for the future when the Libyan terrorists turn up.

It seems that Doc has been involved in some shady dealings with these terrorists. He agreed to build them a nuclear bomb (but he can't get his hands on the plutonium he needs to run the DeLorean time-machine).

He didn't build the bomb and the terrorists are a bit unhappy to say the least. They come after the Doc with guns blazing.

The Doc makes a run for it. Marty attempts to make his getaway in the time-car. The terrorists chase him and Marty miraculously exceeds the 88 mph speed limit.

You know what happens



next, don't you? Marty says back to 1985 and starts meeting up the past. For instance, his Mom — much younger — starts falling in love with him. Well, this isn't an. After all what would happen to him if his mom didn't meet his Dad...?

This is when the real action starts. Marty has to get the past back to rights and somehow find the power to get him and the time machine back to the future!

There's lots more to the film than we've got space here to tell you — and if we did it would only spoil one of the most engaging films to hit you local cinema for an age. Don't miss it. And don't miss the game of the film, either. Read on for more details...

THE GAME OF THE FILM

Back to the Future — the computer game — runs 100% as Marty McFly. Your job is simple. Make sure your future Mom and Dad meet up in the past. And find the power to get you and your time-machine back to 1985. Simple? No...

The game is being programmed by Morris Walker, whose most recent claim to fame is the graphically brilliant *Rupert and the Rymoket's Party*. A far cry from the glass, oil & world of *Back to the Future*, but Morris will be using a few techniques he developed during the programming of *Rupert* for this exciting new project.

The *Back to the Future* development team, Morris Walker and Mark Eyles, are borrowing heavily of Martin's picturesque Unconquered home — called *Unconquered* Cottage, a mark of Martin's obsession with everything connected

with Rupert. Outside they are surrounded by rolling countryside and rural tranquility — inside they are surrounded by computer gear and musical equipment.

You, as Marty, will be able to meet directly with other characters in the game, to recreate the amazing adventures Marty has when he arrives back in 1985.

The graphics will be a mixture of 1985 and 1985 styles. For example the time display — see screen layout for details — will be pure 1985 and taken from the dashboard of the film's DeLorean car, while other extra details will be displayed in 1985 style TV sets.

The game is based on Marty's efforts to return to 1985 from 1985, and on his efforts to get his parents to fall in love.

The game is played on a screen with large animated characters from the film — Marty, his mother and father, Bill the bully and the Doc. The object of the game is to arrange situations in which Marty is able to get his parents together. His efforts are frequently sabotaged by Bill.

Once Marty has managed to get his parents to fall in love, he must return to the future, with the aid of Doc Brown, in the time machine.

THE SCREEN LAYOUT

1) Marty. The figure is fully animated and controlled. You control him with a joystick. He can trip, punch, jump or perform other specific actions in certain parts of the game. For example if he is at the bar of the coffee shop he will buy a milkshake, if he is on the stage at the dance he will

play guitar and so on. These options are shown by the icons at the top of the screen.

2) Action Icons. These indicate the range of different actions Marty can use to influence the other characters in the game.

Marty can only use one of these if he is in the right place in the playing area. While he is using one of these the icon will flash. Then once he has finished his action the icon will blank out and he will not be able to use that action again until the icon reappears. The possible options are:

Trips. Marty can attempt to trip any of the other characters up while they are passing him.

Alcohol Druggies. Marty can disguise himself as an alien to try and frighten any of the other characters.

Love Poems. Marty can hand love poems to any of the other characters.

Buy a Milkshake. Marty can buy a milkshake for any of the other characters.

Guitar. Marty can play guitar to the characters.

In the case of the love poems Marty must collect them before he can use them.

He will only be able to dress up as an alien where there are opponents consisting outside disguises. The drinks must be bought at a bar. The guitar must be played at the dance on the stage!

These different actions, and the punch, will have one of three different effects on the other characters in the game.

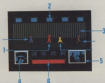
The characters will remain in the same place for a certain amount of time, or they will follow Marty, or they will run away from him.

In this way you are able to get the characters in the correct places and positions to set up situations in which Marty's father can impress Marty's mother.

3) Disguise/Action background. Possibly disguised scenes from the film. This background scrolls smoothly as Marty walks about.

The locations are as follows:

The streets of the town with entrances leading off into the school, the coffee bar, the dance hall and the Doc's house, the school, the coffee shop, the dance hall and the Doc's house.



Back location will be four screens wide a total play area of 20 screens. If time and memory allow these locations may be increased in size to six screens each.

4) **The Death Panel.** This shows how moments Marty's mother is feeling. If you are able to engineer an appropriate encounter between Marty's parents then the heart in this indicator will get bigger. If you are unable to produce an appropriate encounter then the heart will shrink.

Your aim is to get the heart to its largest size by the end of the seven days in 1985, at which time you will have to return to the future.

Typical situations which will

increase the size of the heart are:

- Get Marty's mother and father into the coffee bar. Then get Biff to chase you into the coffee bar and trip him so that Marty's father is able to punch him. This punching action will occur automatically you have to arrange all the characters in the correct positions for this manoeuvre to succeed.
- Get Marty's mother and father together in the dance hall and play guitar. This encourages them to dance together. Biff may appear and separate them in which case you will need to get Biff away and get the parents back together.
- Give Marty's father the

book of poems and arrange for him to meet Marty's mother without Biff around.

In each of the different locations there will be something similar to these above which may be used to increase the Death level.

5) **Photo Master.** This is the photo of Marty and his brother and sister. At the beginning of the game the photo is only half revealed, as you play you will either lose more of the photo or reveal more. If the photo vanishes then you have failed and must start again. The photograph must be fully revealed in order that you are able to return Marty to the future. In the movie Marty carries a photo of his family

which gradually fades the longer he stays in the past.

6) **The Time Display.** This is a copy of the time display in the car and shows the Present Time, the Time Departed — which is set for the time when you must leave the past and the Arrival Time, which shows the time when you will arrive in 1985.

By comparing the Present Time with the Time Departed you are able to find out how much time you have left to complete the game.

Back to the Future will initially be available on the Commodore 64 with Spectrum and Amstrad versions to follow. The film should be at a cinema somewhere near you right NOW!

C+VG COMPETITION

Go Back to the Future with C+VG

You've read about the game, you've heard about the movie, now try to win C+VG's terrific *Back to the Future Time Traveller's Kit*. All you have to do is simply tell us which five things you'd bring back to the future from a time trip to ANYWHERE in the past — and why? How simple can you get?

For example — if you'd like to bring back a real live dinosaur to terrify your next door neighbour's irritating dog, or perhaps you'd like a mini copy of the Beatles first ever hit record, or perhaps an original Sinclair ZX0 computer!

Just fill in the coupon, give the reasons for your choices and send your entry to *Back to the Future Competition*, Computer and Video Games, Priority Court, 30-32 Harrington Lane, London EC1R 3AU.

Normal C+VG competition rules apply and the closing date is January 15th.



WHAT YOU WIN
We've got 10 *Back to the Future Time Traveller's Kits* for the lucky winners. These consist of a *Back to the Future* soundtrack album, the paperback book of the film *AND* a copy of the terrific *Dreams Back to the Future* game, which will be available for the C64, Amstrad and Spectrum.

COMING SOON . . .
And that's not all! Folks! Next issue we'll be bringing you another great *Back to the Future* competition with more star prizes. Don't miss February's C+VG — out on January 15th. Now make's time warp for you . . .

C+VGELECTRIC DREAMS BACK TO THE FUTURE COMPETITION

Tell us which five items you'd want to bring *Back to the Future* from ANYWHERE in time — and why?

- Item 1 _____
- Item 2 _____
- Item 3 _____
- Item 4 _____
- Item 5 _____
- Name _____
- Address _____

Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad ☐

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WATERLOO



- **Marketing:** Spectrum
- **Supplier:** Intellect
- **Price:** \$2.99

Warrior is a new player magazine, entirely packaged in a video wallet and includes a self-programmed booklet, which contains all the necessary information to play the game together with some tactical hints and historical information.

While not as detailed as *Crusade in Europe*, the booklet is easy to use and those include a colour map.

But in one of the most interesting of all negative trends, the game is for one player only, giving you command of the French army and will appeal mainly to those seeking a challenge and to experienced strategists rather than novices (see p. 10).

Marina Lotepova's last year game, the flag, the graffiti and red to white striped ball have been used upon outgaming anyone.

While cameras and sensors would have looked nice on the camera, they were definite disadvantages to receiving clear information about what was going on with the camera in the first place (and then some).

Control is by handwheel input, giving a wide range of movement options and there is always a screen prompt to remind you of your current options. Movement is quick and simple.

With every argument against the essential elements stated or left to the "will" of your opponent, opponent and the variability of the case.

There are three levels of play and the standardized British Eight is demanding games at least three. I was unable to count a significant victory.

The game also allows for the computer to take control of some of the *Knock-Out* crew, so as to split up the jump into individual units which under its own set of orders. Both of these options is different considerations give great scope for interesting aspects of the game and add greatly to the overall enjoyment.

The deep shell is close and rounded being somewhat larger than the full summer, but covered in translucent

Overall, I felt that *Idiotocracy* is a well-written addition to the current canon of management books. *Idiotocracy* seems to be a fast-moving read and also amusing.

While the game is sufficiently demanding for the experienced programmer, the facility to give partial control of what goes on for the computer could make this a good buy also for the novice to cut his teeth on. Definitely a game I shall continue to play.

- Graphics
- Sound
- Video
- Flexibility

ASSAULT ON PORT STANLEY

- **Macintosh:** *Macromedia*
- **Windows:** *Microsoft*
- **PowerPC:** *IBM*

"Rather than triumph of our brave
heroes who went to the Falkland
Islands to fight for the freedom
of a small group of British
subjects," says the committee.

But basically this is a battle game in essence of a 1980s. It could be anything. Mass.M in the late 1980s. The essence.

However, for some reason, America has decided to stand in on the still early season baseball in the South Atlantic. It must be something to many people who thought and suffered through the conflict to have to put up with

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

These groups operate with great independence and as watchdogs.

boarded the island. While visiting the shops, cruise passengers will also watch you. There is also the option of taking off in a helicopter from the ship to

ultimately the mission is to reward the winners and give the losers what they need. Says Scott Planning International:

[illegible]

- | Category | Value |
|------------|-------|
| Compliance | 10 |
| Control | 10 |
| Malware | 10 |
| Phishing | 10 |



CRUSADE IN EUROPE

- Machine: CMM 400
- Supplier: MicroForm92, Gold
- Price: £10.00 (excluding vat)

- | | |
|----------------------|----|
| ■ Dropouts | 15 |
| ■ Turnover | 15 |
| ■ Values | 15 |
| ■ Flexibility | 15 |

GAMES WAR GAMES WAR GAMES

BATTLE OF BRITAIN!

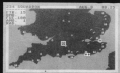
- Machine: Amstrad/CBM 64
- Supplier: PDS
- Price: £19.95

Battle of Britain, part of the Regiment series from PDS, is designed to appeal to both the most experienced wargamer and the novice.

The optional audio sequences should make the game more accessible for the novice.

The battle of Britain took place between July and October 1940 when the German Luftwaffe attempted to defeat the RAF and pave the way for a German invasion of Britain.

Not incident is to control English Channel convoys and air strength against the German attacks. The battle was plagued with the problems of being time-



constrained, landing sites and the size of the existing forces. German and existing units of British battle into a very atmospheric game. The attack

sequence graphics — which include flying a Spitfire in air-to-air combat and flying over aircraft guns — are more than adequate.



The instruction booklet is comprehensive and the only games in this series not to contain any historical background to the Battle of Britain.

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

DECISION IN THE DESERT

- Machine: Amstrad
- Supplier: MicroFrontier Ltd
- Price: £19.95

Decision in the Desert is the sequel up to MicroFrontier's Conquest of Europe.

The format and presentation are similar to Conquest. Four campaigns are covered, centring on North Africa between 1940 and 1943.

They are: *Ball Blazer*, dealing with the British victory over Italian troops; *Operation Crusader*, a month long battle between Rommel and the British at Tobruk; *Baradei*, dealing with what is thought to be Rommel's finest hour; *First Alamein*, the last of the great mobile desert battles and *Alame II* itself, the beginning of the end for Rommel.

There are variants to each of the scenarios for the players — either one or two — to manoeuvre his military skills in an effort to win the outcome.

The player is provided with a wealth of useful data information, which, although appearing quite complex at first, can be mastered with time and effort.

The historical notes are quite comprehensive and, although it is not really necessary to read them to play, they add a lot of atmosphere to the game.

The only real drawback about Decision in the Desert is the price. It is a pity on this level and would certainly discourage all but the most dedicated player.

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

- Machine: Amstrad
- Supplier: CDS
- Price: £19.95

Amstrad simulates the "Market Garden" operation in 1944 when the British planned to attack the German occupation of Holland.

Three divisions of Allied troops were dropped behind enemy lines to capture vital bridges.

This is an intricately presented, well packaged game. It comes in an AMI value wallet with an extremely well presented booklet containing some useful historical background.

The screen layout is slightly altered from the Spectrum version of the game and I found

the presentation of the on-screen information slightly less easy to take in at a glance as a result.

The game itself is very good and there is little that could have been built in that mould.

ARKHEM

really have enhanced it. The map and unit graphics are of a high standard and even the sound effects aren't too bad.

There are five game options, covering different sections of the Arnhem Operation. Option six covering the whole lot and the player can choose from one, two or three player options.

I feel that the Spectrum version

of the one-player games are a little stiffer, slightly out of sync and a bit predictable. It also feels that the plotting of the units and the graphics representation of their movements are somewhat cumbersome.

I am, however, not picking. Previous reviews of this Spectrum version of this game have certainly sung the praises and, in my view, quite rightly so.

The game is quite friendly and the mechanics are easy to follow. Certain aspects of the phasing of movement are reminiscent of *Conquest*.

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

CONVOY

- Machine: Spectrum
- Supplier: Judge
- Price: £12.95

Real warfare during World War Two takes the form of the two player game.

Each player controls a German U-boat or a British ship as they move into the computer after which all the ships move and their positions are plotted on the map.

Any ship-to-ship contact is reported to the players.

If subsurface, mines can drop to ground to destroy which go on sounding warnings, again, are contact with enemy ships being made.

Engagements between ships are then simulated graphically, although in a fairly rudimentary fashion. When any aircraft have spotted enemy ships, the player

has the choice of deciding at what point to drop his bombs or to remain in the area and attack in sequence. Again the graphics



are quite somewhat rudimentary. There are some quite nice simulations in this game, particularly of both of the ships, they do not, unfortunately, make up for what is basically a good idea very

poorly implemented and about 15 minutes out of date.

The fact that the game is mostly written in Basic does not help, certain parts being extremely slow, tedious and boring. On several occasions I waited over ten minutes for the outcome of the ships to be plotted.

Orders for each ship plotted, decision how to be automatically entered via the keyboard and before each player enters his orders, you have got another ten minutes the outcome of the ships are plotted.

Navigating is very difficult. In summing up, I can do little more than say that this is a real bummer. Now then, why about the content?

But then what can you expect for £12.95, third year your parents for a worthwhile game.

- Sound: 4
- Graphics: 4
- Value: 3
- Playability: 4



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WHO DYES WINS



Are you tough enough to take on the dangers of the COMBAT ZONE? That was the challenge thrown down to the C+VG team by that oddball bunch at CHL. Well, anyone that knows C+VG will realize that we all make Rambo look like Winnie the Pooh. It was an offer we couldn't refuse, wasn't it? So, don't adjust your magazine as we take you into the COMBAT ZONE...

OVER THE TOP

What is the Combat Zone? Well, it's this place where you can show-up as soldiers and talk about shooting at people with organs loaded with diesel fuel!

Sounds strange, but believe us it's

simply the most fun you can have in the world with your clothes on!

Combat Zone is based on an original American role-playing game called *Captain's Flag*. Basically what you have to do is capture the flag from the camp of the "enemy" team and return it to your own flag.

Sounds easy. But actually doing it requires a good sense of strategy, team work — and you have to be quite fit!

This has led to the thing that worried Field Marshal Winston most of all. Would the C+VG His Squad be up to all that running around after waking sitting in beds before playing computer games?

Two floor came and saw the C+VG team preparing for combat on the outskirts of a small settlement near Brentwood, Essex.

From left to right: Tim Matthews, Craig Kennedy, Leahy Wilson, Louise Matthews, Julia Cox, Mike Corne, Mike Partender, Erasmus St John and Marcus Rich.

We were given a set of military weapons, ammo/balls, bats, goggles and most importantly the weapons, air guns and twenty rounds of the deadly fire filled pellets.

Once we were fitted out we headed for the woods. The two teams headed for their respective camps. C+VG was the Red team. CHL were the Green.

A few minutes waiting out the plan of attack and then battle commenced! Each battle lasted an hour and during the day we played five — winning three to CHL's two. Tell you that the C+VG team were tough!

Various tactics were employed — all our attacks, mostly made on poorly defended camps and were sometimes done into the enemy strongholds. The days were marked backwards and forwards over the battlefield many times that day.

Sometimes people were just in sight of their camp with the enemy flag when someone popped out, at the bushes and shot them — picked up the flag and dashed back to their camp with it!

What does it cost? Well you'll need to stand out £20 for the day. But that includes lots of all the gear and guns and a meal

at lastminute's. Worth every penny.

To give you a taste of just what we've said the C+VG His Squad is going to write their war stories. The stories of courage and daring came from Leahy Wilson, Louise Matthews, Mike Corne, Craig Kennedy and the Red.

If you are interested in learning more about the COMBAT ZONE then write to the Combat Zone (Combat) Ltd, PO Box 22, Loughton, Essex, SS9 6HD or call 0-800-004. It would be nice if you told them you heard about the Zone from C+VG.



Continued on page 40 ▶



"Who drew wind! Death and glory!" The words of past Confidant lines leaved — on the walls and ceilings of support from the Red Dead Line again on us... it appeared and two Green lines follow my wilderness accounts showing that I'd said all my beliefs, that suddenly another Green appeared and seemed to push the Red standard and head off towards their distant camp!

Then the other surviving Green killed me, another corpse for the Red Line and a victory for the Green, Current.

For his considerable courage in the face of insurmountable odds Miller was later awarded Player of the Day Award by the Confidant Line equipment!

Slowly, slowly get pressure on the trigger, that wait, they are carrying a Green flag. And they are wearing and are tanks... It's my turn next! We're done it, we're the first battle.

After that there was no killing or tank and for the there was no more waiting to defend. I wanted to be right in the middle of what was now going on.

Running through the underground, avoiding pillars, ambushing the opposition, diving into my handy hole you could find.

By the end of the third battle we were all walking around thinking we were gone with our gas being usually over our shoulders.

what was expected of me and really enough I don't make a complete view of myself. We that the same time as Bridge Over the River Run! I was burning!

Between looking mean and prepared I was laughing a lot, the sight of Private Benjamin Walker slipping through the underground in full combat gear, but, wearing last year's newly shorned pilot boots and long gold sneakers, couldn't be surprised to make a dead and live hole every.

No, I enjoyed myself. It was a bit like playing soldiers at times but with gas that really was. It was also chillingly realistic.

All my initial misgivings were unbanned.

However, I still, looking back don't like the way I so easily let me the killing risk. I'll have to accept that under the simple exterior looks a man does.

THE ID'S STORY

There is some history behind this one day in Green history. There was time of us, however, Mike and me. We could see the two remaining Green troops wandering about aimlessly, guarding their flag. Just as we thought. The rest of them had gone off on a more attack — on our home base leaving their camp only partially defended. This was our chance. We could grab the flag and go for glory. It'd be easy!

We crept closer and closer toward the camp until we were right on top of it. We were so close we could smell them!

I made a dash for the house across their flag. I thought any violence on their part put. I checked that my gas was loaded and ready to fire. I didn't want any embarrassing moments with the enemy camp.

I took a deep breath and stood for the flag. Suddenly the air was full of bullets!

I went off to walk in the Red Line, covered in yellow dimes and the terrible laughter of C-400 artist Ben Elery, a Green (for the day, artist) from Elery, the music behind me. He'd never work again. I thought to myself.



strations. Nothing a lot of myself seems to come naturally — which is probably why I work on C-400 and why I took the opportunity to go to London. Don't!

I also consider me myself in a military situation. I mean, let's face it, I'm a John Pigeon. Running for when I'm made hero of physical activity.

I'm more of a Winger than a Bunker. My body has a strong resistance to a course here. I see like I thought get used kicked in my feet too, why was I at Confidant Line?

"What would my friends think?" Is it usually right to go out for the day with the intention of killing as many people as possible? Wouldn't it be a bit weird?

Not all these worries in my head. I was checked up completely in tank, given my gas and went and let off into the battle area with an unshaken bunch of usually unstable colleagues from C-400.

The first game came and went, I did

LOUISE'S STORY

A shot in the back. A straight left and — for me — another game was over. "Take the Dead Line!" someone shouted at us — as off I went, very reluctantly. I'll get my revenge next time, I thought.

Now games started and we steadily maintained the enemy camp. Green flag ahead and in we swooped behind a hill of bullets. Five men down and the job — but we had the flag and we had to get back to base. Oh we sped, charging through the underground as the enemy followed in hot pursuit.

Our camp was ahead. That shot of green was unreminded it.

Bullets were flying, we were outnumbered, but our tactics paid off as we covered our men and they needed through the enemy lines, returned. The Red had won again!

MIKE'S STORY

What an experience. Now I know how Death and the business that left when they got surrounded by hundreds of heavily armed troops down in London.

Just as I believe that, one of the night Green was walking down on me — and I was the C-400 Red went member into distress. Could I save the flag — as the darkness in a wild splash of yellow air pulled?

LESLY'S STORY

I'm not going to like this. Anyone knows when the current, put it.

Struggling into enemy weapons in the middle it is a celebration on my death of the best way to spend Saturday mornings, after being mixed with our gas and bullets (usually they were his politics — politics, would you believe) we set off for the Red's Base Camp.

After these instructions we were asked who wanted to defend the base camp and who wanted to go and capture the Green flag, for prizes for which option I picked.

Commonly I found someone to take and took up my position. A couple of minutes passed and suddenly we heard something, gas pulled we were ready to shoot. Faint shouts. We began it was dangerous and that makes all of the time at this time of year.

Suddenly here they were, running through the lines, they were coming to get our flag!

This is it. Cook the gas, when our gas safety catch was off and get those Green lines up in one night.



EXPENSES		INCOME		EXPENSES		INCOME	
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Insurance	12,000.00	12,000.00	Insurance	12,000.00	12,000.00	Insurance	12,000.00
Depreciation	12,000.00	12,000.00	Depreciation	12,000.00	12,000.00	Depreciation	12,000.00
Interest	12,000.00	12,000.00	Interest	12,000.00	12,000.00	Interest	12,000.00
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Figure 1

Artist	Album	Year	Genre	Label	Rating	Score
Arctic Monkeys	AM	2013	Rock	Domino	4.5	8.5
Beats	Beats	2014	Electronic	Capitol	4.0	7.5
Black Sabbath	Black Sabbath	1970	Rock	Mercury	4.0	7.5
Bob Dylan	Bob Dylan	1962	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1965	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1966	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1967	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1968	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1969	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1970	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1971	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1972	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1973	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1974	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1975	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1976	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1977	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1978	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1979	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1980	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1981	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1982	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1983	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1984	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1985	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1986	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1987	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1988	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1989	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1990	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1991	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1992	Folk	Columbia	4.5	8.5
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Bob Dylan	Bob Dylan	1994	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1995	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1996	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1997	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	1998	Folk	Columbia	4.5	8.5
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Bob Dylan	Bob Dylan	2001	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2002	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2003	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2004	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2005	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2006	Folk	Columbia	4.5	8.5
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Bob Dylan	Bob Dylan	2012	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2013	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2014	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2015	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2016	Folk	Columbia	4.5	8.5
Bob Dylan	Bob Dylan	2017	Folk	Columbia	4.5	8.5
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Bob Dylan	Bob Dylan	2031	Folk	Columbia	4.5	8.5

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¹¹ *Wissenschaft* [Science] is a journal of the German Society for the History of Science.

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COMPETITION



The war is not going well. The enemy alliance holds vast areas of the homelands. As Commander-in-Chief, you have to buy time until your armies can re-group.

That is the challenge of Death Wake, a new arcade war game from Quicksilver.

The enemy on the other hand, have time very much on their side, and are one step away from completing research which would give them atomic capability. Given the bomb the Homelands will inevitably be theirs.

Attempts to put the research plant out of action have failed. The laboratory is built under the side of a mountain miles inland along a narrow inlet. Air attack has proved useless, so have three commando raids, and there have been no survivors to tell the tale of failure.

One hope remains — your last battleship, The Undaunted, has completed repairs and analysis shows that if you could get her into the narrow channel, her guns could devastate the atomic plant by firing upward under the protective shield of the mountainside.

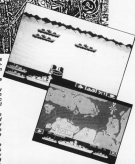
One daring raid might just succeed. Lose the ship, however, and you lose your last hope of preventing invasion and defeat.

DARE YOU ATTEMPT IT?

Well, now you can thanks to Quicksilver who are giving us 25 copies of the game as competition prizes.

To stand a chance of getting in on the battle action all you have to do is answer the four questions below.

Send your answers together with the printed coupon to Death Wake Competition, Computer and Video Games, Priory Court, 20-21 Farringdon Lane, London EC1R 3AG. The closing date of the competition is January 18th.



QUESTIONS

1. On what date did World War Two begin?
2. Who was Britain's wartime Prime Minister?
3. D-Day was the name given to the day when British forces and their allies crossed the Channel to assault the beaches of Normandy. What was the date?
4. Who was Germany's wartime leader?

C+VIDEOWAKE COMPETITION

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DEAR BUG HUNTERS

The unfortunate incident with the drinks machine had been a bad break. What's more, the editor wasn't going to let me claim for the damage on expenses. In fact, the only extra money he'd agreed to pay me was danger money, thus ensuring that I'd have to volunteer yet again for a foray into the wretched regions of the Bug Hunter Recreation Room.

The editor's a nice bloke really. Always very busy, and I'm sure he didn't mean to kick me out of the office quite so roughly. At least I'd given him a chance to relieve his pent-up frustration by letting him tear up my hospital bill.

Just as I was leaving the building, there was a large crash as a potted plant smashed on the ground, mere inches from where I was standing. Looking up, I saw the unmistakable outline of

our beloved editor's face, complete with sigh.

"Don't jump," I cried. "I'll get your story!"

"And don't forget to get the missing lines from those Spectrum listings," he yelled, then started about the window. I dived for cover, as splinters of shattered glass fell to the ground.

Entering the Recreation Room was proving to be no more difficult than I'd originally thought. Nevertheless, being an ace reporter, I was determined not to give up and had come up with a completely different tactic. You see, I didn't really have to get into the room, just find out what was going on inside. I'd also recently noticed a Bug Hunter requisition for some rather good pictures.

The storeroom next door to the Recreation Room was dusty, musty and obviously disused.

After checking and rechecking my measurements, I started drilling into the wall, stealthily behind the picture with the false eyes. Using the drill to hang the picture in the correct position had already cost me all of my additional danger money.

Big Red and Otis were the only two Bug Hunters visible in my rather limited field of view. Otis was signing photographs of himself.

"I really can't understand how you could get so much fan mail," Big Red was saying. "I mean, I realise that you're much cleverer than me, and so on, but I haven't had any mail at all. Not from X or B-Gee."

"Not surprising really," Otis replied. "If we assume a reasonably intelligent magazine readership, then they're bound to recognise my superior attributes.

"Don't worry about it, Big Red," said B-Gee, coming into view, slowly followed by X. "Have you ever stopped to wonder why all these letters Otis has been getting are so similar? You see..."

"I don't know what you think you're implying with that remark," Otis interrupted. "But whatever it is, I deny it!"

"What I don't understand," said X, "is why you used a cheap photocopier to produce all those letters when I could have done a much better job for you. If I was feeling really generous, I might not even have charged you as much as the photocopier."

"Well, it just so happens that the copier downstairs is jammed, and giving free copies," sneered Otis, "must have been using it, of course. Even if I did want to make copies for something, you'd probably

continued on page 50 ►



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The logo for the Arcade Hall of Fame. It features the word "ARCADE" in a large, stylized, metallic gold font with a 3D effect. Below it, the words "HALL OF FAME" are written in a smaller, simpler, metallic gold font. Above the word "ARCADE", there is a small circular emblem containing the text "EST. 1972" and "ALL AMERICAN".

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★ ARCADE

Clare Edgley, Atari Corp's Arcade dept., is relentlessly seeking new games. This month her investigations take her to *Armadillo '86* — the exhibition where all the top manufacturers unveil their latest creations...

● ARCADIA '86

The decorated leisure center 86 at the end of October held pointers of a whole new batch of games for the arcade of the coming season.

Many of the games were being shown in the UK for the very first time and there were a number of 'new' titles including *Chaplin*, *Rugby for Golester* and various soccer and the *Scuba of Doom*. *Armadillo '86* was introduced in December's issue and attracted a lot of attention. There was only one other slot game — *Captain Jay* from Universal, modified on the same format as *Don Quixote* launched at the same time last year.

Captain Jay is a handsome young man, then grown up, he really stood for a huge motorcycle. — *Armadillo '86* was a given for a better image and taken on generally better than most. Anyway, he's off to rescue his loved one kidnapped by an evil wizard and must prove himself by performing stunts, dodging and winning's footprints' stunts.

Just say I kept chasing him into walls and he didn't get any far, but if you follow the advice which track the direction he must take, *Captain Jay* will battle round corners, avoid deadly objects and the like.



The game needs left control reactions, and the screen don't flash early time. So much of the game is played by trial and error. Still, it's a good laugh and the screen coverage is excellent.

Scuba, *Chaplin* was extremely a huge success in the Japanese show, held early in October and proved to be attracting much attention at the show. It involves a rescue by helicopter of 12 hostages and calls for some very tricky flying through battle two scenarios.

Armadillo '86 is a wonder of a machine built on 16-bit only much bigger. It has three screens giving a unique experience of the track which is more like an open-air course with boundaries. Players, who can to avoid narrow bridges to cross and tunnels to negotiate, as well as colored markers flag to for the start points. You have to drive at full tilt round the course in a set time and can use some of the smaller obstacles to keep your shape into the air to avoid road blocks.

Those who want real one hour fun — the general

knowledge board game that made such a killing last December... will be thrilled to find that there is a little new taking place in the same up industry. It seems that only now and then they are producing a general knowledge game covering such varied topics as sport, environment, history, geography, law, travel — which isn't as bad as it sounds and one rank in real world or use. There are hundreds and thousands of questions and waiting for you to come along and answer them. *Billy Smart* has the rights to *Speed Fun* and the arcade game is a very



MADE ACTION

good simulation of the board game, giving the questions and answers is a multiple-choice format, letting you the right answer if you've made the wrong choice.

For the rest, the games come in a multitude of shapes and formats. Some are easy, others difficult and some are two are very amusing. After incorporating a gambling mechanism for that, we have the question of the number of points on your answer... But none concern you if you give the wrong answer to someone else. If you do, the right answer everytime, then you would soon learn the game and stop playing.

However, however, you could always look up any answer in the Encyclopedia Britannica and the next time you play, you can test the machine's hands down.

Which new game you also may all make a good change to test your general knowledge. Only time will tell if they have value money. It is hoped they will be a success.

So, has this new offering, *Superman Golf*, *Superman Jet and Legend of Kage*, *Superman Golf* is a rather silly game involving a golf... or is it? ...match between a young girl and her male opponent. It is really well and I didn't think of that much of it. In the end, *Superman Golf* goes behind a tree and stops all.



leaving her clothes over the unsuspecting countryside with you, obviously, fortunately, she doesn't come out from behind the tree.

The next one out of four, also a leading one is that to take in four more combined. Other than a few weak links, both show and the occasional high leg, the light is played in comparison to a real character. When making a scene is that every time she loses, she compares to the ground and was incredibly, and then there's her last scene, the top of the waterfall, again.

When is morning, say, 1980. This is certainly making full use of the present motion picture... would be in Japanese language. Legend of Kage is the same then. *Superman Golf* and *Legend of Kage* are both trying to make the best use of the most longer can this story be the year? I would have thought that it had been better to make it now.

The key is to get out of good enough to appear a whole lot of good enough. He can keep as high as the trees, three pointed stars with deadly accuracy and feel his contribution to the best of them. But it is a match for the first breathing step, being it.

Superman Jet is understandable, but once again it's a game with a major one. There's a lot of things to be done, right at the heart of the matter, with long life, and then using walls and ledges to keep around the screen to catch them off their guard. There's even one hidden on each screen with a weapon full bar, pick up the gun, beat the rest. Other than the change in format, the new games are almost identical.



although in my opinion, *Superman Jet* is a better and the screen one is closer and less cluttered.

With a link is fun and very much in the traditional style of these things in your path. Emotional scenes indicate your route through a woman, more like landscape. *Legend of Kage* would include two children and every time they make a point can be turned in any direction and the screen has to remarkably accurate.

Golf has smaller game, *ABC* for a space shooter up its great. It has fast action, lots of moves and requires accurate shooting.

The next is a great game, *Legend of Kage*, a match of shooting, jumping, flying and pick up things, with a lot of things to be done. It has eight weapons, four which include shields, *Legend of Kage* has three, and then *Superman Jet* has two. The game wants to try all three if you have enough energy. Other than the weapon, *Superman Jet* has a really strange weapon which looks like a huge mutant version. Many shots are needed to kill it and you may have to react to one of the more powerful weapons. *Superman Jet* has a lot of things to do in both new games.

There's a lot of fun in the great games are shown and I will be looking at each game in more detail over the next few months. The show was very long, looking with a lot of detail, especially in the first two long before you will see them, and many more games in your local market.

SHOOTOUT

It's back to the test old days in these days. *Superman Jet* is the top... or is it? The top one may... there on the table single-handed with only his body. *ABC* is for computers.

Superman Jet is a combination of the days of *ABC* and *Superman Jet* is.

One can ignore the entire issue of the table. One in hand, he stands short, waiting for the bodies. They only go in the most unexpected places too... then behind a fountain, round the corners of buildings, down stairs and shop windows. Even crawling into the screen is a good idea, and then they're going to see with a sub-machine gun.

The aim is to shoot them before they shoot you, and if you're been predicting in similar fashion before they get very games like *Superman Jet* and *Legend of Kage*, you should find this is a double. The bodies always crawl from these hiding places in the first screen. There is a lot of time to go and time.

The second screen takes place in a landscape... words for the guy behind the window. *Superman Jet* is a different sight for someone shooting. *Superman Jet* has a lot of things to do in both new games. *Superman Jet* is a lot of things to do in both new games.

Each screen has a good battle when a reflex of some kind with up and the ground around you, and then the bodies. *Superman Jet* is a lot of things to do in both new games. *Superman Jet* is a lot of things to do in both new games.

Take your pick, all three are great fun.



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Ghostbusters has become one of the streets' all time greats. Now RCA/Columbia Pictures Video UK has released the film on video.

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So if you want to enjoy your thrills with style and a lot of laughs, read on.

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The closing date for the competition is January 1988 and the editor's decision is final.

1) What was the name of the man who had the worldwide number one hit song with the theme from *Ghostbusters*?

2) What was the name of the space horror film in which Sigourney Weaver starred?

3) What was the name of the monster who was good enough to eat?

4) In which city is the film set?

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C+VG COMPETITION



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To win the wonderful prizes from Domark — the people who will be bringing all your wildest nightmares to the screen of your machine — all you have to do is call our special Horror Hotline.

Listen to the weird voices that will come down the phone as you work out what's going on using the clues we supply below, fill in the coupon and send it to us at Computer and Video Games, Friday 13th Competition, Priority Court, 30-32 Parksquare Lane, London EC8 1AL.

Final C+VG competition rules apply, closing date is January 10th, and the Editor's decision is final. You wouldn't want someone creeping up behind you on a dark night would you?

The number of C+VG Horror Hotline is 08-183 9633. REMEMBER this is an answering service so, if the number is busy, please keep trying!

THE CLUES

Don't watch these clues in the seconds you have on the Horror Hotline. Once you've worked out what the sounds are, fill in the coupon and send it to us at C+VG. The clues point to any particular order — so don't think we're making it too easy for you . . .

1. Jason puts some crosses into a jar of incense with a few bones — with someone still in there! 2. Plaster in chains runs away. 3. The death sentence is executed. 4. Jason's leg being torn off. 5. Jason has a barbecue! 6. Jason has a white round. 7. Through rope to hang yourself. 8. Knock these stones and call for Jason.

Some of these clues are not borrowings!

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Sound 1 is _____

Sound 2 is _____

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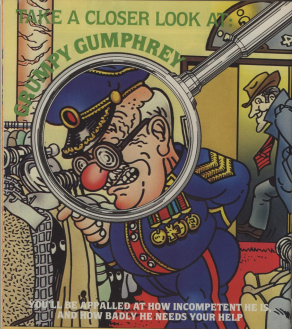
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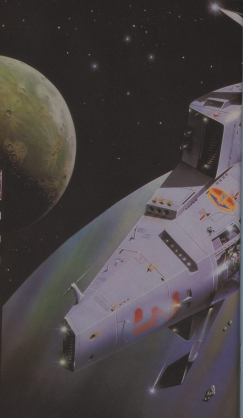


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The controls are O=Left, P=Right,

Q=Drop Rescuers,

R=Simon and Kieran Tights

```

1 REM      RESCUE
2 REM KIERAN TIGHT
3 GO SUB 3000
4 INPUT "DIFFICULTY (1=EASY) 7=HARD
A=EASY) 7:ile
5 IF 1a>6 THEN GO TO 1
6 IF 1a<1 THEN GO TO 1
7 GO SUB 3000
8 LET n#="BAB ": LET ti=30+1a
9: LET r=0: LET a=1a+3
10 LET a=20: LET d=INT (RND*30)
11 LET x=20: LET y=10
12 BORDER 3: CLR
13 FOR f=0 TO 31: PRINT #1:AT
0,f: INK 3: PAPER 7:"|": NEXT f
14 LET h=0
15 LET q=INT (RND*3): PRINT AT
1a,a+h
16 LET a=INT (RND*3)
17 IF INKEY="p" AND a<20 THEN
N LET n#="BAB ": LET a=a+1
18 IF INKEY="o" AND a>0 THEN
LET n#=" CD ": LET a=a-1
19 PRINT AT 21,d: INK 0:" ": I
NK 3:"E": INK 0:" "
97 IF a=1 THEN LET d=d+1
105 IF a=2 THEN LET d=d-1
110 IF INKEY="a" OR INKEY="Q"
THEN GO SUB 1000
113 IF d>20 THEN LET d=31
117 IF d<0 THEN LET d=0
123 IF x>20 THEN LET x=31
127 IF x<0 THEN LET x=0
130 PRINT AT x,y: INK 0:" ": IN
K 1:"BH": INK 0:" "
140 PRINT AT 0,0:"RESCUERS :- "
141:" "
145 PRINT AT 2,10:"RESCUED :- "
IF
150 IF q=1 THEN LET x=a+1
160 IF q=2 THEN LET x=a-1
170 PRINT AT 0,1a:"TIME LEFT :- "
171:" "
180 IF ti<=0 THEN FOR f=1 TO 1
00: NEXT f: GO TO 5000
190 LET ti=ti-1
200 IF r=3 THEN GO TO 5200
210 IF a<=0 THEN PAUSE 100: GO
TO 5000

```

The word "Citadel" is written in a large, stylized, red font with a metallic, 3D appearance. The letters are outlined in white and have a blue shadow effect, giving them a sense of depth. The background is a dark blue gradient with a subtle pattern of small white stars, suggesting a night sky or a futuristic setting.

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- The company's president says that the company will be responsible for the roof's safety.



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```

220 IF d<0 THEN LET d=0
230 IF d>28 THEN LET d=28
240 IF s<0 THEN LET s=0
250 IF s>28 THEN LET s=28
260 GO TO 50
1000 LET a=a-1: BEEP .05,0: LET
w=1a: LET o=1
1020 FOR f=0 TO 10 STEP 2: PRINT
AT w,a+2: "E"
1025 PRINT AT 1a,a:nb
1030 LET w=w+1: PRINT AT w-1,a+2
: " "
1035 BEEP .002,f
1040 IF w>20 THEN LET o=-1
1050 PRINT AT w-1,a+2: " "
1055 PRINT AT 1a,a:nb
1060 IF w<1a THEN RETURN
1070 IF ATTR (w+2,a+2)=37 THEN
GO TO 5000
1080 IF ATTR (w+2,a+2)=37 THEN
GO TO 5000
1100 GO TO 1020
2000 FOR f=USR "a" TO USR "i"+7:
READ a: POKE f,a: NEXT f
2010 DATA 0,64,64,76,127,0,0,0,2
55,14,124,242,255,124,68,254,255
,8,42,79,255,124
2020 DATA 34,127,0,2,2,4,254,0,0
,0,0,0,0,129,129,124,0,0,0,0,0
,179,217,217,90
2040 DATA 0,0,1,0,29,33,64,0,0,0
,64,0,72,66,129,129,128
2060 DATA 129,179,255,255,255,25
5,255,255
2100 RETURN
3000 PRINT AT 2,10: PAPER 3: INK
7: "SEA-RESCUE"
3010 PRINT AT 5,0: "You were in y
our rescue office when a sayday
call came in. An ocean-liner

```

```

r had sunk with only a few su
rvivors in groups in three ding
hies.your mission-Rescue all th
ree dinghies by"
3020 PRINT AT 11,0: "sending down
rescuers. Watch for po
sitious birds and keep an eye
on the time limit."
3030 PRINT AT 15,13: "KEYS"
3040 PRINT AT 17,0: "P-Right G-
Left G-Drop rescuer"
3050 PRINT 80: AT 0,4: "Press any
key to play"
3060 PAUSE 5: FALSE 0: RETURN
5000 FOR f=0 TO 20: BEEP .01,f:
BEEP .01,12: NEXT f
5010 LET r=r+1
5030 CLS : GO TO 10
5070 PRINT AT 10,10: "FAILED RESC
UE" : PAUSE 100: GO TO 5300
5200 BEEP .5,5: BEEP .5,0: BEEP
.5,5: BEEP .5,12
5210 FOR i=0 TO 7: FOR b=0 TO 7:
BORDER b: NEXT b: NEXT i
5220 PRINT AT 10,10: "All Rescued
"
5225 RESTORE 5225: FOR o=i TO 8:
READ a,b: BEEP a,b: NEXT a: DAT
A .5,12,.5,7,.25,14,.5,12,.25,12
,.5,7,.5,4,.5,0,.5,0
5230 GO TO 5300
5300 PRINT AT 21,0: "Press a Key
to Play Again": PAUSE 4a4: BEEP
.5,0: BEEP .5,12: RUN
9000 FOR f=USR "i" TO USR "j"+7:
READ a: POKE f,a: NEXT f
9010 DATA 0,0,1,0,BIN 11101,BIN
100001,BIN 1000000,0,0,0,BIN 100
0000,0,BIN 1011100,BIN 1000010,0
IN 10000001,BIN 10000000

```

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• By Claran King

```

3 REM * (C)1985 *
4 REM * C.KING *
5 REM *****
10 GOSUB 10000
15 GOSUB 10000
20 GOSUB 10000
30 POKE 53278,N1
100 B=STICK(N0)
101 IF PEEK(764)=33 THEN GOSUB 900
110 B=B+AC((B=7) OR (B=8) OR (B=9)) AND (DC=5))-M1((B=N10) OR (B=11) OR (B=9)
) AND (DC=8))
120 DT=B+M1((B=8) OR (B=10) OR (B=9)) AND (DC=3))-M1((B=N10) OR (B=14) OR (B=9)
)) AND (DT=8))
125 IF X=48 THEN X=100
125 IF X=500 THEN X=48
127 ON Y:N10 GOTO 8330
130 X=B+DEL:Y=Y+DT:POKE 53248,X
140 AS(1,1+230)*"V33"fgCC"
150 IF SENS(ND)=ND THEN 1000
450 FUEL=FUEL-0.01:COLOR 32:PLOT FUEL,23:IF FUEL=0 THEN 6000
460 ON PEEK(53252)AND GOTO 6000
485 VOL=ABS((DX)+ABS(DY))*92:IF VOL>15 THEN VOL=15
470 SOUND NO,255,NO,VOL
475 ON LB=64 OR LB=5 OR LB=7 OR LB=8 OR LB=9 GOTO 6000
480 ON LB=8 GOTO 6000
500 GOTO 100
600 POKE 764,12:IF PEEK(764)=33 THEN 900
601 IF PEEK(764)=123 THEN 901
602 POKE 764,12:RETURN
1000 X=INT(X):Y=INT(Y)
1002 IF X/M4=INT(X/M4) OR Y/M1 THEN 1000
1003 IF (B=N1)/M4=INT(X/M1)/M4 THEN X=X-N1:POKE 53248,X:GOTO 1100
1005 IF (B=N1)/M4=INT(X-M1)/M4 THEN X=X-N1:POKE 53248,X:GOTO 1100
1010 GOTO 450
1100 IF CAR=N1 THEN 1000
1110 CH=(X-48)/M4:CHY=(Y-15)/88:LOCATE CH,CHY:POSITION CH,CHY:7 CHN(CHN)
1125 IF CH=102 THEN GOSUB 1400:COLOR 32:PLOT CH,CHY:PLOT CH-N1,CHY:CAR=N1:POKE
5 764,81:DE=ND:DY=ND
1130 IF CH=102 THEN LX=CH:LY=CHY:GOTO 450
1200 GOTO 450
1300 IF X=48 OR X=500 OR Y=53 OR Y=465 THEN 450
1310 CAR=ND:POKE 764,129:GOSUB 1500:DX=ND:DY=ND:COLOR 160
1325 FOR B=0 TO 39:PLOT X,23:SOUND NO,255,10,10:FOR M=N1 TO 88:WAIT W:SOUND NO,N
O,M,ND:WAIT K:FUEL=33
1330 SAFE=SAFE+N1:IF SAFE=5 THEN 6000

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1000 GOTO 400
1400 FOR K=81 TO 90: SOUND NO,K,N10,N10:FOR W=M1 TO 5:NEXT W:SOUND NO,NO,NO,NO:PO
KE 77,NO
1410 SC=SC+N1:POSITION 5,21:7 SC:NEXT K:RETURN
1500 FOR K=30 TO M1 STEP -N1:SOUND NO,K,N10,N00:FOR W=M1 TO M0:NEXT W:SOUND NO,W
0,NO,M0:POKE 77,NO
1501 SC=SC+N1:POSITION 5,21:7 SC:NEXT K
1505 FOR K=FUEL TO 5 STEP -N1:COLOR 30:PLOT K,23:SC=SC+N1:POSITION 5,21:7 SC=SC
NO 0,K*N1,N10:NEXT K
1510 SOUND NO,NO,NO,NO:RETURN
5000 COSM 5000:GRAPHICS 10:GOSUB 3000:POSITION M1,M0:7 #M0:"SPACE MISSION":FOR
ITION M4,M2:7 #M0:" (C) C.KING 1994"
5002 POSITION M0,M4:7 #M0:"level "100:" completed"
5006 POSITION 5,M0:7 #M0:"score "100:IF SC=M1 THEN M0=SC
5008 POSITION 5,M0:7 #M0:"high "M1
5010 POSITION 5,M0:7 #M0:"PRESS FIRE"
5020 POSITION 5,11:7 #M0:"FOR 10000 "12:M1
5030 IF STRING$(M0) THEN 5020
5040 DATA NO:FUEL=30:LI=11:M0:LE=10:M1:GOTO M20
5100 GOTO 5100
5200 POKE 53240,M0:FOR K=64 TO 74 STEP 0.4:ABX(K,131)=-"COS"PI/CC"
5210 SOUND NO,M0:(M0)*256,12,12:NEXT K:SOUND NO,NO,NO,NO:POKE 53240,NO
5220 FOR K=M0 TO 15 STEP 0.1:SOUND NO,250,M0,K:POKE 707,42:K:NEXT K
5230 FOR K=600 TO 700 STEP -1.5:SOUND NO,K/4,M0,15:POKE 707,K-(250*M0)
5240 AB(X,6+24)=-"X"X=-6+X*25"
5250 NEXT K:SOUND NO,NO,NO,NO:RETURN
6000 POKE 53270,M1:POKE 77,NO
6005 FOR P=M1 TO 100:NEXT P
6010 IF PEEK(53262)=M0 AND PEEK(53261)=M1 AND PEEK(53262)=M1 THEN 400
6020 FOR K=M1 TO 100:SOUND NO,M0:SC=M0*250,M0,12:POKE 704,K:NEXT K:SOUND NO,NO,NO
,NO
6030 AB(Y,6+30)=-"Y"Y=30:POKE 704,110
6040 IF CAR=M1 THEN POSITION L0,L0:7 "0":
6050 FOR K=M0 TO 100:NEXT K
6070 L0=L0-M0:POSITION 5,22:7 L0:" "
6080 IF L0=M0 THEN 7000
6090 X=30:Y=30:CAR=NO:SC=NO:ST=NO:FUEL=30
6100 POSITION M0,21:7 "SCORE":SC:POSITION 20,21:7 "LEVEL":L0:POSITION 5,22:7 "LI
VES":L1:POSITION 20,22:7 "ROCK":M1
6110 POSITION M0,23:7 "FUEL="
6120 AB(Y,6+30)=-"Y"Y=30:POKE 53240,X
6130 POKE 53270,M1:GOTO 100
7000 IF SC=M1 THEN M1=SC
7004 GRAPHICS 10:GOSUB 3000:POSITION M0,M0:7 #M0:"SPACE MISSION":POSITION M4,M2
:7 #M0:" (C) C.KING 1994"
7006 POSITION 5,M0:7 #M0:"score "SC:IF SC=M1 THEN M0=SC
7008 POSITION 5,M0:7 #M0:"high "M1
7009 POSITION M0,M4:7 #M0:"game over"
7010 POSITION 5,11:7 #M0:"PRESS FIRE"
7012 IF STRING$(M0) THEN GOTO NO,PEEK(M20),12,300:POKE 710,PEEK(20):GOTO 7012
7014 GOTO L0
8000 AX=AX+ABX:IF AX=64 OR AX=194 THEN AX=-AX
8005 AY=AY+ABY:IF AY=170 OR AY=104 THEN AY=-AY
8010 POKE 53240,AX:AB(350+AY,370+AY)=-"X"1="0"BX="
8015 IF PEEK(53261)=M0 THEN FOR I:GOTO 9000
8020 RETURN
9000 AST=AST+LE/50:IF AST=200 THEN AST=40
9012 IF PEEK(53262)=M0 THEN FOR I:GOTO 9000

```



```

30004 NO=0:M1=1:M2=2:M3=3:M4=4:M5=5:M16=16:M20=20:M4=4:M10=M9+M2
30010 POKE 54279,PEEK(1001)-13
30012 REM 400000000:REM SKIP 005'S
30018 CRO=PEEK(752)*256:CRA=(PEEK(1049)-8)*256:FOR K=0 TO 1023:POKE CRA+K,PEEK(104K)
30020 POSITION 7,12:7 #0:"":1023-81"= "NEXT K
30022 REM 85(11):POSITION 82,10:7 #0:"nearly finished"
30024 FOR K=1 TO 14:READ R1:R1=8-85C(R1):IF R432 THEN R=8+R1
30026 POSITION 7,12:7 #0:" ":14-K1"= "
30030 IF K=86 THEN IF K=91 THEN R=8-32
30032 FOR I=0 TO 7:READ A:3=0+8*5+CRA:POKE R,A:NEXT I:NEXT K
30110 DATA 1,85,85,238,187,238,187,238,187
30120 DATA 8,238,187,237,187,238,187,238,187
30130 DATA 8,84,84,208,144,228,188,237,188
30140 DATA 8,1,1,8,7,30,27,110,123
30150 DATA 8,237,188,238,188,208,144,84,84
30160 DATA ",110,123,30,27,8,7,1,1
30170 DATA 8,128,170,178,188,188,178,170,128
30180 DATA (,2,170,250,128,128,250,170,2
30190 DATA 1,0,42,88,42,12,237,80,12
30200 DATA 4,42,88,42,8,188,8,8,8
30210 DATA 8,0,42,88,42,182,0,0,0
30220 DATA (,238,187,238,187,238,187,85,85
30230 DATA 1,237,188,237,188,237,188,237,188
30240 DATA 7,110,123,110,123,110,123,110,123
30250 FOR M(1),MULTI(30):M(1)=3-25*85C(1)-0:MULTI= ""
30270 RETURN
30300 GRAPHICS NO:POKE 82,M0+31-PEEK(560)+PEEK(561)*256:POKE 81,M0,86:FOR K=01-N
8 TO 81-254:POKE K,M4:NEXT K
30325 POKE 758,PEEK(108)-M0
30327 POKE 708,40:POKE 711,78:POKE 709,200:POKE 710,144:POKE 53277,M2:POKE 533,8
2+POKE 752,M1:POKE 623,M3
30310 RETURN
30800 AS="" :AS(1000)= "" :AS(82)=85
30802 FOR K=53248 TO 53251:POKE K,M0:NEXT K:RETURN
30900 GRAPHICS 17:POSITION 3,0:7 #0:"space mission":POSITION 2,2:7 #0:"(C) C.K
ING 1985"
30920 POSITION 3,8:7 #0:"LOADING GRAPHICS":POSITION 4,10:7 #0:"please wait":FOR
STROM 7,12:7 #0:""1024""
30930 GOTO 30900
30960 POSITION 5,14:7 #M0:"press fire"
30970 IF STRIG(M0)=M0 THEN SOUND M0,M0,M0,M0:RETURN
30980 R=8+2.5:IF R=350 THEN R=0
30990 SOUND M0,K,M4,10:IF R/10=INT(R/10) THEN POKE 708,R
30995 GOTO 30970
31020 GRAPHICS 18:POSITION 3,0:7 #0:"SPACE MISSION":POSITION 1,2:7 #0:" (C) C.KI
NG 1985"
31030 LB=M0*8C+0111+0:FUEL=30:OAB=M0:SAFE=M0:AX=70:AY=160:AOX=M2:BOY=82:POKE 705
,12
31040 POSITION M4,10:7 #M0:"SELECT LEVEL"
31050 POSITION M3,8:7 #M0:"high "C0:POSITION M3,7:7 #M0:"level ":LB," "
31060 POSITION 6,11:7 #M0:"press fire":IF STRIG(M0) THEN POKE 711,PEEK(M20):SOUN
D M0,PEEK(M20),M4,10
31092 IF PEEK(53279)=8 THEN LB=LB+M1:IF LB=21 THEN LB=82
31094 IF PEEK(53279)<88 AND STRIG(M0) THEN 31095
31099 SOUND M0,M0,M0,M0:RETURN

```




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ADVENTURE

NEWS

A PEEK INTO THE PENTHOUSE ARCHIVES

Amid the steady pile of messages, the overflowing address, bits of unsolicited reviews, and the empty floppy boxes littering the lobby apartment atop the West Gate building, is a very important pile of letters destined for the *Adventure*. These are the letters that contain useful problems and clues, yet have something of interest to say about the world of adventure.

Over every two or three years, these letters actually get filed and sent to the world library. But in the meantime, it is only a matter of taking away the debris to find the gems and sample to compare.

"When you thought of opening a branch office over here in Adelaide," writes Adrian Davis from South Australia, "then my friends and I would have someone who we could contact with our problems! It would be a lot cheaper and faster this way!" he adds.

That's quite a thought, Adrian, perhaps you could try and persuade the folks to send the *Magazine* to a world tour? If you can do that, I'll send you a medal!

Christopher Wade of Brisbane, Queensland, noted the *Magazine* stand at the PCW Store in September and had a chat with us about his problem in *Revels of Babylon*. Then, he went home and finished the game! Chris was so pleased he wrote an "Adventure Booster" for us, packed up reviews and clues to all the games he has played, ranging from *Illusions of Time* to *Red Moon* and *Rebels of Sherwood*.

That's the sort of thing that keeps Volume 12 so massive, while writing *Changeling* just couldn't count making the odd question or three....

"I think it's horrible how the rest of the magazine appears superior to the adventure sections, I mean, look at October's issue... there were 25 article reviews to some adventure reviews, including *Lord of the Rings*!" says David Chalmers of Bendigo.

There wasn't many new adventures around that month, David, but luckily the games we

reviewed were really good. So quality made up for quantity! Didn't it?

Jason Nichols has got a few complaints about adventures! He has nearly finished all the games he has, but that is not the trouble! "So many adventures have a problem at the end which is just about impossible!" he says.

The other thing that irritates Jason is the words used. "Who would expect to type in *POUNDER*?" *SPURRI* in *Islands*. And *Andromeda* when there is no hint to do it?" he asks.

Agreed, Jason, and if you want a real wordy hint in the text, visit our *Mystery* *Pendulum* column out for your money!

THE FIEND REPLIES....

Here follows an extract from *The Fiend's* latest letters. It arrived printed in this journal as a call about a month long. With a few confused a pocket magazine....

Dear Mr. Campbell, I must have been a pleasure for you to read one of the PCW Store. Perhaps if you had paid more attention instead of staring stupidly at the next issue...Oh well, I suppose I can no make half-hearted attempts looking about.

Well yes, I think it was not so to expect those two young boys to enjoy *Indefatigable*. I mean, all they know about is playing adventure games and playing the odd dragon. I hope their mothers don't tell that!

Well, I had imagined introducing myself at the store, but I didn't actually come here. What you are I thought you was a little weak, with a large reaction and glasses, a lot like Brian from *Changeling* was!

Changeling here we are! Or something like you, imagine, like a screen forward! He also says because the better part of videos, just on the slight chance that at some stage I may have given something advice about some-boddy point or other.

I mean, it's not YOUR fault that I'm too thick to notice that *SR* has a table in his bottom.

Your love was helpful, *Indefatigable*, and as a result of your that I have pointed out *Changeling* and opened all but one page in *Planet* *Mission*.

By the way, there's a bugged version of *Fourth Protocol* on sale. This appears to be an unmodified version of "The Basil" where the option to get a hint is missing.

Entering one location in the *Basil* causes the program to crash, and the game gives out its options automatically, despite the fact that the user will answer only one question.

Another example of carelessness spoiling a good game. Perhaps you could make mention of this in your column, to warn subscribers and to inform the publisher.

I have not returned from my local software shop where I discovered *The Fellowship* *Chronicles* for £1.95, so I looked out. I really am a nut!

The problem is that only 10% of what I buy is in any way what I would call a good adventure. In fact, I really must settle down and write my own. If I release this, then it must be good!

Well, I suppose I had better think of with a couple of tips, and that you must be mean. Otherwise I die or run. But I don't care, I will keep ahead anyway. A vacuum, vaccination, contact, The Fiend, *Revels*, *Changeling*.

Watch out for some Finnish type in the next issue, if I have managed to read them by then!

INTELLIGENT? YOU'RE JOKING

Dear Keith,

The advent of the "you're intelligent type are old garbage and it will be interpreted into a command" test input system has certainly...

All right, I have complete input commands if the game needs it, as *Blackbook*, *Deadlands* etc.

But there is NO POINT in wasting memory on these tricks. In the old days, if you had two keys with you and typed UNLOCK DOOR, the program would check all your keys and unlock the door if you had a suitable one, opening the door afterwards. What would happen if there was more than one key?

Well, if you type UNLOCK DOOR, what what? WELL KID, What key? USE GOLD, I don't see it. USE RED. The door is now unlocked. OPEN

DOOR. The door is now open.

The next about the first is what? Look at *Time Little* *Indefatigable* in the *Mysterious* *Adventure* series. To dig a hole in 1992, Oh no! USE THROW. Or perhaps take, *HYPERNOSE* type DOOR. And I know that *Doyle* (small demands object) DOOR CHANGES. Are you really going to try and dig a hole in the floor standing in front of you? No, you are not.

Finally, the STOP plugging Basil and the others, sorry on plugging this, just plug the others too. When I actually used *SAKE* (maybe 1997) I shall spend massive plugging from C+VG.

P.S. Could you tell me how many letters I have written to *Magazine*?

John Robin,
St. Clement,
Jersey

Keith's reply: I last count about a year ago, but I know you were played *Changeling*. There's no more letters I've played in the series. The time to dig in is no longer there to complete that game!

NEW RELEASES THE PAY OFF

Originally on disk only for *Star* for the Atari, this game is now on release from Biggame Software, on cassette for Spectrum, Amstrad, Atari, BBC and Commodore 64, as well as on disk for Apple II, BBC and Commodore. Their estimate cost £2.95, maximum sale price £3.95. The aim is to lead the *Indefatigable*, and when you read him you either pay him or end up in the *Madness* waiting conveyor system. The game itself of the *Long-Run* *Indefatigable* could solve all your problems. Released in the late 1989 issue of C+VG.

QUEST FOR THE HOLY GRAIL

Based on the *Master* *Indefatigable*, *Holy Grail* from *Dragon* Software has now been reprinted by *Magazine* for the Commodore 64 and Spectrum, priced £1.95. This is the game in which you'll need the *Indefatigable* to solve when you come up against the Knight who says *DOOR*! Released in November 1989 C+VG. Three new options for remaking adventure programs have been released.

ADVENTURE

HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems.

This month the Adventure Helpline has to say a fond farewell to one of the most experienced contributors — Simon Marsh. Endearingly known in adventuring circles as The Pink Fairy,

THE PINK FAIRY BOWS OUT

Simon Marsh joined the Helpline in January 1984. As well as reviewing games and answering your letters, he is the survivor of two PCW Murders and a defunct Ore Butler. Simon has now left school and has got himself a job in insurance.

He writes: "This is my farewell message to you all. I am leaving the Helpline. The reason being that I can no longer afford the time or effort to give the position the justice it deserves. Most of my spare time is now spent with my rock group, Teacher's Pet. This means that I cannot solve as many

Adventures or reply to as many letters as I would wish. I must thank Paul Coppins for the friendship he has shown

over the last two years. To Jim Gregson, the new boy on the street. All of Priory Court, my thanks for the immensely enjoyable times I have had up there. And, of course, to Keith who gave me the chance. Thanks mate!"

Simon, how could you? Just as you'd learned to put the full stops between the sentences, too! Anyway, it's been just as enjoyable for us having you, thanks for all the good work you have done to help the Helpline thrive.

It just won't mean the same writing out on one of our pencils, and our table isn't getting funny looks from the rest of the customers in the restaurant! (Gets out hanky and starts sobbing ...)

One of the Murders near the upper double bar in Headrow Lane seems inevitable, explains Andy Li. He claims some in all of the whole Empire team in one blow! How can he be dead with, asks Andy? Perhaps the Headrow Lane Tavern could come in and, later, to make matters worse!

There's also Spiritist in a game in which Susan Bowman of Kings Lynn is stuck. Susan wants to get an object out of her closet, and put into Priory's Room. Can anyone help her?

Another blunder was shown by Geoffrey Portant of Rushden. Do you know anything about Lost Valley from Rappanur Hapnagar? he asked.

Unfortunately I don't, and there is poor Geoffrey, stuck near a creeked, some full of things which all seem useless apart from a table.

The game instructs to recognise your few words, says Geoffrey, and if you try to USE anything, it comes up with AND HOW EXACTLY ARE YOU GOING TO DO THAT? I've never been so confused!

David Gledhill of Sheffield is stuck Upper Oxenreave with dogs, a bull and a bleeding wound. Who can guide him up and get him past the animals?

Woodward from Interceptor has B.B. London of Murgyle struggling to get past the lion. Another reader playing the same game wants to know when the message to kill the monster will look in the class message, you may find an interesting story!

John Hughes of Northfield, Birmingham, is attempting to the King of Great Master in Goldenrod. Where from Lord is he has all the treasures, but he problem is getting them all out in time.

He mentions a score of 100-100, but afterwards the reward close and then him on the top. Can any great master explain these techniques?

Michael Stacey of Wigan is playing Rivercross of Claymanger's Castle, and is having trouble with the Dragon! But the usual unkillable dragon in the game, but the Dragon 32 version of the game.

He thinks he has found a bug involving the game, and is trying to reproduce it, and then make the game invincible. He anyone else come up against the problem — or is it a bug?

My thanks to Paul Travers

STICKING POINTS

Adventure problems come in the driest deserts and wildest frontiers when they can't be solved! "Back me an answer quickly!" write many adventures who write in the Helpline, so desperate that they want to beat the game for an answer.

One play in great attention first in the world's finest, especially minute by minute, and original methods.

Like Gary Barrett from Omaha, who this month had the urge to stick his head between two pieces of twisted metal, and offer himself to that great mouth in the sky! That doesn't beat the game, but it does make the mail amusing to read!

This, of course, is a last resort, after trying every possible

comment to beat the problem. Even Lee of Oxenreave, for example, is not sure to be physical of being ARTHURIAN, and when playing through at Babylon, he described his desperate and collateral attempts to solve the problem in hand.

"I have read EVERYTHING, been trying to eat one of the snakes, to having a ... — A WOLF, Eaten??? Really leave the room!"

Can YOU save him and words by helping out the poor, depressed and confused adventures who were reluctant to writing gibberish letters to the Helpline recently?

Mr. Stacey can get anywhere beyond the castle in Rappanur Golden Towers. We have getting C+VG for two years now and haven't seen any tip for it! he says. The reason is we've not had any readers with problems on it — until now!

HELP!

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ADVENTURE

REVIEWS/3

WISHBRINGER

- **Supplier:** Intervox
- **Hardware:** Atari, Commodore 64, Apple
- **Price:** £12.95

The legend of Wishbringer starts in the instruction book, in the form of a beautifully illustrated poem. It tells of how Morning Star, a being of ice and passion, became, was kidnapped by the evil Queen Alana so that she may in time become her daughter.

The brave knight had tried to win the hand of Morning Star by completing dangerous tasks set to the Queen. All, of course, had failed, just as the Queen had planned.

In the eyes that followed, the knight turned to dust. All was lost save the heart of the princess, which with the passing of time had turned into a glowing stone, known as The Wishbringer. The reason for the tale is simple — it is said that he who loses the stone will be granted seven wishes, one for

morning star, and one for each of his lost loves.

Wishbringer starts with you standing outside the Post Office in the village of Roseport, in which the game is set. You have taken a job there and your last task of the day is to deliver a letter to the old woman who runs The Magic Shoppe.

There are some pretty strange comments going around about her. It's not surprising considering the way she mutters on about trolls, gnomes and somebody called The Red One. It is even said that she has a cack that makes demons come true!

It is not until you step outside the old woman's shop that you get the first hint that there are indeed strange things about. It says there about the plot of this magic world (are you ready now?)

Wishbringer has been given a new story format, which makes it a very friendly game to play.

One of two subroutines in other games drop in, this was the

meeting old old friends! There's even the chance to take a peek into a Magic's Nest and live to tell the tale! But the best laugh for me came when I found myself standing by a white animal house.

There are two difficulty levels in Wishbringer — you can either solve the problems using your hints, or decide to skip instead. That is the best way to go, in fact only in the last quest, so in fact it is a form of cheating! But by using it you don't waste any points for the achievement, but nevertheless it is a great help!

As it stands for an adventure game, the packaging is superb, and includes not only a disk, but also a map of the village of Roseport, some very nice gloss illustrations of Wishbringer, and a most special sealed letter.

- **Paul Coppins**
- **Vocabulary** 11
- **Atmosphere** 11
- **Personal rating** 11

WARLORD

- **Supplier:** Intervox Software
- **Hardware:** Spectrum, Amstrad
- **Price:** £13.00

The Roman and Celtic gods have become gloriously merged in the battle taking place on earth, and both are trying to force a contribution in their names. Open warfare between the gods is considered, and leaving that the world could be destroyed, a town has been built.

A mortal champion from each side is sought, and transported into one of the Celtic Otherworlds. The outcome of the war will be decided in favour of the winner.

The Romans have chosen their best warriors, and the Celts have their Warlord — I can't say that's a fair choice, it is an easy task to set both their a mountain and start to attack the square of the Otherworld. Gods from both sides pop up all over the place, some helping with a bit of aid, a couple, whilst others are about doing all they can to slow you down.

After a speedy start I quickly came to one of those spots that everyone experiences at some time or other in all objectives — the cursed words **WTFDND SPECIAL HAPPENS**. A quick plea to the Helpdesk Manual, (didn't) soon solved what turned out to be a fairly silly problem, and I was on my way to the end, meeting with the Gods.

One rather strange thing I noticed whilst playing this adventure was the heavy habit of setting up after a pause without having any idea.

For example, the first time I went through an enchanted wood, the path was clear and easy to follow. The second time, I was lost wandering what I had to be in a rather confused and the object, and without meaning, some very strange things began to happen!

Warlord is a split screen, graphics and text adventure for the Spectrum and Amstrad computers. There are about 100 locations, but only a few of them have a picture. The Amstrad graphics are far superior to those on the Spectrum version.

- **Paul Coppins**
- **Vocabulary** 4
- **Atmosphere** 8
- **Personal rating** 8

MISSION ASTEROID

- **Supplier:** All America Adventure
- **Hardware:** Commodore 64, Apple, Amstrad only
- **Price:** £14.95

You are commissioned to mission control and told to go out into space and destroy an asteroid on collision course with Earth!

The catastrophe is due to happen at 7.15 pm, and so you plot, your watch tells you that the time is making. You have your work cut out making your way through the Mission Control building, getting briefed, learning your flight plan, contacting the supplies you will need, and generally making sure you are fit and healthy for the task ahead.

The game has graphics which occupy all the screen, bar the few lines forming a text window at the bottom. But previous messages can be seen by pressing RETURN, which will flip the picture on and off. The graphics are quite pleasant, colour being sporadically. Unfortunately, they cannot be turned off completely, and so the display while they are

read is from disk is inevitable even on replay.

The player's input is limited to one and two-word commands, and although this is quite acceptable as a method, more interactivity and a wider vocabulary would have enhanced this game considerably.

It is quite fun learning to pilot the rocket, and providing you take the sort of precautions every astronaut should take when working and leaving the pit, all should go fairly smoothly until you actually come to grips

with the essential part of your mission.

When the thinking must begin, for if you are to blow the asteroid up, it must be done not only before it reaches the earth, but preferably with you out of range of the blast.

There is an amazing abundance, ideal for the beginning.

- **Kathie Campbell**
- **Vocabulary** 11
- **Atmosphere** 11
- **Personal rating** 11



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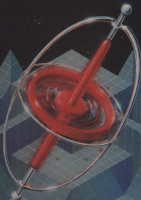
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B



C



D



E



F

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Software Projects have just released a very original show-jumping game based on Harvey's exploits in the show-jumping ring.

You'll find a review of this amazing new addition to the range of sports game software elsewhere in the magazine. But here we're offering you the chance to win a very special Harvey Smith prize.

Anyone who watches staff like the Horse of the Year Show on TV will know that Harvey is sponsored by Sanyo, the Jap people. And

guess what, our old friends at Software Projects have decided to present the first prize-winner of C+VG's competition with a Sanyo Walk Steps System.

Second prize winner will get a Sanyo personal stereo system AND a full range of Software Projects games for their machine. The 20 runners-up will get a free Software Projects game.

Remember, Software Projects make games for the Spectrum, BBC, C64, Amstrad, Dragon, Oric, MSX and the X680.

The winner of the first prize will be presented with the steps system by Harvey Smith in person at a top show-jumping event later in the year.

What do we want you to do? Just look at the list of screen shots — taken from games reviewed in past issues of C+VG — and tell us what the games are. What could

be simpler? Well, the tie-breaker questions are pretty simple — and we want you to answer those as well.

Before you rush your entry coupon off to Computer and Video Games, Harvey Smith's Showjumping Competition, Plorey Court, 30 D Farnington Lane, London EC1R 3AU.

Normal C+VG competition rules apply and the closing date is January 19th.

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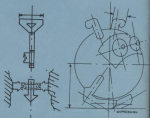
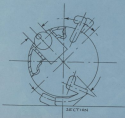
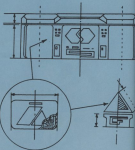
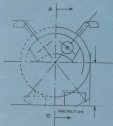


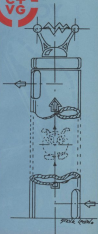
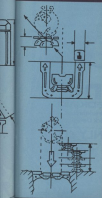
1990. *Journal of the American Statistical Association*, 85, 1035-1046.

EDYX

STARQUAKE

Stephen Crow is a brilliant programmer on Starquake, his latest smash hit creation, proves. But did you know that he's also a bit of an artist too? Well he is! And he drew the diagrams which go with our exclusive Starquake map. The diagrams show you just what to do with the objects and items you find and/or use in the Starquake maze.





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SWEEVO'S WORLD



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Now it should be said straightaway that there is nothing new about the technique of sampling. Ever since electrical measurements began back in the days of Morse and Ohm people have been attempting to take 'short-cuts' in the measurement of alternating signals whether in the form of voltages or currents; changes or beats. Sampling is just such a short-cut and we will be explaining the significance of the technique in terms of its effects on modern music.

If you bought a Video Game Cassette from a

particular shop and it turned out to be dull, you could hardly say with any accuracy that 'all cassettes from that shop are dull'. If, however, you bought ten such games and found them lacking, you would have a much stronger case for saying that all games from that source were suspect.

The same sort of study is also the most boring to listen to — the sine wave. But it is easy to draw and chop up into samples and illustrates how the 'rules' affect the actual sound you hear! Take a look at the two drawings below (Fig. 1)

and then at the two next to them (Fig. 2) . . .

This is the display you would see on the screen of an oscilloscope if you were observing, say, a 1000 Hz tone — a very pure whistle similar to the setting-up tone you can hear on the TV after shut-down in the evening or during the Test Card transmissions. It represents the change in voltage of the signal as a function of time.

Fig. 1a shows the pure sine wave and 1b shows what the display would look like if we 'chopped' it — switched it off and on

would object! — we see that the overall shape of the original wave is strongly distorted by the many sample pulses.

But, you may say, we could do some crafty filtering on the 5.0kHz sample by making what is called a 'Low-Pass Filter' which will allow through the original sine wave but will block off or heavily attenuate the high pitch of the 5.0kHz sound. A good example of filtering is seen in your car!

At any time, but where do the computers come in?

Back to our original

MAINFRAME

continuously — at a speed five times faster than the sine wave's own, which in the case of our example is 10000 times per second. Thus the 'chopping' or sampling frequency is 5000 per second, or more correctly 5.0 kilohertz. Now you can see clearly that the outline shape of the sine wave is still there in Fig. 1b, but if you listened to the raw sampled signal you would hear a completely different sound made up of the original 1.0kHz signal together with the much higher pitched and relatively unpleasant sound of the 5.0kHz sampling frequency.

Let us suppose that we sample at 50kHz — a frequency only audible to a few humans and then only as a 'reaction' rather than a sound proper, although the dogs of the neighbourhood

graph. Look at pulse (A). We can make some very useful measurements on this pulse in order to turn it into a form that a computer can recognise, store and then manipulate.

From Time Zero (when we start the sampling process) pulse (A) occurs at, say, 500 milliseconds. It has an amplitude of say, two volts. Immediately we have two measurements which define pulse (A) exactly and in terms which can be readily assigned to addresses in your computer's memory. So, if we have a sampling circuit (known as an Analogue to Digital Converter or ADC for short) and a computer with memory available, we can store the sampled sound for future playback. Next month we'll see how the professional musician uses it.



Fig. 1a) A full cycle of a sine wave at 1 kHz.



Fig. 1b) The same wave 'chopped' by a 5 kHz pulsed signal.



Fig. 1b2) The sine wave chopped (sampled) by a 10 kHz pulsed signal.



Fig. 1b3) The sampled wave with the 'dots joined up' showing the approximation to the original waveform.

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THE SOFTWARE CHART



Mark off the process in the latest C + V8 Gallup Software Top 30. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C + V8 charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-'em-up, karate game or boxing program you want. It's a shoot-out.

• JANUARY

TOP 30/ALL FORMATS

# THIS MONTH	# LAST MONTH	# GAME	# MACHINE	# MANUFACTURER	# WEEKS IN CHART
1	1	Way of the Exploding Fist	SP, C64	Hellmura House	4
2	2	Frank Brunch's Boxing	SP, C64, A&E	Elite	4
3	2	Daley Thompson's Super Test	SP	Green	4
4	5	Twilight	SP	Elite Edge	4
5	—	Master	SP, C64	Activision	4
6	14	Fighting Warrior	SP	Hellmura House	4
7	18	Formula One Mania	SP, C64, C65	Activision	4
8	3	Frank's Karate	SP, C64, A&E, MS	Activision	4
9	4	New Games	SP, C64	Vision	4
10	11	Action Biker	SP, C64	Activision	4
11	24	Stephen Beach Test Cricket	SP, C64	Activision	4
12	—	App vs App 2	SP, C64	Revel	4
13	3	Summer Games 2	C64	App vs App Gold	4
14	10	Beach Head	SP, C64, A&E, BBC, AC, BBC	Activision Gold	4
15	24	Lord of the Rings	SP, C64, BBC	Activision	4
16	—	Impossible Mission	SP, C64	App vs App Gold	4
17	—	Monty on the Run	SP, C64	Activision	4
18	17	Mad Baron	SP, C64, C65	Activision	4
19	—	Terminator	SP, C64	Hellmura House	4
20	9	HyperSports	SP, C64, MS	Imagine	4
21	19	Chiller	SP, C64, A&E, MS	Activision	4
22	—	Shadow of the Unicorn	SP	Activision	4
23	—	Who's Your Hero 2	SP, C64, A&E	Activision	4
24	15	Elite	C64	Activision	4
25	25	Montezuma	SP, A&E	Activision	4
26	7	My Ace	C64	Activision	4
27	13	Barry McGuigan World Champion	C64	Activision	4
28	—	Manport	SP	Georgie Games	4
29	20	Karateka	C64	Activision	4
30	—	Enduro's Shadow	SP, C64	Revel	4

AMSTRAD/TOP 10

1	Way of the Exploding Fist
2	Frank Brunch's Boxing
3	Frank Brunch's Boxing Elite
4	Terminator
5	Chiller
6	Grand Prix (McQuinn's Mission)
7	Lord of the Rings
8	Formula One (McQuinn's Mission)
9	Impossibile Mission
10	HyperSports

SPECTRUM/TOP 10

1	Way of the Exploding Fist
2	Daley Thompson's Super Test
3	Twilight
4	Fighting Warrior
5	Frank Brunch's Boxing
6	St. George Test (Challenger)
7	Shadow of the Unicorn
8	Impossible Mission
9	Lord of the Rings
10	Terminator

C64/TOP 10

1	App vs App 2
2	Frank Brunch's Boxing Elite
3	Summer Games 2
4	Way of the Exploding Fist
5	Who's Your Hero 2
6	My Ace
7	St. George Test (Challenger)
8	Karateka
9	Beach Head
10	HyperSports



Frank Brunch's Boxing: Number Two.



New entry App vs App.

MACHINE KEY

SP = SPECTRUM BC = BBC
C64 = COMMODORE 64 A&E = A&E
A&E = AMSTRAD MS = MASTER

C65 = COMMODORE

COMPILED BY GALLUP



HALL OF FAME

HOTSHOTS

My Lords, Ladies and Gentlemen, this is the Computer and Video Games heavyweight championship of the month.

Introducing in the red corner, from Solis in Cheshire, 18-year-old Steven "Basher" Lambert, and in the blue corner, from Loughlin in Essex, 16-year-old Jason "Bruiser" Guth.

This contest will be fought over ten rounds each on Frank Bruno's Boxing on the Spectrum. The contestant with the highest score takes the round.

The victor will win the highest accolade in British boxing — the title of C+VG October Hot Shot.

Right now, let's have a good, clean fight and may the best man win.

Ring, ding...

Round One. Jason "Bruiser" Guth is off to a

quick start, leading to the body and knocking to the head. He scores 18,500. Steven "Basher" Lambert fails to settle down quickly. Big fight nerves keep his score down to 28,200. Round one to Bruiser.

Round Two. Bruiser Guth is surging ahead, scoring 29,400 to Basher's 26,800.

Round Three. Could this be a walkover. Bruiser out-punches Basher again, this time by 27,600 to 27,500.

Round Four. Basher Lambert rattles at last, giving Bruiser Guth a 26,800 to 28,800 pointing. But Bruiser still leads by three rounds to one.

Round Five. Basher's realisation continues as he outpunches Bruiser 28,720 to 28,200.

Round Six. What a comeback. Basher Lambert drives home with Bruiser



with a 28,800 to 28,200 win.

Round Seven. Magnificent. Basher outpunches Bruiser 27,620 to 26,900 to lead by four rounds to three.

Round Eight. Stunning introduction. Bruiser Guth outpunches Basher Lambert by 29,200 to 28,200 to draw level again.

Round Nine. Back punches Basher to win the sixth by 29,200 to 27,300.

Round Ten. The moment of truth. Bruiser Lambert must win this round to draw the fight. Can he do it? Yes, with the top score of the month 21,270 to 22,480.

At the end of ten rounds the result is a draw. But exhausted, battered and bruised as both men are,

they both agree to fight a deciding round.

Round Eleven. What a contest. Bruiser Lambert summons up all his strength to beat Basher by 28,900 to 27,900.

In Ladies and Gentlemen, Steven "Basher" Lambert takes the title of C+VG Hot Shot of the Month.

■ The Hot Shot game for January is Alligator's *Wile Dore's Wile* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 33-35 Farringdon Lane, London, EC1R 3JL.

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

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

And please don't forget to keep sending your Hi-scores in.

Do you want to get your name in the advance's best magazine, don't you?



HI-SCORES

We are still interested in your high scores on various computer games. So don't

forget to send in your scores and a photo of yourself! — If you think we can stand it, that is.

JANUARY HOTSHOT

Name

Address

Hi score on **WILE DORE'S WILE** was

Date

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JANUARY HI-SCORES

Name

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Game

Score

Player's name

Witnessed by

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UNIVERSITY THAT REVEALED THE
FBI MURDER. I BELIEVE WE
CAN NOW ~~PROVE~~ THAT MURDER.

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CHAPTER 1

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'CHIMERA DIARY

This is a story of tortures, sleepless nights, self-doubt and devotion to duty. In other words, the every day life of a computer programmer.

In this instance the programmer is Shadi Almasi, creator of Chimera for the Amstrad. He claimed he could convert the game — about an investigation of a giant alien space craft orbiting earth — to the Amstrad in just one week.

Next month find out if Shadi succeeded in keeping to his deadline.

THE TASK

This entire monochromatic campaign started when I badly claimed that I could get a conversion up and running on the Amstrad within a week.

At that point, I did not even know an Amstrad, and the only thing I knew about it was that it had a sound chip and video chip similar to that of the BBC. Well that did not help, since I do not know anything about the BBC either.

The next day Pinfield told me what had been set up for me, and then I should start when ready! I thought that it might be an idea to buy an Amstrad first and learn something about it. Then I duly did and here I am now, writing a prelude to a week that should stretch me to the limit. Can I do it? There is always a first time for everything.

DAY ZERO — TUESDAY

And so started the first day of my week of self-inflicted tortures at 10.00 am, when most human beings are already half awake.

I knew what had to be done first, and that was the graphics. I had been the literary editor of a simple graphics editor from Leeds, because without it, my task would have been rendered impossible.

Later on, I had a few short and frantic hours of sleepless sessions. I copied some of the more monstrous machines the collision detection and drawing the 3D scenes.

I received my shiny new Heath CPM & Memo Assistant this morning after finding time in the original version. I tested it for a little longer this and then everything went smoothly. I hope it continues to perform

flawlessly. I reached a fourteen hour day and had three hours left.

The Amstrad has been on all this time and not a single crash or disk error, and no over-heating. I am pleased so far with my performance, and thanks to Phil Collins and US for getting me through the first day with my sanity (and my disks!) intact.

DAY ONE — WEDNESDAY

What is it that makes someone get up at 9.30 in the morning with a screaming need for breakfast but for a man Hubbard? Well I won't keep you guessing. It is programming genius! Even when you are doing a conversion, a bit of inspiration always helps, and mine is fuelled by listening to good jazz playing, and occasionally playing hard myself, despite the fact that I'm awful!

Well, I read a few bits over from yesterday, and I typed in the last remains of it and had a good night.

The Amstrad did its job well, and my files were OK. Its strange working with a reliable system, originally after all the alternative and USA problems I've used to!

Only two days have passed and I have written the bulk of the code and finished off the graphics for a single tower stage, but I'm getting worried. Will I finish on time? Will my brain fail? Will the Amstrad give up the ghost? Will Joe Hubbard break me back to play the first?

DAY TWO — THURSDAY

As you may have guessed, today hasn't been a bad at

times for me, quite the contrary in fact! What amazes me is that I have created a whole day in a week of a day that didn't exist, and yes, you have guessed, it turned out to be a "feature" in my assembler package.

I've got used to it now though, and at the end of the day the assembler is using with the Amstrad now is possibly the best I've ever used, and the only thing that bothers me about it is the slow editor.

Well, enough of my complaints, what have I accomplished you ask? I managed to get most of the major routines working and finished today, and the graphics I've planned to try, look truly superb. I'm now using a full height 16 row screen! I supposed to a 14 row screen in my other versions, and I must say that the display is quite appealing. I should have done the adventure proper and the better and easier adaptation, but I spent most of the time debugging and trying to get my blasted Epac 1500 printer to work with my Amstrad.

DAY THREE — FRIDAY

Today is the day that I attempted to get GFA working on the Amstrad. OK, I understand, you want to know what

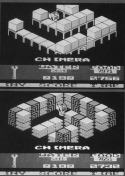
GFA is about!

GFA is a nice feature, best when jobs it is dynamically allocates priority for all moving and expanded objects on a 3D screen, from Dynamic Priority Allocator!

Most commercial methods update the entire screen for every update of a moving object. GFA concentrates on monitoring only those areas of the screen where a change has occurred.

Well enough theory, all I know is that it isn't working, and the deadline that I imposed upon myself is beginning to look very very indeed. I have looked just about everywhere in my code, and I can't see the flaw, though I've pointed out a few typing errors and fixed those. Everything else looks all right, but I have until next Tuesday in which to debug GFA, and write the main game flow routines and the adventure handling stuff. Things don't look too promising.

The Amstrad has performed flawlessly throughout these four days, and aside from that, the assembler is quite fast, and Joe Hubbard's incredible boss playing keeps me awake in the night. I don't know how to be continued.



The Standard by which others will be judged.

This is HardBall from Accolade. The first in a new generation of game software that sets the standard for others to beat; if they don't aim graphics so large and realistic and sound effects so real, you'll believe you really are one of the ball boys - yes, you can almost smell the hot-dogs!

Sorry, we can't supply the hot-dogs; you'll have to bring your own - but everything else is here to recreate the atmosphere, tension and excitement of big time baseball on your own small screen.



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By Accolade

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C&VG GOLDEN JOYSTICK AWARDS 1985/READERS POLL



First want to give a warm welcome to all those who have chosen to do just that, but first of all the Golden Joystick Award for 1985.

Well to now you've had your best shot under a stone for the last couple of years we'll tell you in no time what some awards are all about. It's 1985, time to vote for the games that had you on the edge of your seat. Throughout 1985, 1986 you've had to what game should get the prestigious Game of the Year award. The choice which software house gets the ultimate accolade of a Golden Joystick, the Game of the Programmer of the Year. Plus lots of other glittering prizes. 1985 was decided who you voted.

The C&VG Golden Joystick was the

only major award chosen by the people who actually play the games. That's 1985, the C&VG readers. Other awards are usually given away by people who probably haven't even laid a joystick!

So if you want to get in on the act and tell us who should get our Golden Joystick Award for 1985, just fill in the voting form below and send it to: Computer and Video Games, Golden Joystick Awards, Penny Court, 36-37, Northampton Lane, London EC3N 3LH.

Don't forget to add your reasoning. Choose in each category — even if you know your game doesn't win a big award it could always make a close second.

We're looking forward to getting your votes in — so get cracking! And remember — 1985 Joystick people chose from the votes you will get a free piece of software for their machine.

C&VG GOLDEN JOYSTICK AWARDS 1985/READERS POLL

GAME OF THE YEAR

Name:

BEST GAME OF THE YEAR

Name:

BEST GRAPHICS GAME

Name:

BEST ADVENTURE GAME

Name:

BEST STRATEGY GAME

Name:

BEST ACTION/STYLISH GAME

Name:

PERSONALITY OF THE YEAR

Name:

Age:

Sex:

City: Country:

SEND US YOUR GAMES!



Have you written a game, program that you'd like to see printed within *CRASH*? You won't then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priority Court, 26-28 Farringdon Lane, London EC1R 3JA. We pay £25 for each listing sent print — so get your game to us today!

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

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

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

Lots of our readers have been asking just what happens to their games when they arrive at *CRASH*. Well, we send them out in our bins of hard working copyrights who tell us how just what they think of your game. If they like it, your tape will go into our

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

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

Program name:

Machine made: Model:

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

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:

Author's Christian name: Surname:

Address:

Tel: Date:

Type of game: (if original please say so)

Loading instructions:

Game instructions: (if not included in the listing)

Office use only

Date received:

Evaluator's comments

Acknowledgement sent: ☐

Good enough to publish ☐

Name of evaluator:

Needs some tidying up ☐

Date sent out:

Not worth publishing ☐

Date due back:

Same game already published on this issue ☐

Needs to be returned to author for alterations: ☐

Date sent:

Wouldn't load ☐

Due to be published in issue of magazine:

C+VG COMPETITION

ELECTRA GLIDE

Watch, listen! It's time for all you amateur racers to take a turn up on your typewriters and pencils to take off on a ride you'll never forget.

Electra Glide is the new futuristic race game from English Software. It features some amazing sound, terrific graphics and is the fastest game around for the Atari and C64 right now. You race through an ever-changing landscape, through tunnels, across deserts, and all the while strange things are bouncing up the road at you. And there's an alien craft that just won't construct itself out of the road that goes on forever, why not enter our special **Electra Glide** competition?

If you're like to take a ride on the road that goes on forever, why not enter our special **Electra Glide** competition? English Software are offering 100 computer versions of their new hit game to C+VG readers. There are 50 C64 versions and 50 Atari versions up for grabs. All you have to do is answer the simple **Electra Glide** quiz below and a copy of the game could be yours.

Formal C+VG competition rules apply. Closing date for the competition is January 1991 and the Editor's decision is final. How far into past and rise to your nearest post box with your entry form!

ELECTRA GLIDE QUIZ

1. What is the 1985 Formula One World Champion?
2. Which is the fastest Grand Prix racing circuit? Is it in Monte Carlo, Silverstone or Monaco?



3. Name the last British driver to win the Formula One Championship.
4. Which Grand Prix driver has won the greatest number of F1 races? Is it Sir Jim Clark or Nelson Piquet or Jackie Stewart or Niki Lauda?

C+VQUICKSTICK SOFTWARE ELECTRA GLIDE COMPETITION

My answers are:

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

Name _____

Address _____

I own an MunkiConnection for details where applicable

THE FLINTSTONES

Did you know that the first computerizer was invented in the Stone Age? Well you didn't. But recent evidence of a fossilised computerizer dug up during archaeological work on a building not a million miles away from Priory Court, proves that stone age man was listening to heavy rock music long before the Iron Maiden appeared on the banks of the Thames.

Now C+VG are proud to announce that one of our lucky readers will be able to win a replica of one of these historic devices — and this one used to belong to that well known cave-person Fred Flintstone. To celebrate the launch of their brand new Flintstone game Quicksilver have given us a National Panasonic computerizer to give away — just like the one Fred listened to his favourite rock bands on. So what do you have to do to win? Simple. We've printed a picture of Fred with an empty speech bubble. All you have to do is fill it in the bubble with a suitable funny comment and run it off to Computer and Video Games, Flintstones Connection, Priory

Court, 30-32 Harrington Lane, London E9 8AU. Closing date for the competition is January 1991. Formal C+VG rules apply. Best lucky winners will get a copy of the game for their efforts.



C+VQUICKSTICK FLINTSTONES COMPETITION

Name _____

Address _____

Computer owned, C64 ☐
Spectrum ☐ 600k disk



Become the hunter
and the
hunted
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C-VG COMPETITION



Are the tactics of the game in this double competition thanks to our friends at Martech.

Yes it's Geoff Caple Birmingham meets The Blade.

Martech have just released games based on these two and released characters. Geoff Caple Birmingham is different from previous source materials because it does not rely on an explicit briefing. Strategic planning is needed to bring Geoff to the peak of the physical fitness. Geoff is an all rounder game based around the popular day.

What are when you go to do in order or play a picture of Birmingham Geoff or one of the other Blade.

And these are the fabulous prizes up for grabs in these competitions.

The winner of the Geoff Caple Birmingham competition will get a Geoff Blade Family Package 4-6. Exclusive 100% is included these superior, shipping costs, runner up will get a game poster.

The prize in the Blade competition is a fantastic Tony Christie. The next all players will get a game poster.

Send your drawing together - video played source to Competition Entry Board, Martech Competition Lane, London EC2A 4BA. The competition closing date is January 1988 and the winner's decision is final.

C-VG/MARTECH COMPETITION

Name _____
Address _____

Please specify your computer
Blade - Spectrum ☐ C64 ☐ 64 ☐ BBC ☐
Answered - BBC ☐ Atari ☐
Geoff Caple Birmingham - Spectrum ☐
C64 ☐ BBC ☐ Answered ☐



COMMODORE
User

THIS MONTH



MUSIC 64

This is it — the definitive guide to musical add-ons for the 64. You can't miss our music special in your newsagents next month. It will have a flexi-disk on the front cover with a medley of hits by **Heaven 17** — composed on the new TMS music system. Discover the sounds hidden in your 64 with this definitive guide.



G FORCE

The crack team have been busier than ever lately writing our new **BIGGER** reviews of the latest Christmas releases. For your enjoyment we check out Jeff Capes Strong Man Game, Rock and Wiretite, Rambo, Commando, Lord of the Rings, Gyroscopes, Mercenary, all the cheapies, and all the compilations. Just don't forget, G Force reviews are always first and best.

HAPPY HACKER

Introducing a new Mr. Hacker with a new look guide to what's going on in Computers and Micros. Plus **MODEMS** — what are they, which one, how much, and where to buy.

FREE TYPE IN GAMES

Can't afford to pay for the latest snobbery? Worry not, there are always there, free games to type in CU.

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C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 PARRINGTON LANE
LONDON, EC2B 8AU

■ Congratulations to C+VG! I've received your Christmas issue and I liked the new look you gave to it. I liked The Big Money edition. It made up a bit for the loss of The Edge.

I had your *look of the Rings* article. Give my congratulations to the artist, Chris Ashdown. His illustrations in the article are incredible. However, there were two pieces of misinformation in the article. The third book is called *Rings of the King* not *King* and the final defeat was against Sauron, not Saruman, who, by then, had been imprisoned in Fangorn by the Elves.

Unfortunately, the article didn't say which machine the adventure will be available on. It appears it'll be on the Spectrum first, like Mr. McNeill's previous programs. It almost makes me wish I had the Spectrum and not the MSX. I hope it'll translate it speedily as it is difficult to do in the MSX room.

I like your *Amstruc the Barbarian* review. I'm sure there are many computerists out there who can produce cartoons like that, too. Why didn't you put the cartoon on the borders of the pages like in the *Wired* magazine?

It'll make your already enjoyable magazine much better. I find American computer magazines too serious for my taste. Honey for British mag!

Also, will the adventure have cheat code in ALL the reviews which mentions an adventure program is available on, which one was used for the review and which company released it. It's frustrating reading about a good adventure and not knowing where to get it and on what machine it can be run on.

Finally, thanks are the greatest. Long live (left) *Wired*! May its hairy cartoon cover come to live through its fingers.

John Ken Sharp

Alphington

Editor's reply: Another well known CIG magazine may already have cartoons in the borders, but we could be accused of copying if we did the same! Thanks for pointing us right on the Rings!

■ I was relieved last Christmas when my father, instead of buying one of those machines that your magazine seems to be obsessed with, walked in with an Atari 800(X), which didn't do for

him, however.

I have been buying your excellent magazine for the around two years now, but I was starting to have second thoughts about buying down to £5.14. Finally, every month to buy a copy, as your magazine seems to specialise on the Commodore and Spectrums.

Sometimes, it only takes some minutes to read all of your magazine. Have I got a gift for English, or is it that there is nothing to interest me and my fellow Atari owners? Most of the other minutes is spent reading the fantastic advertisements from UK retail, which leads me to my next point, why do you always review the UK good games for the Commodore? Is your Atari magazine shames in a corner collecting that?

How about borrowing some of the latest excellent Atari software from Mike Smith? Or why not pop up in the American English Software companies and give some of their games a go.

Just one more thing, I played with you to review some Atari games, in Atari owners can enjoy your magazine as much as the other computer owners.

A. Blythe

Editor's reply: Don't know how you can say we ignore the Atari. Mr. Butler: We devoted eight pages exclusively to the Atari in our August issue. And in our review we generally say when a game is available for your favourite machine.

■ I am writing to simply say that your magazine is THE best! Your first games and games book are second to none.

Your reviews and reviews are huge, confident, 99.9% fantastic. Your book of maps is magnificent. Your competitions are necessary — don't make them harder now I have said that.

I first bought a copy of your magazine on a Jubilee issue, *Prize!* — Ed.

I was the March 1980 issue, and I have been collecting it since then.

Your modern look for the magazine is most pleasing. The very thought of your new look makes my brain fry.

I collect all your maps, hints and tips because I collect them. I have got enough maps from you

to start a shop!

I think your magazine is going to go down in history as the greatest and the most enjoyable magazine ever. Was Ray-Hansen and Pat Warrick comic strip or illustrations, I'd be the first to buy it, especially the Big Red. It may be dull, but it is cute.

Your reviews are good — but please make them a little more to the point. I think I have just about got the message through to you that your magazine is the BEST in the industry and now will you please, please, please let me have one of your columns with the one little thing? — Ed: Big Red on the front? Please.

James Dodd

Leicester

Editor's reply: I know there had to be a catch.

■ This is the first time I have written to your magazine, mainly because it is the first time I have bought a. My regular magazine is CHASER because of their playing tips section, but I think I will start buying C+VG as well, or instead of.

The main reason for this drastic action is your Microsoft section. Personal review and all these competitions. It's okay reading reviews, you know that what you get looking at you can buy. But in C+VG you get reviews for the majority of computers and you can compare which machine has the best games and then get on and buy it. *Happy Christmas* Ireland

■ At last! At last I am the proud owner of a Commodore 64 and I am so pleased I felt that I must write to you about it. I never believed that the 64 could be such a good machine and it was well worth the wait.

Last week I bought three games, *Chinatown*, *Levy Street* and *Pool*. After playing these for about two days I managed to reach good hi-scores. For *Chinatown* I reached 125,000 which I was proud of until my brother, Colin got 175,000. I couldn't understand why we were given account numbers until we loaded the game in again a few days later and found that we could use our account numbers to continue the game.

Pool is the most challenging game that we have ever owned and I think that it is a terrific

game. I can reach the fourth level and Colin can reach the fifth. We both think that this game is marvellous and highly addictive and spend a lot of time playing it and even sometimes will into the morning. (Do you know if you can get extra time along the way, or not?) What makes me about *Pool* is that you get a code for each different score you get. Colin's code is 'Haley Hooten Hit Small Bags Hardly' and the score is 15,000.

Just one more thing before I go. In the March edition of Computer + Video Games you printed a game for the ZX 28 called *Brain*. We said that it will run in UK. This I have found is not true because I ran out of memory whilst trying it. Does this mean that you have to have MSX?

Well I think that is almost it for now. If after you decide to include the games I have mentioned in your Mail Of Fame, please include our hi-scores. Keep up the good work and keep printing lots of programs for the ZX-28 and Commodore 64.

Markie Pelet.

Reading

Editor's reply: The answer to your question is No — you do need MSX, Markie.

■ I have recently bought a copy of *Polish Software's* *Chinatown* for the Spectrum. I think that the game is very good but the sound is lacking in style.

However, I do have one very big complaint. This is no due with the free game as after with *Chinatown* called *The Hot Deal*. On opening my *Chinatown* cassette case I looked for the instructions. What? What? What? The instructions to other games, only a packet of one of a kind.

So, I own C+VG, find the review of *Chinatown* and at last find out what to do in this game.

But what about *The Hot Deal*? I cannot find any instructions to this game anywhere. It is very annoying. Can anyone help me? I am sure that many other machine are faced with the same problem.

However, I must say that it is a good idea to have two games on tape, as it gives you value for money. I have noticed a few other software companies doing this, but not very many. Many people would choose a pack of two high-quality games on one tape rather



Mailbag

COMPUTER + VIDEO GAMES
30-32 PARADEGATE LANE,
LONDON, EC3N 3AU

than you game on its own.

And now in another compilation about the Canadian package. In the game itself, a small floating bag and similar chest can be found. On collecting these, they appear on the map scrolls on the top to the screen. What are they for? (Incidentally? They are certainly not ingredients for the recipe.)

© Copyright
(Cited)

Editor's reply: OK, Big Brother! Get out there and get some Canadian tips — and some instructions for *Lord Dunsin* while you're at it. Can anyone else help?

• I think your magazine is great! I think *Amiga's* games are great. Have you seen *Blaster*?

The *Big Brothers* are great. I like *Big Red* and *Big Gun*.

How a graphic. Why have the charts been shifted from the nice large colourful screen pages, to a boring black and white picture page?

Would you do a *Wanda* picture screen for us? (Incidentally I'm sure you don't know it is made by Intermagic Systems. Here is a quick tip for other *Yin-Yin* owners. On *Minix* for *Yin-Yin* 1.0, to get onto the next level, hold down the following keys: SHIFT, SPACE, ESC, and J.

I promise it does work — and, as my computer says!

One last word — thanks Keith, the *Wanda* is great. I would be even better if I could have *Amiga's* impossible tips. *Why?* *Why?*

Editor's reply: The reason to give us reviews more colour than — and give our readers those special free postcard pictures. That's why the chart had to be moved. We'll keep on our own for *The Games* too.

• We need daily of the current development trend in the computer industry. This includes the details of many famous software companies, computer manufacturers and even computer magazines.

The computer and games have also suffered during these difficult times, I understand that the *Amiga* shop (that my own area have had to close through lack of support).

Our own games. The *Amiga* and *Amiga's* *Amiga's* Computer Club, has also suffered from falling membership. Two years ago

we had over 30 Members but by June of this year Members had fallen to 30. However, we feel that 1985 has been a turning point for us, we have considered an editing club into a thriving and forward-looking new group.

We have learnt the importance of regular discussion and business meetings, where Members can express their views about current issues. We have been invited to *Amiga* magazine by holding monthly presentations, competitions and occasional computer oriented games, seminars and parties.

If any member has purchased new software, they bring it to the meeting for us to sell to us, and we have found that this has saved many an expensive mistake for other members. Not all the software lives up to its advertising.

We have had good responses to a recent interest advertising campaign, although there is always much for new members and new ideas. In conclusion, I would like to say that, if there are any other groups going through difficult times, keep fighting for your club, it's well worth the effort.

Should any of your readers be interested in either starting their own group, or joining about ours, I would be happy to hear from them at the address below. *Chris Alexander*
4 Springfield Lane
Dorset

Comment:
Chris Alex

• Guess what, I — or should I say my brother — owns a machine, an *Amiga 500XL*. Well, by the standard I report from this machine I expect you can see why my brother here is worth buying. My brother here advertises especially *Lord Dunsin*. I'm a "big tip before it moves" adobe, but I must admit *Lord Dunsin* is superb.

Have you seen *Amiga* of the *Master Canada*? Good old *Jeff* does it again. I love it.

Anyway, I just don't know why the *Big Commodore* and *Spectrum* only advertise *Amiga*. Don't pressure us the *Amiga*. It is a very good machine by all accounts.

So come on *Amiga*, Mikego on us. Though I think I know what they will say, prepare a game worth marketing, and we will market it. Well, I'd like to see *Amiga*, *Amiga* 2 or *Pyramax*. Will *Amiga* ever

bring out *Pyramax* for the *Amiga*, will it? (Amiga our program for *Pyramax*?)

It looks like I shall just have to go and have another look at *Amiga's* *Pyramax* *Commodore* *Amiga*.

• Last Christmas my brother and I received a *500XL*. As first everything was going fine and we were the only ones to get it.

It was taken back to the dealer and sent off to Commodore. When it arrived back, it played as if it was new. After a few days it went wrong again.

Word messages were put on the screen and sometimes there was no K in use.

I was very annoyed and we had a word back to the dealer who in turn sent it back to Commodore. When it arrived back, I started playing and once again it was wrong.

If anything was typed in, the first letter was always missed off. When I finished a game the first part of the graphics were missed. Eventually it got worse. We took it back again — and told them we had had enough. After careful consideration we decided on an *Amiga* and haven't had any problems since.

Comment:
Steve Perry
Amiga

• Thanks for printing the best computer mag out. In Australia, *C+VG* came at least two months after the publishing date but it is well worth the wait. Every month, I go to my local newspaper to see if my magazine magazine is in.

Most of the time it is, but sometimes it goes on late. I cannot get a single copy and I have to wait the whole month for the next issue. I have just bought the *Amiga* issue and reading through it, I find the most useful articles full of good advice for every serious computer game. My favourite articles are *Amiga* *Amiga* and *Blaster* because *Amiga* *Amiga* tells me what games to play at the *Amiga* and *Blaster* is having with him for my computer which is the *Amiga*.

After having so much about *Software* *Pro* for *Amiga*, I decided to send away for it. I was surprised to find that the game had arrived two and a half weeks after I had sent the order off, which is great! A normal time across town in Victoria was

sometimes take a month. Thanks to *Software* *Pro* for fast service and producing the best game out for the *Amiga*.

Now I have a few questions to ask. Since I've had *Wanda* in an *Amiga* game on the *Amiga*, is there any game or command that will allow me to jump from any height and not be killed?

I know that you are not of making plans for this game but it would help a great deal if someone could come up with an answer.

John Silberman
Amiga
Amiga

Editor's reply: Can anyone help John with his puzzle? *Wanda* is on and will give your tips on to him.

• I would like to believe you of something that happened to me because of one of your adverts. I was on *Amiga 500XL* and saw an advert in one of your issues for *Software* *Pro* in Birmingham. My father had to go to Birmingham so naturally I remembered this advert and took the opportunity of visiting this "magazine" firm. *Amiga* *Amiga*.

When in Birmingham I spent a few minutes of time standing for the store. When eventually I found it I saw it had closed down. "You're back" I thought. There was a problem, though, saying the *Amiga* centre had moved to No. 1 was on with the *Amiga*. When I eventually arrived I was surprised to see that it was no longer than a little newspaper. I was in surprise, surprised about some games which they stated did not exist.

The salesman did not know what they were talking about, the shop was badly organized and the range of software very limited. I had had a totally mixed journey.

A couple of weeks later I was a member for another *Amiga* software library in Scotland. I rang up on the *Amiga* night and by Tuesday morning I had received full details and a catalogue which contained a wide range of new and exciting titles.

The result of the story? — this, you guess, to show that readers should consult the micro-club and not be influenced by the size of an advert. *John Silberman*
Amiga

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Pen Pals Page

■ I am a Spectrum owner from Germany and would like to contact other owners. My hobbies are collecting software and playing arcade and adventure games.
Andreas Schmalzer
 Dossente 10a
 4050 Muenchenglueck 1
 West Germany

■ I am writing to inform your publication that a new computer club has been formed in the Whitby area (Yorkshire) and.

The club, which will be known as The May-Carveria User Group, will cater for computer and electronic enthusiasts.

Activities to be undertaken will include open evenings, computer courses and working on various computer and electronic projects. At present, these include 6802 and 286 machine code as well as an options programme, graphics digitisers, lightpens and speech projects.

For details of the User Group, and dates of meetings, ring P. Mould (0946) 42702 or K. Parkin (0946) 66586.

A. Johnson
 Secretary

■ We would appreciate your mentioning the newly formed Christian Micro Users Association. We hope to link together a large number of Christian micro users and also to promote the use of micros in Church activities.

There is not only a great need to discover the few individuals and companies producing 'Christian' software, but also to share the expertise and ideas of

the many people who have sought to use micros in their church related activities. For further details, and a sample magazine, please send a S.A.E. **Christian Micro Users Association**, c/o S. Hobbins Street, Sheffield, S6 5AG.
P. A. Clark
 Sheffield
 S6 5AG

■ We are a group of Spanish MSX users who would like to exchange ideas, experience and software with English users.
Club Usuarios MSX
 Pso del Nuncio 1
 28040-Madrid
 Spain

■ I would like to write to anyone who owns an Amstrad. I love Chubbie Egg but can only get to the 286 wires. Please write to me at:
P. Cain
 c/o Pines Street
 Lower Hutt
 New Zealand

■ I own an Amstrad CPC 464 and would like to have penpals from anywhere. I am 17½ years old and I would like to write to someone about my age.

Ashraf Alkhalid Ali
 PO Box 3740
 Solihull
 Russia

■ I am a boy from Finland who would like a penpal who has an Amstrad CPC464 or 644. I would like to exchange software, news and just talk about computers.
Mika Ruuska
 Karjalankatu 21
 00800 Helsinki
 Finland

■ I am an American gaming nut, anxious to contact other Apple and Atari computer users throughout Great Britain. I am a student and just starting to program. My other interests are the writings of J.R.R. Tolkien, figurative painting, and attending Sci-Fi conferences.
Ron C. Fleischmann
 8821 North 8th
 Tacoma WA, 98404
 USA

■ Hi, I own an Atari 800XL and 1810 recorder and am looking for penpals from other parts of the world. I also have a Texas and PR-180 printer computer. Please write to me and become my friend.
Larry Mossad
 PO Box 1217
 Jeddah
 Jordan

■ Hello everybody. I am a Spectrum fan and I would like to write to any other Spectrum owners from anywhere in the world. If you would like to write to me, please do.
Agust Arni Johannsson
 Skornuvassur 30
 105 Reykjavik
 Iceland

■ I own an Atari 800XL with disk drive. I would like a penpal to exchange software and information.
Stephen Parker
 Scotland

■ I am a lonely Atari owner here in Sweden and want to get in touch with other Atari owners to find out information and your views. My brother and I have an Atari 400 and 800XL, name 1000 disk.

drive and 1810 cassette player. Looking forward to hearing from you.

Lor Berberg
 Gustafsgatan 3
 S-420 20 Alsterlunden
 Sweden

■ I own a Spectrum and a wide selection of games, mostly arcade. I would like to be contacted by anyone, from anywhere, as soon as possible.
John E. Peters
 673 Kings Road Lane
 Gibraltar

■ I am a Spectrum owner and I collect games. I would be interested in someone who would like to swap software, hints and tips.
Carin Perry
 Cist 25, A-1
 58020 Barcelona
 Espana

■ I own an Atari 800XL, Data recorder and disk drive. I live in Somerset and would like to hear from other Atari owners.
Martin Rogers
 Somerset

■ I am a proud owner of an MTX 502 and, thanks to a cartridge produced by Memotech, I will soon be able to play Spectrum games too! I adore adventures and have quite a few, however I enjoy playing other games, too. I am looking for a penpal who owns an MTX or Spectrum. I don't mind the country.

If it's you, don't wait another minute, get pen to paper and write to the address below.
Dino Mangioni
 17 Elmira Street
 Saint Lucia
 Malta

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ON SALE JAN 16

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PLUS

■ If you want competitions, then look no further than C+VG, for we've lined up competitions around Scooby Doo, Karate Kid, Gyroscopic, Ice Cat and Bunderbuns.

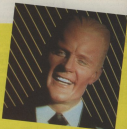
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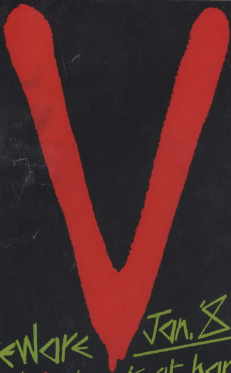
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