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THE MAX GAME**



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A
CRASH
Smash

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Another 'Crash' from Elite.
"This is everything a game should be: totally unpretentious and
memorable fun to play."

Crash, Jan '88

All-Action titles from

elite

C O N T

THIS ISSUE

■ This month's C+VG has MAXimum impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilver's new game based on the exploits of that Tr' haro Max Headroom. There's also a chance to win some Max goodies.

We've also got some great prizes up for grabs in competitions based on *Gyroscope*, *Koronis Rift*, *Madrunner*, *Super Bowl* and *Back to the Future*.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on *Microsoft's Fleet Street Editor*. It could be your chance to hit the headlines.

There's also a spot of magic among the regular features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of *Robert Mapplethorpe* if you're in need of salvation from Alphabetix's new game.



THE
BUGHUNTERS#2



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MAX HEADROOM/P42



GYROSCOPE/P37

COMPETITION - 1989/90 Micro Editor

By using the special Fleet Subscription Service copies of C+VG and 1989/90 charts can be made available for our official reader service editors throughout the month. All subscription applications must be sent to: **COMPETITION**, c/o C+VG, (Editorial Department), Competition House, Fleet Street, London EC4A 3DF. All entries must be accompanied by a completed application form, which can be obtained from C+VG, (Editorial Department), Fleet Street, London EC4A 3DF. All entries must be accompanied by a completed application form, which can be obtained from C+VG, (Editorial Department), Fleet Street, London EC4A 3DF. All entries must be accompanied by a completed application form, which can be obtained from C+VG, (Editorial Department), Fleet Street, London EC4A 3DF.

Prizes for the winner will be £1000.



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NEWS + REVIEWS

8 NEWS

4 Demanded dollars for the headlines with System 16 new game, *Twister*, Sony (Shanghai) hits the hit on a new game for the Amiga — *Pretty Girls: A Virtual Pursuit game with over 3,000 questions*.

14 REVIEWS

8 *Swampy World*, the cartoon-style super from Kingsoft, is C+V's Game of the Month. The C+V's review team have gone wild this crazy this month with a round-up the best shoot-out games for your mine.

50 ARCADE ACTION



FEBRUARY REVIEWS/14

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YOUR MICRO NEEDS GREMLIN!!



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The Gremlin Arcade: The only way to win the Gremlin is to win the Gremlin. The Gremlin is a game of skill, speed, and accuracy. You must shoot the Gremlin in the head to win. The Gremlin is a game of skill, speed, and accuracy. You must shoot the Gremlin in the head to win.



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Atari
£9.95

C16/Plus4
£6.95



40 and Atari minis, Suncom, an American company, is better known for its peripherals than its games. Do not be misled, Suncom has incorporated the best of both worlds and produced a game that features real, working game elements.

Party Quits is for one to four players and closely follows the *Twister* mould. But what makes this *Twister* different special?

It is played with joysticks. The game pack comes with four joysticks (Quick Response Controllers), which are plugged into an interface box which in turn is plugged into two joystick ports via an interface cable.

There are also two floppy discs and an instruction manual included. One disc is the program disc, the other is a question disc.

You start the game with an options screen, where you can choose the number of players (1-4), the response time to answer the question (3.3, 6.6 or 10 seconds) and the number of question rounds to be arranged for the game (5, 11, 18 or 33).

You can also determine the type of game to be played, either Competitive or Social. Competitive is exactly that, each player competes to answer a question before another does. In *Social*, here all players can answer

and score if they get a question right.

For all you know there is also a handcup feature. If this is used, a player only gets half the normal response time to answer a question.

Once the options have been set you go to the play screen. This is divided into four sections, on the bottom of the screen a time bar counts down the answer time and decreasing score. (Phew!)

Each round has ten questions and when a question appears a choice of either four (multiple choice) or two answers is given to choose from. The first player to press the right button on their

joystick gets the points. The quicker you press the more points you get!

Because of the two answer formats, Multiple choice and True/False, two scores are given, 1000 for Multiple Choice and 500 for True/False (well, you do have a 50/50 chance).

If the player gets the question right a little time is played if wrong, a roughly 10sec is heard. If only if you would try the cheat then you will suffer. If a button is pressed before the question appears on the screen, your score is replaced with the word "CRASH", (ts, ts... that will teach you).

For those generous little moments the answering the first door or popping off to the bus, there is a prize mode, activated by the space bar.

To keep you in the loop there is a real name jungle called the Lightning Round. These happen on rounds 4, 7, 11, 18 and 33 (if you play all twenty rounds). Here each player has to answer ten questions in twenty seconds, this is real pressure cooker stuff, believe me. My friends have nicknamed me Jacques Cousteau because I am so out of order pressure, but this section ruled out me.

To keep everyone in the picture a report card is shown every ten rounds with each player's score and various funny comments. What does "BY CHASE BEE" mean?

The package has 2,500 questions covering History, Arts, Science, Geography, Sports and Entertainment. It must be said that it is an American package and many questions reflect this... just when you see the EP codes for USA? ... but in reality is fun because everyone stands the same chance of getting the answer wrong!

A special editor disk is available for the Atari version that allows the questions disk to be edited for British questions and answers.

Party Quits is not cheap at £40, but it is probably the most fun-price and comprehensive version on disk. To all you Commodore and Atari owners looking for a fun family game that does not use the computer to be the keyboard, go for this package.

Party Quits is available from Software Express in Birmingham or mail order retailers.

☐ Hold-on to your hats! That all time classic, *Star Trek*, is out to make it come back! *Star Trek: Builders* is a head-bashing on your screen. A special edition was on show in a cabaret bar on the Concorde show in Las Vegas in December.

☐ Look! WO! It will be initially released for the Commodore 64 and Atari 50 minis.



the disk behind the game is to destroy the evil on its name. You do this by zapping your way through five screens full of demons, ghosts, devils, monsters.

Everything about *Twister* is impressive... from the strategy behind the game, animation and graphics.

Although there were minor changes to the mode to the Commodore 64-60 *Twister* is shaping up to be the best System 8 game yet.

Twister will cost you £7.95 in the shops... but if you want to save some cash, read on.

There's two ways you can do this, if you send the token on this page, together with a cheque or postal order for £5, but if you want to wait until you get your hands on the absolute latest of C+VG you could wait another 21 by cutting out the second token.

Just send the two tokens with a cheque or postal order for £5 to Computer and Video Games, Twister Office, Poyry

Court, 20-21 Farringham Lane, London EC1R 3AB.

Twister will be available on cassette for the Spectrum, Amstrad, C64/128, Atari and BBC.



SEND ADDRESS CURRENT

☐ So, did you spot last issue's delightful mistake? The man I have spotted that the Bug (Bugsy) strip had two pages swapped. Look, I know it wasn't my fault every... but it was supposed to make sense. Despite all precautions... the actually writing the page numbers on the artwork 00000000... who's for getting a visit from Big Bad... managed to get there around the wrong, so if you'd all like to turn to page 130 of January's issue it should really be page 131... so you'll have to read it backwards. Right? I too just can't get the stuff these days...

☐ So, in the comments page there was an enormous white space above the Concorde Zone heading. How our space fell as it was a known team member who missed the missing item. But if you can tell us just what should've been in that gap, you could win yourself a ticket. The best suggestion will get a visit from Big Bad.

C+VG/EVEREST 2

Multiple choice

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Machine owned

This NEW All the *RC*



Your driving skills will be driven to the limit in this simulation of the hit T.V. series. Just you and a car named "KITT" – the ultimate driving team!



Warrior robots in disguise. Earth has been invaded by powerful robots from the planet Cybertron. Transform into the role of the heroic autobots (Jazz, Hound, Mirage and Optimus Prime) in their deadly battle with the evil decepticons. TRANSFORMERS – More than meets the eye!



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eon

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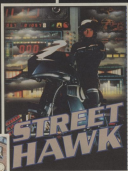
FIRST BLOOD PART II



The box-office smash hits your screen with all the high-energy drama that only Rambo can create. Take the role of Sylvester Stallone in the explosive all-action battle scenes.

Become the hunter and the hunted in this breathtaking simulation of the famous film and TV series with Hyperthrust feature, helicopter attacks and daring rescue attempts that only the man and machine combination of Street Hawk can survive.

Don't miss it – burn tread on the streets!



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Seconds out for the
challenge of the season,
guess this month's
mystery Microgamer and
you too could win a super
prize!



**'Knock
every**

"My two top contenders"

1. Scooby Doo

by Elite

In the red corner we have
Scooby Doo - a real
heavyweight when it comes
to catching criminals,
ghosts and other things that
go bump in the night!

2. Super Sleuth

by Gremlin Graphics

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

THORN EMI Computer Software

International Micro Software Division

"Take a ringside seat and sample the excitement!"

CORNER HANGER

by New Generation

The fighter doesn't use his fists, ears, ... but everything else in sight! Cannons, boulders, bazookas and bombs all come in handy for Cliff who has to do something to stop the bomb shooting up the canyon.

Spectrum 488

£4.95

CRAZY CUPHONEY SUPERSLEUTH

by Gemini Graphics

Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy - my motto exactly!

Spectrum 488

£7.95

Checkout games for fans anywhere'

MARSPORT

by Gargyle Games

Box your way out of this one! The World needs a Champion (what about me?) Yes, but you can be the champ-here. That is if you attack the defence plans from the doomed city and reinforce the force spheres. Not easy, with aliens attacking your every move.

Spectrum 488 and Amstrad

£3.95

DYNAMITE DAN

by Meracult

Count to ten and concentrate. You think you can win as easily? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonedasher but one thing is certain, Dynamite Dan is hard to beat.

Spectrum 488

£3.95

Amstrad and Commodore 64

£3.95

**"Games to keep you on
your toes!"**

RED ARCADE

by Database
These guys can sure move. But their game is a non-contact sport, if you get my drift. You carry your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, weave and break - only don't hit anyone here.

Versions for most machines.

Commodore

£8.95

Ork

£11.95 & £12.95

SPOT THE BALL

by Creative Sparks

Two sports classics in one pack, but you only play one at a time, OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Go to it!

Amstrad 328

£3.95

SCOOPY DOO

by Elite

Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and put your wits against the spooks.

Spectrum 488

£6.95

Commodore 64

£7.95

Amstrad

£8.95

SPARKLERS SPECIAL

by Sparklers

A fat full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest - anyone who disagrees will have me to reckon with! Not to mention Slippy, Doc Attack, River Rescue and Black Hawk.

Spectrum 488 and Commodore 64

4 games for £7.95

**"Non-stop thrills from start
to finish"**

TWO DARE WIN

by Alligata

Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64

£7.95

Amstrad, Spectrum and Commodore 128 versions available soon.

MINI MOFFICE

by Database

Composing word processor - for writing letters and reports, a database - for storing addresses and a spreadsheet - for storing complicated numbers. Pretty high-powered stuff, don't you think?

88C

£5.95

MAD DOCTOR

by Creative Sparks

As Mad Doctor is this blood-curdling evil game, the player must create new life out of freshly killed body parts. If he arouses the villagers' suspicions, they'll kill him. A tight touch on the keypad is required.

Commodore 64

£6.95

Win



Spot this month's mystery microprogram and win a fantastic prize. The 2-track program prize must be won plus single game prizes for the best 100 runners up.

If you think you are the winner send this coupon to us no later than: 14 December 1985. The first ten correct entries will win a microprogram SCORCH! SOX and SUPER SUBSTRA. 100 runners up will each receive a super game for their machine type.

I say the Mystery Microprogram is:

Send me your ideal list of software programs.

Name

Machine

Address

Postcode

CW4

Send to: THE MIMMO Computer Software Mystery Microprogram Competition, Thomas House, 161 Lambourne Road, Lambourne, Hants GU1 2 7LJ

**Last month's
Mystery
Microprogram
winner
Ron McCoskell
Prizes are
on their way.**



Producers
Andrew James,
Swansea
Rory Earl
(Gwent)
Max Johnson,
Aberystwyth
Stephen Hine,
Cardiff
Bury Thompson,
Wrexham
Graham Langford,
Glasgow
Ian Watts
Aberdeen
Paul Cooke,
Blackpool
Robert Padden,
Preston
John Barber,
Carmarthen

All games featured above are available from Lundy, Wm Smith and other good software stores.

KEY

GRAPHICS

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

SOUND

Does the game sound like a Duxon Group LP played on fruit spray? Or does the noise from your mouse make you hurt your ears the most? The C+VG review team don't play games with their ears blocked up, you know!

VALUE

Is the game really worth all those pounds? Will the money I'll be in trouble getting without C+VG for a month? (Because your parents won't come up with the extra pocket money) Or would 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 tunnel? Or do you fall asleep the minute the first screen appears?

BLITZ GAME

BLITZ GAME

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

SWEEVO'S WORLD

- Machine: Spectrum/Amstrad
- Supplier: Egarde Games
- Price: £1.95

Could this be the world's first pixelated computer game? Well, maybe. But one thing is for sure: Sweevo is a character who will bring a smile to the face of even the most jaded games player.

Sweevo is the first (British) pixelated character. Originally — has been since the job of drawing up a pixelated picture of a pixelated figure. When you control Sweevo, he moves. Kicks and punches. Heavens!

He can't move and is just a collection of experience and the beauty of his character. There are three levels to complete the game. It's really a simple job to do up the game.

He has to discover just how to use the objects for obstacles on the planet — and what effect they have on the creatures. Each of the clearly pixelated figures of Sweevo has a special weakness which we have had to discover and make use of to get rid of them!

Sweevo looks most useful a robot or android. He looks a bit like William Wobbler — with a long neck and a whining gyle.

The means he has to explore are full of deadly traps. Yes, but don't walk into them as you'll learn your old Sweevo. He'll almost crash into before he loses a life. You begin the game with five.

The means are shown in Ultraviolet 3D style. Each contains objects which may or may not be useful. Some can be

collected and used. You'll come across the Word "BOO" in various locations. Collect this and you can use BOO to the times which kill the Goblins. And gives you more energy!

Your current energy rating is indicated by an "E" at the top of the screen which begins with a big grin which gradually turns to a grimace as you lose energy by bumping into things. One bump to many and it turns into a skull.

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you're stuck what you came to do.

You can change the game at any one of four starting points. Simply select which one you want at the start of each game. Sweevo has and needs until you've made your choice and then heads for a hole and parachutes through using his trusty umbrella.

At the end of each game you get a percentage rating — plus a list of the things you have or haven't collected and a comment about the level of your performance.

Sweevo's World is a truly different and atmospheric game. And it has built in humor. Lots of nice touches that will keep you and Sweevo on your toes for hours.

Lots of baffling puzzles and amusing jokes.

Could we be witnessing the birth of a new character here? One time will tell. But in the meantime do yourself a favor by grabbing a copy of Sweevo's World as soon as you see one. You won't regret it. We guarantee it.

- Graphics: 5
- Sound: 1
- Value: 5
- Playability: 5

"...THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN..."



INTERNATIONAL KARATE

- Machine: Spectrum
- Supplier: System 3
- Price: £1.95

With its flashy bits after much singing and dancing (PCW) Whirl! Will it inspire Repetitive Aft as Karate Chasing or not? IAT's cartoonish first, clashing Aft characters are nicely drawn and excellently animated. However, although not bad, the animation and graphics are not quite up to that standard.

The backgrounds on Aft were colourful and ornamental, but in International Karate they are colourful, inappropriate and simple.

The gameplay on Aft was good with only one life,

whereas with International Karate is in the best of three. Highs on each round and after each round a bonus screen can be attempted which consists of, on the first bonus screen, a round about smashing opponent with bonus points for each block smashed and, on the second bonus screen, smashing or avoiding flying objects.

Sound on the Aft was limited to soft effects which were good but sparse. International Karate boasts great open efforts, music and excellent clear speech which announces the start, the scores and the results of the round to be like Jimmy Hall.

Altogether the package is a winner with its international

backgrounds and terrific speech. If you decide to buy the first this may not be on your list. However, I've got both and play them again!

- Graphics: 5
- Sound: 5
- Value: 5
- Playability: 5



• STARTS HERE •

TRANSFORMERS

- Machine: IBM 586Spectrum
- Supplier: Ocean
- Price: £135 (Spectrum)
- £125 (IBM 586)

Those robots in disguise really make it to the core of your computer thanks to Ocean Design. You have to help the five remaining Autobots — the goodies — battle the evil Decepticons — the badies — in order to win the battle for the future of Earth.

The Autobots are suffering an energy crisis and have to fly around and run around a structure which looks a bit like an oil refinery in search of the five lost of the Autobot (Gears, Col, and accompanying them back to Autobot Center where they will end the crisis).

The Decepticons will try to steal these values which are scattered by and with among the gates and valleys of the game.

Has control five Autobots, Optimus Prime, Ironhide, Jazz, Mirage and Bombardier. Each has varying energy, firepower and strength levels. You have to select the right Autobot to collect the various parts of the cube. It's to get sending the relatively weak Bombardier off on a long search when you should really send tough old Optimus.

Then either select at you if the same machine runs into your shots, warning them until your Autobot is destroyed. You can't attack your Autobots but the evil Decepticons have perfected the art of auto-killing — so there's no need to shoot.

You can give your Autobots a dose of the giving energy by clearing one the nearest Decepticon Pod. These pods also run energy however and avoid being back to battle status and MUST be used if you are to succeed.

The Autobots can transform into their battle disguise as tanks and sports cars etc. — but I've seen more of a bit than a real game tactic. The Decepticons will attack you whenever you look flat. Also you can race along a grid and crash off the end however you've had a choice to change back to an Autobot all too easily.

Which brings us back to controlling the game. This is the most difficult part of the whole game. It'll take you some time to get used to the ultra-recursive controls and become aware of what you can achieve through without being destroyed.

Control isn't bad and the Bombardier's three tanks is control very really. Not a billion game, but not a terrible one either. Play a friend's car test.

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

COMMANDO v RAMBO

- Machine: IBM 586
- Supplier: Fire and Storm
- Price: £135

Rugged, athletic, mean, tough, efficient. That's Rambo — Ocean's muscular little sprite is born for big hunts.

The idea is the Rambo to rescue his buddies somewhere in a screen jump linear with little animated soldiers. His first mission is to photograph the prison camp where Vietnam. He's also being held. Rambo, being the hero he is, just seems to get the urge to rescue all and sundry.

Rambo is armed at first with only a bow and arrow (and the funny exploding war head arrow) and a knife. He may seem but not worried by the opposition, he must try not to use any noisy weapons. Along the way he can find machine guns and rocket launchers lying redundant in the fields which he can use to good effect. He then has to find a helicopter and rescue his buddies. All pretty straightforward, but not really. There are a lot of elements of commando in the subtle intricacies that add enough and gameness to be addictive enough.

However, Commando is like a different kettle of fish altogether. This allows clarity to the game's goals and has great music by that Commando maestro Rob Hubbard. Plenty of the fun mustn't your little G.I. Joe is definitely armed and looks really tough and tough. This doesn't mean that

you are invincible. Unlike Rambo, with his depleting energy, you have only to be shot once and you're sent to the taken dead.

There are five stages to complete, getting increasingly difficult as you go. You can only shoot as fast as your finger can hit the fire button so prepare for action and pain.

Although you don't have to jump in Commando, you do have one little trick up your sleeve... a grenade.

However, there can run out, their red, supplies can be found all along the way. These are tied in the direction you are

facing by hitting the space bar. Tanks, trucks, mortars, motorcycles and a lot more for your war but still you soldier on.

Altogether a satisfying, totally addictive mode you which definitely makes Rambo look like Mr. Phishy. No doubt about it!

	Rambo	Commando
Graphics	8	8
Sound	8	8
Value	8	8
Playability	8	10

BLITZ

GAME



TOMAHAWK

- Machine: Spectrum
- Supplier: Digital Integration
- Price: £135

What's the toughest helicopter around? War Thunder? Ahhhhh! No, the Apache helicopter. Apache Helicopter is the king of the sky. It can climb (and fly) in just a minute. It carries enough weapons to sink at least a couple of battleships. And it's REAL.

You may never get a chance to fly the real thing — but Digital Integration can put you in the hot seat — if you own a single Spectrum.

The only expert follow-up to their Apache shot flight simulation is a complete and highly detailed representation of what it's like to fly one of these hi-tech fighting machines.

The screen display shows a heads-up view of the terrain you fly over, plus an impressive range of instrumentation. Fortunately you don't really have to keep an eye on these all the time. There are audio start signals which call your attention to the graphs when they need it.

Graphics for the landscape are done vector-graphic style and — despite that limitation — are very accurate. You can fly over mountain ranges, trees, buildings, military installations — and the ever-present clouds.

Controls are extremely responsive. You can fly backward and forward — and there's a free rotation option for the really experienced flyer. It's difficult to do justice to the amount of detail and

accurate background work that has obviously gone into this excellent program.

Somewhere is an extremely well put together piece of software, impressively presented and documented. And, on top of all that, it's got real atmosphere — something that's hard to get into a game. That if you should really describe it as a game. Somewhere it seems all too inadequate.

Tomahawk is destined to become a classic.

Graphics	8
Sound	7
Value	8
Playability	8

BLITZ

GAME



There's never been a better reason
for looking forward to Winter!

WINTER GAMES



Games from Commodore 64 available on game

COMMODORE 64/128

CASSETTE £9.95

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Available Soon for

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Titles available NOW!

	64	128	48K	Amstrad
Winter Games	★	★	★	★
Summer Games I	★	★	★	★
Summer Games II	★	★	★	★
Impossible Mission	★	★	★	★
Pistool II	★	★	★	★
Breakdance	★	★	★	★

Spectrum versions £7.95



EPYX
COMPUTER SOFTWARE

There's never been a better reason for looking forward to Winter! Now it's on to the Winter Games! And what a fantastic opportunity — a completely new winter entertainment featuring six action-packed events. You can compete against your friends on the computer!

First choose the country you want to represent. Winter is a game of strategy and planning a winning strategy for each event. Master the Opening Ceremony or other competition. And you know who's taking the gold at the Helsinki Commemorial!

Then it's time for the gold medalists... And it's all here — the Opening Ceremony, the Opening, the official pageantry of winter games!

• The Winter Olympic Medalists, Ski Jump, Figure Skating, Winter Olympic Medalists, Hot Dog Eating and the Winter Games.

• Opening, Closing and Awards Commemorial complete with National Anthem.

• Complete Against the Computer or Your Friends and Family.

• Unique Aspects Control — Requires Timing and Skill.

• Over 1000 Pages.

THUNDERBIRDS

- Machine: Spectrum C64
- Supplier: Frontline
- Price: £3.95

Thunderbirds are Gai! This maze puzzle game, one of the first in Frontline's new Super Series range, manages to capture the spirit of Gai's Anderson's classic TV puppet series.

You have to help the pilots of Thunderbirds One and Two rescue a couple of archaeologists trapped inside an ancient Egyptian tomb. Being a typical tomb, this one is packed with traps, secret doors and deadly nasties.

You have to solve the puzzles, beat the traps and save the

missing archaeologists before their oxygen runs out.

Each screen is a puzzle. You have to move coloured blocks around, using both Thunderbirds to create a pathway to the doomed man as quickly as possible, his main task — and you have to look out for fuel along the way.

Thunderbird One can move blue blocks, Thunderbird Two moves green blocks. Both craft can move red blocks. You often need to use both craft to solve the puzzles and move on to the next screen.

Before take-off you can equip Thunderbird Two with various bits of machinery and gear that



help in the mission. Each bit of equipment you take reduces your starting score. Saving fuel at all reduces your

chances of finishing.

If you score points a screen where one of the items in Thunderbird Two's hold will help

GUNFRIGHT

- Machine: Spectrum/Amstrad
- Supplier: Ultimate
- Price: £3.95

Inside partners, this is Sheriff Saltsman taking to you from the troubled city of Black Peak. You're having a lot of trouble with a mean bunch of outlaws right now. There's Buffalo Bill, only the big and a host of other infamous names too. In and the and the peaceful folk of Black Peak a tough time.

Luckily I've got my trusty six-shooter and my law-abiding neighbours to help me out these renegade outlaws — but I'd like you along as some my posse. Many credits allow to help me clean up the town. Then grab this badge and join a on your Spectrum line.

Take a whole lot of Apaches, add a couple of "black sheep" trouble brews, twice from up and down since this Western graphics and you're gon. Gungnifright. The idea is that as the sheriff of Black Peak you have to get rid of all the badasses inhabiting the town.

The badge lets you to pointing the way towards the particular badasses you're hunting as you patrol the streets in the guise of Saltsman in a station.

Once you've found him you have a gunfight. The old wire action changed to a 3D battle up and down the badasses you've come across — with a close four-way.

You have to move the cross hair and then you'll get in time to shoot your opponent down.

Everytime you wipe out a badasses you get a bounty. Cash which enables you to buy more bullets to get on hunting the next nasties. The price of bullets — this price — rises as the town to rise so you need to be the cash you can get if you're to succeed in cleaning up the town.

The town itself can be helpful — but they do tend to get in the way when you're hunting down the villains. Forget on innocent bystanders and you lose cash. Being out and you lose a life.

The graphics are identical to Apaches — except for a few wild west touches to give more of a feeling for the town and where a ground-level view of the town appears showing you the particular badasses you're looking for.

Buffalo Bill is the first and he's really easy to get down. After that you'll get you and Billy the Kid and the rest are pretty tough to kill and you'll find you're out of bullets with bullets holes. Bullet holes aren't up to much though.

Gungnifright doesn't have the puzzles usually associated with an Ultimate arcade adventure — but it is a unusually playable — don't think it'll have the usual boring repeat features.

The packaging also includes a few hints and tips on game play — another first for Ultimate. As first I found it difficult to tell which was the badasses and which were the good inhabitants of the town. Then I worked out that the little man jumping up and down and pointing wasn't going to shoot the down and was just showing the others the badasses were hiding out. Lots of bounty money will help before I'd working this out.

Well, if you're after a budgeted version of the newest old Gungnifright arcade game then this is for you. Buy it, the fun and quite graphic don't make the game worth nearly £10.

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

OUTLAWS

- Machine: C64/64
- Supplier: Ultimate
- Price: £3.95

What can you say about

Outlaws? Nice, glossy packaging, slick artwork and an intriguing storyline printed on the cassette tape. Well up to Ultimate's normal standards.

But what about the game. I have you try, thinking the humour of your C64 bit and pointing it in a mean manner at the various pages.

They give you to and tell the leaves but you'd better sit down first. Outlaws is really quite ordinary.

But first the setting. A town that sits under the shadow of an and gang of outlaws. Various clues point up to them. Months pass and then a man with his name and no gun rides into town. It's the Lone Rider. Controlling the Lone Rider and his horse by joystick you must

look out the outlaws and average the town.

Pushing the joystick left or right will cause the horse to move in that direction. Stepping it forward will move the horse from a trot to a gallop. Pushing the stick forward will cause the horse to jump. Shooting is also easily controlled by the stick.

The idea is to get the badasses before they get you. They will attack on horseback or when in town a seemingly innocent passerby will suddenly draw a gun. Fast reaction will be needed to react fast in the drive.

The graphics and sound are okay and the game is quite playable. But with Ultimate the hype is for something new and original and for them Outlaws is rather ordinary.

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



THE WAY OF THE *exploding fist*

Become a master of this mysterious ancient art: progress from novice to tenth Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, roundhouse and even somersault!

Challenge the computer, facing opponents of progressively greater skill, or compete with a friend. THE WAY OF THE EXPLODING FIST has it all - addictive competitive action, dazzling graphic animation and sound. The wait is over - you are about to face the challenge of a lifetime! "Spectacular, startlingly original epic, most television game I have encountered" - Daily Mail. "Quite simply the best program" - Popular Computing Weekly



“The Way of the Exploding Fist is virtually beyond criticism – technically brilliant and visually absorbing.”

POPULAR COMPUTING WEEKLY

“Melbourne House's karate simulation explodes on to the Amstrad. This is a great arcade scoring game as well as wonderful family entertainment.

In Way of the Exploding Fist, Melbourne House have scored a great hit.”

JOY

“As a sports simulation, this is one of the finest and most realistic we have seen. As an arcade game, it's addictive and pacy. It's clearly destined for the top.”

SIMILAR USER

“I can't tear myself away from this hit game, a karate contest called The Way of the Exploding Fist.”

JOY EXPRESS

“The graphics made my eyes pop out. Fantastic sound effects, state of the art animation and brilliant game play. One of those games that you can get out time and time again.”

COM

“By far and away the best sports combat simulation available. Exploding Fist on the Spectrum is the best game.”

CRASH

AVAILABLE FOR THE C64 AND BBC ON DISK AT £14.95 AND ON CASSETTE FOR AMSTRAD, C64, AND BBC AT £9.95, SPECTRUM £8.95.



from MELBOURNE HOUSE

Melbourne House (Publishers) Ltd., Castle Yard House, Castle Yard, Richmond, TW10 6TF.

Trade enquiries call 01-940 8064.

Available from selected branches of WHSMITH, F. & J. WOODHORTH, LANEY, Furness & Co., Spectrum Shops, and all good software dealers.

GLADIATOR

Machine Spectrum
Developer: Games
Price: £1.95

Combat games keep on coming for us and we need weapons, armor, shields and transportation. But what's Gladiators' catch?

Games's latest release jumps you into the gladiatorial arena which lived in the Roman years.

As an AI, it's a bit of a pity you're not a gladiator and because you're not, you're not young and eager to get on in the you have to try to win your freedom and stay alive.

There's only one real victory in the arena.

When training ends, while you watching the best fighters on the day in the ring, you can have the choice to wage a few more rounds in the outcome of each round.

The next stage is for you to have a chance to practice the 25 possible moves and tactics of a gladiatorial fight. You can learn to cut and thrust with a sword, to parry, block, throw and the combat skills with a shield.

If you work hard, practice long hours and win from your opponent and trainer, you can become the Emperor's champion, a feat required by only few. The real measure is victory.

Others who have won the stage of combat will find it

because it is your turn to win. Games's two player option and practice mode is a real gem.

One of the difficult bits of the gladiator was his choice of weapons for a particular fight. You are allowed to choose from weapons from the inventory of 65, two for each and one for the last.

You can try to repeat the sequence in the previous action, you can make or to change those of your opponent.

Unfortunately, you won't see the weapons with the right items. The first weapon is the sword and the second is the shield.

The third weapon is the sword and the fourth is the shield.

The fifth weapon is the sword and the sixth is the shield.

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The one hundred and one hundred and twelfth weapon is the sword and the one hundred and one hundred and thirteenth is the shield.



HARRIER FORCE STRIKE

•Machine: IBM
•Supplier: Microsoft
•Price: \$3.95 (tape)
\$2.95 (disk)

At last, your chance to take that amazing British invention, the Harrier jump jet, up for a spin, and a bit of in-flight madness if you're feeling aggressive.

But that I made much use of the opportunity — on the first four flights I crashed within ten seconds. It began to see why it takes a small fortune and good luck to know how long to stay in Harrier pilot.

This is a superb simulation, developed with the help of British Aerospace who, presumably, mouth for its accuracy.

You are offered a choice of game type: Specialist or Combat, and skill level: Pilot, Commander and Ace.

The graphics are more than adequate. The display takes the form of the view from the cockpit, with ground/landscape instruments and indicators much where you would expect to find them. You can operate the game entirely from the keyboard, or via a combination of joystick and keyboard, and I strongly advise the joystick.

You get a "flight manual" with the game, which tells you about the Harrier, gives you hints on how to fly it, and describes the mission you're supposed to carry out when you can actually fly in the air.

The mission involves destroying an enemy HQ 500 miles away, but first — you have to destroy the enemy tanks menacing your own ground sites. It might take some time before you establish an operational area free of enemy tanks — a map grid is supplied so you can keep track of where you are in relation to enemy HQ.

The really tricky part comes when you're forced to join battle with enemy aircraft. This is where you really need to understand the capabilities of the Harrier and the classic defence and attack techniques.

A clean, polished and highly addictive simulation, this is a game to keep.

•Graphics: 3
•Sound: 4
•Value: 5
•Playability: 10

THREE WEEKS IN PARADISE

•Machine: Spectrum
•Supplier: Microbar
•Price: £1.95

Everyone wants to visit and enjoy the lovely islands and little resorts, and Microbar's Three Weeks in Paradise is an homage to the happy days... where was?

Everyone will want to keep their vacation from 1979 close at hand.

Given that you don't have to work with your pet mouse, you can have fun with this graphically impressive arcade adventure. Three Weeks in Paradise follows closely the design game tradition, with lots of things around the screen — and moving objects, adding them up and using them to solve many puzzling problems and puzzles.

While there seems to have been a few years added to the computer and weapons around since the last mouse game — but that won't bother you as there's lots to make it all very easy.

Things are so colorful and varied to see — they move, jiggle and bobble like personal video stars.



The game is controlled by the mouse — including the joystick, really made and really like. There's also the mouse can rotate the view, which means you can see the island from the inside and out. The mouse can also be used to rotate the view, which means you can see the island from the inside and out.

Below the main playing screen you'll find the classic that's been a feature of the game since the first time. The mouse can also be used to rotate the view, which means you can see the island from the inside and out. The mouse can also be used to rotate the view, which means you can see the island from the inside and out.

To change the view, you can use the mouse to rotate the view, which means you can see the island from the inside and out. The mouse can also be used to rotate the view, which means you can see the island from the inside and out.

The graphics are the classic, but the sound is quite good. The sound is quite good, but the graphics are the classic.

And the sound is quite good, but the graphics are the classic. The sound is quite good, but the graphics are the classic.

•Graphics: 10
•Sound: 10
•Value: 10
•Playability: 10

BLADE RUNNER

•Machine: IBM (4)
•Supplier: CBI
•Price: £1.95

Travis makes a game about the game. That just about sums up CBI's latest attempt to turn the classic Blade Runner movie into a computer game.

Which probably explains why they call the game "Blade Runner: Interpretation of the film game by CBI". Licensee: what license?

Anyway what you get once

the game has loaded is a *Blade Runner*-style game. The basic idea is to track down and eliminate in your house and to remove them.

Like *Blade Runner* you get a plan view of the city to move your blade runner's craft around on — except this has more than one screen area to move around on. You also see a large scale map of the rest of the city where indicators point where the replicants are hiding out.

You must use the large scale

map to move in the area indicated by a dot — represented by a flashing square — make contact with it. Then it's onto the scolding chase scene.

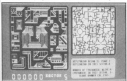
Your craft lands and a large white figure gets on. That's your bounty hunter. He has to chase along the city streets packed with railroad pedestrians to gun down the dot. Running into pedestrians and killing them is a crime — "pedestrian" would you believe? You'll be penalized for committing it. You have to dodge the crowds — but don't stay in the road too long otherwise you'll get run down by a speeding car.

The graphics are pretty crude, although the white running figure in the street action of the game is quite effective. The backgrounds in this part of the game are nice too.

Not a great follow up to the aptly *Blade Runner* for CBI, and a waste of a good idea.

Maybe *Blade Runner* would work as a budget product — but at nearly £3 you can spend it wisely elsewhere.

•Graphics: 3
•Sound: 3
•Value: 3
•Playability: 3



SCALEXTRIC

■ **Machine:** CBM 64
 ■ **Supplier:** Leisure Genius
 ■ **Price:** £19.95

It's hard to lose playing with the Scalextric set. It's the success that you want to see your model racing. Building a track was half the fun, setting the cars on the oval track. But as they pass, traps and time buildings took up a lot of time... and the dog was always making about the arena at crucial moments.

Now, thanks to Leisure Genius, the problem is solved. They've concentrated all the bits of track and a couple of cars into one C64 v.c. with Spectrum and Commodore versions too. It's a day. Please it... without

the principle but with a track layout, option like Spectrum's Racing Championship set.

When you're racing, you get a split-screen display on a Proton II. The C64 goes against the computer or a friend. There are 12 go-go tracks based on the layout the details of the world. There have varying difficulty levels.

You get a "construction window", while at the top of the screen you can store remembering different bits of track available to you.

There's no other changes. Graphics, sounds and Ultimate. Command bits, all have different characteristics which you actually control to suit.

Scalextric is a pioneering split-screen race game. One for two adults with the making that most tracks. There's more driving Championship for two car game. It's not a video, it's not a bundle. Scalextric is the best. Please it... without

■ **Graphics:** 4
 ■ **Sound:** 4
 ■ **Value:** 4
 ■ **Playability:** 4



SABRE WOLF

■ **Machine:** CBM 64
 ■ **Supplier:** UltimateField
 ■ **Price:** £19.95

If we wanted a long time for (understandably to make it onto the Commodore, then it's been an amazing feeling for the excellent Sabre Wolf. It's worth it.

The Ultimate format is very familiar to me and does not detract from the game at all. And time (what I did the surprise at the quality of the graphics and the immense size of the game.

The idea, once again, is to escape from the enemy's surrounding jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more jungle beasts appear making the more than a little dangerous.

A map is essential if you are to conquer the game, otherwise you'll be lost. It's a good idea to keep a map of the game. It's a good idea to keep a map of the game. It's a good idea to keep a map of the game.

■ **Graphics:** 4
 ■ **Sound:** 4
 ■ **Value:** 4
 ■ **Playability:** 4

ELEKTRA GLIDE

■ **Machine:** Amstrad CPC
 ■ **Supplier:** English Software
 ■ **Price:** £19.95 (also £19.95)

It's a special and super action game. It's a special and super action game. It's a special and super action game. It's a special and super action game. It's a special and super action game.

Elektra is a driving game without repeating or passing. It's more in the Amstrad CPC world. It's more in the Amstrad CPC world. It's more in the Amstrad CPC world. It's more in the Amstrad CPC world. It's more in the Amstrad CPC world.

Elektra is a special and super action game. It's a special and super action game. It's a special and super action game. It's a special and super action game. It's a special and super action game.

All this adds up to a fun and good looking game. It's a special and super action game. It's a special and super action game. It's a special and super action game. It's a special and super action game. It's a special and super action game.

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■ **Graphics:** 4
 ■ **Sound:** 4
 ■ **Value:** 4
 ■ **Playability:** 4

UNDERWORLD

■ **Machine:** C64
 ■ **Supplier:** UltimateField
 ■ **Price:** £19.95

When C+VG reviewed the Spectrum version of this Ultimate classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1988 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is yes.

Underworld is well up to the standard expected of an Ultimate game.

The look and the layout of the game is very similar to the Spectrum version. The screen is divided into the top of each screen together with how deep you are in the Underworld.

The idea of the game is to escape from the Underworld by climbing through various levels, using the map of each screen together with how deep you are in the Underworld.

Underworld is excellent fun and great value. Please it has done a good job with the Commodore.

■ **Graphics:** 4
 ■ **Sound:** 4
 ■ **Value:** 4
 ■ **Playability:** 4

REVS

■ **Machine:** C64
 ■ **Supplier:** Field
 ■ **Price:** £19.95 (includes £19.95)

Revs (and) were certainly in the game when they released them for the C64. They were certainly in the game when they released them for the C64. They were certainly in the game when they released them for the C64.

Now Commodore 64 owners can also experience the thrill of the race and get the ultimate racing on the screen. It's a special and super action game. It's a special and super action game. It's a special and super action game.

Revs goes into the details to drive a Formula 1 machine at the highest speed possible. It's a special and super action game. It's a special and super action game. It's a special and super action game.

Revs (and) were certainly in the game when they released them for the C64. They were certainly in the game when they released them for the C64. They were certainly in the game when they released them for the C64.

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Figure 1

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Figure 1

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[not to mention pop videos]

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MATRIX

GEOFF CAPES STRONGMAN

- **Machine:** Amstrad
- **Supplier:** Match
- **Price:** £9.95

What are you — man or mouse? That's the opening challenge from Matchbox. Well, isn't Geoff Capes that's not an easy thing to answer.

Anyway, generally speaking, you're a tough, tough lot at C+VG, ready to rise to any challenge.

Geoff Capes Strongman is a simulation game with an added dimension. Instead of just undertaking the various tasks, you also have to train for them.

Poor old Geoff's body has been split into eight bits, represented by the "muscle icons". Only his head is missing, is that significant, you wonder? Bored without brain?

Each muscle contains a gauge to show how fit it is and how much energy it contains.

Different events require different muscles to while training for the six events you must prepare the right muscles.

If during any of the events the energy gauge for one Geoff collapses,

The six events Geoff must compete in to win the Strongman title are the truck pull, log chop, barrel loading, car roll, horseshot ball and sumo wrestling.

Between each event there is a short rest period which you can redistribute remaining muscle energy.

Geoff Capes Strongman is a good simulation, liked above many of its rivals by the name,

to actually think about the strategy behind the play. Good fun.

The game is also available on Spectrum, C64, Amiga, S, Thomson, MSX and Amstrad.

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



- **Machine:** C64 Am
- **Supplier:** Cascade Games
- **Price:** £9.95

There are eight simulations and there are eight simulations. And then there's Ace.

Digital Interpretation's *Ace*

After four years, *Ace* is acknowledged as the best of the bunch but that accolade must now go to Ace.

Not that there is anything particularly new about the game, it's just incredibly well presented.

There is a wide choice of battle conditions. Combat can take place during the day or night, winter or summer. Using a map to locate the enemy, you can chase and engage them on land, in the air or at sea.

The screen layout is fairly clean and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments.

Congratulations to Cascade on a good game.

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

At least other flying machines, like an eagle, look like birds. But they're not.

Other Cascade releases include *Imhotep*, which the editors at C+VG have been unable to get any anywhere — because the last time they appear in the *Amstrad* and *Amiga* magazines. Well, to be fair, if you're as keen as these editors, you can't be.

As you progress through the game you come up against ever-fiercer enemies — which all serve to make even the most boring of missions that much more fun.

You have to destroy 10,000

enemies with just four lives — to move from level two — where the game always seems to start for some reason.

As you move up, you can discover that this isn't the game you thought it was — I just like the sound.

Imagine how much a topic step away from their traditional state — but in the wrong direction.

By again, I'm afraid.

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

IMHOTEP



Z

- **Machine:** C64 Am
- **Supplier:** Match
- **Price:** £9.95

There's always room for another good action 'em up and *Z* is just that.

The idea of the game is pretty simple. Blast all the aliens, capture energy bombs, zap large barriers surrounding the spaceship (which you've got a big enough hole in) and you're off. The game is a good old-fashioned shoot 'em up, with a twist: the alien sector where it all begins again.

The game takes place in a planet with a computer-controlled defense system. The system has malfunctioned and now the computer can't tell the difference between friend or foe — so it attacks everyone.

Only a magnificent as experienced as *Z* — that's you — can destroy the system before things really get out of control.

The game features multi-directional alien shooting, aliens with some style.

made game style background. Some sections have a laser background, others a *Phantasy* style background. Defense ships come in many different shapes and are all extremely deadly.

Some early, like the Big Mothers you'll find on level three, could be fairly serious even before they disappear. The *Comet Ship* at the end of each game has to be blasted by energy bombs — the in all — before it can be destroyed.

The energy bombs are carried by small craft which you have to shoot to release the bombs, capture. Chase the capsule to pick up the bombs.

The ship features manual control — which means you have to be able to fly it and fire. It has twin laser cannons which make blasting a bit easier and a small laser shield to launch those energy bombs.

If you're from Chris Butler, the programmer who brought you *Imhotep*, which became something of a cult game among his readers, I should be just the same. It's fast, furious and lots of fun.

Don't miss this extremely attractive, truly addictive top-to-bottom extravaganza.

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

• CONTINUES ON PAGE 32 •

ENDURANCE RACING

Machine: Spectrum
Supplier: CDS
Price: £7.95

From the programmers who brought you CDS's iconic Formula One team manager simulation comes Endurance Racing — a different view of the same thing. It's long distance, nonstop racing.

You have to push when a team or teams of racing cars set to win the World Endurance Racing Championship — that controls the progression of the team, the selection of cars, the timing of the machines — and must also estimate the pit work for the team during these as important time-consuming races.

Endurance racing, being a team effort, focuses elements as much as the maintenance of the bikes during many pit stops at increasing ability of riders.

A crash may not be fatal, at your own pit stop or push the bike back to the pits, repairs can be carried out and lost time made up.

Automated team names and cars are already stored in the computer but these can be changed. You can customise your own team, selecting your

team name, bike type, colour, numbers and team names.

Each bike must be prepared for the race. The engine oil changes automatically and adjustable and you must make your own decisions in the week before the race. A top gear and constant revving of the engine of 10,000, 12,000, 14,000.

Throughout the race the fuel as well as the engine oil is depleted on the screen and the order of the first seven bikes are shown from left to right in front of the grandstand.

The team name of the leader and distance to that position are also displayed. If your bike number turns red it shows that something is wrong.

During the race, instructions can be given to your riders by pressing the arrow keys and entering the bike number. All riders start off riding normally but they can be instructed to take short cuts, if necessary a good use of this as far as possible.

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

- Machine: Spectrum
- Supplier: Insight
- Price: £7.95

Hang on a minute! Everything's moving too fast! Just let me catch my breath a second and I might be able to write this review . . .

This is the second game we've seen which is based around themes from the fantastic Drury movie. First.

You and your Spectrum have been transported to a maze the complex where lurks the deadly Robot Police. You must find your way around the maze, dodging walls and robots — then overcome two-legged spider-craft featured in the final episode — in order to find out what was the Camel Complex and the Robot Police.

The maze portions of the complex will have you baffled unless you call up the maze which contains the maze playing screen. As if you're REALLY stuck you can leave the maze and see what's going on outside. You really shouldn't be a beginner because as you'll find the game SO fast that you'll find you need your wits about you.

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect — but



then you'll have to work out how to beat out the time and Robots.

Fortunately the leading sequence includes spelling instructions — the last one is that you can't call up these instructions during play.

The sound — especially the winning theme — is great.

The graphics are a mixture of words and words. The text and Robots are so drawn as to be looking craft.

The best way to beat out the Robots is by finding out of their legs off causing them to spin and smash into the sides of the maze.

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

SURF CHAMP

Machine: Spectrum
Supplier: New Concepts
Price: £14.95

With software house New Concepts are out to make waves with Surf Champ and its revolutionary surfboard-shaped keypad controls.

By applying pressure to the surfboard, which sits on the Spectrum's Q key, real-life surfing moves can be performed. New Concepts say this is the ultimate sports simulation.

Before being able to ride the



waves, the player must make a number of decisions. Surfing gear must be selected and the speeds on the gear, size, and weight. Board length and weight must also be selected.

Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea, surfing and dipping under the waves to a chosen point.

Once the best wave has been selected, the player hits a key, the screen changes to a close

up view of the surfer on the waves.

Using the miniature surfboard is very frustrating in begin with, but with practice it becomes easier.

Disappointingly the game is a little crude, but if you think it's unique challenge then you'll get a square deal out from Surf Champ.

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

VIDEO DARTS

Machine: CSM 64
Supplier: Zen Systems
Price: £7.95

Video Darts is about as exciting as a state of the art with a modest but expensive feeling in a 16 bit electronic looking to recommend it at all. A real thing to say, but this.

The game of darts itself — played either against the computer or another player — is particularly interesting. Computer moves of 160 are easily obtained (thereby removing the slightest challenge from the game).

The graphics, considering the superb simulation rate available on other Commodore games, are extraordinarily good — a standard equally matched by the packaging.

The music, is pretty wonderful at that. But the theme.

But the real story is the price — £7.95. Can you be serious?

- | | |
|---------------|---|
| • Graphics | 9 |
| • Sound | 9 |
| • Value | 9 |
| • Playability | 9 |

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FRIDAY THE 13TH

- Machine: IBM PC, Spectrum, Amstrad
- Supplier: Domark
- Price: £19.95

We're not trying to shock, comments (beyond a suggestion of bad taste surrounding the scheduling of Friday the 13th, just trying to get attention. "Friday?" That's what, featuring an ice hockey team in a pool of blood with a knife thrust through the back? No, certainly not. It's a game, certainly worth an hour or so. (EMM) Indeed one of C+VG originally had doubts whether to publish the old Marbles, the Whirlwind Chess, even though the cover art work has changed before it would be reviewed. Of course, Domark, while appearing suitably shocked, knew the facts. The great problem, it, game based on the exploits of a psychopathic killer who hunkered, stalked and stalked himself into his relationship, is bound to attract the odd critic. And well they know it.

But what has this to do with the game? Not a lot, actually. The packaging and publicity

may be interestingly bloody and gory, but the game isn't. Blood-curdling screams — at least on the Commodore version — are as loud as it gets.

Jason — such a nice name for such a friendly killer — is awaiting his first victim in Crystal Lake housing where you have arrived on Friday.

His victims are just one of the normal hullymoores at the camp — until he attacks you or the others with an axe. You have to find a safe sanctuary where Jason cannot go and then persuade the other hullymoores to join you or kill him.

Weapons are scattered throughout the game which you can use in a lot to destroy Jason.

Most of the screen is taken up with a 360 scrolling view of the holiday camp, covering rooms, walls, fences etc.

Your point rating — and Jason always attacks the person with the highest rating — is shown by the height of hair on the character's head at the bottom left-hand corner of the



screen. Strength is indicated by a barbell.

The other characters at the camp are shown in the bottom right corner. If Jason or you kill one of them they are replaced by a hullymoores.

The clock shows how close you are to going mad and, therefore, the amount of time you have left before the game is over.

The graphics on Friday the 13th are reasonably crude and chunky on the Commodore version. The character you control also makes a rather like a machine gun when he walks. Quite why we can't walk out

Friday the 13th is not a complete "Friday" and contains no more violence than most other computer games. If that disappoints you, Domark have thoughtfully provided four flaming blood capsules for you to throw and spit blood at the computer.

Such are the making skills of the Domark team that Friday the 13th will be successful.

Graphics	6
Sound	6
Value	7
Playability	7

THINK!

BLITZ
GAME

- Machine: Spectrum
- Supplier: Blitzsoft
- Price: £7.95

Think! I thought, I missed it! But what was I disappointed? Not me.

Amazingly, mainly known for their imports of American software from the US, Blitzsoft give us a game called Think! And it's British, designed by the team at Tynes Marketing.

Think! contains that all too rarely found quality a new and simple idea cleverly realised. Basically, Think! is a board game on computer, easy to learn, difficult to master. All you have to do is get four of your counters in a row (or a six for six grid, the also opponent is bound on the computer, making alternate moves. The winning lines can be vertical, horizontal or diagonal.

The opponent can only be moved into the grid from the bottom or right edge of the board. When a new counter is introduced into the grid

everything in that line or column is moved along — including the stones. Get the idea?

The counter — or four have — can change the whole complexion of the game. A seemingly certain victory can become defeat.

There are seven levels of difficulty, from beginner, different speed games and set problems to solve.

Think! is instantly playable.

Intuitively simple and logically addictive. We think it's a winner.

The scores for graphics and sound are not really relevant as they are not vital to the game.

Graphics	6
Sound	6
Value	10
Playability	10



AXIS ASSASSIN

- Machine: IBM PC/Amstrad
- Supplier: Amstrad
- Price: £7.95 (special £5.95) also on CBM£5.95 Atari £6.95

At first sight Axis Assassin is an interesting game but somehow it never quite satisfies its promise.

The battle against the Master Android and his multi-legged computerised minions (over a choice of 100 grids and five games). As you have 10 different rounds, so three Axis Assassins, armed with unlimited the power and outer bombs.

The game starts as spiders spin webs across the grids. Then the Master Android releases his army of hunters, droids, spiders and exterminators.

Your Axis Assassin can move up, down and across the grid, trying to destroy everything before they get you.

Surprisingly, there's nothing really wrong with Axis Assassin but there's no real reason why anybody should make time to play it.

Graphics	7
Sound	6
Value	6
Playability	6

MIRRORSOFT

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Each Fleet Street Editor page is constructed as a series of panels, with up to 8 panels per A4 page. Here's where you construct those panels:



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Input your text here, using either the program's word processor or writing from a Wordstar file, and watch it wrap automatically round your graphics. Use different fonts, too.



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Define the format for your page and construct it from the catalogue of panels you've built up. Some panels are provided ready-made for you to experiment with.



PREVIEW AND PRINT

Preview a reduced representation of your completed page on screen, approve it, and send it to your printer using one of the built-in printer drivers - you can write your own, too.



ADMINISTRATION

Set up the program to suit your system configuration, format disks, integrate graphics from most Mode 4 programs, and further manipulate Fleet Street Editor files.

FLEET STREET EDITOR

January 1988

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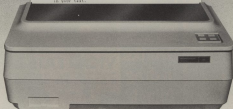


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THE FIRST EDITION

Publication: January 23rd 1988

The minimum equipment you need to become a FLEET STREET EDITOR is:

- BBC Model B with disk interface
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- Monochrome monitor or TV

You can configure the program to any type of drive combination via the Administration department.

FLEET STREET EDITOR is supplied on two disks - one containing the program and one containing the graphics library. These are formulated in different ways for different drive configurations, so take care when ordering or buying FLEET STREET EDITOR that it matches your current system. Upgrades are available.

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THE Error

FORWARD WITH BRITAIN

COMPETITION

Ever fantasied being an editor of your very own magazine? Perhaps you already are, judging by the numbers of letters we receive at the C+V MAGAZINE GROUP publisher offices: there are quite a few budding editors and designers out there in the real world.

Now we're giving you the chance to win national recognition. Thanks to Microsoft.

If you produce a computer-related magazine at your school, at all your local computer clubs, or even if you just produce your own little zine along with a few friends, you should enter the C+V Fanzone of the Year competition.

Winners will get a really cool lot of software from Microsoft, a neat lot of hardware from Komono plus a trip around the Daily Mirror (it) in London.*

The software is Fleet Street Editor, a terrific package which enables you to write, layout and print your own magazine all with just the aid of a handy BBC.

Fleet Street Editor is a mixture of a word processor, graphics package and design utility all wrapped into one. And it's just what every budding magazine editor needs to produce a high quality product...

The package includes all the major "departments" that any magazine or newspaper needs to operate — the graphics library, the copy desk, the design studio, page make-up and all common printing.

Using Fleet Street Editor couldn't be easier and you can produce a really professional looking magazine or newsletter. And a Fleet Street Editor package could be yours if you enter our great competition.

There are three categories. You can enter a school magazine, your club or user group magazine — or if you're an individual who produces an independent magazine you can enter that too.

All you have to do is send us an issue or issues of your magazine before the closing date of the competition —



Drunks in drag hijack a bus

which is April 18th 1986.

We'll give you updates on the progress of the contest from time to time before we announce the winners later in the New Year.

So if you want to be the proud holder of the C+V Fanzone of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag — then why not start now!

Your entries will be judged by the editor and designer of C+V, and representatives of Microsoft and the Daily Mirror newspaper. Don't forget to fix the response to your entry!

*Subject to availability.

WORLD EXCLUSIVE



VICAR EATS TART

Father Desmond O'Reilly — age 56 — of Father Malloy was admitted to casualty last evening after sustaining a horrifying accident at the village fête.

The incident occurred after the judging of the "Christmas Idiot" entries. Father O'Reilly awarded first prize to Edith Granch and proceed to consume the entire 12inch diameter pie. "I didn't think anyone would mind," the stunned vicar was

heard to groan as he was wheeled away from the festive crowd.

Mrs Granch, a widow of 73, said the pie was unique and she was heartbroken by the "barbarous act". Edith is still fuming and has been seen weeping not in the primary school gym.

Father O'Reilly has taken to carrying a can of MACE under his coat, and says he won't go out after dark fearing the consequences.

Here's a brief look at the things you'll be able to do with Microsoft's terrific Fleet Street Editor package.

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PERILS OF PLASTIC MAX



Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+WG's Paul Broughton investigates.



Max Headroom, the man with the vinyl complexion, a smile as dazzling as a searchlight and a role tailor to humiliate his computer-generated plastic perfection, is back.

By the end here from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-gun chatter, carry jokes, wit and violence.

And not only that. The man who is proud to be a GAD — computer-aided design, that is — is the hero of a new computer game from Jukeboxies due for release any day now. And if successful it could be the first of a series of games based on Max.

The game is loosely based on the film which launched Max as an unexpected action hero April.

The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.

Network 23, run by a man named Gorman, is the top rated station, thanks to the brilliant but evil invention of Slipnot, compressed TV commercials which happen so fast they are

over and helped in the viewer's mind before they realize what has happened.

The Slipnots have a nasty side-effect for the viewer — they make the body self-destruct.

Investigative reporter Eileen Carter, who works for Network 23, takes on his own lesson in an effort to expose this scandal. But an unfortunate "accident" happens to Carter. Dwyer Spack, who created the Slipnots, takes Carter's brain patterns and with the aid of a computer creates Max Headroom.

A prime TV station, Nipton Television, running another 1990s pop video, is badly in need of a ratings boost. And when Max Headroom is brought to them by Dwyer and Spack, a couple of hours, they realize his potential as a TV star.

With Max Headroom leading the video, Nipton's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .

Jukeboxies's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film by making Eileen Carter and Max different people.



Edison Carter is attempting to rescue Max Headroom from the Network TV building at night.

The Max personality generator is situated on the 17th floor of the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift, only the president of the network and the computer genius that created Max know that and neither are going to help.

There are also security guards in control with and two assassins who are hunting Edison.

The player takes the role of the Maxtastic, a computer program written by Carter's girl

friend, and "injected" into the computer which control Network TV's offices.

Headroom must take control of various systems in the building at different times and give Edison directions to get to the director's office which is on the top ten floors and eventually the president's suite at the very top.

To win the game you must get to the top levels, find the various codes, access the computer lab and free Max. Max must then be taken to the ground floor and out of the building before six o'clock in the morning when the staff return. The team gives the task of

bringing Max to the computer is Manchester-based Binary Designs.

Andy Smith, Binary's managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the building, you have to fight for control of the lifts and doors."

The game, he says, will be arcade adventure and strategy (which marries are also important in several parts of the game play).

As a bonus for completing the game, you get to see Max and hear him speak.

Says Andy: "We would like

the original scriptwriters to write some jokes, we'll digitise and put it on the cassette — although it's difficult to get something that's produced on a machine that's worth millions as one that's worth a hundred pounds."

And a final word from Max himself: "A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the scenario to give them a little more peace, fit, reassurance, and other words with lots of Gs in them.

"It's hard to be perfect but I try"

As Max music spreads, a whole series of spin-offs from the series is about to appear.

And as you don't miss out on all the fun C+VG and *Jeopardy's* have granted a few of the games as prizes in our great Max Headroom competition.

The first 25 winners will receive a video of the film which launched Max last year and was re-released at Christmas.

The next 25 lucky winners will get copies of a new book, *Max Headroom's Guide to Life*. And to stand a chance of winning just answer the simple questions below and send the answers together with the coupon printed below to Max



Headroom Competition, Computer + Video Games, Priority Post, 19-22 Vauxhall Lane, London SE18 1JG. The closing date is 10th February and the editor's decision is final.

1) Is the what floor of Network TV's building is the Max Headroom personality generator kept?

2) What is the Headroom?

3) Name the creator of the *Biggles*?

Max Headroom's name of course is well known if you've watched the TV series. Write what you think would be a great joke for Max to tell.

C+VG/JEOPARDY MAX HEADROOM COMPETITION

Name

Address

Tick your video type:

VHS ☐ VHS ☐

IDEAS CENTRAL



TIR NA NOG

To make Conclusions invisible go to **top** and get the objects behind the locked doors and golden. Then go to the stone tablet and drop the objects.

The stone tablet will read **W.I.L.M.E.T.** Follow these drawings and drop the spoils.

You will realize that a few of the other staff living in the inn came. When you put them together you will become invisible. Thanks to Andrew Perry of Northampton.

SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on **Skayfox**.

Always play attention to your woman. One good tip is to throw into a clear window using the other's name and call up the computer's technical man.

When on the ground and the birds are just blue/black specks on the horizon, destroy them with your cannons before the police are serious about damage.

When on rocks, don't bother using missiles, save them for the planes.

Be ready to expect tanks or planes when using aircraft as you usually fly straight past

them when outgassed drawings. Tanks mostly appear in groups of five and planes mostly in groups of four or so.

Make full use of the computer. Use the technical maps above and zoom in on sectors to see what actually is there.

If you are going to try any of the missions, one general tip is to check up on missiles before taking the planes and outwitting.

Stick up on fuel, shields and missiles before flying through the cloud layer to fight planes or outwitting.

BARRY MCGUIGAN

One more for the sport bonnets... **Barry McGuigan** has been from Bradford House of

Crashley, who tells us how to reach **Box 15**.

Commander Carley: Punch him in the face and stomach. By and get him into his corner and you should be able to knock him out in the 1st round.

Pedro Ramirez: Pedro is very easy to beat. Just keep hitting him till he falls.

John Kid: Carter: Have two furious rounds with John and then let your guard down and

let him punch you. This stops his endurance and not yours.

Boss: Boss: Boss: By and knock his endurance down to about 20 and then move the punches left. This should keep his guard down. So should be ready to hit him.

Plenty: Plenty: Very easy. Some of Pedro!

There's no fun in Bradford has got. Anyone knows how to beat the next time.

Help

Who can help Richard Mills of Kent who bought **Monty** on the Sun nearly two months ago and has been stuck in the sword for the last month?

Mike: Mike has reached (sorry about that, Mike, but Mike couldn't reach the post — McGuigan's letter hints over to the office for the Spectrum game magazine).

The first two levels are fairly easy but when you reach screen 1, level 3, things might start getting a little difficult. You will encounter a corner ledge with two mugs on it. You must travel quickly through these mugs, but be sure to clear them after that, otherwise you will travel to find down the slope and will start across the glass and over the edge.

If you get this far on your

first game you can normally zoom straight onto the square. If not, wait for the second shot to go into the further right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen of level five is the same as the one of the last. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

We Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on Texas, sent in by Roger Alexander of Lancashire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the Press key to begin message comes up. Do not press! Instead, go to the top of the screen or far as possible by pressing the **8** key, then get your ship moving as slowly as possible backwards, let go of the **8** key and you should still keep on going. Normally your ship would come to a halt but if you hold down the **8** key

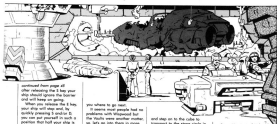


ILLUSTRATION BY JAMES B. HARRIS

continued from page 41

after releasing the 3 key your ship should ignore the tower and will keep on going.

When you release the 2 key your ship will stop and, by quickly pressing 1 and/or 3 you can put yourself in such a position that half your ship is on the left hand side and the half coming off the back is on the right. From here to begin, the advantages of doing this are apparent when you are on the extended belt or when fighting weapons or lifts, you can see the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not distinguish between anything you do. On the extended belt always stay in lift three unless you want to play safe on the first two screens by staying near the top and using lift two. On the first screen when you are fighting the dragons, go up in lift two firing all the time, this should destroy them all.

DRAGONTORC OF AVOLON

Over the last couple of weeks we have been featuring places for fans with this game so we shall quickly go over a few points to see if they will make the playing any easier.

You start off in Wispwood with spells Stone, Servant and Storm. To release a spell use up or down to wind the scroll. When the dragon indicates the spell you need press Fire once to select it and twice to activate it.

Use the Servant spell to collect the first of Avalon which you will need later on. Before the scroll to collect the Storm spell, the circle the back and other items. Find the stone disk lying in the forest and use the back to get under it and into the last Vault of Tears. Attack the Skeletons in the ruins with Storm — collecting further spell as you go. After completing Wispwood and the Vault, Merlin will tell

you where to go next.

It seems most people had no problems with Wispwood but the Vault was another matter so, let's go into this in more detail. Once inside, go to the repair room and speak the Servant spell to the Servant spell to obtain the key. Go up to the Fireball room where you have to touch the steel with the Servant spell to change it into a chain. Go out by the right back door, dodge the skeleton and leave by the rear door. As the skeletons follow you through the door use the Storm. Take the chain. Go left and then through the last right to the past room. Kill the skeletons and dip the chain in the pool. Go back to the Fireball room and go out of the right back door and then right again to arrive in the pedestal fountain room. Empty the chain into the fountain to obtain the third spell and off on the fountain to boost your energy. Proceed to the room with the chests. Open the first with the Servant spell and take the key which you then use to open the third chest. Take that key and open the second chest. To reveal another key and the second spell, make both of them. A word of warning here — make sure that you avoid all spiders.

Take this key to the footfall room and use it to open the chest. Take the key — the Fireball changes to a ball room, so take this as well. Proceed to the room with 8 rats fixed to floor, below all the items you have collected, here.

Search both dead skeletons. One holds the last scroll and the other the Storm spell and Evil Eyes. Use the Storm spell to kill the Evil Eyes. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to 8 room and fly the three rats on 8 in the outer 81. A keyhole will appear. Collect all other items

and step on to the cube to transport to the stone circle in Wispwood. Strike the stones with the keyhole to reveal the keyholes. Pick up the keyhole and step on to the yellow cube.

QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to play.

First up is **Adam Blake** of Dorset with some hints on **Super Pipeline II**. Keep one workman with you and leave the other running around, this man will take out the odd creatures. On every screen, there is a place to step and just stand on to be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature, but, only if you have few workmen together.

When one of the workmen is standing the pipe, step by him so the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly decrease, sacrifice your life as you can lose all your points in a short time.

Next is **Michael of Holland** here are some passwords for **Medusa** and **Synapse 1600** on the C64 bit.

First of all **Medusa**. The log on code is Australia. Passwords for Security checks are: level 1: **Magpie Ltd.** Project

Level 2: **ADD-000079**

Level 3: **Hypnotic**

Level 4: **Australia**

On **Synapse 1600** you will find the following telephone numbers useful.

0750007 — **FREEKAT**

0646666 — **107629**

065007 — **100709**

064666 — **100709**

065007 — **100709**

004000 with **Standard Arides**

06322716688 with **Passport**

Pg207

Robert Morrison of Kilmahon has been playing off his C64 games to come up with the following cheat codes. **Thing** on **A Spring**: When the title screen is on hold down 1,2,3,4,5,6, look down and insert it if the handle goes green, you have unlimited life.

Praxis when you get a high score instead of typing in your name just the shift key on and type **American Express** — with a space between the words. The border should now have gone white. Take off the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be able to move left or right.

Killer 300000 is a balance a level, just keep your finger on the fire button for about 10-15 seconds.

Star Trek II: The following set of codes will CRASH work if you have a Basic switch. When the game has loaded press the reset switch and enter these codes. Enter 32769,334 (this is 32769,334), then type 175 3488 to start the game.

Your knight will not die when his energy reaches zero but his life will kill him.

Ray Runners: When the weapons run drops you off at the side of the road slowly edge your way to the right of the weapons until you can driving along the back screen at the side.

You can virtually indestructible and can make some rather large scores.



PSI WARRIOR

AT A MEETING OF THE FBI SECURITY COUNCIL... DR. BELLONGE WROTE UNWITTINGLY HIS FAME FOR THE DESTRUCTION OF THE FBI JURISDICTION... BECAME THE TARGET FOR A FURIOUS ASSASSIN... BULLITT!



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★ ARCADE



● BUGGY BOY

If you're a motorist driver, steer clear of Buggy Boy. But if you've got bones of steel, climb in, brash your seat belt, and prepare for the ride of your life.

With the gear up or low, feet on the accelerator and steady hands gripping the steering wheel, I waited for the sign to GO. Accelerator foot down, into top gear and I roared out round the loop. Careful driving doesn't enter into this race against time — it's a suicide run at first you'll end up in the drink, or, worst you can only crash. (Classic remark with the fact that this buggy is very resistant and will take a lot of bashing, unlike the fragile, highly fatal Formula One racers in *Top Gun*.)

The aim to drive your buggy round on slithering circuitous courses, beating the set time limit before entering into the next stage. (The theme is the same as most other racing games, but Buggy Boy is slightly different, it's amusing for workers — split second decisions and a speedy hand still count for a lot, but how can you take it seriously when you have to keep bashing and games end up over coloured marker flag?)

The track resembles a death trap. At some points there are no easy forwards it is difficult to find a clear way through,

but that's where the fun lies. To get past many obstacles, you have to be able to dodge quickly and jump when necessary changing course in mid-flight.

The marker flags are very important and are colour coded. To gain some points, run over them in the correct order — displayed in a grid on the top of the screen. There are numerous flags of each colour so it is not a difficult task. You must also steer through gates and will gain up some points if you successfully negotiate these with numbers on them.

To jump some obstacles you must sometimes take to touch your car into the air by just hitting them. If you perfect your technique, you should be able to hit the buggy and clear a narrow path on two wheels. There are top tunnels and bridges, especially on the second lap. You may find a small buggy waiting for those at the same time, or they are only wide enough for one.

The manufacturer, Taitam, obviously believes in the maxim the bigger, the better — on Buggy Boy is a British designer triple machines — bigger than 16-bit with three screens giving a massive panoramic view of your thrilling ride. Three screens are not really necessary, but the obvious colour certainly looks on upright and makes you feel you're getting your money's worth.

● METAL CLASH

A double-jointed, kicking, pouncing robot in the theme of Data Entertainment's *Metal Clash*.

Imagine the scene. A space station in the background. Floating over it is this robot, evil, infernal, built between a head of Metal Clash.

In fact your robot — the green one — most have a pretty healthy grudge against the silver robot. Perhaps in his earlier sticky business, Argenta, whatever his fighting to protect his planet or merely anger taking the hell out of the others, he's having a whole lot of time.

Clash's Metal converses with metal and the screen is filled with fragments and sections of robot as it disintegrates. The joystick control is very easy you can punch or kick it in a variety of directions depending on which way you're travelling but you must make contact with your opponent — whether it's a small floating disc or another robot as large as yourself.

Some of the bigger pieces of these infernal creatures will react instant blows before they explode — that can be difficult as they'll dodge around the screen. You not only have to direct your punches but you must chase your victim over



the space station. That means keeping your chumps above ground as long as possible.

The better you do, the faster they appear until the screen looks a bit like a metal scrap merchant's yard. Watch your back, you might be fighting one battle, but players by are not aware to aiming the odd kick in your direction, and if you notice too many of these will literally fall to pieces. Look about in various directions.

The two player game is more fun — a line game score against a metal junk box. It's quite a challenge, the first person to kick his



DE ACTION



opponent to hit is the winner, but it is not very tough and sometimes more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

Master Chief is a welcome change from the present crop of martial art simulations. Granted it's still hard to fight combat, but you can't really make it seriously when you see yourself descending into hundreds of little pieces. It's amusing and provides a light-hearted twist from the rigors of more serious space battles.



● TANK

It's a welcome change to descend from space and, with your tank, make planetary landings on terra firma. Most anything that moves in one of the old-style arcade games, although *TANK*'s tank is very much in the conventional mode: it is nonetheless an action-packed game.

Learning goals is from the tank of an amphibious landing craft which leads straight onto land and into enemy territory. The war is on. The mission is to destroy the enemy tank which is, presumably, on the end of a long, hard trek through lakes, swamps and around numerous obstacles. The route is tortuous — winding round buildings, over bridges, through town and jungle and it takes every position there looks a good of enemy tanks.

With guns blazing you dash onto to be met by a couple of huge obstacles. There is not much time to make strategic plans in the enemy tank (as intelligent, and converge upon you if you find yourself for too long. However, if you take behind the buildings, you can get lost. Find it first bombs in their direction, while remaining safely out of harm's way.

If you suffer too many hits and don't repair the damage, your sturdy tank starts to splinter and a few seconds before it explodes.

The joystick is an eight-directional knob which controls both the direction you are moving and the direction of the gun barrel which swings in a full degree circle. I particularly like the tank because of its very simplicity. It's a challenge, but most importantly, it's one of those few games which is instantly playable.



● CHOPPLIFTER

You'd better get that trigger finger into training if you are to join an elite band of pilots on a suicidal rescue bid.

Your task — to fly into enemy territory and grab up 30 hostages. And if that sounds simple, wait for the trap. Your chopper can carry only eight passengers. On top of that, there is the constant worry of running out of fuel — if that should happen, you're likely to tumble out of the sky.

Starting point is at the heliport. As soon as the blades are whirling you can take off. It's a good idea to make sure of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

The controls are very simple and the chopper responds instantly to your instructions.

Fly off to the left and you will immediately enter the war zone. Enemy cannons aim their closest to bring you down as you search for the first batch of hostages. In the earlier stages it is easy to knock the ground and put those out of action before their shots reach your chopper. Later on when there are more of them, packed closer together, it becomes a bit of a headache.

Enemy aircraft also do their bit and the same rule applies to the early stages. It is easy to dodge them or bring them

down in flames if you are an accurate machine gun operator and fast on the joystick.

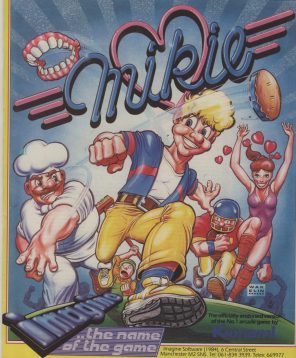
The first prison block looks like a flat Green Desert — very disconcerting, though a hole in the side for the hostages to escape and they will instantly change out moving their area in simulated panic. Watch the enemy at this point; if the hostages are snatched by gun fire you can lose them escaping — in effect it won't be impressed by their touch — it's a bit of a mystery for this. The next step is to land, close by, at which point they will automatically get in the chopper and climb up. Then the joystick back to the left and which is every bit as hazardous as the outward trip.

As I mentioned earlier, the controls are simple and so is the operation, especially when the chopper turns 180 degrees to fly in the opposite direction. As it turns, you are given a head-on view and it is then that you can see your hosts. These are most useful if it is possible to have for greater accuracy. Of course, if you hang around too long, you are likely to be blown up — a risky maneuver.

Furthermore, it includes rescuing people from cars and burning warships.

Early Chopper is pushed with action and is accompanied by a pace, racing jangle. Definitely a must, but not for the faint-hearted.

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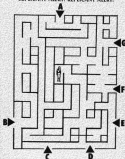
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BLADE RUNNER



REPLICANT ALERT! REPLICANT ALERT!



If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG *Bladerunner/Gun-Cat* competition.

C&G are giving away a terrific Philips colour T10 monitor as top prize and copies of the game to the 20 runners up of *Bladerunner* and 20 copies of *Gun Cat*.

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in C&G's game, which is based on the Harrison Ford film.

The runners up will have a choice of the *Bladerunner* game which is out on the C&G 64 or the *Gun Cat* on the Spectrum, a complex game combining elements of *Ville*, *Impossible Mission* and *3D Test Drive*. Right, getting tracking.

C+VG BLADERUNNER COMPETITION

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ADDRESS

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Please tick which game you would like.

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Send your entry to *Bladerunner/Gun Cat* Competition, Computer + Video Games, Policy Court, 38-42 Farringdon Lane, London EC1R 3AE.

The closing date is 10th February and the editor's decision is final.



E MICRO

fairly well," said David. "but at that time it was a very limited market."

In late 1980 David won a Spectrum 486. "I was able to upgrade the video, incorporate colour and high-resolution graphics."

It was about this time that David took a gamble and started using the computer on stage. "I wanted something different, something novel. I knew there was an interest in computer magic so I decided to incorporate it into the act."

Because David did all the programming himself, he was nicknamed "The Magic Wizard" by fellow members of the Magic Circle.

David is careful not to let the computer take over the act and

hold centre stage.

"I don't try and make the computer the main focal point. I'm still the magician. I use it as another prop. I still have the magical knowledge. Anybody can do the trick, but can they make it entertaining?"

"I want to see the use of computers grow within the magic community," said David. "It's slowly getting there."

But right now magic seems to be growing in the computer community. David's magical display has so far inspired an unknown number of C-16's staff to try some magic magic. And if we ever find out who tried to run a department in half and couldn't get it back together, they're free!

TWENTY-ONECARD TRICK

Amuse your friends with some marvellous magic.

Magician David Huxley has written this version of the twenty-one card trick for the Spectrum.

Once the trick is programmed in, everything is dead easy. All you have to do is perform your stage patter.

Three rows of cards will be displayed on the screen, all held up with seven cards in each row.

Your "victim" then has to

choose one of the cards and memorise it without telling the magician. He then is asked to page key one, two or three to indicate which row the chosen card is in.

The computer then shuffles and re-deals the cards and the spectator is then asked to say which row his chosen card is now in. This repeated just once more whereupon the computer suddenly displays the card that was originally chosen.

Just like magic!

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LORD TOFF



His *Knee Drops* can really put a guy's nose out of joint.

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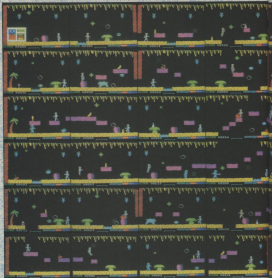
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Robot MESSIAH

Are you praying for deliverance from the seemingly complicated screens in Alphabeta's 152 screen arcade adventure *Robot Messiah*? Fear not! Your faith in C+VG is not misplaced.

Here are previous screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



Helpful Hints

The new strategy that uses the railroad was looked in local time of the game.

There must be railroad and then returned to the Station Computer which is found in the arena.

You can only carry three objects at a time and you will need to carry a Power Supply Unit to enable you to

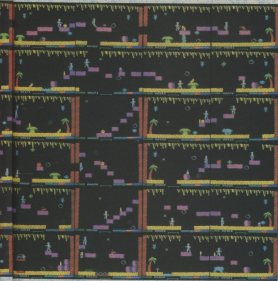
reach the teleport in the Test Center in return to the control. Carrying the gas is very useful and you will have to return to the Test Center at least once there. So do not, not, look randomly although some of it will be ignored, there will not be enough unless you are lucky.

The only route to the Test Center is by using the buggy and the only route back to the teleport. The buggy is

located beyond the traffic lights and the moving conveyor belt at the bottom of the control.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the scenario. So as not to make this step a guessing or less measured than objects.

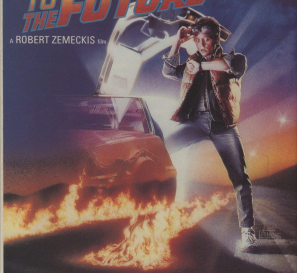
The gas has been dropped in a place where it is not usually found. Once you have picked up the gas, to operate it you then collect the conveyor belt which are scattered around the game. Each belt is worth twelve shots, but once more, do not pick them all up at once.



STEVEN SPIELBERG Presents

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A ROBERT ZEMECKIS film



THE COMPUTER PROGRAM FROM

Available on Spectrum 48K Plus, Commodore 64
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31 Carlton Crescent, Southampton, Hampshire
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*Electric
Dreams*

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SOFTWARE

DEAR HUNTERS

A NOTE FROM YOUR EDITOR:

Even if he does consider himself to be an ace reporter, that wings Mike Link has faded in the time of duty this month, and naturally he has been replaced by another ace reporter.

All that I ask of him is that he obtain the info from the Bug Hunters, since they don't seem disposed to give us the information openly.

He really does manage to come up with the most ludicrous excuses for his failings. This month he gave me some cock-and-bull story about entering the *Restoration Riders* disguised as a large, bright orange beach ball. "I just rolled right on in!" he told me. Unfortunately, it was seen that all four Bug Hunters were away on some important mission at the time, and Rick had a severe case of premature deflation before they left camp.

Well, I don't know whether you really believe that sort of rubbish, but the fact of the matter is, it's not worth it to report

Never fear. Following in the footsteps of the greatest editors of our time, I bring you something equally stupendous. Well, were the truth to be known, it's a damned sight more stupendous than Rick's work ever.

Including an international element to the proceedings, I'm proud to present a super-fast TURBO LOADER for the Commodore 64 microcomputer (passed on to me by kind permission of **Big Red**). Written by Luc Pycke from Belgium, this utility will greatly increase the speed of loading, saving and verifying tape-based programs.

Having typed in the program, which includes a checklist for the mass of data to ensure that you've got everything right, just save the program to tape. Then, if you, it'll have worked correctly if you get a message telling you that 1. is the new LOAD command, 2. is the new SAVE command, 3. is the new VERIFY command.

These work in exactly the same way as the normal commands, but quite conveniently faster.

For instance, if you try to **LOAD** and **SAVE** this program, it'll take about 70 seconds, using the new commands, those operations only take

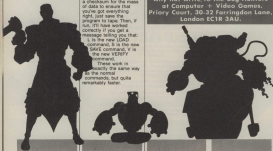
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Hopefully you won't be hearing from me next month. Pitb. Link reckons he'll soon have himself free of the all-enfolding plastic ball, and assures me that he already has a new foolproof plan of infiltration. (And he's not kidding.)

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[illegible]

Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 39-32 Farrington Lane, London EC1R 3AH.



NEWS FROM LLAMA-LLAND (Hants)

The range of hairy software continues to grow with...

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-game package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of **ATTACK OF THE MUTANT CAMELS** and a stripped-down **PSYCHEDELIA** - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the **LLAMASOFT** name and logo by **ARIOLASOFT**, a mutually-agreed experiment to apply **ARIOLASOFT**'s marketing expertise to one of **JEFF MINTER**'s individually-styled games epic-

£9.95 on tape, £12.95 on disc

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as **MATRIX**, **REVENGE OF THE MUTANT CAMELS**, **SHEEP IN SPACE** and **ANCIPITAL** - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -

£9.45 on 2 tapes, £11.95 on disc

COLOURSPACE: The **COLOURSPACE** software is a development of Jeff's **PSYCHEDELIA** programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy **COLOURSPACE**, creating a dazzling kaleidoscope of flowing chromatic patterns.

Great to play to music, great to play at parties!

COLOURSPACE is now available for 3 machines -

- BBC - at £7.95 on tape
- ATARI 8-bit (including HE130) - £7.50 on tape
- ATARI ST 520 - £19.95 on 3.5" disc (with manual)

The 'ST' version is definitely a bit (in fact, 16 bits) special, with a host of **ZARJAZ** effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...

LLAMASOFT

ZARJAZ SOFTWARE

THE SOFTWARE CHART



Hot off the press is the latest C+VG Best Software Top 100. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C+VG charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-'em-up, karate game or boxing program you want. It's a breakdown.

● FEBRUARY

TOP 30/ALL FORMATS

RANK MONTH	RANK WEEK	GAME	FORMAT	MANUFACTURER	RANK IN CHART
1	—	Commander	SP, C64, AM	Uki	—
2	21	Wits	SP, C64, AM, BBC	Trident/Approach	1
3	—	They Sold a Million	SP, C64, AM	en-quest	—
4	1	Way of the Exploding Fist	SP, C64, AM	Melbourne House	1
5	—	The Art Range 10	SP, C64	Enigma	—
6	7	Parole (The Simulator)	C64	Mastertronic	1
7	—	Winter Games	SP, C64	At Gold	—
8	—	Computer Hits (10)	C64	Enn-Jolly	—
9	—	Bombis	SP, C64	Orion	—
10	8	Finders Keepers	SP	Mastertronic	1
11	—	Back to Back	SP, C64	Microphone	—
12	—	Beach Head 2	SP, C64	Acorn UK Gold	—
13	—	Little Computer People	SP	Activision	—
14	17	Money on the Run	SP, C64	Granada Graphics	4
15	—	Samurai	SP, C64	Digital Integration	—
16	16	Ball Breakers	SP, C64	Mastertronic	1
17	—	Action Blitz	SP	Mastertronic	1
18	3	Frank Bruno's Boxing	SP, C64	Uki	1
19	—	Arada Hall of Fame	SP, C64	UK Gold	—
20	—	International Karate	SP, C64, AM	System 3	—
21	—	Fight Night	C64	UK Gold	—
22	—	Test VR	SP	Mastertronic	—
23	—	Kobun	SP	Uki	—
24	2	S. Thompson's Super Test	SP, C64	Orion	1
25	—	Balls of the Wood	BBC	Uki	—
26	—	Cyberzone	SP, C64	Melbourne House	—
27	15	Impossible Mission	SP, C64	Uki UK Gold	4
28	—	Rockman	SP	Mastertronic	—
29	6	Fighting Warrior	SP, C64	Melbourne House	1
30	—	Viper Jacket	SP	Mastertronic	—

AMSTRAD/TOP 10

1	They Sold a Million for Speed
2	Wits (The 100 Seconds)
3	Parole (The Simulator)
4	Finders Keepers
5	Test of a Robot Master
6	The Art Range 10
7	Winter Games
8	Chiller Mastertronic
9	Ball UK Gold
10	Way of the Exploding Fist

SPECTRUM/TOP 10

1	Wits (The 100 Seconds)
2	Commander
3	Back to Back
4	S. Thompson's Super Test
5	Money on the Run
6	Kobun
7	Samurai
8	Int. Karate System 1
9	Way of the Exploding Fist
10	They Sold a Million for Speed

C64/TOP 10

1	Winter Games (UK Gold)
2	Commander
3	Bombis
4	Test VR
5	Little Computer People
6	Fight Night (UK Gold)
7	Summer Games 3 (UK Gold)
8	They Sold a Million (UK Gold)
9	Wits (The 100 Seconds)
10	Money on the Run



Frank Bruno's Boxing Number 18.



Spy vs Spy comes up next.

MACHINE KEY	
SP = SPECTRUM	BC = BBC
C64 = COMMODORE 64	UK = UK GOLD
AM = AMSTRAD	MC = MASTERTRONIC
SP = SUPERVISION	

COMPILED BY GALLUP

The COMPLETE

PART 1

SPECTRUM

All you want to know about the world's best-selling computer

A Domesday
Publication

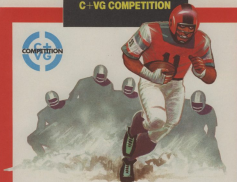


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C+VG COMPETITION



It's rough, tough and very exciting. What is it? American Football, of course.

And Ocean hope to capture all the excitement of this complex sport with the release of their game Superbowl which should be hitting the shops right now.

So you don't miss out on the all-American action, C+VG and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum, Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of Superbowl plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game.

All you have to do to stand a chance of winning is to give the full names of the following teams.

Washington
New York
Dallas
Miami
New England
C+VG/IMAGINE SUPERBOWL COMPETITION
Name
Address

Tick your make of computer and sweatshirt size
 Spectrum ☐ Amstrad ☐ C64 ☐ 64 ☐ Small ☐
 Medium ☐ Large ☐



Send your answers to: Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 18th February and the editor's decision is final.

ADVENTURE

HELPLINE

In his penthouse apartment in the IDAAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDAAs Corp went 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 brings much needed help, advice and hints to the troubled and tormented adventure games players.

HELP!

Got a problem?
Don't suffer in
silence. Write to
Keith Campbell's
Adventure
Helpline,
Priory Court,
38-39 Farringdon
Lane, London
EC1R 3AU.

PLEASE PRINT NAME
PLAINTIVE
IN ACTION

I have been getting letters about the Fowards Flyerboard. Perhaps we made a mistake in including the review of the game in the Adventure section. Although definitely a "test game," it just really fits elsewhere as an Adventure.

This makes it difficult to recognize the signs for changes in tactics, and so those players who are in trouble with the game should watch fellow 4-manual box line on the structure to adjust.

Meanwhile, the latest plans come from L. Bailey of Exponent in Concord, who wants to know how to make C&D's idea stand at Madison, and from Sean Connolly of Midway, who asks: "What is the answer to the Authority's question?"

He said that the "Columbian" is making Jake the Guard, as they say, but not all like, and then looked at **Greedy Howard** as well. Howard followed — where is he? — Philip Marshall of Waterbury in West, is still looking for **Ed Dinkhorne** a year after he was recommended to by **Simon**. Now he can stand having **Simon** stand for longer, and is desperate to know how to kill this cop, where he should slip the bag, where the other is, and how to get into the place, and getting the kid. Now I really know, tell me a lie.

"Bill Callahan of Bowling for Doves' generation," says Made Birmingham. She has the same problem, as him, in Northern Kentucky, and is wondering if she might be able to use the vinyl at the park.

"I, promise you unconditionally as you put this will to the vote that, very important things to do, like making sure the rest stays in the remaining one," Shale, went for it. "But if you would find a memorandum or those to help one of your names uncondemned and have intelligent subjects I will perform an entire spiritual sacrifice to your self-generated will. How do I improve the system of cases in the spiritual transformational system?" wrote Shale.

"I, promise you unconditionally as you put this will to the vote, I will perform the spiritual sacrifice, although the rest will seem to be a sacrifice to your will, you know," he added, in the most possible tone.

James Macpherson has 100,000

things he would like to say when the young man to him: "What is your wish, master?" But he doesn't know which one he should choose for his reply! He is in **The Magic Mountain**. *—* **James Joyce**

James Smith was struck up the left by Volkswagenfollies, unable to escape. A silly problem this. An example of people thought and command. What James needed was the word *EXPOSE* — a sentence without a verb, and a disapprob to my game that calls itself an Adventure. That's why I decided to answer James' question, "Is this okay?"

They include Ted Howard (Harris State House, Essex), Robert (Harris State House, Essex), and John (Harris State House, Essex).

John Monroev's main mission in life at present, is the electrifying Millions 1. He's having trouble with the ventilation shaft in the first story, which he cannot escape without a means of escape.

Another electrical problem is at issue, and this time the cause is **Upper Chumash**. Now called **Steve King of Poole** (see *Walt's* photo) and now the **honor** **off**, Steve admits that he cannot give any help from the **Upper**, **Chumash** meaning his pain with **stomach** and giving her a **stomach**. "I find **Upper Chumash** a very **good** game, but have never seen it mentioned anywhere," writes Steve. Look up the April 19, 1976, Steve, and you'll find the **answer**. When you see Steve,

Richard Goodwin of Liverpool has got a few million that are making **Hiddlein's** **Down** live up to the name! He thinks that the public and the merchants will help him to put out the fellow gangster with the wire throat. In this case, he makes money on how to put the public and the real justice.

A problem of a different sort comes from Ann Rinal. Naturally astute, she wrote not only the chronology of the novel in *Epiphany*, but also adventure notes in the *Chandler* by Peter Cox of *Birmingham*: "Where is the old Balguy, and I will give you letters on it. I am

Post-vehicle has been trying to get his American phone (9-0-0), to have cell on John Smith's hand.

The island has been an important site of the past, and is now a popular destination for tourists. It is a beautiful island with a rich history and a beautiful view of the ocean.

On Monday, he was planting
Gummi Bear the Holy
Smell, and this funny game is
making him pretty. We can
help him with a translation and a
recipe.

NEW FROM ALFAM

The 'pointy boy' in *Castle of Fear* has a counterpart in *Pink Frost*, as writer Stuart Elliot tells *Topicalweek*. In case you're not quite sure, *Topicalweek* is, of course, in Australia. They marry real then add, and your movie will click.' says Stuart.

Byron is an Adventure Club member in his native Connecticut, with the help of some College of Western Kentucky, and he went on a trip. With his new Klipsan, the trip adventures for several problems along under at the moment are, Tennessee, New Mexico, Oregon, Utah, Nevada, Idaho, and Montana. Byron comes in for a full page in Kentucky Commissioner Brown, in the form of a lot of get and questions, and in his

From Italy I was sent two pages from **VIDEO SUCCHI** (Video Suckers) headed "L'AVVENTURA" — La "paganica avventura" (the paganistic adventure) which means the "paganistic page" for all electronic advertisements. Giancarlo Pasticchi of Come explains how the pages are laid out. There is a review, "Schindlerling" from Bologna, a list of "super-advertisers" — a list of Mail of Rome, a selection of random advertisements problems, and lists.

It's all very nice, but you

The several games involving seniors are similar, too, including Touch, Jetter Touch, Indian Run, Flagball, and Ice Hole Run.

But there is one section that intrigued me: *Parvula discolorata* (Linnaeus). This is a list of English words commonly used in literature games, with their Latin inflections, followed by a list of English synonyms.

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, 2680, 26

**T-SHIRT HOLL OF
HONOR**

Talkers for interesting letters and news-length items, go to Mark Renshaw of St. Helena, Robert Arnold of Whitehouse, Steve Larson of Colchester, Ann Hunt of Chatham St. Isles, and Glenavue Fawcett of Camo, Barb.

ADVENTURE

REVIEWS/1

SEAS OF BLOOD



- Supplier: Fantasy Software
- Machines: Commodore 64, Spectrum 486, Amstrad
- Price: £3.95

Written by Mike Woodville and Robin Howard, and based on the 18th-century fantasy novel of the same name by Jane Austen and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International.

At Adventure International, using split screens (text and in-memory graphics), is now limited to early adventures. It was used to create *Chronicles of Robin Adams* and *Robin of Haverford*, as well as the UK conversion of *Robin Adams* games. It is slick and fast, providing an attractive framework upon which to build an adventure story, and stands up well to this new series.

You are the captain of the pirate vessel *Bandana*, and for a successful voyage you must return 16 treasures to the top of the Island Jew. The sea is a storm by third year, and the ship can be sailed for the commodore (MIL) (planned).

You can leave the ship or go ashore on land — should you fight? If you do, you can use the ship's cannon, but the ship is not the phantasmal sea straightforward, for as well as some typical adventure problems, you are likely to meet some strange creatures from gnomes, goblins, and ghouls. Some of these are, rather, to my disappointment, capped the right end of the game without warning. I suppose I should have known better than to assume

During a fight, the program

uses a combat mode in which the lower half of the screen displays two dice and displays and updates the relative skill and amount of the opponents, giving a commentary on the details of the battle. When on land the adventures can gnomes and you, by killing it, but it is the fight that is on the line and (sorry, the many times I played the game last year nearly always on my side. I am told there is more to come, or perhaps it wasn't back, but planned. However, I have never found computer fights based on random numbers particularly credible, so I looked upon a fight as a somewhat risky way to obtain a treasure or find a hidden exit.

Really, the sea can be interesting, as well as finding land to explore, there are waters

to be plundered and respectable ships to be looted and looted, not to mention encounters with other ships.

But all is not looking, pillaging and plundering — there are some real problems as well! What do the sea gnomes want? What's the best way to defeat a goblin? Ah, and there's the traditional red-herring in there somewhere, too (Mike Woodville told me).

All this combined with excellent graphics to make a very good adventure, easy enough to get into — but it's not so simple to be things up on the computer, says Keith Campbell.

- Usability
- Gameplay
- Personal

WINNIE THE POOH

- Supplier: US Gold/Emm
- Machines: Commodore 64, Dai
- Price: £14.95

Essentially a game for toddlers, *Winnie the Pooh* is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them.

Because you have, by returning all the objects, and have Christopher Robin and his friends (who's party is your house?)

Pooh starts in the company of Tigger and a pile of friends in Christopher Robin's playroom, after a short title screen to the accompaniment of the well-

known *Winnie the Pooh* tune. A novel feature is hidden in the toy box, for inside is a disk, and it is here to show the player must return to save the game position.

Once in the world, what you meet up with one of the characters, you are given a clue about what object he wants. For example, Mr. Tigger is lost and only as if you come across a tigger. And there's his son Roo, who loves playing in the sand.

When the correct object is dropped by the appropriate character, the player is rewarded with a little more. However, the objects change from game to game, making this a game that can be played over and over,

without losing an exact position.

There are levels too. In Tigger gets hold of you, he will become you in a random location. Sometimes the wind blows, (you can hear it) and sometimes all the remaining objects in different locations. On other occasions, a mist comes down and you lose your sense of direction.

This is a very easy game for youngsters to play. After short but numerous, the player is given a number of options and suggestions about what to do next.

At the accidental conclusion of the great Christopher Robin arrives the player to his party — but the location has to be

discovered! It is worth it, too, for there is a picture that is a joy to behold, and a tune to commemorate the player's adventure.

The graphics are excellent, quick to load and draw (especially for a Commodore), full of colour, and in a cartoon style worthy of the Disney name on the label. Although, a game to be highly recommended for younger children and yet into full-blown adventure games. Keith Campbell.

- Usability
- Gameplay
- Personal

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ADVENTURE

REVIEWS/3

WORM IN PARADISE

- **Supplier:** Level 9
- **Machine:** All formats
- **Price:** \$1.95

With *Worm* ends the saga of the colonists of Eden, which started with their journey in the *Starfall*, led by Kim Kinkadee. After her arrival in *Return to Eden*, the place has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a beautiful sight using technology in which there are no taxes, government services being run by time and health chips. If the general idea sounds familiar, then remember it is ruled by a woman, *The Third Kin*. While no *cyberpunk* games would consider challenging the system, there is a thinking minority who dislike it, and are branded "genetic deviants".

The adventure starts in a garden, with beautiful flowers and full of fragrant flowers. In early morning, with roses and other flowering plants, are seemingly unbreakable. As you grow, you seem might lead you not if you succumb to the temptation, but it will not take you far, and one way or another, *Worm* will bring you to your senses, and you will find yourself in the city of Eden.

Exploration of the city brings you to places like the museum, cinema, theme park, and domestic zone.

Questions gradually form, and produce a feeling of suspense — that all is not well in the streets of Eden. Questions, but no real problems but your passage through the city. But if you are the aware type — eventually something will click, and it'll be

very sensible enough to play of memories from *Starfall* will come flooding back. Then the problem is there, in the form of a puzzle — crack it and you may be on your way to the rest of games, to save the world.

Worm in Paradise is the last product of Level 9's new adventure system, and certainly in the presentation of text it is reminiscent of *Interplay*, and *Infocom* system. *Worm* has a vocabulary of over 1000 words plus more abbreviations, yet this is all in memory! The range of commands undertaken is very flexible, full sentences and multiple complex commands are possible with an *EXAMPLE* ALL BUT THE GUYBOO. When I first used *EXAMPLE* EVERYTHING I got a list which included descriptions of objects I hadn't even discovered!

The *Eden* Dream colony is now complete, having spanned two episodes of Level 9's *Adventure System* from the original *Eden* input, and only format in *Starfall*, through the introduction of graphics in *Return to Eden*, to this smooth and flexible new form of presentation.

Here is science fiction based political saga which you can just sit back and enjoy, or, if you prefer, immerse yourself in a more challenging level in an attempt to reach the rest of games and save the world. Play it either way — I'm sure you'll agree it's superb!

Keith Campbell

• Vocabulary	4
• Atmosphere	10
• Person	10

SNOW QUEEN

- **Supplier:** D. Smith's
- **Machine:** Spectrum 486
- **Price:** £5.95

Eden was not exactly my meal while this game based on the story by Hans Christian Andersen was loading, and a better story was told by the appearance of a rhyme on the screen. It's all too ghastly to expect, but it does give a brief idea of what the story is all about.

For those of you who don't already know it, I'll outline the plot. You play the role of Gerda, the female half of the supposedly

responsible pair of Gerda and Kay, two children of seven years. A decidedly lovely girl, had a female idea — he made a mirror which made everything look lovely, except things that were already ugly, which it made disappear.

The mirror shatters, and two fragments become lodged in Kay's eye and heart. Kay becomes more obstinate, and soon not to play with his sister, but to play with the Snow Queen, a jolly little miscreant. Quicker appears, quite Kay and relieves him off of his part in the misadventure.

As Gerda, your daunting task is to retrieve Kay to return you and from the clutches of this icy demon, even though she may not be all that bad to be rescued! Well, despite being cast as a female, it doesn't sound too bad, does it? And in fact, it is quite pleasant to play.

There are some pretty standard puzzles, most of which involve doing "the proper thing" in relation to the game to its content matter. A lot of work lies in this area; once you have returned the pieces, the mirror is perfectly happy to reward you, only to reveal what of "Oh, now

when can it be?" the next tiny puzzle, which is:

The game is in two parts, making a total of 944, and Part two begins as you make your way towards the Ice Palace.

The *Snow Queen* probably won't welcome such ill-fated visitors as a friend and your adventure, and more generally will do doubt that the story line either improves.

Ben Douglas

• Vocabulary	7
• Atmosphere	6
• Person	6

BOOKS

- **THE SPECTRUM ADVENTURE**
- **Mike Gorn**
- **Endorse:** £1.95

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know you only have to toggle along to W H Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement felt by a player who finally cracks a game (without knowing that people who have

studied it are two a penny, having bought the whole solution).

On the other hand, I suppose people who have typically frustrated for many months, do have a right to know the answers to the systems for which they have paid, and so to be put out of their misery.

From the point of view of the author and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long time.

In *The Spectrum Adventure*,

Mike Gorn provides 100% solutions, including complete maps, for four games: *Meltdown*, *Starfall*, *The Haploids*, *Valley and Storm Outpost*. For the latter three, the solutions are arranged as an index of problems, which are then looked up in the text that follows.

Meltdown is presented in a slightly different format, with a fairly long introduction on the strategy to adopt, followed by a commented list of locations. All the maps appear as appendices at the back of the book.

As one would expect with

Mike's name on the front cover, the book is impressively written in an easy style, and represents good value to anyone who is occasionally stuck in one area of the four games. If you are just mulling over a sticky problem though, any assistance in the form of solutions is bound to be a touch of a temptation, and even the most determined adventurer will make the habitless attempt to himself to look up something that is temporarily stopping progress!

Still, I suppose it would make for a bit of a game.

Keith Campbell

Because of their complexity, Adventure programs are not easy to write. To do so, one must be very conversant with one's chosen programming language, be it Basic or Assembly, since the program carries out complex string operations to convert the player's English commands into a machine-readable form.

Now Adventure software houses and authors, perfectly capable of producing a machine code program, have their own Adventure Systems, enabling them to speed up the production of the finished game once the plot has been defined.

Here, Keith Campbell takes a look at two new utilities recently released for the Amstrad.

ADVENTURE CREATORS

THE GRAPHIC ADVENTURE CREATOR

Adventure Software

•Disked CP444, 664, 6126

•Cassette £12.95; Pub 254.95

Written by 19-year-old Sean Ellis, an undergraduate in Cybernetics and Computer Science at Reading University, this is a very clever and remarkably pure set of software.

Operation of the program is from a main menu, with separate options for the entry of verbs, nouns, adverbs, objects, room descriptions and messages, as well as the final lines of conditions and graphics.

Entry of the vocabulary is simplicity itself — the user just types in each word, provided by its reference number, in a line at the base of the screen, and presses ENTER. The number and word supplied are then inserted in alphabetical order into a list filling the major part of the screen above.

As a verb is positioned halfway down the list, pointing to the entry which will be made available to add to ENTER is pressed with no key in the input table. The up and down arrow control keys are used to scroll the list against the cursor to effect the selection.

Room, objects, messages and conditions, have a slightly different form of entry. The user is prompted by the entry number, and then, in turn, the various parameters associated with it. With objects, for example, the description is first displayed; this can be edited if it exists, or will be added if it is a new one. On pressing ENTER, the room number in which the object is to exist is shown, and this is followed by its weight.

Validation is carried out on the data as it is entered. For

example, when you add a new room, for example, you are asked the coordinates, and must enter the direction followed by the character. If the direction has not already been supplied, the character prompts this from being entered, and a message tells you why.

This error message, when I first encountered it, led me to the horrible discovery that the direction must be entered on the VKEY list! Thus to go east, it is possible abbreviation is to be E, then it must be included in a word. I also remembered that this, very list, or at least a work to be used elsewhere, must be entered last, a point that I was unable to spot in my preliminary copy of the manual.

There is a way round this problem, however. Should the player be allowed to be interrupted and type GCM EASY, three words must be included on the verb and noun lists respectively, and the resulting movement must be entered as a condition in the 'local' condition list applying to a specific room.

There are three levels of condition: local, applying to a specific location, the Frontier, and High Priority. These are entered in a form resembling a high-level computer language. IF (ROOM 6) AND (ROOM 1) AND (GCM 6) THEN GCM 6; OR IF (ROOM 14) AND (ROOM 1) AND (GCM 6) THEN GCM 6; OR IF (GCM 6) AND (GCM 6) THEN GCM 6.

However difficult, but there are layers and a syntax here which must be learned if the utility is to be used effectively. To build up a plot, there are 256 markers and 127 routes available for use in the condition list.

Having entered a lot of data, it is essential to be able to keep track of it all, so as to be able to compare the random sequence to the various verbs, objects, rooms, and so on. Although these can be viewed from the editor, it would be impossible to fit them all on the screen at once. This is where the PRINT option comes in handy, printing any of the lists, including the message numbers, to be put out on an Amstrad printer. This allows a careful study of everything that has been entered, and shows the user having to type a manual hand written list of everything on the screen.

Include the most striking feature of this utility is the vocabulary system, which is a joy to use. Straight lines can be drawn by simply pressing the ENTER key once, and moving the cursor using the arrow keys. The resulting line will be a straight one from the start point to the current cursor position — in other words, it will not turn through an angle. Where a change of direction is required,

still. This may have to be repeated a few times with the cursor in different positions, but it is a quick process. There is also a facility to superimpose one picture upon another, and this can be used to very quickly build up a series of different pictures using picture 'modules' already created.

Perhaps one thing worth noting is that each is associated with a room number, using the same option. Once done, the



picture will automatically display when the player enters that location, and it is very fast in doing so.

Has there wishing to create a top-only adventure, the provision of graphics is optional, and to protect the capabilities of the best adventure players based on a graphics interface, when creating the game, the player has the ability to switch the graphics off and on.

The game can be fully played from within the Adventure Creator, and the appropriate message will be displayed when an error is encountered, to help

This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventures have been left in limbo to be put upon by bands of meddling PCs or such like. For hours on end I have been searching for the true answers to *The Hobbit* and *Lord of the Rings*. Following the weary traveller in *Quest Quest*, concerning the yuppies in *Hampstead* and tackling the problems in *Fairlight*... I have searched the hinterlands in its lox, conversed with dwarfs and bards, rubbers and thieves to bring you the best tips on the **FTFTFT** top adventure games of the year.

Only now as I sit at the Dancing Caps, exhausted from my search, can I reveal that after all my hard work, *The Guide* *Grathelly's Book of Adventure* will be **FREE** with the February issue of *Sinclair User* that mad mania of generosity must have really affected the editor.

Rumour has it that the assorted elfs, dwarves and trolls that also work on the magazine have been busily busying away, to bring you extensive reviews of *Enigma Force* from Beyond, *Commando* from Dine, *The Air King* the from Imagine, and that temptress from the east *Twister* — Mother of Charlotte, a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the *Sinclair 138*, an extensive *Official Player's*

Guide to the helicopter simulation *Tomahawk*, and an impressive competition, not for the faint hearted, featuring the high spot of *Gladiators*.

Such a package to keep hapless away from my hospitable inn, and instead at home with their keyboard blade.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the February issue of *Sinclair User*.



P.S. The February issue of *Sinclair User* including *Gordo Grathelly's Book of Adventure* is on sale Jan 1989.

Gordo Grathelly

GORDO GRATHELLY, LANDLORD



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South America	350	17,840,000	20
Europe	730	10,180,000	72
Asia	3,700	44,000,000	84
Africa	1,000	30,370,000	33
Australia	19	9,731,937	2
Oceania	35	12,167,000	3

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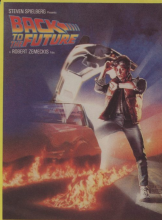
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C+VG COMPETITION



WANTED: FILM DIRECTORS

Pinny yourself as a film director? Course you do. Well thanks to Electric Dreams, the people bringing you the Back to the Future game, you could become the next Steven Spielberg. Those extremely extravagant dream people, not satisfied with the prizes they gave away in C+VG last issue, want you to win a JVC video camera plus all the add-ons that will turn you into a movie mogul. Make your own sci-fi films to equal Star Wars or simply take moving pictures of you and your mates being very silly. An amazing prize for one of our amazing readers.

And 10 runners-up will get one of our special Big Red t-shirts which make even the poorest person look like Conan the Barbarian, plus a giant movie poster.

THE PRIZE

What you'll win if we choose your poster as the winning entry is an amazing JVC Camcorder. It's a camera that does everything but make tea for you in the morning. It uses special mini 8-type video tape and is completely self-contained. No heavy battery packs to carry around. You simply stick in a cassette and away you go. You can even playback what you've shot directly from the camera to your TV.

What do you have to do to win? It's really pretty simple. Just pick your favourite film and create a poster for it. You could even pick your favourite book that you think should be made into a movie and begin the advertising campaign early!

You can paint or draw the poster — it can be any size you like. But remember it's got to come through the post undamaged.

Once you've completed your masterpiece attach the special C+VG coupon to it and rush it off to your nearest postbox (addressed to Computer and Video Games, Movie Poster Competition, Priority Post, 35-37 Farringdon Lane, London EC1R 3AB). Closing date for the competition is February 1990 and normal C+VG competition rules apply.

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C+VG COMPETITION



FOOTBALL TRIVIA

If you're not chomping C+VG right now you should be ashamed of yourselves.

Yes, the world's champion computer mag proves once again it's in a different league from all the rest by bringing you another great competition.

And this time we've gone football crazy!

Burton's Football Quiz Quiz Quiz, published for the Spectrum by Burton's based in Saunders, is a must for all avid soccer fans.

Quiz Quiz consists of 1,000 questions on British, European and international soccer, with subjects ranging from famous goals to trivia.

The questions were written by Peter Dink,

sports journalist and editor of the *Burton's Football Yearbook*. The "bible" of the soccer world.

And thanks to the people at Holt Saunders, we've got 12 copies of the *Quiz Quiz* as prizes to the people who can answer the five football questions below.

1) How many clubs in the football league have an X in their name?

- A. 8
- B. 4
- C. 3
- D. 6

2) Which was the last second division team to win the FA Cup?

- A. West Ham United
- B. Southampton
- C. Sunderland
- D. Ipswich Town

3) Italy won the 1982 World Cup Final by three goals to one. Who scored West Germany's goal?

- A. Schuster
- B. Brodner
- C. Wirtzke
- D. Fischer

4) Who was the football league's leading scorer in 1963-64?

- A. Trevor Searle (Reading)
- B. Ian Rush (Liverpool)
- C. Kerry Dixon (Chelsea)
- D. Keith Edwards (Sheffield United)

5) Which of the following countries have never hosted England?

- A. Peru
- B. Chile
- C. Mexico
- D. Norway

Send your answers, together with the coupon printed below, to

Burton's Football Quiz Quiz Competition, Computer + Video Games, Priory Court, 50-51 Farringdon Lane, London, EC1R 3JL. Closing date is December 1984 and the editor's decision is final.

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ANSWERS

1

2

3

4

5



HALL OF FAME

HOTSHOTS

Starlight beams danced around the Computer + Video Games offices. Mirrors glowed.

It was a breakout!

Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to "SH" the C+VG November Hot Shot of the Month title on Monday on the Run, after his daring escape from Southern Prison.

But only one of the Graham's would take the Hot Shot head by winning on the monthly nominated game.

As armed guards looked down from the watchtowers, the two 10-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 715. But it was not enough to beat Graham Archer, of 5166 Weddington in Essex, who countered with 1,850.

Flummoxed into action Graham Knight scored 2,700 to Graham Archer's 900 to show the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400

and 800 to 400. Graham Archer conceded defeat.

• The Hot Shot game for February is 881's Commodore for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Torrington Lane, London, EC3R 3AJ.

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

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

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

You do want to get your name in the universe's best magazine, don't you?



HI-SCORES

DALEY THOMPSON'S DECATHLON

- 1 Steven Mallon, Barrow-in-Furness — 2,134,000
- 2 Chris Scott, Warrington — 1,985,500
- 3 Andrew Blood, Harrogate, Staffs — 1,580,421
- 4 B Lucas, Leicester — 544,147
- 5 Barry Holmes, Barnsley — 543,444
- 6 Paul Hanningham, Fishguard — 480,610
- 7 Scott Morley, Goforth, Newcastle — 464,330
- 8 David Wilson, Edinburgh — 381,345

BRUCE LEE

- 1 Mike Ridge, Wolverhampton — 11,900,315
- 2 Mike Statton, Ayr — 8,780,000
- 3 Ian Brandish, Hillingdon — 5,483,975
- 4 Andrew Williams, Hornborough — 5,204,560
- 5 Peter Newman, Darton, Northampton — 4,660,370

SPY HUNTER

- 1 Andy Coopers, Solihull — 2,332,875
- 2 Barry McNeill, Airdrie — 1,990,975
- 3 David Johnston, Royton — 973,060
- 4 Richard Lee, Leicester — 268,300

THE WAY OF THE EXPLODING FIST

- 1 Mark Saunders, Wincoburn — 931,200
- 2 Declan Kieran, Co Wicklow — 111,400
- 3 Andrew Harridge, Sunningdale-Hope — 93,750

DALEY THOMPSON'S SUPERTEST

- 1 Corey Brest, Sheffield — 184,800
- 2 Matthew Wheeler, Southampton — 118,260

FEBRUARY HOTSHOTS

Player's Name _____
 My score is _____

Date _____

Witnessed by _____

FEBRUARY HI-SCORES

Game _____
 Name of player _____
 Score _____

Date _____

Witnessed by _____

In the great February issue of ...

COMMODORE USER

New computer owners start here

If you've just acquired a 128 don't miss our 128 software round-up. The best guide to what's available now for your machine. C16 and Plus/4 owners can look forward to all the latest game reviews plus free type-ins for the baby Commodore.

The G Force won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like *Desert Fox*, *Rock and Whistle* (please Melbourne House), *Zeak* (please Parrot) and *Tig* *Ar King* *is*. Plus reviews of all the latest games under development including a sneak view of *V* and several others.

Programmers!

Get stuck into part two of our Secret Service feature showing you how to generate codes with your Commodore's micro. Plus *Computer Magic* — short programming tricks for your 64.

Epix

Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epix — manufacturers of *Summer Games II*, *Winter Games*, *Impossible Mission* and *Pitfall*. Not to be missed if you want to find out what games to look out for next year.

Free

on the front cover of next month's issue **PLAY BETTER** — the most comprehensive round-up of hints and tips, maps, pearls and polkas to help you score higher on your favourite games. There's 24 pages of them — all in full colour. If you are into games on the 64 you have **GOT TO GET THIS FREE SUPPLEMENT**.

All this plus your letters, lots of competitions, peripheral reviews, the best adventure column in the business, Gallup Top Twenty games chart, and all the games going in Hot Stars.

To avoid disappointment order your copy from your local newsagent now. **ON SALE JAN 28.** A giveaway at 99p.



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CHIMERA

DIARY

This month was the second and final part of programmer Shabbi Ahmad's Chimera Diary, the day by day story of how he attempted to convert the game to the Amstrad in just one week.

To see if he succeeded in his tortuous task read on.

Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.

DAY FOUR — SATURDAY

The day started off noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day delugging G.P.A. and the machine routines and the adventure handler would have to wait until Sunday or Monday.

A good thinking session was in order, so I plugged my brain through my compressor, turned my clock right up to full volume and had a thoughtful two hour break!

Fully refreshed, I tackled the problem with renewed vigour and in view of the ever loosing deadline I decided to take a logical approach.

The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard stuff on the tape, get a printer listing and go through it looking for the procedural messes in the haystack.

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, "the only good bug is a dead bug!" Finally got G.P.A. working on disk and it was truly extraordinary, the speed left me breathless.

DAY FIVE — SUNDAY

I woke up at the crack of noon today and I'm one of those people who is usually a bear in the morning! Well today I was a mouse, and I soon frightened a mouse off my back time I had been off my head was to be present in the block.

Well, it wasn't quite that serious, but trying to get a good machine language game running on a computer which

you've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work, determination and self-control.

In fact, I took care of most of my delugging today! The screen looks good, and I've been moving the main camera, and saving some background animation, but I still haven't written the adventure handler!

DAY SIX — MONDAY

Well today is the last day — or is it? You will by now, fully appreciate that there are seven days in a week, assuming that you count from now.

Well, therein lies the catch, because I'm sure that you also realise that programmers (and the no exception) never from 0000, not one — already ah?

Peace now, because yes, I did have a working version of the program that can be played and completed relatively easily in the evening.

My G.P.A. method works a treat and there are now no glitches in it at all, and with a run on the screen and on collected objects, the speed is absolutely fast. In fact in fact, that I've had to put many delay bugs in it to slow the game down.

At last, I had written the adventure handler, and at the end of the day, I had a version of Chimera that could be played, completed and even enjoyed.

The only thing that I have kept over is some sound and a title page, but these are minor tasks that do not even need a thought, except, perhaps, in their presentation.

If I have to dedicate this game to anyone, then surely the honour must go to Joe Hubbard, who also? This is a truly backwater signing off,

CONCLUSION — THURSDAY to THURSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time, though maybe not I may try it sometime in the future.

It helps in great deal to have a good system to work on, I used the Amstrad CPC600 system with colour monitor and the Heath Synex 80 micro-assembly, both products for which I can honestly say that it has been a pleasure to use them.

I am now a convert to small disks, but I feel Amstrad should have chosen the more sensible (and popular) 5 1/4 inch format.

I also take a few words of warning to all you budding programmers — don't take especially those deluging into machine code.

Please pay attention to design. Think about how you

would write a particular program. Think about what might cause you problems in a constant library. It helps to have a good working knowledge of the machine. Always keep strict rules about entry and exit conditions of subroutines; do not rely on values that may be lying around.

Remember, write with doubts in mind. If your code is not clear, you won't understand it when you're trying to debug it! Optimize it for speed afterwards, and only if it is necessary. Do not become a "speed freak!" It is not a prerequisite for games programming.

There all there is to it! Oh, one more thing, it'll help a great deal if you can listen to a great album like "Up in the Red" by Joe Hubbard!

Now should you approach delugging? Simple. You just turn the machine off after getting a fresh listing! Then go and get a beer in a coffee and look at the listing, with care, carefully he'll be back. You'll nearly always find the culprit. What if you can't? Dive up programming and take up tennis or tennis!!



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Spectrum 48K

C+VG Mailbag

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■ I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 50p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got *Samurai*+. After many hours of practice I earned all eight continents and my parents the *Samurai* award came up and I played for about one minute on the new level and was promptly killed. I then got the screen to read that I could now play the new mode available. I pressed the fire button, the screen lit and all the other lights but nothing happened. When I replayed the game, nothing. When I wanted to do I have played it again and again, but, when I played the new game after seeing the eight screens, I can't play after that. Please, please, please help me. Carl John Campbell
Bedfordshire

■ I bought your mag for the first time (December) and I think it is absolutely brilliant. I loved the games and your correspondence are brilliant, especially the *Commodore* one. I think you should put the price up to £1.50 as you have three mags for the price of one, eg, the *C+VG*, *Adventure* Supplement and a *Games Book*. The reviews are very good and I liked the bit on *Arkanoid*. Action. I have now asked my local newspaper to receive me a copy every month.
Paul Phillips
Bedford

■ I see a *Spectrum* 4th and I buy your magazine every month so I think it is an excellent read and very informative about the computer games world. But I would like to add that I also buy *Cine* every month and I also like this magazine.

Anyway, in get to the point of this letter — I have just read *Mailbag* in your December issue and quite honestly I am fed up reading letters after letters putting down your mag and comparing it to *Cine*. I know that it is important to you, that you know what people think of your mag, but quite frequently these 'inspiring' letters go over the

top and this in turn causes people to write-in denouncing your magazine and we have to go through the same sort of letter each month.

Why don't you issue an annual questionnaire to find out what people think and what new items they would like to see? It would save a lot of having letters having to be read and that way everybody would get their say. Although I say some letters are boring I was pleased to see that this wasn't the case with *Spectrum*.

Honestly I think I found his letter interesting and very informative (December issue).

It is nice simply to compare *C+VG* with *Cine* because *C+VG* deals with a wide range of computers while *Cine* deals only with the *Spectrum*. It is a nice idea to look down and compare two mags with different main topics unless of course you compare the *Spectrum* line of *C+VG* with *Cine* (which isn't fair as *Cine* would win hands down, due mainly to content). So, come on original and interesting letters in future *Mailbags* so the next issue of you are as fed up as I am.

I thought that the comic strip competition was an original and fun idea. Let's have more competitions like it.
Steven Nargodan
South Wales

■ I must congratulate you on your latest issue (Jan 1985). I found it packed with information, news and articles — on films and surrounding for your computer. I found the *Adventure* Supplement the best with some superb designs and layout. There were dozens of tips and even a small review of *Quadrangle 2* by Scott Adams! I thought the pages on mapping your adventures were very clear and useful — may I suggest that when you've got a computer map on maps, you can draw it out under an 'Adventure Planner' pad from Price 'M' Flower Products.

Ever since you have redesigned the magazine it's gone up! It, looking a lot more coherent, with some really nice layout and reviews from games. I like the new *Bag* Flower cartoon — very well drawn, and the tips and jokes

page is quite large too.

Unlike all other mags you have complained about some computer articles and two many adverts in *C+VG*. I really disagree — there are some what games or hardware are coming out long before anyone else — I, of the *Mail* from *Electric Dreams* for example, which even shows some discs in the advert. The specialist articles are great, and always interesting to read as they contain a good comment with the games reviews. No wonder most just reviews, would you?

I also like the *Adventure* reports which tell us what's happening over there.

Finally I must thank you for the great set of maps you keep printing, made in colour — great maps. A lot better than a few drawings in *News*! The *Highway* (December) map was great, as was the *Atlas* 2 one.

Keep up the good work — especially the amazing page you are giving adventures — you saved the first magazine I read to include screen shots of adventures and how you do them to submit! After all, those games are as popular now as arcade games. Good work *C+VG*, keep it up! Can't wait for the next issue!
Christopher Plover
W York

■ I have been reading *C+VG* now for many a month and I haven't seen too many letters from *Adventure* letters. As I am an avid supporter of the subscription machine, I would like to see a high score table doing with a tip section in your magazine. There could be lots of the best additions you could make to your already fat mag.

I would also like to say that most of the best arcade games played do not get their high scores in the amusement centres, but in pubs or cafes. I personally made in a solo called *Pats*, where the machines cost only 10p. In *Pats* there are games like *Chorus* & *Goldfish*, *Pat-Card*, *Hyper-Sports* and *Star-Vision*. In this cafe my mates and myself got much better scores than in the nearby arcades, apart from a few exceptions.
Gavin Miller
Northwick

■ I have been getting your magazine for some time now but all I hear from the *Mailbag* section is complaints from BSC users being starved of great games. Bitch!

There may be hard to believe, but it's true! BSC could be doing our some great games such as *Brave*, *Lot*, *Shooting*, *Champion*, *Raid*, *Cross* (Bosch) and... wait for it... *Impossible Mission*!

That's not all, *Comet* have brought out *Matrix* they and *Imagines* are bringing out *Hyper Sports* and *The Air King*...

Nick Coleman is bringing out *Planet* which will be, as usual, brilliant, and *Superior Software* have brought out a brilliant sequel, *Raptor 2*.

So BSC users stop complaining — software houses have noticed the versatility of the machine. Many thanks to the software houses mentioned and keep producing those marvellous games.

Alan Dooling
North

■ I have been wondering why we don't see Mike Wilby's face in there something special about it that you don't want to see one for instance in let let Wilby he has his face much above the other, so Mike Wilby you can only see his face, on *Perils* of Wilby, he is lying on the back with his hands but over his face and as let let Wilby if he has a spine behind you with the view covering his face. Would it be possible for you to let us see his face please?

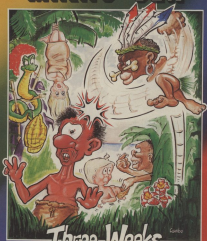
Lee Henry
Phloghen
Editor's reply: Are you crazy? Don't you know!

■ I have bought your mag every month since the last year or so and have been very amused by the continued changing methods that goes on between the reviews of the different machines. I had that it does tend to go in a bit, and I must now be able to get a tip to it.

All you have to do is to make a direct comparison between the machines using different sections ie, price, graphics, sound, software (both up, ease of use, add-ons and ability to do some games) programs.
Sean McCarthy
Co. Meath

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NEXT MONTH IN



Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hot off the presses from Elite. So stop munching those Scooby snacks and get on down to your newsagent to order the March issue of C+VG.

Swords and Sorcery, the ultimate computer convention of the role-playing game: *Dungeons and Dragons*. Is giving many hardened adventurers twenty points as they explore the awesome dungeons. So to make your life just a tiny bit easier we persuaded SAS programmer Mike Simpson to give away a few of the dungeon's secrets. We've got an exclusive map of the dungeon's first level plus some game playing hints from the man himself. Grab your trusty broadsword and head a crimson path to the shop that sells you C+VG next month!

C+VG's ace adventure team have been queuing through Lord of the Rings to bring you a special triple review of the game EVERY adventurer has been waiting for. That makes the March issue of C+VG worth waiting for too...

The Return of the Bug Hunters. You missed Glee, Big Red and the others this issue. But they'll be back next month now that Jerry can afford to buy a new pencil sharpener. Don't miss the writing party when Big Red takes B-Carl's advice and becomes TOTALLY irresistible. You won't believe your eyes when you read MAGNETS, next ish.

PLUS

The results of our Dan Dare cartoon strip contest. We print some of your amazing artwork!

PLUS

We know we've said this before — but next issue we **WILL** take a look behind the Iron Curtain at Hungary's Andrásföld programmers who are bringing you the ultimate simulation of Max Headroom's favourite games.

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For the contents of issues see the front of an issue or the
 Contents, Abstracts, and Index located at the end of each issue.

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