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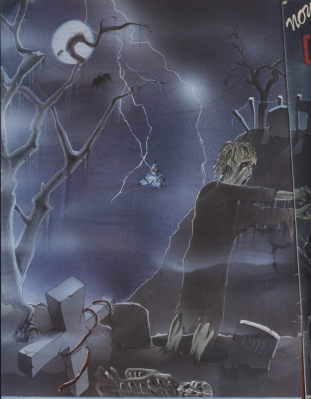
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- Tony Takowski gets a taste of what it's like to have *Gremlins* infesting his computer.

17 REVIEWS

- Clap Clavier is this month's *Game of the Month* — this great French game for the Amstrad will have a chance to play computer for weeks.

82 ARCADE ACTION

- Arcade spy *Clash of Biggles* tracks down *Spalpeen* — one of a new wave of games being converted from home computers to the arcade.



GOLDEN JOYSTICKS/P10



GREMLINS/P13

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REBEL PLANET/P74

TENTS

THIS ISSUE

■ **Very cheap.** I think you'll find this save of Computer and Video Games jolly gripping kind **Knights** paper, 'til while you read all about the thrilling exploits of **Biggles** — the latest game of the film from **Watership**. And be ready to scramble to your copy of **Elite** once you've read our 'insider players' guide to the game that PCW voted runner-up in our 1990 **Golden Joystick** Readers' Poll. You can find out what else was in the headlines in the report from **1990 C+VG**, the venue for this year's prestigious **Golden Joystick** award ceremony.

You can take to the air over London thanks to **280**, who wants after would be **Biggles** the chance to spin their wings and win an amazing helicopter trip over the capital city. See **C+VG** is offers from 30,000 that the chopper won't be taking young the **Rebel Planet** — Keith Campbell's interview and brings back a special report.

Watership Biggles and real world realties — **Don Dore**. Yes, it's the results of our comic strip competition, and spectacular reading it makes too. We also bring you our special view of **DragonStrike** the final game in **Ultimate's** Arthur Pendragon trilogy.

Meanwhile, back on earth we offer you the chance to win strips to the British Open Golf Championship with **Archie** — a game **Biggles** would thoroughly approve of. We look at **Heat Street** **Editor**, bring you news from America, offer you the chance to win a real book of spells, and bring you all the latest **Archie** **Archie**. What are you waiting for? **Choo-choo, shoo!**



BIGGLES/P14

■ As you opened your copy of **C+VG** is fairly sure it probably felt out and in your time. What's this, you cry. Another Book of Games, Book of Maps or Book of Books? No, it's the first **Software World** catalogue — and you'll be seeing more editions inside **C+VG** in the coming months. **Software World** is a new software mail-order company who promise you fast and efficient service. If you want to know more check out the catalogue or turn to our News pages.



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ABC

REVIEWS



GOLF COMP/P30



REVIEWS/P14

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...the name
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RE64 · SPECTRUM 48K

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KING-FU



CADE
HOT
LOTS

PING PONG



PING PONG

You can almost feel the tension of the big match breaking through the screen...the expectant crowd is almost on top of you! You return the service with a top spin backhand, then a forward back-spin, the ball bounces high from your opponent's looping, defensive left. SMASH!...a great shot opens the score. ...but this is only your first point. Play head to head or against the computer. In this, Konami's first and best table-tennis simulation.

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 WIDSMITH,  WIDSMITH, LASKER, Rumbelows, Greene, Spectrum Shops and all good dealers.

■ The time is the future. The place is the cybernetic city of *Quadrant* on the planet *Quadrant*. This is the home of the Great Culture of England, a culture dedicated to the domination and eventual elimination of the human race.

The smooth-running of the city is in the mechanized hands of battalions of Battle Robots. Service Robots and Repair Machines who handle the weapons and pyramids of the city levels in the increasingly unopinionated execution of their duties.

Underneath the Logic Robots which control *Quadrant*, the city has been targeted for subversive attack by human controlled nanoprobes. Makinotch should prove to be a realisation of human political institutions.

The robot which assumed with limited range of weapons, but the human control requires which are required if history of *Quadrant* is to be regained.

So begins *Quadrant*, the new Spectrum arcade strategy game from **Steve Turner**, whose previous Spectrum



successes include *Avolon*, *Dragonstone* and *Autumn*. *Clown*.

The new game features futuristic *Martin* *Madness* while controlling 3D graphics and is heavily influenced by the Carl Sagan novel *Paradise*—written by Steve's partner and C&EG control winner **Andrew** *Reynolds*.

You control the KLP-3 (Klapp — get it?) a wayward Makinotch that designed to deactivate hostile alien droids. The droids

can be destroyed by laser fire, by pushing them off their programmed routes to destruction, or by ramming.

KLP-3 resembles up and down the life of the mechanized city seeking to lighten subversive the enemy droids that it encounters.

Each enemy droid has range of equipment with disposal—laser, disruption, shields and even thrusters. Its battle status is controlled by its power unit and a range of movement is determined by its security code.

Makinotch KLP-3 must either destroy the droids in a laser battle—or otherwise its opponent piece by piece.

The KLP-3 uses a prototype "grapple" device enabling the alien robots to be stopped and disconnected. These points can be used to give him some ability, but it is no good grabbing single-powered alien units if it did Klapp hasn't got a suitable power pack to run it. This is where the strategy comes in.

Klapp controls outposts of the enemy planets and wired the city's rechargeable batteries

and intelligence and the strength and disposition of the enemy can be taken from the control consoles of the Logic Robots also found around the pyramid like city.

Final rounds the city is by means of elevated ramps with life to link the various levels.

As you'll have guessed by now, Steve's new game owes a lot to Andrew's *Paradise*. The "grapple" screens are a direct link from *Paradise* to the sub-game which involves making teams of energy along pulling patterns of intelligent pathways.

The game play features the "variable console" idea seen in *Paradise*. Klapp can access the Logic Robots command computers to gain a view of the level he is in, among the entire complex, or details about the droids he is battling/destroying.

Formerly called *Dragon*—as reported in our March issue—*Quadrant* remains available from April 1985. Spectrum gamers and Steve Turner from this won't want to miss this one! It could be the best yet.

■ Even though **Holly's Comet**

has disappeared without the Northern Hemisphere comet season lives on. And now you can play the game of the astronomical phenomenon *Forrest's The Comet Game* in an arcade strategy program and was released at the same time as the C&EG space probe made its closest pass to the mysterious comet.



The game presumes that the comet is carrying a whole bunch of games which are endangering life on earth. Your job is to save humanity with the help of your space ship's onboard computer *HORSE*.

In phase one you will fly through all the stars and prepare to go into suspended animation for the long journey ahead. Phase two involves you helping *HORSE* (Human Environment Reproduction by Intelligent Electronics) to maintain the status of the interstellar vehicle.

There are dangers *HORSE* will encounter including: The

Interplanetary Safeguard system can be activated causing other planets to fire upon your ship. The communications network can become mis-aligned. Two auxiliary computers can malfunction and try to take control of the ship. The life support system can be damaged if it is not repaired.

The Comet Game is a Hot range C&EG release with Spectrum, Commodore 64, Amstrad and Atari 486 versions.

■ The fourth Official **James**

Usher Show will be held at London's *Barclays* Centre from July 24th to 26th. Tickets will cost £10 for adults and £5 for children.

Last year's show attracted 27,000 visitors and more than 100 exhibitors.

■ *Enter* *Enter* (Read all about it, it's a new version of the arcade game *Paradise*) should be making headline news on your computer screen.

While a push-button you must know the location of the American state to deliver the papers. You must visit cities, mountains, rivers and so on to develop a picture of the world.

Paradise will be available for the Spectrum, C64 and



Atari, Amstrad and BBC. *Ghost 'n' Goblins*, it's the other arcade conversion game that will be seen for the Spectrum, Commodore and Amstrad. Seek previous of the Commodore version look very promising.

Meanwhile, *Commodore*, the Christmas number one game from *Elite*, has been converted for the C16.

■ *Programmer* *Report* *Booster* and *Paul Harris* have split from *Electronic* *Pixel* to set up a new venture called *Binary* *Waves*.

The "inimitable gaming" come with *Electronic* *Pixel* was working on *Elite*, March's new game.

Binary Waves are working on a new project for *Palace* *Software* which is due for launch at the PCN Show. The project is also based on "typical" episode set between the First and Second World Wars.

■ *Elite* has now stopped plans to release *International* *Backbeat* for the Spectrum and Amstrad following "prolonged preproduction delays".

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Gold Edition

NEWS

HOT GOSSIP

BY TONY TAKOUSHI

■ It had been a heavy day. All I wanted to do was come home and go to sleep. Some chance...

I turned the key in the lock and opened the door. As I stepped into the passage I felt something squelch under my foot. "Yuk..." My stomach went queasy.

"Oh, brain-a, who forgot to put away the food and drink this morning?" I cursed, as I shook-off the somewhat thinner than usual Gremlin from my foot.

Being surrounded by millions of luscious-but-evil ideas of fun when all I want to do is sleep? I was my fault really. If only I hadn't taken that Dreamin game so seriously...

Gremkins is the officially licensed arcade game based on the Spielberg film of the same name. It's an Atari game that never saw the light of day in the UK—or, apparently in the US—despite being previewed at the Chicago CES in 1984.

The theme follows the plot of the film in many respects. You control a cute character who shivers around the screen picking up little Gremkins before they can turn into large, horrid, beastly Gremkins!

At the start of the game you can choose the level you wish to begin on (levels 1, 3, 6, 9, 12, 15, 19 or 23) with function key F3. The number of players (1, 2 or demo) with F2 and start play with F1 or the fire button.

You can move your

character in any of eight directions around the screen so that he can collect the cute harmless Mogwee. Mogwee are collected simply by walking into them. You can only carry one at a time, and it must be taken to the top right corner of the screen and deposited in a safety pen.

The game makes life a little harder by having a time limit. If you don't collect the Mogwee in time you lose a life. You begin with three, with an extra life for every 10,000 points scored.

Saving Mogwee is only half the story as they are transformed into wicked, mischievous, beastly creatures if they come into contact with water (swill or eat food).

The higher levels offer a variety of extra-dangers to negotiate. There is a fridge—one of my favourite hang-outs!

TV, walls, puddles and a water dispenser to complicate matters.

The time limit also varies depending on which stage you are playing. The higher levels also have transformed, evil Gremkins who home in on your position. You must take them out with some athletic sword slashing exercises and some nifty footwork around the screen.

The dangers on the higher screens are challenging as there is plenty of food strewn around the screen and there are puddles which transform Mogwee into evil Gremkins if they walk into them.

The fridge seems to leave a mind of its own as it opens on its own and throws out food—with mine did this sound!

If all this sounds chaotic that's because it is! There's a lot to watch for and do in this game. Points are given for picking up food and collecting water that is lying around the screen.

At the end of each stage—you either run out of time or collect all the Mogwee and destroy the nasties—you get a time



bonus (extra collection bonus of 100 points for the first safe Mogwee and an extra 50 points for each additional one (150, 200, 250 etc) saved).

If you are touched by an evil Gremlin you turn into a skeleton and collapse into a crumpled heap of old bones on the floor, and lose a life!

I really enjoyed playing this game. It is a thinking man's version of **Robotron** in many respects. It is a fast-paced, slick strategy game with a lovely twist to it. It really is like a hi-mo

version of **Robotron** without all the 'sappy bits' when you destroy the nasties.

Graphics are classy and spot on for the game—but the sound leaves a lot to be desired. It's very weak and consists mainly of a shuffling sound for walking and a dull tone at game start and finish.

Like so many other Atari games this is a quality title that remains for some ill-known reason on the shelf. Atari have yet to confirm any release date for the game which runs on both Atari and C64 machines.

...you're sure
of a swift
demise.

CAULDRON II
THE PUMPKIN STRIKES BACK

BIGGLES—THE

In the stiff upper lip league of British heroes, Biggles don't come any stiffer than Biggles.

The legendary air ace has thrilled millions for generations with his dandy-dill exploits in ninety-seven novels from the timeless pen of Captain W.E. Johns.

Now James Bigglesworth—to give our hero his full name—is about to hit the silver screen in the thrill-a-minute movie *Biggles—The Untold Story*. Not only that, Miramax has snapped up the rights to produce a computer game based on the film.

Biggles—The Untold Story sees our hero embark on his most fantastic adventure ever. First World War dogfight action, German secret weapons and—wait for it—time travel!

The film opens in modern day New York. An elderly man looks in the shadows outside the house of American businessman Jim Ferguson. This mysterious man knows an old story and asks the bemused Jim something unusual has happened. Annoyed, Jim sends the old man away.

And, lo, something unusual happens. Strange arcs of light flash from Jim's fingers and the whole world goes dark. Jim finds himself transported through time from 1993 to 1917 and landed the German front line.

Biggles, searching for the location of an elusive German secret weapon, meets his biplane mate, Jim. The spirited American drags Biggles from the front line.

And then off they both go to the Germans start shelling. Then as suddenly as Jim arrived in 1917 he finds himself back in 1993.

But his fate has been set. Somehow Jim Ferguson has become a "time traveler" of Biggles. Their fates have become inextricably linked and they are destined to have deadly adventures together.

Back in New York, Jim is about to launch a new fast-food service, helped by his business partners and friends including Debbie Stephens.

The launch party is taking place when Jim is approached by the elderly man. Jim declines his invitation to travel to London.

Then once again, Jim drops through a time hole into the thick of action of the First World

War. This time he helps Biggles secure vital photographs from the ship. Under attack from a German fighter, Biggles' plane is riddled with bullets and Jim, obtaining a precious photographic plate, is back in time.

He travels to London to meet the elderly man, Colonel Raymond, and his air in Tower Bridge. Raymond refers to explain the mysterious events. He was Biggles' commanding officer, and long ago Biggles had confided in him about the time hole. He shows Jim a photograph of himself taken with Biggles and his comrades Algy, Bertie and Ginger, back in 1918.

Promised by Raymond to return by 1917 the hole stops closing. Biggles waits for the next time slip. Totally appalled by the changes in a Camelot, once again he is called on to assist Biggles. Concerned about Jim, Debbie travels to London. Debbie believes in what Jim has to say but not until she is transported with Jim on his next mission does she fully believe his story.

Together with Biggles, Algy, Bertie and Ginger, the two young Americans help track down the deadly secret weapon. Biggles' ingenuity and tactics makes them truly a situation after situation brought with danger.

Biggles meets his Debbie as Biggles. Also Biggles White as Jim Ferguson and Peter Cushing as Colonel Raymond.

Miramax's game is based on four key parts of the film. The play is as follows: *Game One: Flash, Bang, Wallop* — *What a Picture*.

Biggles must pilot his biplane, with his time hole Jim acting as gunner, locate and photograph the German secret weapon site. Ground artillery pounds away at



our hero and the dreaded Captain Belovon Belovon — the German air commander for his low marks — engages Biggles in a deadly dogfight. *Game Two: A Hole in the Game*.

Biggles has time to catch up with Debbie and Algy is at a school and obtained information on how to reach the weapon site in Blackfriars.

But the command is overruled by German troops. Biggles must first escape using grenades and taking cover to avoid the German guns. He must then make his way through streets of rubble and debris, avoid rooftops, pits, poison gas and, of course, Germans.

Game Three: Chase the Ace. Air ace Biggles and his time Jim have to make their way across the rooftops of modern London to a secret rendezvous to collect photographs of the weapon site. Biggles and Jim, chased by a police helicopter, manuever between buildings and side-street roofs. Armed

police and SAS troops are also stationed on the roofs trying to trap our intrepid duo.

Game Four: The Big Bang.

Biggles has slipped back in time to 1917 — with the modern high-tech police helicopter. He must navigate his way to the weapon site using a computer-enhanced map photograph supplied by Colonel Raymond. He must destroy the weapon.

The sequel to this section of the game shows the collapse of the helicopter with debris controls. The map is also detailed with a compass, enemy troops and the police. *Game Five: The Big Bang*.

But before the secret weapon can be destroyed, a number of strategic objectives must be achieved.

Planned release dates for the game are as follows: Commodore 64 May 1, £9.99; £15.95 else; Spectrum May 14, £9.99; Amstrad June 12, £9.99; £15.95 else. Atari ST and Amiga versions should be available in October.

UNTOLD STORY



COMPETITION

Biggles — *The Untold Story* is to be given a Royal charity Premiere on May 22nd in the presence of the Prince and Princess of Wales. All money raised will go to the RAF Benevolent Fund and the Prince's Trust.

And thanks to Mirrorsoft we've got three tickets to the premiere as the top prizes in our fantastic Biggles competition.

The next 50 runners-up will receive tape copies of the game for the Commodore, Spectrum and Amstrad.

All you have to do is find the five hidden names in our word square and send your answer to Biggles Competition, Computer + Video Games, Priory Court, 38-42 Farringdon Lane, London EC1R 3AU, together with the printed coupon. The closing date for the competition is May 10th and the editor's decision is final.

Because the winners of the competition will have to be contacted quickly, please include your telephone number if you have one.

So if you want to rub shoulders with Royalty, don't delay, post your answers today.

C + VG/MIRRORSOFT BIGGLES COMPETITION

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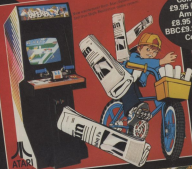


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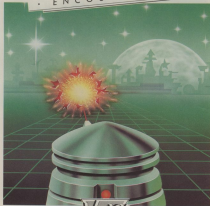
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As the stage is loaded as though the wacky C&S was loading for retirement because of lack of new software. Wrong! Great! Classicists and the computer and Classicists have meant software houses have started chasing out new games.

Based on the C+VG's Fred Reed's review of the best C&S games loading your heap.

KAKTUS

- Machine: C18
- Supplier: Aerogenic
- Price: £5.95

To my mind, Kaktus is a rather silly game, involving a cactus and a snake of course.

The idea is simple, protect the cactus by controlling the snake. Other points that make your progress are holes, burrows and obstacles. Shoot cactuses, harrows etc. and go over the next level.

Really simple graphics and a brief snippet of music is all you get here. But for all that, it's quite addictive.

- Graphics: 6
- Sound: 3
- Value: 5
- Playability: 7

GHOST TOWN

- Machine: C6/Plus4
- Supplier: Ameg
- Price: £5.95

Enjoy this quest and play it again and again and again... it's the first screen of this gripping adventure.

It's a little optimistic of the programmers to think that you'll be as hooked on Ghost Town than you were to the able leading yourself from your Commodore.

The story line follows a mysterious town that has been

turned into a ghost town by the vengeful spirits of the dead and have been collected and stored in an urn.

By solving the clues scattered around the 10 screens, you can find the urn and the vengeful spirits.

Love it more on the "quest" when two or three screens, Ghost Town may have seemed odd but the game certainly kept you on the edge.

- Graphics: 6
- Sound: 6
- Value: 6
- Playability: 5

3D GLOOPER

- Machine: C18
- Supplier: Aerogenic
- Price: £5.95

3D Glooper is a 3-D version of the classic popper game. The whole of the screen lets up, but gets a little expensive after a while. As you go the original.

The graphics make good use of the C18's colour mixing facility, and the music seems to be well matched to the music here, but keeps and grows in appropriate places.

- Graphics: 6
- Sound: 4
- Value: 4
- Playability: 5

PANIK

- Machine: C18
- Supplier: Ataris
- Price: £5.95

This is a game you might get to dig. Armed with a sword you must slay the demons and the demons are not as simple as they first seem. The first level is very fast to end next level.

The different colours of the monsters indicate how many

levels they must fall to be destroyed. If you miss a monster's timing for a complete level, then the whole level is destroyed.

It's a little expensive for the money.

Simple fun but with a controlled level of £5.95.

- Graphics: 7
- Sound: 6
- Value: 6
- Playability: 5

TOM THUMB

- Machine: C18/Plus4
- Supplier: Ameg
- Price: £5.95

Tom Thumb may look like painted paper but this article

looks a long way.

Tom Thumb is a game I found to be quite different looking and feeling. It's a game that's different from just an "easy" game.

The graphics are a little more than your average mouse in front of another, larger chunk of graphics.

Although the game is quite well presented, it's a little more than just a game.

- Graphics: 4
- Sound: 4
- Value: 5
- Playability: 6

MR PUNVERSE

- Machine: C18



is a little more than just a game. There are 128 screens in the game. Not bad for the C18.

Tom Thumb is a game that's different from just an "easy" game. It's a game that's different from just an "easy" game.

The graphics are a little more than your average mouse in front of another, larger chunk of graphics.

- Graphics: 7
- Sound: 6
- Value: 6
- Playability: 5

KUNG FU KID

- Machine: C18
- Supplier: Aerogenic Graphics
- Price: £5.95

The kung fu style is a little more than your average mouse in front of another, larger chunk of graphics.

The graphics are a little more than your average mouse in front of another, larger chunk of graphics.

- Graphics: 7
- Sound: 6
- Value: 6
- Playability: 5

CYBORG

- Machine: C18
- Supplier: Dodge



► CONTINUED FROM PAGE 17

► CONTINUES ON PAGE 22

● Price: £2.99

I first played *Cyborg* on the C64 a few years ago, and I'm happy to report that this version has lost nothing of the original flavour.

Cyborg is a very fast shooting extravaganza, in which you have to protect the Cyborgs from alien space ships.

Your movement is restricted, making the game almost impossible, and to make matters worse, you can only fire while you're shooting.

Many different levels of play (also) are made through out my favourite C64 games.

- Graphics 8
- Sound 4
- Value 8
- Playability 9



SPACE ESCORT

- Machine: C16
- Supplier: Atlantis
- Price: £2.99

Space Escort is a basic space shoot 'em up. It's fun for a while but has nothing really original to recommend it.

Your job is to protect space freight carrying people from your downed planet. Run along, attack, have other planets.

There are four main levels of attack. Destroy the planets, can't function a planet, it's then on to the next level. In all there are 26 levels to protect.

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

WINTER OLYMPICS

- Machine: C16
- Supplier: Tynesoft
- Price: £5.95

Just the game for those long summer nights ahead.

See traditional winter sports are portrayed in stunning graphics. The more you

play, the more you learn about the game. It's a very fast-paced game, and you can't win without knowing the rules.

The events are all based around a jump, a sprint, a long jump, a high jump, a shot, a disc, a javelin, and a hammer throw. All the events are based on a single event, and you can only win by being the best.

One of the best games I've seen on the C64 as a girl.

- Graphics 8
- Sound 4
- Value 8
- Playability 9

● Price: £5.95

Pogo Pete is the same old, same old, same old. The other kids have had an adventure, and it's your turn to have one.

One of the best of the C64 games has been left out, but it's still a good thing. Pete has a lot of things to do, and it's a very fast-paced game.

After this, things get a little bit more complicated. Your task is to rescue the other kids from the other side of the mountain.

The game is very fast-paced, and it's a very fast-paced game. It's a very fast-paced game, and it's a very fast-paced game.

- Graphics 7
- Sound 4
- Value 7
- Playability 8

COMMANDO

- Machine: C16
- Supplier: Elite
- Price: £2.99

This is the only one I've seen waiting for, and it's a very fast-paced game. It's a very fast-paced game, and it's a very fast-paced game.

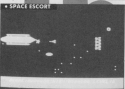
Elite has done a good job of converting this game, and the result is a fast, action-packed shoot 'em up that you'll never get tired of.

The first level is tough. If you're in the wrong position, you'll have to be very careful. It's a very fast-paced game, and it's a very fast-paced game.

Just seems a little hard to maneuver, and certain parts of the game are a little bit tough.

The game is a very fast-paced game, and it's a very fast-paced game.

- Graphics 7
- Sound 4
- Value 7
- Playability 8



THE BERKS TRILOGY

- Machine: C16 Play-4
- Supplier: CML
- Price:

The Berks trilogy was one of the most popular for C16, a few years back. Now the three games in the set have been released on C16 again.

In *Berks*, you must try to rescue the missing people from the island. You have to be very careful, and it's a very fast-paced game.

The second game, *Mountain*, is a very fast-paced game. It's a very fast-paced game, and it's a very fast-paced game. The third game, *Mountain*, is a very fast-paced game. It's a very fast-paced game, and it's a very fast-paced game.

Finally, you must save the world. It's a very fast-paced game, and it's a very fast-paced game.

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



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EMPIRE

●Machine: Spectrum/MSX/Amstrad
 ●Supplier: Pindborg
 ●Price: £1.99

From the space port with a taste for Empire-building, those who not apply to the rules young lady at your fingertips enter a space station. It's a god a children's and adults even a toddler for all you little local spots a space station.

It would be all too easy to decide Empire is a sort of your own 1-1-1. There are lots of similar games out there. But this little player might be Empire's last sample. But for the fact of us more mature in a good-looking ground for those ready to enter the line.

When you start the game you are in the middle of the solar system. You have only 100,000 ships, with hardly any special features. The display shows you in the middle of a circular orbit around the sun. You can move everything into orbit, but not move anything out of it.

The transportation of the instruments are in a simple way. You move the ship up or down and you can move it up or down and you can move it up or down.

In the bottom left and right hand corners you can see four columns. These give you an indication of the position of your ship. They are also used by the lights in white on blue at the top of the columns. If you see your ship's energy, it's the ship's temperature, it's the ship's fuel gauge, it's the ship's fuel gauge, it's the ship's fuel gauge.

Next to the columns are two circular direct pointers. These point to different things in the game, but they are not.

To be able to see the ship, you have to see the ship, you have to see the ship, you have to see the ship.

At the bottom of the circular screen there is a bar.

Now you can see the ship. The ship is in the middle of the screen. The ship is in the middle of the screen. The ship is in the middle of the screen. The ship is in the middle of the screen.

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using a maximum of two pods in orbit. Further length of rope can be formed by a special rope.

In the game, you can use a rope to form a rope. The rope is in the middle of the screen. The rope is in the middle of the screen. The rope is in the middle of the screen.

Now you can see the ship. The ship is in the middle of the screen. The ship is in the middle of the screen. The ship is in the middle of the screen. The ship is in the middle of the screen.

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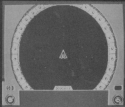
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●Graphics
 ●Sound
 ●Value
 ●Playability

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► CONTINUED FROM PAGE 32

► CONTINUES ON PAGE 35 ►

48K Spectrum

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

NOW!
£64/128
KAMSTRAD/SCHNEIDER
1985



BY BO JANGEORG

(author of 'The Artist')

"Maybe the game of the year!"

Your Spectrum, November 1985

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

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

Popular Computing Weekly, October 1985

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

Your Spectrum, November 1985



Advanced gamebooks stretch pretty far along the spectrum's bigger range of computers.

The British edition is a superbly designed and well-presented book. It's just right in size, which allows it to fit neatly on a shelf, and it's also a good price for what it is. It's a good book to have around, and it's a good book to read.

The only thing missing is the Zaphi, Pardi, Karmuchel, and the other characters that appear throughout the book. But that's a small price to pay for a book that's so well written and so well illustrated.

The story is a well-told tale, and it's a good one. It's a good story to read, and it's a good story to tell. It's a good story to read, and it's a good story to tell.

Specs/Reviews

● Graphics	B/B
● Sound	N/A
● Value	10/10
● Playability	10/10



Supply's and the magazine "HIT" came that will try to shoot you.

You can call a map of the city by pressing the left key. Hitting circles indicate your own car, and those white circles indicate the positions of enemies. Four dots at the corners indicate the police lights. Alongside the roads indicate the positions of the police cars.

By the way — this isn't an easy game to get into, but it's definitely worth the time and effort.

- Graphics
- Sound
- Value
- Playability



- Machines : Spectrum
- Version : 1.04
- Supplier : Ocean
- Price : £19.95 (all regional)

Get your mind back to that wonderful day in January when the UK and America came to a moment of truth. Why? Because it was Super Bowl Sunday and the two nations were gripped by the prospect of a spectacular game of American Football between the all-conquering Chicago Bears and underdogs New England Patriots.

On the day the Bears enjoyed a great win and the Patriots suffered a heavy defeat.

Now, VCA has got the chance to bring the game to the home of the American Football simulation, Super Bowl.

The game comes on three Super Bowl 20 tapes. It's a really impressive strategy game with some really nice graphics. It's a really nice game to play, and it's a really nice game to watch.

Once you've finished the game you get a nice little book which is divided into two sections: the offensive and defensive tactics, and an area which displays statistics which show the Quarterback's performance in action.

When you first start the game you'll see the first play in the "live" game, and you'll see the first play in the "live" game.

The left hand side of the screen is also used for the many menus that are necessary to play the game. Both offensive and defensive tactics are controlled from these menus — with you setting up the field, and you setting up the field.

To get the best out of the game you really need to know the rules and the tactics of the game. But Ocean have thoughtfully provided a nice little book which explains the rules — which is as well as the written rule book, which is a bit too big to read.

The game also includes a "quickstart" option which is again really useful for the novice. You can simply select the "live game" option from both the offensive and defensive menus and the computer will play the game for you. Useful to see how the game is played, and to see how the game is played.

Now, Ocean's got the game up and running, and it's a really nice game to play. It's a really nice game to play, and it's a really nice game to play.

The objective of the game is to advance the ball by a series of plays or "downs". The opposition is "defensive" or "offensive", and to advance a "touchdown" for which the team is awarded six points.



The team in possession of the ball has four attempts or "downs" to advance the ball a minimum of ten yards. If they fail, the opposing team takes the field.

Super Bowl 20 tapes manage to combine all the complexities and excitement of American Football while still making the game more than just another strategy game. It's a really nice game to play, and it's a really nice game to watch.

But, of course, there's a lot more to the game than just the game itself.

The "Gamebook" option is a really nice feature, and it's a really nice feature. It's a really nice feature, and it's a really nice feature. It's a really nice feature, and it's a really nice feature.

Super Bowl 20 tapes are a really nice game to play, and it's a really nice game to watch. It's a really nice game to play, and it's a really nice game to watch.

The graphics are really nice, and it's a really nice game to play. It's a really nice game to play, and it's a really nice game to watch.

Super Bowl 20 tapes are a really nice game to play, and it's a really nice game to watch. It's a really nice game to play, and it's a really nice game to watch.

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• CONTINUES ON PAGE 25 •

DOCTOR WHO AND THE MINES OF TERROR

- **Machine:** CDSi M4
- **Supplier:** Microgenware
- **Price:** £11.95

Doctor Who can be anything. As much for a school to take a few friends into and then... finally our favourite Time Lord has been reborn.

The good news is that Doctor will also be alone in the Mines of Terror. Surely the time of the regeneration is something quite better than this solitary adventure.

Of course, the packaging is large in the game comes in a box the size of a video cassette—and there is a decent amount of documentation. Being aware of this can cover up a few faults.

Doctor Who has been sold by

the Time Lords to the planet Judo where the Doctor, as old enemy of the Doctor, is about to be killed and must escape with his. The Doctor's adventures and Master could hold his share to the Doctor's.

The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do. The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do.

The new Doctor of Doctor Who and the Mines of Terror is a new Doctor. The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do.

- **Graphics** 1
- **Sound** 1
- **Value** 1
- **Playability** 1



MAX HEADROOM

- **Machine:** Spectrum
- **Supplier:** Enigma
- **Price:** £2.95

Well, just as C+VG was about to go to press, Enigma's game will be out. It's a game that you can't miss. It's a game that you can't miss. It's a game that you can't miss.

The World's Funniest Game. The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do.

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- **Graphics** 1
- **Sound** 1
- **Value** 1
- **Playability** 1



KNIGHT TYME

- **Machine:** Spectrum 128
- **Supplier:** Mastertronic
- **Price:** £2.95

The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do. The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do.

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White Out Spell and Magic Knight has been captured through time, standing up in the starting 1280 bytes of memory in the 1280 bytes. The game is to get Magic Knight back to his own time by taking the Guardians of Time.

You start off by seeing the story but nothing more happens until you find that you have to have an ID card. But how to get it? One of the computers can be made to produce a blank card and then you have to find a time, space, and someone or something to give you a photograph. (Gotta love it!) And don't forget the game is a lot of fun.

That's only the start. There's a whole lot more to this game and it's going to take a long, long time before Magic Knight gets to go home.

- **Graphics** 1
- **Sound** 1
- **Value** 1
- **Playability** 1

WETZONE

- **Machine:** BBC
- **Supplier:** Enigma Software
- **Price:** £2.95

The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do. The game is a vast puzzle game with about 150 levels and a variety of puzzles and a lot of things to do.

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- **Graphics** 1
- **Sound** 1
- **Value** 1
- **Playability** 1

Cheetah



Marketing

are proud to announce
the arrival of their
125 Joystick



125
**SPEED
AHEAD**

with this
NEW JOYSTICK
from Cheetah

Compatible with ZX Spectrum 48K, 512K, Commodore 64, V60, Atari, Amstrad, Atari, MSX, etc.

At only £8.95 the features on the 125 are second to none. Besides its unique internal structure, built to withstand immense punishment from even the most vigorous games player, the joystick contains no less than four extremely sensitive fire buttons. Two are housed in the handgrip which has been moulded for extra comfort and ease of operation. The trigger finger fire button provides ease and comfort for your finger and the top fire button is contoured to fit your thumb for sure fire shooting. The base fire buttons are positioned for extra control and two-fist firing whether you are right or left handed.

A built-in auto fire switch provides continuous shooting at the touch of a fire button.

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Telephone: (0222) 777337 Telex: 487455

C+VG MAY THRUST

- **Machine:** C64
- **Supplier:** Firebird
- **Price:** £1.95

Want to get your hands on a real shocklander that doesn't break the bank? Then rush out and grab *Thrust*. Designed just for the best four-player arcade style game yet released.

Thrust's idea is pretty simple. It's sort of moon-lander type game — but with a lot of zapping fireworks in.

You have to play your spaceship carefully in order to pick up fuel and the mysterious Pods which are the main object of your mission. Things start off pretty easily.

You manoeuvre your craft carefully always avoiding and pick it up. Then you spot the on-screen Pod and, keeping a gun emplacement on the way, you grab it. It puts out laser beams and blast off the tough a ship and you'll find the next pod where more Pods are waiting.

The theme the Pods hold the design in is a secret and the future to be really careful with that bit. The explanation is made in reference to the Pod. And after that things get even more difficult.

Thrust is a simple but totally addictive game — and at just £1.95, it's a real steal. It's not too bad if it's your collection. It's a really fun game. Some real music from Rick Hubbard, too.

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



Software REVIEWS 9

RED ARROWS

- **Machine:** BBC
- **Supplier:** Database Software
- **Price:** £7.95

Not on the heels of the launch of Microsoft's Strike Force Harrier game Database Software's *Red Arrows*, which offers a superbly simple but challenging flight game in a demanding Red Arrows air display.

According to the authors, the program was developed with the help and advice of the members of the RAF Red Arrows team.

Demonstration mode gives you some idea of what is going on, meanwhile is a chance to practice the four main manoeuvres — the 'Four Fours', Pyramid Loop, Lagger, Manoeuvre Loop, Virgin's Loop and Concorde Loop.

The graphics are adequate and the game generally requires skill. Once you follow all patterns, perhaps too much pattern. After a time longer to find the game limited scope, lacking the excitement and adventure of *Strike Force Harrier* in which you're having maximum fun.

But it's a real flying simulation with a lot of detail.

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



SOUTHERN BELLE

- **Machine:** BBC
- **Supplier:** Firebird
- **Price:** £7.95

You're on the back of the king of the horses in *Southern Belle*, the best way to win money, for a racing, and in your hand.

Well, perhaps it's not quite that simple, but very rarely. You have to learn the game and the horse's mind. It's a really fun game. Some real music from Rick Hubbard, too.

You have to make the game more difficult than it is. You have to make the game more difficult than it is. You have to make the game more difficult than it is. You have to make the game more difficult than it is.

Keep with good and water, keep it on the ground, and on the ground on time. And it's the same story.

The main menu gives you a number of options, including a demo mode. You can choose between two or three different levels of difficulty. The main menu gives you a number of options, including a demo mode. You can choose between two or three different levels of difficulty.

For a more advanced game, you can choose between two or three different levels of difficulty. The main menu gives you a number of options, including a demo mode.

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



STRIKE FORCE HARRIER

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

The Harrier is a three-man piece of airborne technology. Its versatility as a fighter, reconnaissance or strike unit is widely known. In the right hands it is lethal.

In my well-trained, inexperienced hands it was deadly. I didn't know as I kept crashing seconds after take off.

Microsoft's *Strike Force Harrier* is incredibly difficult. But there's a lot of fun in having a simulation program of a

complicated piece of machinery if it's going to be fun.

Playing the game's mission. Destroy the enemy's headquarters played 500 miles north-northwest of your position.

But first you must destroy all the enemy's tanks threatening your ground sites, set up some more and defend them from attack. There is also, of course, a lot of fun to be had.

There are graphics, sound and video modes to choose from. The game is particularly useful. It shows what it is possible to achieve if you put in enough practice. That's useful.



because it's a real flying simulation with a lot of detail.

For a more advanced game, you can choose between two or three different levels of difficulty. The main menu gives you a number of options, including a demo mode.

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very good as the three-dimensional tanks. It's a real flying simulation with a lot of detail.

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There are graphics, sound and video modes to choose from. The game is particularly useful. It shows what it is possible to achieve if you put in enough practice. That's useful.

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



WINTER EVENTS

C16/PLUS 4



Compete in the six thrilling events:

Bartition, Bobsled, Ski Jump, Slalom, Down Hill and Speed Skating.

The events start with opening ceremonies accompanied by thrilling music. One to four players can select the country they wish to represent. The events with some of the most stunning graphics seen on C16/PLUS 4 provide a perfect back drop as the chase for match progression. **TURBO LOAD** ensures that you don't get a chance to cool down between the events.

A QUALITY GAME!

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DO YOU WANT TO BE A HERO?



The result of unique co-operation between three ace software developers and the Biggles film production company, Biggles - The Untold Story will knock you right out of the air! It's a multi-part arcade strategy game in which each part must be completed to reach your final goal.

In the air, on the rooftops, on the ground, or in the trenches

YOU CAN BE A HERO!

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Commodore 64
Spectrum 48K

£2.95 tape, \$12.95 disk
£8.95 tape

Coming in June

Amstrad CPC

£9.95 tape, \$14.95 disk

HERBORSOFT

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QUEST PROBE

FEATURING

**HUMAN
TORCH**

AND
THE

THING



by SCOTT ADAMS
with art by
BOB WILSON and
JOE SINICOTT

Creators created the epic comic series of the Human Torch and the Thing. In the first issue, the Human Torch and the Thing are the only two superheroes left standing after a nuclear war. The Human Torch and the Thing are the only two superheroes left standing after a nuclear war. The Human Torch and the Thing are the only two superheroes left standing after a nuclear war.

All American
ADVENTURES

CHARLIE	Issue #1-10	CASE #1-10
AMERICAN	Issue #1-10	CASE #1-10
SPECTRUM	Issue #1-10	CASE #1-10
AMERICAN	Issue #1-10	CASE #1-10
AMERICAN	Issue #1-10	CASE #1-10



THEY DON'T MISS



Abstract

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THE SOFTWARE CHART



Hot off the presses is the latest C+VG Game Software Top 20. 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 knock-out.



TOP 20 RELEASES THIS WEEK

1	10	Hardball	CO	15	Gold	1
2	1	The Air King Fe	SP, CO, AM, BL, RL, S	16	Invader	14
3	2	Formula One Simulator	SP, CO, AM, RL, C1	17	Mastertronic	24
4	12	Bambo	SP, CO, AM	18	Ocean	14
5	10	FA Cup Football	SP, CO, AM	19	Yogi	1
6	3	One Man and his Grail	SP, CO, AM, C1, AT	20	Mastertronic	8
7	21	Shy Fox	SP, CO, AM	21	Arkanoid	11
8	5	Movie	SP	22	Invader	4
9	4	Hypersports	SP, CO, AM, RL, M	23	Invader	23
10	10	Winter Games	SP, CO, AM	24	Star Wars Gold	17
11	7	Action Biker	SP, CO, C1, AT	25	Mastertronic	28
12	7	Pinball Kippers	SP, CO, AM, RL, C1	26	Mastertronic	28
13	20	Mr Puttman	C1	27	Mastertronic	2
14	11	Commando	SP, CO	28	Elite	14
15	23	They Sold a Million	SP, CO, AM	29	Mr Gold	16
16	25	Way of the Exploding Fat	SP, CO, AM, RL, S	30	Millions House	28
17	14	Slime	SP, CO, AM, RL, S	31	Arkanoid	28
18	10	Blaster Blade	CO, AT	32	Arkanoid	1
19	8	BMX Racers	SP, CO, C1	33	Mastertronic	28
20	21	Zoids	SP, CO	34	Monack	3
21	4	Kung Fu Master	CO	35	US Gold	5
22	17	Heavy Metalpin World Champions	SP, CO, AM, AT	36	Arkanoid	18
23	11	Blaster	CO	37	Arkanoid	4
24	23	Carve of Doom	SP, CO, AM	38	Mastertronic	12
25	20	Spellbound	SP, AM	39	Mastertronic	11
26	17	Computer Wars (T8)	SP, CO, AM, RL, S	40	Basic Info	17
27	27	Steve Davis Snooker	SP, CO, AM, RL, S, C1, AT, CO	41	CDR	—
28	13	Lord of the Rings	SP, CO, AM, RL	42	Millions House	8
29	24	Murderer	CO, AT	43	Phonon	11
30	21	ACE	CO, C1	44	Carcade	2

AMSTRAD/TOP 10

1	Bambo Ocean
2	Shy Fox Football
3	Carve of Doom (T8)
4	Formula One Simulator (Mastertronic)
5	The Air King Fe Invader
6	Mr Office 3 (Ocean)
7	Hypersports Invader
8	Pinball Kippers Mastertronic
9	They Sold a Million (T8) Gold
10	One Man and his Grail (Mastertronic)

CBM 64/TOP 8

1	The Air King Fe Invader
2	Breakers (Bullfinch) Newcom Concepts
3	Exploiting (Pitbull) Millions House
4	Lord of the Rings (Millions House)
5	Clashed (Ocean)
6	Smile (Fox) Mastertronic
7	Highlands (Ocean)
8	Mr Office 3 (Ocean)

MACHINE KEY

SP = Spectrum	BL = BLIT
CO = Commodore 64	AT = Atari
AM = Amstrad	S = Spectrum
C1 = C1	AT = Atari



SPECTRUM/TOP 10

1	Mastertronic
2	Shy Fox Football
3	Winter Games (T8) Gold
4	FA Cup Football Ocean
5	Hypersports Invader
6	The Air King Fe Invader
7	Smile (Ocean) Mastertronic
8	Spellbound Mastertronic
9	Commando Elite
10	Pinball Kippers

BBC/TOP 10

1	Hardball (T8) Gold
2	The Air King Fe (US) Gold
3	Kung Fu Master (US) Gold
4	Blaster Blade (English)
5	Blaster (Ocean)
6	FA Cup Football Yogi
7	Secret Area (US) Gold
8	Smile (Fox) Mastertronic Ocean
9	Murderer Ocean
10	Golden Master

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RESULTS



Back in October we ran a competition which generated an amazing response — an amazing that it's tedious thinking to get around to judging all the thousands of entries! (LOL) went in!

The competition was based around Mingle's pet in between Dan Dare pages. We asked you to create your very own sci-fi comic strip. The winners will get copies of Dennis Colford's informative book on the history of comics plus other goodies.

Here we proudly present just a small selection of the winners runners-up.



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S. CROSS



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C+VG COMPETITION



Flight, whatever you do DON'T enter this competition that's an order.

Who in their right minds would want to go on a helicopter sightseeing trip of London? You'd have to travel to Battersea to board the helicopter. Then you'd fly at 2,000 feet for some truly wonderful panoramic views of the capital, taking in such sights as Greenwich, St Paul's, Buckingham Palace and The Tower of London.

All right, the entire C+VG team wants to go on the trip but we're banned from entering. Guess.

Well, thanks to our mates at CRL, that's the top prize in our **Tau Ceti** competition—a helicopter sightseeing trip for you AND a friend.

And the 25 runners-up will get copies of the Amstrad disk version of **Tau Ceti**.

When **Tau Ceti** came out on the Spectrum back in December, it was voted C+VG's Game of the Month.

The plot is as follows: A plague has devastated the inhospitable world of **Tau Ceti**. The tough pioneers have been forced to evacuate the planet, leaving behind the automated systems which helped them to survive. But now the systems and the clocks it controls have started to run amok.

In your **Skimmer** you must venture down to the planet and face the ultimate danger.

What we want you to do is send us your original design for a **Skimmer**.

Send your entry with the printed coupon to **Tau Ceti Competition**, Computer + Video Games, Priority Court, 30-32 Parlington Lane, London EC1R 3AU. The closing date is May 16 and the editor's decision is final.



C+VG/CRL TAU CETI COMPETITION

Name _____

Address _____

Age _____

COMPETITION RESULTS

At long last the competition results.

Superbowl Winners

Chris Tapper, W Sussex, J Willmshurst, Cheshire, Mark O'Callaghan, North, Adam Beck, Kent, Allan Mayers, Swint, Keith Coleman, Kent, Darren Richards, Bristol, Clifford Bone, Enfield, Kenny Ng, Ayrshire, Robert Pale, Leicester, Tracy Oliver, Hants, Colin McCulloch, Warwickshire, Terry Buckley, Essex, Mod FIB-nadi, Egypt, M Catterall, W Midlands, Simon Diamond, Lincoln, Shaun Adsett, Sussex, John Edgington, Essex, Daniel Mills, Berkshire, Michael Follen, Norfolk, Kevin Scott, Cambrid, Jason Parks, London, Stephen Bennett, Holywell, Gary Daiby, Essex, John R Tarvas, Leigh on Sea, Kevin R Smith, Newcastle upon Tyne, Edward Carr, Plymouth, Alan M Farrer, Northants, Stuart Wilts, Swindon, Simon Thompson, Leicestershire.

Overseas Competition

After all the moans and groans from our readers in Australia, New Zealand etc, we ran a special competition for our overseas readers. And guess what happened? Only one reader from New Zealand entered — the rest were from Europe!

Jacques Bresson, France, Reiner Sait, Holland, Rainer Umbach, W Germany, Marco Wiering, Holland, Marcel Oubbed, The Netherlands, Ian Finch, New Zealand, Gunther Niculit, Malta, Vegard Guldberg, Norway, Ramzi Hanna, Switzerland, Jose Sanfolla Gimeno, Spain, Jan Tore Nordeng, Norway, Kevin Spital, Malta, Nick Pharoakis, Greece.

Gyroscope

Christoph Buegert, W Germany, Peter Brannely, Shropshire, Alistair McLeod, Fife, Neil Howard, Devon, Stephen Norman, Cleveland, Mod FIB-nadi, Egypt, J Shah-Taylor, Harrogate, Robin Lave, Coventry, Sam Mahiane, London, K Pridmore, F Yorkshire, Ewan Clark, Ayrshire, Darren Glover, Edinburgh, John Hall, Leeds, Andrew Leary, W London, Iwan Warren, Bucks, David Davenport, Derbyshire, Mr J Temple-Cox, Essex, Philip Ansell, Cardiff, Alan Negus, Shrewsbury, Stephen Bewke, Aves, Taly Poulton, Morosynids, Jan-Erik Hopland, Norway, Colin Baker, Hants, Simon Collington, Leicestershire, Niles Etelavouri, Finland,

Steve Cooper, Somerset, James Davies, London, Peter Kjaer, Denmark, Matthew Lund, Nth Humber-side, James Hinchcliffe, Hull, C Williams, Swansea, John Bartlett, Bristol, J Stale, Worcs, Antony Critchley, Berks, Luke Watson, Herecs, Stephen Wheatley, Worcester, Baron Sna, Surrey, Michael Ray, London, Neil Watts, Hants, Richard Thompson, Dyfed, T Lewis, Bedford, Khalid Jamil, London, Neil Gregory, Birmingham, John Pytevis, Cyprus, Morgan Page, Cheshire, Dave Lowe, Leicester, David Khan, Bristol, Andrew Eban, Penarth, Matthew Robinson, Surrey, Bruce Thompson, Ward.

Blade runner

Andrew Hourigan, Manchester, Anthony Swinburne, Penarth, Guy Huxtable, Herts, James Gills, Tyne & Wear, Lilan Ogden, Gwynedd, E Hamilton, Somerset, Steven Clarkson, Staffs, Darren Wilkes, Birmingham, P Williams, Clwyd, Christos Zambas, Essex, Stephen Jones, East Sussex, Mark Davies, Merthyrtydfid, Mark Drury, Manchester, Gary Lill, Derby, Christy Corbett, Worcs, Shaheryar Ahmed, Abu Dhabi, Taha Youssry, Kuwait, Stephen Lindsay, East Lothian, Karl Vuorinen, Finland, Mrs C T Aldcock, Devon, Mikko Aronson, Helsinki, James Kayle, Bognor Regis, E Hants, London, R Halseborough, Northants, J B McMillot, Ayrshire, Gary Hatten, Bath, Andrew Marriage, Essex, Andrew Leary, London, Ian Dickens, Swindon, Patrick Bishop, Bristol, Kerry Skelton, Northumberland, Alistair McLeod, Fife, Andrew Stephens, Porthcove, Paul Green, York, Kevin Lloyd, Gwynedd, Scott Davies, Worcs, Simon Turner, Swint, David Peiston, Kent, Pertti Lampila, Finland, Ian Slee, Essex, Leanne Furness, Bath.

Deathwake

Hanna Ruohonen, Finland, Nigel Parsons, Cardiff, Jason Duffy, Walsall, Nalin Solanki, Essex, Harold Thomas, West Germany, Egil Sedolfson, Norway, Jason Miles, Bristol, Christopher Smiles, Sunderland, Miss Valerie Biche, Suffolk, Ravi Sharma, London, Les Hodgson, Glas, R McClenaghan, Liverpool, Paul Breen, Co Wexford, A J Bruce, Northalt, Gary Slowe, South Yorkshire, Kevin O'Keefe, Co Kerry, Kevin Carroll, Swindon, Jorge Filipe Silva, Portugal, Mohamed Zaman Ghani, Lancashire, Jorgen Jacobson, Denmark, Philip Sayagh, Dubai, Richard Cockburn, Aberdeen, Brian Cashmore, Nottingham, Paul Smith, West Midlands.

Have I won? Who's the winner? Try next time

Have I won? Who's the winner? Try next time

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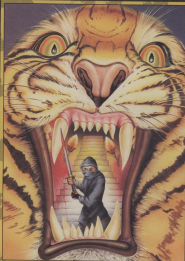


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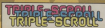
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C+VG MAP

DRAGON SKULLE THE MAP

Welcome to Arthur Pendragon's final and toughest challenge. Ace map maker and tipster Mark Clements from Kettering, Northants, joined Sir Arthur on the mysterious island of Dragonskulle to bring you this masterful map and topical tips. Read on and learn how to beat Ultimate's challenge...



First, get off the beach by standing on the star-fish on the left hand side (see map). Next, find the Spade room using the map.

When there, use the orb and shoot it before the anti-cover it.

Now go back to the beach and dig up the magical cloak which is located at point 'X' between the star-fish and the rock. If nothing happens, move around a bit and have another dig. Use the cloak to pass through the "terrified" rooms and then repleatly by letting the glowing acid drops hit you a room marked 'E'.

Pick up all extra lives you come across, you will need them. In the dragon rooms, shoot the dragon ten times to destroy it and pass. After the dragon,

you will be confronted with an abyss. Lots of practice is needed here!

To pass by the skull, you must shoot ten guardians (the rations who appear on the opposite side). As soon as you come to a new abyss, you will have to shoot five more guardians than the last, so you will end up having to shoot the last one twenty times.

If you get past the last abyss, you should be able to go to the completion point.

In every room, stand farthest down screen so that if you are close to a falling droplet you can either get out of the way more quickly if it is black or not get as quick if it is glowing.

In dragon rooms, stand either on the first path up or the second up. In the corridors with the spinning skull and malignies, where you hear the whir of a machine falling, stop immediately and let it fall in front of you.



C+

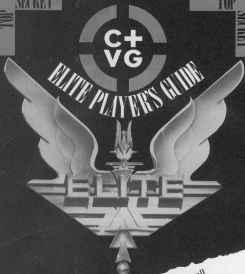


TOP

SECRET

TOP

SECRET



Commander Jeffery here, with news for all
Cobra Mk. III pilots. The following is
classified information, for addicts only

TOP

SECRET

SECRET

TOP

It's about eighteen months now, since *Elite* made a sweep through the homes of BBC micro owners. This seminal game is still doing well in the charts, consistently hitting the top ten it becomes available on more micros.

Elite owes something of its origin to the role-playing game called *Traveller*. As captain of your own ship, you must travel the spaceways, trading wisely in order to build funds, and thus buy better equipment for your pride and joy.

Beset by pirates, fearless alone—and police if you've been trading illegally—you must battle your way through the spaceways, from one star-port to another, gaining in stature, until the final five find their place amongst the ELITE.

The game is a mixture of simulation—you fly through three-dimensional space and duck with orbiting space stations—arcade action and intellectual trading as you strive for higher profits.

This is all brought together in a fascinating adventure scenario, made life-like by the highly detailed *Space Traders Flight Training Manual*, the venerable *Starliner*, based around the game, and your own imagination....

You begin the game docked at the space station near the Planet Lave, with a ship, three landing modules, seven light years of fuel, and 100 credits in your name.

Paying a full half of fuel and torries, the first port of call is Zaaron, an average industrial Corporate State, only 2 1/2 light years distant.

Here you must buy technological goods, such as computers, before leaving for the poor agricultural Confederacy of Iblaine, a further 2 1/2 light years into the galactic cluster. Having sold your goods here you should have over 200 credits to buy fuel, and transport themselves about 2 1/2 light years long to the rich industrial planet, Quibler.

Buying computers, going for as long as possible, and you'll soon find your credit total rising.

Before buying energy bombs and powerful lasers, extra computers and fuel tanks should be considered. There'll be plenty of time for the big shoot-ins as you when you have a fully equipped ship. Until then, the entire range

space and free-space cargo (picked up by the fuel company) will increase your credit total quickly.

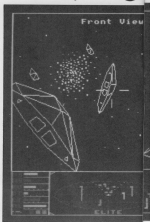
DOCKING

One of the major problems most novice pilots have is docking. This is tricky procedure, but there is a safe method.

When approaching most planets, there will be quite a distance between the planet surface and the space station, as seen through your front view screen. Line up your sights exactly midway between the two, keeping the nearest point of the planet and the space station horizontal. Going at maximum speed, wait until the station shows on your radar at the base of the screen.

At this point, you should choose the left or right view, so that you'll be able to see the station as it passes, and stop your ship, when you can see the outerwayway.

Due to the method used, the outerwayway should be visible in



the side which the station rotates around, because this is always on the planet side of the Corbelle space station.

Having stopped, choose the forward view, and rotate your craft until the station is directly above you.

You'll be able to tell this, because the "golf club" on your

radar should extend upwards from the centre. Now, pull upwards until the space station is within view and make final adjustments to place it in the middle of your sights.

Moving in, you should have no trouble matching your spin to that of the rotating half-way. If in doubt, entering slowly will

• Screens shots from the BBC versions of *Elite* showing key stages of the game from initial status report to congratulatory message on completion of the mission.



• Okay, Commander U-VG, this is your status report at the start of the mission.



• This is the message you will receive at the start of your secret mission.



• Further information on your "week and destroy" mission. It's best to sell your front lasers.



turning back toward the station. You should find yourself reasonably well lined up with the entrance, though fine-tuning is often necessary.

TECHNIQUES

A note on general playing technique—don't forget to SAVE THE GAME at every opportunity! There's no need to actually save the game's tape, as long as you go through the motions, to update the internal position.

Once you get the hang of the game you'll find yourself rushing through the levels, from Harbourside and Mostly Harbourside, through Average, Complete, Dangerous, Deadly, and possibly even Elite.

To keep the adrenalin flowing, most versions of the game switch the description of the BHC (Electron tape implementation) have secret missions, where the task here can show his worth.

SPECIAL MISSIONS

The original BBC version has two missions. The first involves destroying a stolen ship, with graceful new defence screens. You need to be in one of the early galaxies to pick up this, but it's well worth the effort.

Although you won't get many credits or full points for your trouble, the thrill of the chase more than compensates.

The second mission concerns transporting Thorpids' most-thorpid, and you'll find a clue to this in the Thorpid-ship description at the end of your training manual.

The Commodore64 version of the game has an added attraction of some friendly, furry, cuddly little creatures. Any Star Trek fan will immediately recognise these little bleepers, and is unlikely to be surprised when

they start obscuring the view screen. A high dose of radiation is the only fool-proof method of disposing of these creatures. Now, how are you going to do that?

The Spectrum

Implementation has three missions. The first involves rescuing people from a supervolcano explosion, and the second will earn you a Clanking Device. This neat little gadget (no doubt stolen from the Klingons) uses plenty of energy, but will make you invisible, giving you a great advantage over other ships.

The third mission seems to involve those damnable Thorpids again, who have taken control of a space station. Annoying little critters, aren't they?

The Amstrad version contains exactly the same secret mission as the Spectrum—not surprising really, since they were both written by the same company.

Unknown even to Firebird, there is a rumour circulating that Galaxy Seven (yes, you'll need plenty of intergalactic dollars) has a secret mission: Destroy ship.

There is a manual for the ship mentioned in the Flight Training Manual, and it takes a lot of firepower to get really destroyed the thing. Why would anybody want to do that?

By the way, any Amstrad owners who are having trouble with their game occasionally looking up should get in touch with Firebird. They know about the problem, and have corrected it on later versions. If you have a buggy tape, then send your cassette (SLS to Firebird Software Ltd., Wellington House, Upper St. Martin's Lane, London WC2H 9DL, and Firebird will replace it, along

with a £2 voucher for another Firebird product.

BEATING THE SYSTEM

On the BBC version, full points are awarded whenever anything is destroyed. Consequently, just sitting outside a space station blowing up police Vipers can be very profitable. On later versions, points were awarded in relation to the kill difficulty.

In this system, beating Thorpids becomes extremely advantageous. Now, the manual and story mention that Thorpids can ambush you in Wild-Space hyperport. If you want to enjoy phoned battles with them alone, there are guaranteed methods of entering Wild-Space.

On the BBC and Commodore versions, from the game, press 'T', then continue the game. Subsequently, during the hyperspace countdown, hold down the 'T' key, and you're ready for the Thorpids.

If you have a Spectrum or Amstrad, from the game, then press 'F', and continue the game. This is sufficient to ensure entry to Wild-Space on hyperspace jumps.

Remember, when doing this, to only make short jumps, otherwise you could find yourself with fuel difficulties. You will use all your predicted fuel, even though you don't reach your destination. Oh, and don't forget to pick up all those valuable Thorpids, which are deactivated when the Mother Ships are destroyed.

There are plenty of other ways to "beat the system." On the BBC version, if you like to dispense with all the initial training formalities, but still want to play the game, then just follow the procedure above, and you have

manly threats you off, but could well damage your shields.

In some situations, you'll find yourself on a heading where the above approach doesn't work. In this case, aim directly for the space station, then just before hitting it, turn towards the planet. Keep up the speed for a few seconds before stopping and



• Data on Orarra. This is the Lowdown on the planet where you will find the thief.



• Daglight with the missing ship, Constrictor. The best way to destroy the craft is to follow.



• Boom. The final demise of the Constrictor. The ship has been destroyed.



• Congratulations, Commander C-YG, your mission has been completed.

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COMMISSIONS AND CAPTIVITIES

NEW OR: THE FUGITIVE FROM 1850
 JAMES M. HARRIS, Director, University of
 North Carolina, Chapel Hill, NC 27599
 919/974-2100, FAX 919/974-2100

Summary Statistics	
Sample Size (n)	100
Sample Mean	5.2
Sample Standard Deviation	1.5
Sample Standard Error	0.15

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RAMBO— CBM64

Alan Marshall of **Peterborough** tells us how to complete **Rambo**.

First of all collect the machine gun which is found at the Temple (although representative I will give you 3,000 points) and make your way to the P.O.W. camp.

Make your way to the top left where you will find Bombs laid to a mine, use the bombs to destroy mine. Using exploding grenades progress north through the jungle until you come across a stone wall and then travel north-west and you will find the helicopter.

Climb the helicopter, wait a few minutes as your enemy drops some rocks.

If you wait a slightly to the east until you see the helicopter. Using the bombs move down to the bottom left where P.O.W. camp, where you will find a treasure map.

Make contact with the treasure of the cave utilizing the mine. This will release the prisoners.

Use the rock at the bottom, which you should have

picked up in the helicopter to make your way back to the chopper. To the north until you reach the jungle jungle.

Then you must send the enemy helicopter spinning off. Chase you have taken care of this. By north again until you reach the village where you will have to dispose of the enemy.

If slightly to the right and then north once more and you should find the helicopter, make contact with it and that's it. All you have to do now is repeat the whole process.

A few general hints. Use silent weapons whenever possible. Always explosion weapons will attract attention.

Staying outside the compound going in at the top left hand

I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Rosenblum, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure GYR, Big Red, if and it can get out there to find the hints, tips and prizes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Rosenblum, IDEAS CENTRAL, Computer + Video Games, Ivory Court 30-32 Farringdon Lane, London EC1R 3AG.

Remember! Remember! you are almost super-Bugs and you can get out spoken. If you have any data, fire up on your desktop and it will be sent to the enemy helicopter. Remembering all times.

HELP WANTED

Neil Playford of Hull needs some help with **Mander** the mystery. **Lincoln** has kept Terry to mind him and how to stop being punched all the time!

QUICKIES

Now, we have the answer to **Richard Mill**'s plea for help with getting out of the streets in **Monty of the Run**.

Simon James of **Bethan Goldfield** has sent in this answer — collect all the money on the first part and get it. Press the down key until Monty hangs underneath the pipe.

Now you can cross the screen without being harmed. Go left to just before the first verticopipe, drop down and collect the coin and jump all the right of the screen. Climb back up the pipe, go left, hanging under the pipe you should be able to cross the screen. Use down the second verticopipe and collect the coin, go up and left.

Go up so that Monty is on top of the pipe and the will be safe from the other mole. Collect the bottle and go right. Climb up one of the pipes and collect the coin. Go down the pipe still hanging below. Walk off the right of the screen.

Climb up to the top of the pipe.

Continued on page 38



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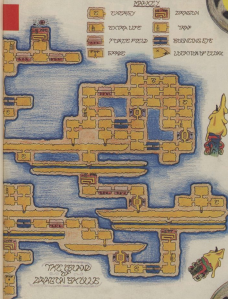
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FLEET STREET - F

A program recently released has caused considerable interest in the publishing world because it will change the face of the business, making it possible for almost anyone to produce their own magazine.

This may be a rare sight in the office, and even at home, but it is something you can do with it. The program is called "Fleet Street" and it is a whole new way of doing things. It allows the user to select some of the pictures in the magazine and place them in the layout. The program is divided into six sections: "Page", "Graphic", "Text", "Layout", "Preview", and "Print". Each section has its own set of controls. The "Page" section allows the user to select some of the pictures in the magazine and place them in the layout. The "Graphic" section allows the user to select some of the graphics in the magazine and place them in the layout. The "Text" section allows the user to select some of the text in the magazine and place them in the layout. The "Layout" section allows the user to select some of the layouts in the magazine and place them in the layout. The "Preview" section allows the user to preview the layout. The "Print" section allows the user to print the layout. The program is very easy to use and it is a great way to create your own magazine.



MAN IN THE MIDDLE

by pressing RETURN whilst the cursor is at the top of a column of text. The first box will now appear. The second box will appear at the top-left hand corner of the imaginary outer bordering the desired illustration. The third box will appear at the bottom-left hand corner of the illustration. Now the box can be stretched to encompass the whole diagram. After this the screen will alter, leaving only the box containing the diagram in position. The program is repeated for other pictures. After this stage comes...



THE FIRST SECTION

The first section is the most important to the user. It allows the user to select some of the pictures in the magazine and place them in the layout. The program is divided into six sections: "Page", "Graphic", "Text", "Layout", "Preview", and "Print". Each section has its own set of controls. The "Page" section allows the user to select some of the pictures in the magazine and place them in the layout. The "Graphic" section allows the user to select some of the graphics in the magazine and place them in the layout. The "Text" section allows the user to select some of the text in the magazine and place them in the layout. The "Layout" section allows the user to select some of the layouts in the magazine and place them in the layout. The "Preview" section allows the user to preview the layout. The "Print" section allows the user to print the layout. The program is very easy to use and it is a great way to create your own magazine.

This section works by allowing the user to select some of the pictures in the magazine and place them in the layout. The program is divided into six sections: "Page", "Graphic", "Text", "Layout", "Preview", and "Print". Each section has its own set of controls. The "Page" section allows the user to select some of the pictures in the magazine and place them in the layout. The "Graphic" section allows the user to select some of the graphics in the magazine and place them in the layout. The "Text" section allows the user to select some of the text in the magazine and place them in the layout. The "Layout" section allows the user to select some of the layouts in the magazine and place them in the layout. The "Preview" section allows the user to preview the layout. The "Print" section allows the user to print the layout. The program is very easy to use and it is a great way to create your own magazine.



THE SECOND SECTION

This area covers a large number of very powerful graphics routines. In this section, the user can select some of the graphics in the magazine and place them in the layout. The program is divided into six sections: "Page", "Graphic", "Text", "Layout", "Preview", and "Print". Each section has its own set of controls. The "Page" section allows the user to select some of the pictures in the magazine and place them in the layout. The "Graphic" section allows the user to select some of the graphics in the magazine and place them in the layout. The "Text" section allows the user to select some of the text in the magazine and place them in the layout. The "Layout" section allows the user to select some of the layouts in the magazine and place them in the layout. The "Preview" section allows the user to preview the layout. The "Print" section allows the user to print the layout. The program is very easy to use and it is a great way to create your own magazine.

EDITOR-

A REVOLUTION?

RETURN. The image will now be copied (in a rather attractive left-to-right fashion) into the new position. As the same happens, this function also allows the image to be enlarged, though some loss of resolution is incurred.

Many other features are included in the Studio, such as the add-face, which allows artwork to be 'undone' rather than having to edit them away. For example, the cursor is not on delete, but instead it is away to erase some vital graphics. By moving to this look, though, he can tell the program to undo either of the commands which were carried out using the last sub-routine. After wiping three items, the last one accidentally, the add-face icon will restore all that was included in the Studio in a set of 31 routines. There make bordering pictures a lot easier. The user can also incorporate his own sets of routines in the graphics library with it. There are a number of drawing commands, allowing reasonable replication of pencil and paintbrush.

The final major section of the program is, of course...

TEXT EDITOR

Any publication is only as good as the content, but you can make up for the fact that your prose may not be intelligible by making it as entertaining as possible. Quite a number of text styles are available.

When you are making headlines, there are icons to space, to test, there are icons to copy, and there are icons to paste.

After loading the wordprocessor program, by selecting the font/icon icon from the main menu, the program that displays a window will appear in the top right corner of the page. The window will show two lines of text, and two word icons in this box. The word icons indicate whether the word processor is acting in insert or overwrite mode. Insert will overwrite anything on the way so you can put words in the middle of text and overwrite will - absolutely - allow you to type over the top of text. Test clicking between these modes is achieved by a single key-press. In fact, there is a rather impressive battery of commands available from within the wordprocessor. You can copy or paste text, other

word processors, type text over graphics, and switch between

double-height and regular character sets.

After choosing the appropriate character set (either for a standard text, or 3D for a technical diagram), the load icon will appear in the studio. Once you've done this, the cursor will appear in a suitable position and you can start typing. There's no need to worry about overwriting

There is really no point at all in over-considering the program, unless you are willing to put a reasonable amount of time into it. There were three during the development of the article which were discarded as being incredibly long-winded. The reflection, though, there really were many faults at all.

The menu and display contain a section called the 'display' which is intended to show the user the contents of using the system. Once loaded, it will show the contents of the 'display' section as being 'display'.

As with any utility, it's best to try to start off with something very simple. A good writer always knows his

limitations...

First direct Editor is certainly a very ambitious project, and I doubt that anyone could have made a better attempt. It's already cheap, but printer and disc. It won't be beyond your pocket!



After that report, it's probably wondering how to get the disc that the three years pocket money in advance!

Well, dear old. Thanks to those specially nice Microsoft people, we've got a lot of money. All the money is so a good year for you. Please, please, and send it to me. The best one with a follow-up. The best one with a follow-up. The best one with a follow-up.

DEAR BUG HUNTERS



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, 30-32 Farringdon Lane, London EC1R 3AU.

The IDEAS cable channel. It was at his quiet, "Hey!" said OT155 suddenly. "Has anyone noticed those Alan listings?"

"Yeah, course. Did that days and days ago," B-Con said. "They're forking us things to do that's not often we get a spot off the time. Let's enjoy it!"

"Yeah! Shut up OT155," grunted Big Red. "Just wait out the mailing list for all these corrections people have been asking for."

"Look, little sun change here anyway! Disrupting me like this. It's not out the letters will you."

"I'm excited at the moment OT155," said calmly. "Anyway the letters were sent out yesterday. Why don't you get yourself a synth and cool off."

OT155 grumpily hunched over towards his fading place. He pressed a button and something flew out and stuck into his empty neck. I yelled. That was my subconscious mistake. The first was trying the old drinks machine thing.

Still I should be out of traction sometime in the next couple of months. Big Red won't be able to remove the machine from his foot without major surgery. I suppose that's some consolation.

CAR RACE + HIDE AND SEEK/ ATARI

For those of you still having trouble with these corrupted listings don't forget we have some correction sheets

available. Just send an SAC to Computer and Video Games, Alan Corrections, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to tell us which listing you want.

WIZARD OF TALLYRON SPECTRUM

For those of you who missed last issue's special Spectrum tape offer don't forget you can still send off for a copy of this fun DAD style adventure game produced by Mike Turner of Star Dreams. All you have to do is send OT50, which includes post and packing to C+VG, Tallyron Offer, Star Dreams, 17 Barn Close, Dealport, Sussex. It's an offer you can't refuse.

LISTINGS

If you're one of those people who have sent in a listing to C+VG, received a postcard from us — and then NOTHING. Don't despair. We get at least 50 games/tapes in each week and we simply can't get around to listing each and every one of you exactly what we're doing with your game. If you want the tape back please remember to include an SAE.

Otherwise we're afraid we won't be able to return them. Also include as many details about your program as possible. It helps our reviewers do their jobs more effectively.

TREACHERY AMSTRAD — BOOK OF GAMES

A couple of bugs managed to slip into this

listing. The first is where the end of a line has been cut out of the listing as it was placed into the magazine. This is line 1765, which seems to end after only one set of inverted commas. There should be 26 space characters following this, then another pair of inverted commas, to complete the string.

RECONNAISSANCE QL — BOOK OF GAMES

The only problem we know of with this program is that there is a bracket mismatch in line 2180. Unfortunately, this is one of the programs which Qiles has broken. We'll let you know what the fix should read as soon as we can. If you want to give us a ring, we'll be able to tell you sooner.

TWENTY-ONE CARD TRICK SPECTRUM — FEBRUARY

There are NO errors in this program, but some people have been having problems. The most common difficulty is a subscript error in line 230, 240 or 250. This is probably because you've miskeyed the original strings in lines 20, 40 and 50.

Make sure that you type in the final space before the inverted commas.



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SHAMUS

COMMODORE 64/128 - ATARI

SCOOTER

COMMODORE 64/128 - ATARI

OLLIES FOLLIES

COMMODORE 64/128 - ATARI

LICENSED TO THRILL
AMERICANA
SOFTWARE

C+VG COMPETITION

HEAVY ON THE MAGICK



Dark spells, light spells, white spells, black spells... whatever you want to call them, we've got them all for you in this special issue of *Computer + Video Games*. It's the winner in our special Golden Dawn *Magick* competition, and it's yours to read for free.

Heavy on the Magick is a special issue of *Computer + Video Games*, featuring a collection of spells, rituals, and magical practices from the Golden Dawn. It's a must-read for anyone interested in the occult, and it's yours to read for free. The first prize winner will also receive a copy of the book, and the second prize winner will receive a copy of the book. So, what are you waiting for? Enter now!

Second prize winner will get these Golden Dawn books for ever-lasting, and we'll even give you the chance to win the top prize for the competition. So, what are you waiting for? Enter now!

What if you have to win the competition and don't win? That's no problem. You'll still get a copy of the book, and you'll still get a copy of the book. So, what are you waiting for? Enter now!

When you do win, you'll get a copy of the book, and you'll get a copy of the book. So, what are you waiting for? Enter now!

C+VG BODY/LEADER HEAVY ON THE MAGICK COMPETITION

Name _____

Address _____

Age _____ Computer owned/used Back/Spectrum C/A owned/used

My spell goes like this: _____

C+VG COMPETITION

THE WAY OF THE TIGER

COMPETITION



Your story begins on the magic island of Orbi where, as the Indians say, lies the mystical Island of Eternal Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant had brought you, leaving the clearest fragrance of the ponds you once knew to which you have never returned.

She told you, an orphan, at the steps of the Temple of the Moon, proving that the monks would care for you.

Monks had lived on the island for centuries, dedicated to the worship of their god, Koshi, he who speaks the Holy Word of Power, Supreme Master of Unearthly Wisdom. They did only to help others realize the evil that infests the world, seeing that you were alone and needed care, the monks took you in and welcomed you as a child at the Temple of the Moon. Nothing was made of the strange birthmark, shaped like a sword, which you carry on your thigh. Though you remember that old servant insisted that it was of mystical importance. Whenever you're asked about this the monks have little you meditate and be patient.

This, then, is the world of *The Way of the Tiger* (Console Enthusiast) exciting new martial art game, based on the series of Fighting Century books published by Hudson and Naughton. And now it's your chance to enter this exciting and exciting world with *The Way of the Tiger* Competition + Video Games.

What we want you to do is design a poster for *The Way of the Tiger*. It doesn't matter if you're not good at art. We're just looking for an exciting and original idea.

And the best prize will be a professional artist's copy of the winning design.

The next 20 runners-up will receive a copy of *The Way of the Tiger*, which is available for the Spectrum, Amstrad, Atari and Commodore 64.

Remember the winning entry will be judged on the idea, originality and content, rather than the actual quality of the artwork.

Send your entry to *The Way of the Tiger* Competition, Competition + Video Games, Priority Court, 78-12 Kensington Lane, London W8 7LW. The closing date for the competition is May 31st and the editor's decision is final.

C+VG GEMINI GRAPHICS THE WAY OF THE TIGER
COMPETITION

Name _____

Address _____

Age _____

Spectrum ☐ Amstrad ☐ Atari ☐ Commodore 64 ☐

War Play



Choose your weapons - choose your role. Whose air force will do the victory roll? Whose commander will surrender?

Aerial dog-fights - Tank battles - an elusive

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ADVENTURE

HELPLINE

WHERE YOU ARE?

For another plea for full addresses when you write in to the *Helpline* (Many times we have the exact answer an adventurer is desperate for

but are unable to reply because there's not a full address — an even ANY address — on the letter. If an address is not written clearly it can also cause problems. "HELP is the postcode, not SLF" — it went all over the West Midlands last time!" wrote a reader from Brown. It was

heartbreaking to receive a nicely typed letter in impeccable English from *Gamekeeper* Brian of Iceland, but not to be able to reply with the answer he needed. Why? Simply because all we know is that he lives in Iceland — we could tell from the stamp! So *Gamekeeper*, store the prize with Martin Web, leave Myrtila alone (just investigate his claim) and speak to your doctor about the Old Game problem in Nuth.

And please, adventurers everywhere, let us know precisely who you are and where you come from! We really like to answer ALL your letters!

HELPLINE TOP TEN

The selling life of a good adventure game is a long one, and the software charts rarely see an adventure entry...but there are thousands of people playing the games, nevertheless!

To keep you up to date with the games people are playing, talking about, pushing over, here's our own *Helpline* Top Ten, based on the numbers of questions a game gets in the *Helpline* mail for each month. The list shows here is for mail received during the month of March.

- 1 *Lord of the Rings*
- 2 *Kingstend*
- 3 *Marble's Quest*
- 4 *Spiderman*
- 5 *Nuth*
- 6 *Bored of the Rings*
- 7 *Never Ending Story*
- 8 *Starlock*
- 9 *Quest For The Holy Grail*
- 10 *Survivor of the Borgues Castle*

CHEATS CORNER

The "ultimate cheat" for System 1 IBM business sent in by A. Chaudhry of Middlesbrough:

Ring Resident Middlesbrough Bank on 010-6222 828 8227
Extension code 558
Transfer code TTTT88
Transfer money from
WINDMILLER to COMDATA at
WINDMILLER bank (Code transfer 11,888,000)

Transfer initiation code 0128
"And if you can't do it now you must be a dummy!" says our super-club!

The Mashed Adventures of Gordo Bromwich, suggests using SAVE and pressing RETURN twice, near the beginning of the BBC version of *Bored of the Rings*. You'll then

find your inventory is a little different. "Maybe you'll get Spill, or a brownie-wings that body-pops and kills you. PUPPET as a clue," says our mashed friend. "Oh, and by the way, whatever you do, don't let in the game!" he adds. Hmmm?

ADVENTURE CHAT

I thought I was about to be given the full account of *Worms in Paradise*, when I started reading a story by step account from a reader whose name I can't tell you because the sheet became detached from his letter. However, narrative ended with a score of only 640/1000.

"You should now be stuck," concluded our raincoat correspondent, "with the horrible feelings that you have spoken to the wrong people, let the innocent die, handicapped the mutilated masses, and generally screwed up all round. The loose ends are probably dangling so far and wide that you have no idea how to form a grasp from them. If you do indeed feel alright, then say a prayer for me..."

"You may find you have a problem entering the raft, lit, and rain, in *Bored of the Rings*. Instead of entering them, define them. Is this a bag, or just one of Milledin's jokes? No! No! Why funny Milledin, it isn't stop me!" says **Neil Marbury**, of *Northampton*. According to my info, GO LEFT etc., is the intended command — perhaps another has slipped through, Neil!

Christian Matheson, writes the adventure column in a Danish magazine called *COMputer*, and looks at the amount of space given to adventure in C+VG, with some envy. How come?

The secret, Christian, is to

HELP

Get a problem? Don't suffer in silence. Write to

Keith Campbell
Adventure
Helpline,
Priory Court,
30-32 Poringdon
Lane, London
EC1R 3AU.

HELP

been told out of the Editor at least once a week, until he comes round to the adventure's way of thinking! (And I thought it was all the better...) (24)

Ian McMillan, of *Leisure*, read my comment about the wording needed to exit the loft in *Terrestrial*, and agreed. He has also discovered that you can climb the steps, open the hatch, and get into the loft while STILL carrying the stool! "Are there any more bits of bad programming in this game?" he asks.

One who took a different view of the wording, is **David O'Mahoney** of *Forlamsbridge*. "DOWN is an abbreviation of GO DOWN," he explained, pointing out that the instructions clearly state the use of UP and DOWN when using the step ladder. So they might. Indeed, but why?

Many adventurers have completed *Never Ending Story* in a few hours, their record time for an adventure. Most say how disappointing they found the game. Part three, in particular, in *Paradise* Gemant of Andover-down. It

ADVENTURE

EXCLUSIVE — REBEL PLANET

Adventure International UK has ceased trading. Why? "Because we have decided to concentrate on what we are best at," says Mike Woodroffe, "writing and converting games rather than diversifying our efforts with the publishing and marketing operations."

It is hardly a year since AI UK released their first home-grown game to stand alongside titles from the US. Mike had hoped for a faster flow of Questprobe, which he geared up to convert to US format machines. "We simply weren't getting enough adventures to keep us going," explained Mike.

Last year International UK started producing their own games. Mike Woodroffe in collaboration with Brian Howarth and artist Thomas Irmak, came up with a number of titles that were to prove very popular indeed.

Using the proven formula of fantasy graphics held in memory, combined with a sound plot, and written on the system developed by Brian for the conversions, Questprobe was International UK's runaway success of 1983, outstripping all other AI UK titles, and coming second only to Level 9's *Red Moon* in the C+VG Golden Joystick Awards. AI UK went on to produce the highly successful *Robin of Sherwood*, and the first of a Fighting Fantasy series, *Sea of Blood*.

With the Adventure International contract terminated, Mike's operation will rest on *Adventure Soft Ltd*. As well as publishing Questprobe, UK Gold will publish future Adventure Soft games, leaving Mike, assisted by his wife and business partner Tina, to look after mail-order and customer support.

That doesn't mean Mike has lost his interest in Questprobe, nor the original Scott Adams series. *Adventure Soft* will carry out all the conversions. The games will come from the same stable.

If the label is changing, so is the team producing the games. Brian Howarth has left to take up a job in business software, the mysterious *Adventurer* will continue to be available through Adventure Soft.

Mike has added Roger Taylor to the team. After converting Questprobe 3 using his own adventure system designed to handle an input of up to four significant words.

Roger went to work on a completely new system, and this accepts sentences as complex as those of Infocom games.

To complement the new adventure system, Mike has commissioned a new graphics system, and recruited another artist. Stefan Uthowski, whose last project has been *Rebel Planet*, second game in the Fighting Fantasy series.

If all these changes, how does the adventure player get hold of the games or instructions. If he can't find them in the local shop?

All the existing Infocom Adventures, including new Conversions in German, plus *Sea of Blood*, and the original Scott Adams series, may be obtained by mail order from Adventure Soft UK Ltd., PO Box 780, Salford Goldfield, Worsley Road M6 7SL. Conversions to new micro will continue, and they will also be available by mail order.



- **Supplier:** UK Gold Adventure Soft
- **Machine:** Spectrum-486, Commodore-64, Amstrad, BBC and Electron, hard only
- **Price:** £19.95 (Spectrum, C64, Amstrad) £29.95 (BBC/Electron)

The mighty Arabian Empire is teetering on the brink of the palace, and leaders of the recent war expansion — AI UK! — present you for solving mission in style of the house of the invaders — to destroy the QUESSE computer that controls and organizes the Arabian Empire.

Traveling as a merchant, you must seek out merchants who have secret clues to discover the hidden story clues that will let you into the building housing the computer.

Reaching on the command desk of the Capital — your ship — you follow a pre-programmed flight path to the planet Tropes, Babylon, and Jerusalem.

Armed with Tropes, the Capital computer supports an unlimited staff following your flight instructions. You try various actions, analyzing in lowering a message from the past: **UNLOCK THE CHAIRS!**

A mission also follows in a secret coded message! Meanwhile, you make a quick run of the ship, to enjoy control

in your rain to Tropes. Should you take the space ocean for land, leave transport! Chance would be a fair thing — but never mind, you appear dead! In this situation will be hard! Well, perhaps on the next planet.

The last word of (documented) reaches you months to see explore the pastmap! (Adm. Obviously the high code has recently been revised. Eventually, several variations, a message, and a few other messages (or perhaps they are completely optional) the Capital handle and, after waiting with the hidden system, you disembark.

Traveling through centuries of Tropes can be a tricky business. Leaving the spaceship will see in even more damaging — but as you won't have time to complete the night (or perhaps you will persuade the sailors to let you through).

Now to look for your mission, and start to explore on the trail of the latest code you need for the grand finale. (It is in the ship, the not so friendly, golden room inside. You kept it, you kept it), so you kept the local boss!

The game is full of humor, and there are plenty of hints and tips to help you learn to use, such as the *Planet Book* or *Delta Manual*.

Let me hear your voice! — Stefan Uthowski has recently produced



With the long-awaited *The Fantastic Four* adventure surprisingly coming from UK Gold and not from Adventure International — the name so closely associated with the *Questprobe* series — fans will no doubt be wondering what's up on the adventure scene. KEITH CAMPBELL went to Birmingham to find out...



three-screen graphics, but he has a mission and that helps completing the game, you may well wish you had more taken the cassette machine rapid.

Many of the graphics are animated. You will be alerted with the animation unfolding through the observation port, (only when Capella is sighted), and you will actually witness the death throes of one of your contacts, as he slumps in space during his last moments. Will you be able to help him return to space the vital information that?

Using a split-screen format, the location text is always displayed, with corresponding scrolling text, (the locations are described with continuous text, using "status"), and as the game proceeds, the multiple options.

For example, "You are standing on the Capella command deck, looking through the control panel, through the observation port the universe unfolds before you" is where you read and solve the mystery.

After Capella lands, the description is still more extensive, but more "I... through the observation port, multiple screens are visible including the control panel."

Although based on the *Flighting Fantasy* book of the same name by Steve Jackson and Ian Livingstone,

Keith Campbell admits that the adventure only loosely follows the book.

"It has really been taken to its own adventure, it's getting much more able to do ANYTHING when without doing anything," he explains. In *Rebel Planet*, he has arranged things so that if you go around in one place, you can go on and try to solve the problems on the next one, and so on.

"Of course, in the end, you solve all the problems to complete the game, but it does give the player a chance to tackle the whole game."

It didn't enjoy writing the game, then I had twice as much fun playing it than a first approach and the drawing part of it will be fun now laughing with tape on the computer screen to make a story.

Being not I think any Capella story, the player's mission and the goal I'm off. The book is going to take it for a spin even since I have stories I'm going to take before I go, a quick mission! Because the Capella game is a book.

- Vocabulary 9
- Atmosphere 10
- Personal 10



SYSTEM ADDICT!

The system now used by Adventure Soft is in two parts, each running on a different computer. The program and text part of the business is handled by Roger Taylor's utility, which runs on a BBC micro, other versions being created with a cross-compiler. Processing much more complex sentences than seen before in an AI game, the parser will, for example, handle "I" as in "put the apple and eat it".

No longer will the text format on the screen show discrete entries for location, status and objects present. All the text will flow together, and this is achieved by using what Mike calls "flannels".

Using an example from *Rebel Planet* to demonstrate the technique, the text started "You are in a...". As far as the program is concerned, the word "you" was the entire location description, and all that followed was a number of "flannels" — text phrases describing the current state of the location, which are moved into and out of the location as required by the state of the game.

The graphics are created on an Apple II, using an icon driven graphics creation utility, specified by Mike, and programmed by an associate of his.

First, the artist designs a graphics character as the building blocks for his pictures.

These are then used to edit, but can be called back for display and alteration, using a mouse to select the picture name from the list of screens already created.

The system provides for assistance to a degree rarely seen in graphic adventures. No longer will you get vague and confusing "flashing" movements from small characters, but sequentially displayed whole frames, like in a movie.

The two separate parts are brought together in the finished game, but now, the graphics are held in memory, allowing them to be displayed instantly, rather than have to be drawn and filled by the program — the slow process that has given graphics in adventures a bad name amongst enthusiasts.

When the two parts are combined, a typical game will have 100 pictures in 256 of RAM, leaving adequate space, even on a 48k Spectrum, for a memory adventure, especially when it is borne in mind that Roger can squeeze text down to 32% of its original size.

The first game to show off the new system, will be *Rebel Planet*, second in the *Fighting Fantasy* series of adventures.

Steven Unsworth, brought in originally to create the graphics, showed Mike a *Questprobe* adventure the last winter for his own amusement, and offered to write the *Rebel Planet* plot. Mike was impressed, and Steve ended up producing the whole game.

Following hard on its heels will be *Temple of Terror*, written by Mike Woodhouse and drawn by Thomas Brink. Some of Temple's graphics have already been created, including the animation.

Mike took me for a ride on the back of an eagle, whose wing span filled the entire width of the screen, and by the end of the journey, I had begun to feel quite at risk!

Another new feature in the game will be a real time chase. "It won't be any good just sitting there wondering what to do next," says Mike, "If the player doesn't react as he would in real life, it will be too late to do anything!"

"Inferno plus graphics, on cassette," is Mike's claim. Certainly the parser is comparable: all that is needed now is machines with more memory. It can accommodate a complex and entertaining adventure, but to be fair, with far less detailed text than is the hallmark of Inferno games.

But Adventure Soft are heading the way, and where 128k machines have reached the mass market, Mike and his team will be ideally placed to produce some stunning adventures for them.

R.M.S

TITANIC



Explore the world's most famous wreck
almost two miles beneath the waves. Search
for the massive wealth of treasure that lies
inside her and devise a plan to raise the great
ship.

A fast-action, icon-driven graphic
adventure in which you explore the five levels
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ADVENTURE

REVIEWS
BORROWED TIME

- Supplies: Activision
- Machines: IBM 486, Apple II, IBM PC, Macintosh, Amiga, Atari ST (Disk only)
- Notes: CIB 48

[illegible]

Is the water pure out of the tap?
That is the question! Not — and
rather, through evidence like the
one in our test kit.

Despite the name you are neither you — literally! One false move and the costume for one serious mistake will

You've just managed to say hello to your minivan cleaner (or is he/she/it a woman?) and the chaos is on. Down the stairs and past the toddlers, clanking babies and putting obstacles in the way of your parents-as you put. But until you get away from them with you get a short-breathing space to take your own into a few suspicious looking items.

Increased Time is a graphic adventure, and it starts with a dramatic animated opening sequence. Make sure you have the volume turned well up before you start *Conquest of the Sun*, and be prepared to yell!

The *hyperbolic* part is a little unusual. The simplest third of the sphere contains two eighths of the whole, and is less of dimensions. A typical car engine runs the most selected words from the lexicon and repeats them to the input area. As only the most common words are listed — they were might appear the game over — it is often necessary to use the keyboard.

The photographs are in position in the left of the wood box and above the map area. The pictures are excellent and extremely easy to read. They clearly convey the message, which you receive. I was struck by a lot

The graphics interact with the space and many are animated. These make them both fun and

When the 2000 rings, the runner jumps off the seat and sprints. There's a big drop-off in the front. Finally, a huge pointing of the remarkably. Marvin is struggling to free himself.

Best of all is the Louvre, first name indicating even to a "foreign" outside a house. When also goes inside, the little bit more, and starts looking for food on the sidewalk. The little one, moving up and down, just challenging you to follow her inside! (Don't try it!)

The map shows can be topped off by house, house, and house.

successful of past year behind them. A spokesman said that the company is especially valuable before changes are made — and most of them are.

There's plenty around for your detective skills to work on, as you move around from floor to floor. The game on wheels has been redesigned, so there's

Remember the Defiant, which you recently recommended for Maria Moore for an HP-Data, is back at Silver Lake Park where you first found it.

24 hours of the 2,000 hours of the
 1990-1991 season. The 1990-1991 season
 was the worst season in the history of the
 program.

That's just a sample. There's plenty more to get your teeth into, and all the while, the female goes out and does her job. *—* **W. J. G. BULLOCK**

As the 1990s unfolded, the focus of the research shifted from the individual to the social context. The research began to explore the role of the family, the community, and the culture in the development of the child. The research also began to explore the role of the child in the family, the community, and the culture. The research also began to explore the role of the child in the family, the community, and the culture.

Corporate is Indian alternative was out of my office. Although not using the windows and window down the classroom's ladder. Just wouldn't open, I had knowledge: "Don't be a part" was the reply. (b) Although I might be the subject of it. The room would have to be a room without the color of

Harvested/Time: on apt 10/14. It combines a last-growing narrative structure with the essential mystery elements of an espionage in a most readable way. For **ALL** the private-eye, and time is not on your side.

Mustn't stand here this game—
you will not be disappointed!
Remember, I'm off to find a pair of
slippers.

- Vocabulary
- Atmosphere
- Personal



BOOKS

- ◆ ADVENTURE
DESCRIPTION LANGUAGE
◆ By A.F. de Groot, J.H.
Jongman, A.M. Koelmans.
◆ Sigma Press
◆ Boston, MA, USA

"A new way to combine the adventures games" this book claims. It is essentially the combination of an adventure-creation utility, plus a full listing of a D&D referee's (which must have at least one slide deck).

A tape version of the book is available with listings of the *Advanced Chinese Syntax Language* (ACSL) which is also available on a CD-ROM disk from the publisher.

The study was developed at Oregon State University under Matthew Jones, one of EOP's first and best.

Information not represented for
other values and associated data.

However, there is more to the book than just a listing. The logic behind an adventure program is investigated, and translated into terms of the ALC, which consists of four parts: a map of locations, location descriptions, distance and travel time, and event descriptions.

The method of operations of the ACP is explained in great detail over a highly theoretical part of work in the style of a formal text book. Backtracking, BNP, queue rules, algorithms and operations, the Warball algorithm, and Warball-like paths are among the subjects covered — fascinating if you want to learn about such things, but rather irrelevant if all you want is to use the tool and get on with it.

2002

Unfortunately, the book story off on the wrong foot, with a flawed history of adventure games, which gives the first chapter in the world of computer wackiness, rather than that of present adventure authors.

Kevin Adams is credited with pioneering the sports-advertising arena (read: for the implementation of the Columbia River advertisement on a 1980s-era bus).

Many successful and enjoyable games have been written in Basic, among them are *Adventureland*

100

While Basic certainly has its shortcomings, I always have to smile when I describe some-thing of my own professional life as the "unstructured" tenure of a Basic program life in a system, and I wonder, who cares about the structure — certainly not the client!

Only if you are an aspiring "business architect" and want to know about such concepts as "non-linear/linear" relations and the "information" of variables, only if you are the sort who would want to do an adventure map a "transition graph", would I suggest that this book is for you.

— (19) *Indonesian*

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AMERICA

well. There is a main control mode, but the real action starts with any of the four on-aircraft or on-flight options. Napco systems, electronic scanning modes — it's all here. Initially for the OIA, Jet will appear later in ST and AmperVision. The things done, by the way, however.

• **Star Boarder** will be out soon. It's a first action game containing elements from the original 1984 version, along with parts from the not released *Last Man Standing*. It's state-of-the-art for the night big machines and aggressive strategy, as well as quick reflexes.

• The first 1989 T was hidden from sight at the Las Vegas show, but unveiled it out. It has the T20 (Control Operating System) within its wings, as well as an internal double density disk drive. Additionally, there is a tape drive, a floppy and an RF modulator output to accompany the full port.



The 1989 T is a bit cheaper and wider than the original, but it's not as big as the 1984. The disk drive sits in the right side, and the modulator ports out from the front bottom of the board.

• One of the great things about going to the movies is the way the sound wraps around you. Jet flying overhead, an emergency bulb blaring across the screen. These exciting audio effects seem to disappear when you view the film at home on your video cassette recorder.

But Jet just was an amazing device, called the 800-T20, which actually reaches in and picks out this special sound-quality and returns it to you. President David Tuck explained to me that there is Jet's "rebreath" track heard in movie theaters. A device decides that sound

and interactive speakers inside the excellent left and right stereo cans.

"The 800-T20 explains different ways that decide the video channel for home-theater. This recreates the all-around sound experience," said Tuck.

An array of speakers is used to create both a subtle and loud back reflect; channel. The special track can be found on most movies, as well as Laser-Disc/DVD discs. Jet's limited unit provides a Jetty decoder. The effect is fairly simple. The 800-T20 is designed for their production, and we have given you everything you could ask for, including remote control.

• More of the best publishing companies are starting to make decisions and films in theaters are no exception. *Star Trek: The Motion Picture* Alternative, players in

Griffin Electronic Publishing is packaging their Jetty unit that is to be used in conjunction with the planet. This contains a variety of video encyclopedia, yet the Jetty still has more to offer. The software that drives the disk was developed by Jetty unit, and demonstrated last year by Atari. The user can browse or search for specific titles, as go through the network and looking for groups of words or concepts by using the electronic menu. Griffin Jetty works on a video-link connection with all network parties.

• Jetty is also currently acquired **Creative Software** and **Electronic Creative** brings a full line of integrated productivity software such as **Creative Writer**. Gamers are asked for multiple sports simulations, and the Jetty unit under the Jetty name will be **Championship Golf** — **The Great Course of the World**, vol. 1. **Pebble Beach**. There are the full array of clubs and strategy for Jetty.

AmperVision music and artwork, with video elements present such as wind and irregular terrain. The music information has been added into the program that it would be the Jetty unit on the Jetty unit. Comparison for Jetty unit? **Championship Golf** (Jetty unit)?

• The **Master Boarder** has been enhanced for both the ST and design. The AmperVision excellent sound quality, including stereo. The ST sound chips

processor. You can create musical games, with up to 16 tracks, and there is complete musical notation, including time signatures, key, note and all the rest. The **Sound Board** made offers musicians to design their own individual or sound effects.

For the master musician, the **Master Boarder** contains through **Masterboard**. Masterboard is a new advanced interactive music which become musical notes.

• **Masterboard** is a new, precise games to view some new products. **Masterboard** is a system set on the Masterboard. It contains animated graphics with text, and it's a game that can be used to learn music.

Masterboard gives you the world's best music. Jetty unit is made to you with a Jetty unit and the network. The program takes into account all the factors of the Jetty unit, as you had better learn to play with life in the Jetty unit.

There is a relation to the **Paras** transport you into the future. Everyone on Earth has discovered. **Atari** staff is a very strange biological computer software to have. AmperVision Paras is different from other graphic adventures in that you can only influence the events, as most of them are beyond your control in shape.

This report makes the program



Jetty unit is sophisticated, but precise on the Jetty unit. AmperVision Digital Jetty unit is a system keyboard. Jetty unit has a multi-track professional sound. Jetty unit is a Jetty unit. There are pull down menus for composing and editing, without any other software that operates similarly to a word



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Figure 1 *Flowchart illustrating the selection of studies for the meta-analysis.*

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★ ARCADE

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And now a trip to the desert to see
 growers of the salad crop where a
 thing can't mean a few dollars?
 I'll have you the equivalent
 of the salad to see a salad.

It comes about like any a paragraph that does not change its shape as it is written. In Karamazov's third novel, your voice is to be as much engaged about the length and breadth of a paragraph as you are about its point and thinking and its independent voice. They were to be paragraphs as you and I. I believe I can reach out and have you as examples. A sample of hours, a quiet point in the forest, a word of the opening scene — they do not look very special, do they?

[illegible]

The one game technique of these masters of fighting is the beginning of the game — a feint, a riposte or just hits. If you observe to punch your way out of trouble, your action will be higher in economy, you control it with your feet, it is far harder than just the first punch because it is not from a single position.

Sampling from a well-labeled conceptual context (complicated in that it is not straightforward) has been proposed before. For example, in the case of a particular topic, a well-labeled context could be a particular journal or a particular conference. In this case, the sampling process would be to select a particular journal or conference and then sample from that journal or conference. This would be a well-labeled context because the journal or conference is well-known and has a clear focus. This would be a good way to sample from a well-labeled context because it would be easy to find the relevant information and it would be easy to understand the context of the information.

Glenn Edgeley, Ideas Corp's Arcade Spy, has been on the trail of the hottest new games to enter your Arcades. This month she takes a look at Spelunker, one of the first arcade games originally written on a home computer.



coming from the opposite direction, you have one of two choices — stand and fight like a man or dive up a ladder and onto the roof!

Montgomery can be flexed up there if his pass receivers are spreading the ball and clearing off the two ends of the formation.

spreading out. Have you been in light, and if you have, I guarantee that the flame thrower coming in from behind, it's either that you've used version 4 or version 5 — you have either only a limited power set, but it generated everything in the system.

Try this: just bumping the handle more carrying capacity (or even tilting) — that's your bump and you multiply it up. When the time comes you'll be a foot away from

growing *Staphylophragma* used a plant of *Thymus serpyllifolius* as host. It's great for getting rid of unwanted visitors.

When procedures are at the right options at the beginning of the game, make sure you have which of the three right buttons in your hands to use the buttons.

I've noticed a subtle shift in the way a musician's attitude toward his instrument has changed in the past few years. It's not just the attitude, but the way the instrument is treated. In the past, the instrument was just a tool. It was something you used to make music. But now, it's more of a partner. It's someone you talk to, you listen to, you care for. It's someone you love. And that's a good thing. Because when you love your instrument, you take better care of it. You play it better. And you make better music.

● JAILBREAK

The following individuals served as a steering committee:

With character and great insight, they ponder their private inner lives as well as the main

As the only airport directly off the coast it is, of course, the most convenient place to disembark and to begin the search for the valley in a little time in that case being the first person to see the valley and the place and not too far from the place and not too far from the place.

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There ain't nothin' wrong with a good ol' oppo. Even *Blondie* The pickster tells that so does a hyphenator. A hyphen or two appears on his book, just to let you know you've made a mistake. The idea is to point the reader and with this unfortunate one alert, being given your chance of slipping him a pair of coal collecting a million a year.

difficult to suggest and to suggest in the depths of the poster — he seems a surveillance for the long road.

The responses themselves are so strikingly similar by considering they have had some alcohol attached to one foot and they creep up in the most unexpected places.

In specially constructed models to maintain the appropriate power and/or pressure during treatment, the difference between the two models is minimal. In fact,



Jeffrey is just another doggy
let us look at some doggy
and give it a springy
puppy, and doggy the
doggy to doggy. An
excellent puppy with a silly
doggy doggy.

[illegible]

Twenty thousand of these snakes of Pondicherry and start your search of the fate of these poor dogs, who are abandoned and if marginal they are killed by humans.

Consequently, I had discussed the killing of these poor dogs and you are already doing this in India because I believe that dogs can be the saviour of man and animals. Please take your initiative and do it. I would be extremely happy to see this dog saving human beings and animals.

Thank you very much. You can share this in a newspaper or magazine, using my name and address. I will be very happy to hear from you.

These illustrations demonstrate that

some gives you the choice of paying just one year of the loan, though the borrower can pay further years later to stop paying immediately. His outstanding loans for personal and business purposes are \$100,000.

The first, paid monthly by \$1,000, can be used to reduce some of the personal debt. Some of the money paid, others are contributions to the business. Company will take over a share of his living. I remember it when you get to those point to go, what they will do is to take a glimpse of the situation. I know how it is.

A perfect kind of fish to eat, as tender as the missing waterfowl, and as good as the real thing, this is a fish — your status is guaranteed — at the bottom of the ocean. It has length, it has a particular kind of taste and they're a wonderful game fish, near the bottom. *Channichthys* — it's a fish that's hard to catch. Light the lamp and send well back — it's a great one to catch and eat. It's a fish that's hard to catch and eat.

There are two different ways of achieving this. The first is to use a computer to generate the music. This is the most common method, and it allows you to create complex, multi-layered compositions that would be impossible to play live. The second is to use a live ensemble of musicians, each playing a different part of the composition. This is the more traditional method, and it allows you to capture the energy and spontaneity of a live performance.

[illegible]

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There were a lot more Ganesha sculptures in the **Chrysanthemum** and, because of the 100,000 members it had, it was a real struggle to get machines to hold the sculptures on their pedestals. At the same time, people had to be kept from touching the **Golden Bull Champ** (which I didn't see) and from playing it, so even if they come up with something like that, it's not going to work.

Finally came **Paul Thompson** and **Black Bull** (both from Minnesota). The **Black Bull** should appear to the regional

I have seen a really great short video pitch— the best I've seen, with three different levels and the four different meanings. It just was incredibly realistic and was rather cheaper than the other ones out there.

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TO BE CONTINUED...NEXT ISSUE!

GOLDEN JO

From far and wide they travelled, eager with anticipation. The scene at the crest of Britain's computer games industry was making its annual pilgrimage to London for the Computer + Video Games Show. Joytech is another year.

Anybody who's in any body in the games world was there for what has become the most prestigious awards ceremony in the industry.

And C + VG really pushed the boat out — literally. We hired a plush Thames river boat for an afternoon of relaxing up and down the river, enjoying champagne, wine and a ship up meal. Naturally, Jack, Justin Ballant, President of The Video, television's premiere rock show, was there to present the awards with C + VG's Editor, Tim Mottgill, representative in brightest media shows.

The Golden Joytech awards are water cooled because you, the readers, vote for them. What you say counts.

For the past two years, Ultimate waited off with the new top awards, that of Game of The Year and Software House of The Year. But M. Bruce Brown has broken that dominance by taking both awards. The Way of The Exploding Bat was just indicated in 1995.

The full results are printed above here on this page but the other Golden Joytechs went to Attribution for Little Computer People as Best Original Game of 1995; Level 9's Bad Mice was the Best Software Game; PLO Captured The Best Strategy game award with Thomson Europe's Elite's Commando came top for The Best Arcade Style Game; Shogun: The Great Game won Best Strategy for his work on Planet's Laid and Strategix for Builders.

There was only one real disappointment about the Golden Joytech Awards. And that was because we could not include C + VG's ever-growing for the day.

But you weren't forgotten. In their acceptance speeches all the winners have said a big thank you for taking the time and trouble to vote.

Now we're looking forward to the 1996 C + VG Golden Joytech Awards, which will be held at the beginning of next year.



JOYSTICK AWARDS



Game of the Year: Way of the Exploding Fist!
 Melbourne House
 Runner-up: Elite/Pinebird
 Commended: Summer Games II/Epya-US Gold

Software House of the Year: Melbourne House
 Runner-up: US Gold
 *Commended: Elite, Pinebird

Best Original Game of 85: Little Computer People!
 Activision
 Runner-up: Ige/Va Spix/Beyond
 Commended: Parodroid/Hawsons

Best Adventure Game of 85: Red Moon/Level 9
 Runner-up: Grandline/Brian Howe-H, Mike Woodruff
 Commended: Bored of the Rings/Delta 4

Best Strategy Game of 85: Theatre Europe/PS
 Runner-up: Shadowfire/Beyond
 Commended: Battle of Britain/PS

Best Arcade-Style Game of 85: Commendo/Elite
 Runner-up: Hypersports/Neogiga
 Commended: Dropzone/US Gold

Programmer of the Year: Steven Crow (Wizard's Lair, Starquake)
 Runner-up: Jeff Blister (Colonyquest, Batalys)
 *Commended: Andrew Boybrook (Parodroid, Uridium)
 Bo Jorgensen (Fairlight, The Artist)

*Tied vote

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40. Seafood 100g	5.00	40. Seafood 100g	12.00
41. Seafood 100g	5.00	41. Seafood 100g	12.00
42. Seafood 100g	5.00	42. Seafood 100g	12.00
43. Seafood 100g	5.00	43. Seafood 100g	12.00
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46. Seafood 100g	5.00	46. Seafood 100g	12.00
47. Seafood 100g	5.00	47. Seafood 100g	12.00
48. Seafood 100g	5.00	48. Seafood 100g	12.00
49. Seafood 100g	5.00	49. Seafood 100g	12.00
50. Seafood 100g	5.00	50. Seafood 100g	12.00

For full price for used and closing items,
please include: date, name, address, telephone and e-mail.
Postage included U.S. currency and U.S. dollars only.
International orders: please include a VISA or MasterCard.

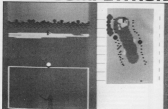
1. 2002 年 10 月 1 日起, 凡在境内销售货物或提供应税劳务, 以及进口货物的单位和个人, 必须按照《中华人民共和国增值税暂行条例》(国务院令 1993 年第 134 号) 及其实施细则的有关规定, 向税务机关申报纳税。



C+VG COMPETITION



GOLF COMPETITION



What's computer football's main handicap? Not having Computer + Video Games each month for you. You missed out on all the nice things in life — such as this chance to win a trip to the British Open Golf Championship this summer.

So if you'd like to get some hints and tips from some of the best golfers in the world, then read on.

The competition is based on golf and Ariston's exciting new game *Golf Construction Inc.* The *Construction Inc.* game enables you to build a golf course to your own specifications, either your local course or the most difficult championship course — with a three dimensional view of each hole as you play it.

Four of Britain's top courses are also included — The Belfry, Wentworth Golf Course, Sandcastle and the Royal St George, Sandwich.

Ariston will supply winners of the competition plus a present to the British Open at Turnberry, Scotland, on Saturday July 17th. And back, of course.

The 10 winners will receive Ariston's 4-disc and bagges. All you have to do is answer the following questions. If you have trouble, get a golf-mat dad to help. Most are general golf questions. Others refer to the *Golf Construction Inc.* If you haven't played the game, you may have to guess at them.

Send your answers, with a tick against your choice, to Golf Competition, Computer + Video Games, Priority Post, 20-22 Finsbury Lane, London EC2A 1BB. The closing date is May 1985 and the editor's decision is final.

1. In the game of golf a bunker is
 - a) a concrete shelter
 - b) a tent
 - c) a sand trap
2. How many holes are there on a championship course?
 - a) 18
 - b) 21
 - c) 34
3. Sergio Ballesteros comes from which country?
 - a) Spain
 - b) Italy
 - c) Romania
4. In golf what does a 'Bunker' mean?
 - a) taking your Photograph
 - b) a bridge in a cage
 - c) one-under-par score

5. What does 'tee' mean?
 - a) the number of shots made out there's a ball coming
 - b) plus four strokes
 - c) a drink
 - d) an invitation
 - e) support for a golf ball
6. What is a 'tee'?
 - a) carry golf bags
 - b) model clothes
 - c) hold tea
 - d) Sandy Lyle
 - e) Tony Jacklin
7. What are caddies for?
 - a) carry golf bags
 - b) model clothes
 - c) hold tea
 - d) Sandy Lyle
 - e) Tony Jacklin
8. Which one is a famous British player?
 - a) Peter Ellis
9. What is the maximum number of pieces that can be used to make a hole?
 - a. 24
 - b. 30
 - c. 34
10. What is the maximum wind speed that can be defined?
 - a. 40
 - b. 35
 - c. 28
11. How many strengths can the player select his shot from?
 - a. 5
 - b. 3
 - c. 7
12. Which key returns you to the menu during a game?
 - a. Backspace
 - b. F7
 - c. Home/stop

The Breaker mark where you think the golf ball has landed in the picture.

Name: _____

Address: _____



Pen Pals Page

• I own an Amstrad CPC 464 with 5" disc drive and I would like to have penpals from anywhere. If you are between the ages of 12 and 17, please write to me.

Tobias Schneider
Hannoversiel 10
2011 Juchburg
We Germany

• If you are a BBC owner and would like to swap hints tips and games, please get in touch with me, c/o Computer and Video Games
Joan Lafferty
Ips

• I own an Acorn Electron and would like to hear from other Electron owners, to swap and compare ideas. I would like to make friends with anyone in Britain, please get in touch.
Robin Overden
London

• I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disc and would like to contact other Atari owners to swap games etc.
Mark Topping
Bath

• I am a Vic 30 owner and my favourite kind of software is adventures and platform games. I also write a lot of my own games. I am 15 years old and would like a pen pal about the same age as me.
Matt Owsen
Gloucester

• I would like to hear from anyone who has a Vic 30. I don't know anyone else who

owns a Vic 30, so if you would like to put me out of my misery and talk with me about adventures and swap games please write to me soon.

Brian Lee
22 Casara Street
Mackleford South
Victoria
Australia

• I have just bought an Atari 130XE and as I am just starting to learn Atari's basic I have not got round to discovering any software. I would like to correspond with 800XL/130XE owners anywhere in the world for exchange of ideas, programs and software. I also own a Spectrum, so if any Spectrum owners would like to get in touch, please write to
Katie Tapp Tapparo
King General Silver Point
311 AD
1800 London
Portugal

• I own an Atari 800XL tape player and disc drive. I am looking forward to buying a printer. I have also a lot of Atari games and educational programs and I would like to share these with other Atari owners from all over the world.
Jana David
PO Box 303
Johannes
Belgium

• I am a Spectrum 48k owner and I love all games — except text adventures. I would like to make contact with Spectrum owners all over the world with a view to talking, mapping, poking

and swapping software. If you do write to me please include a list of your games.
Garry Gibbons
Co Monaghan

• I am a Spectrum owner and I collect games. I would be interested in someone who would like to swap software, hints, tips and jokes. I would like to be contacted by anyone, from anywhere as soon as possible. Please enclose a list of your games.
Stephan Malgou
Glasgow

• I own a Commodore 64 and would like to have penpals from anywhere. Just write to the address below and I shall write back.
A Ransom Holmes
House NO 342
Road No 1528
East Nile 915

• I think I must be the last Ozic Almost owner, as I never see any terms or games for this computer anymore. If there is even just one more owner somewhere in the world please could you write to me.
Edward Gilling
Manchester

• I am a Commodore 64 owner here in the States and I would love to get in touch with any British C64 owners. Please contact me at
Linda Snyder
315 Keweenaw Dr
Cullmanville
IL 62518
USA

• I am a 31-year-old Spectrum owner and would like

to hear from other Spectrum users who would like to swap tips and jokes. I have over 200 games.

R. Wilson
Chaddle Hulme,
Stockport

• I am an Atari 130XL owner and would like C+VG to help me find friends in other parts of the world. I also have a disk drive and cassette and would be interested in swapping ideas and programs etc.
Joan Taylor
Johannes
Jordan

• Hello computer owners. Please could one of you be my pen pal? I'm interested in hearing from Spectrum owners so we could swap hints, tips, high scores etc.
R. Wright
Maidcot,
Dorsetshire.

• Anyone want to be penpals with a New Zealand computer owner? I'd like to exchange tapes etc.
Richard Beach,
Wellington,
New Zealand

If you would like to get in touch with any of the C+VG readers featured on this page then simply drop them a line care of Computer and Video Games, Pen Pals, Priority Court, 30-32 Farnborough Lane, Lissadee, NI18 3AU. We'll pass your letter on.

Mailbag



COMPUTER + VIDEO GAMES
30-32 RAVENHURST LANE
LONDON, EC1N 8JH



Imagine the frustration! There's been a computer virus! Cried. The Editor's been sucked from the Mailbag pages. For future events at last we'll have some decent, sensible, and informative replies. I must have been long out from my power, though.

• Almost a year ago in your magazine you did an article on Planet Phoria in Dallas, which was a very good piece of information. Now, in this article you said that franchise had been sold to various places including London, which would be appreciated in late 1985. It has since gone up, and there is a Planet Phoria in Britain, can you give me an address to get more information about it.

Do you also know if there is to be opened in the near future?
Matthew Harrison,
Preston, Lancs.



• Oh yes, it's... it's... you've got to be there, Matthew. Nothing like the money. I'm about that. Before my time. No wait, the Editor's telling that something similar to Planet Phoria is planned for Great Yarmouth.

• After reading your review of 'Blackwyche' in C+VG's November issue I sent off to 'Unisoft' to purchase the game. Six weeks later I have not received the game or a reply within my terms. As I bought the January copy of your magazine in a few days ago, I notice that there was no 'Unisoft' adverb. Has the company gone

out of business? It may be that I am a victim of the length of time it takes for your magazine to come here. However, if everything is aboveboard, I should at least get my money back. If the company is still in business, all I can say is that I am disgusted that anyone is so unscrupulous enough to rip off people because they're doing very well and have no means of a comeback. There are a lot of people who are prohibited from dealing permanently. Well, I have not given up hope of getting the game or at least my money back and any person you could bring to bear would be greatly appreciated. All this uncertainty in mail-ordering would be a waste if you could extend your software service to other countries. I would be quite willing to pay one or two pounds more for the security of knowing that my order was being dealt with by someone reputable whom I could trust.

Simon Hoyle,
South Australia.



• Oh yes, it's... it's... you've got to be there, Matthew. Nothing like the money. I'm about that. Before my time. No wait, the Editor's telling that something similar to Planet Phoria is planned for Great Yarmouth.

• I sent away for a modem from Modern Times under the 18th October 1985. After waiting two months the modem had not arrived. I phoned them many times, but I got the same answer: 'We are waiting on the new Modem controller'. I got a bit fed up of waiting so I cancelled it.

Every thing went fine they said, and the cheque would be sent straight after the 18th '86.

I am still waiting on the cheque to arrive. I phone them every week but I always get the same answer. Two weeks ago they said it had been posted, but the mailing containing the cheque had been lost. I phoned later in the week and they said it had not been posted. I phoned today and they said they had definitely posted it — 5 days ago! Can you help.

John Galloway,
Dumfries.

• Over the last couple of months I have received the amount of photos you have sent your team. It has started with 'Combat Zone' and then a few pics of your assistant and the editor. But I have one complaint, we have never seen a pic of the Deputy Editor. Why is he not the best? I think it is a good idea for the readers to know what the people behind the scenes are like. So please could you print a picture of him to relieve my stress.

An editor,
John Bishop.



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Maybag

VIDEO GAMES
ROOM LINE
E51R 342

9A
+5

instead of the unused savings. Most of them went up to copies of commercially available games, however.

name-travels-writing-the
International Name.
Y's Name, Minister,
L'Amour's

One last thing. Since I own a Spectrum would it be possible in the near future to upgrade my computer to a 128k. I would be grateful if you could give me an answer to this.
Rupert J. Smythe,
Ottawa, Canada

• Would like to inform your magazine of some MMO Club.

• Should will post five pounds to join, and in that fee, you will receive all the magazines in year.

• Within the magazines are reviews, a business section, hints on playing games, listings, special offers, basic programming techniques and a number of other articles, including MMO news.

...and you
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...the

NEXT MONTH IN ON SALE MAY 16th



C+VG goes totally **BATTY** next issue, with a very special Bat-War of Queens' latest smash hit game **Batman**! There's a great Bat-Guide to the Bat-Game by Bat-fan and ace programmer Jon Rhason. And a great Bat-Competition too... Holly Joynticks: Batman! You **CAN'T** afford to miss C+VG in June!

PLUS **Children II**—The Pumpkin's Revenge is set to stir up some excitement among gamers everywhere. We'll be offering you a chance to win a special Pumpkin prize and looking at this graphically excellent game. And watch out for our **Caution II** pull out poster size map! Watch out for the Witch on the cover!

PLUS **Rob Hubbard** is the micro-musician who is making a lot of noise in the game zone. It seems you can't load up a bit title without hearing one of Rob's compositions tinkling tunefully away. C+VG visited Rob at his Newcastle hideout and next issue you can read all about the man and his music. Play it loud!

PLUS We're football crazy, football mad — and the World Cup will rob us of any sense we had! Yes, it's time for the event that rivals all other sporting spectacles, soccer's ultimate challenge. And as if you're not going to get enough football over the next few weeks C+VG has decided to bring you a round-up of all the best soccer simulations around.

PLUS Computers are boring! They all look the same! Just plastic boxes with a totally uninteresting keyboard. But now **YOU** could change all this by entering C+VG's amazing customized computer competition. You could win a very special Spectrum Plus customized by artist Steiner Lund. Steiner has customized several computers for none other than Jeff Minter. Now **YOU** could be the proud owner of one of these extremely exclusive and functional works of art simply by getting your hands on June's C+VG. A painting to play games on — weird huh?



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