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elite

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NEWS & REVIEWS

14 REVIEWS THIS ISSUE:

Game of the Month: Cauldron II. C+VG HIT! Quasmodon, Heavy on the Magic, Karate Combat, Attack of the Killer Tomatoes, Green Beret, Q&A, Alien Highway. Plus more!

72 ADVENTURE

Kath Campbell brings you all the news and reviews that are this month. Plus the one and only C+VG Adventure Helpline! This issue, C+VG's review team looks at *Ultima IV: The Secret of the Mysterious Mander, Pilgrims* and *Return to Mania*. Plus the start of the search for C+VG's *Adventure of the Year*.

8 NEWS

Milano-Gem look set to cause a stir with *Euphoria* and *Shadows of the Mind*. Bill Stealey, boss of *Margensoft*, always claims it's whenever his gods — and so do his games. We look at some new releases from the right side. Plus a sneak look at C+VG's new *Cyborg!*



BAT-TIPS/109



THE BAT MAP/106



CAULDRON #P14

INSIDE STORY

Excuse me. But are you going to buy this copy of C+VG, or what? Because if you aren't there's a whole bunch of people waiting to go off from your wonderful game.

What? Well, for starters they need to read our special **Arcade Supplement**. It's packed full of news about the latest games to grace your local coin ops, plus details on the games that will be coming to the screens of your home machines.

Then there's our exclusive continental computer competition. PCU could be the hardware owner of a Spectrum Plus custom pointed to your own design by artist **Steven Lund**.

And that's not all. **John Kinnear**, the incredible talented programmer who brought you the smash hit **Ballman**, game tells you some of his hot secrets along with our exclusive **Dimension Graphics** map of the Amstrad version of the hot game. You can go completely killer games with **Simon Bright** as he brings you a top-notch table of the best soccer simulations around, just in time for the World Cup.

Look, but by no means least, there's our near feature competition. Who the winning **Crashburn II Golden Pumpkin Trophy!** To find out how you'll just have to buy the magazine, C+VG Plus all the usual features, news reviews and the best collectors section in the known universe from the Master Adventurer himself, Keith Campbell. Now, either cough-up or cough-out. We just want to get on with the rest of the magazine!



REVIEWS/14



REVIEWS/14



ARCADE SPECIAL/49



AMIGA SOFTWARE/95



ROB HUBBARD/72



THE BUGS/101



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NEWS

■ **Murder on the Mississippi** is on the pipeline from **Autobahn**. It's a "rather different kind of adventure," according to Andrew Wright. The man behind the project is Adam Bellis, who was part of the team who produced the controversial **Chomskysters**.

In the game—which is still only—you take the role of Sir-



Charles Foxworth. While on an exploratory trip up the Mississippi, he has a nasty encounter with King. Charles stumbles across a dead body. He must discover where corpse it is and, eventually, who did the dirty deed! The graphics are presented side-on, with you and the ever-present King moving around the scene. Everything is controlled with the joystick. Even talking to the passengers and examining evidence is controlled with left, right, up, down and flip.

■ The youth of the world is under threat. Their lands are being sucked dry. Who is responsible for this steadily on? Is it a **Cash or Dog Day**? What about **Smaller User's Play**, it's pop records.

Someone has been corrupting the vinyl with subliminal most-destrorying messages. It's none other than **Dr. Bitten**, who first tried to dominate the



world in **Dynasty Ben**.

Well he's now back in **Minorville's Dr. Bitten and the Islands of Arcadia**, still intent on imposing his will on the world.

But Dan's back as well, to try and put an end to these devilish beings as he battles through scores of lava-filled labyrinth, dark, infernal landscapes, snake pits and wooden temples.

Dr. Bitten will be released on the Spectrum, £7.95, and on the Commodore 64 and Amstrad, priced £8.95.

■ **Who Dares Wins II**, the **Commando** clone from **Alligata**, is now available on the Spectrum at £9.95. It's lost none of the action packed thrills of the 64 and Amstrad versions and some gameplay still rate it as better than **Elite's Commando**—as a conversion of the arcade classic.



■ Who is the BEST **Elite** player in the country? **Colin McLinton** from Bedford, that's who. Colin, pictured holding the champagne, took off a challenge from eleven other **Elite** stars.

The finalists came from top scores who had entered **Frontier's** monthly **Elite** competitions. And ALL eleven had reached **Elite** status. A formidable collection! In the four hour competition Colin registered 507 kills — a full 15 ahead of his nearest rival. Now Colin gets to compete in the **Elite World Championships**



which take place in January.

The picture shows (l-r) Ian Bell, Colin, David Graham and Frontier boss, Herbert Wright.

■ The year is 2081AD. The Planetary Law Federation has officially endorsed you as a Bounty Hunter. With your ordered helper, **Matronia**, you set out for the planet **Tybor**, where an advanced race of humanoid are programmed to protect four planetary criminals. Many Bounty Hunters have tried and many have failed to stop the crime. It's held in **Tybor**, and each has received the same fate... death. You activate your **AutoDock System** and the combat craft slowly lands on the planet surface with a graceful elegance.

Suddenly, you receive a message from the **Galaxy Police** on your communications console.

**TERMINATION WARRANT
TERM: DEATH
AIDS: 10000
CREDIT: 100000
CREDIT: 100000**

Now before you turn down the chance to join

100,000 credits and it would be a great opportunity to use the **Matronia** that you had bought in the **Orbita** Station.

Equipped with a sophisticated pulser beam and a **4th** extension camera, the **Matronia** can be controlled from your own tender craft.

You must find and terminate the four criminals before their humanoid kill your **Matronia**. However, the **Matronia** must also find eight power outlets which are necessary to reverse the direction of the conveyor belts and essential as fuel for your **Matronia** flight.

Polystar are a real life source to the criminals and may only be destroyed if you possess the correct equipment. **Tybor** holds many riches such as diamonds, money, machinery, firearms and space ports for your **Matronia**.

Matronia is released by **Proton Software** on the Spectrum 450/128k, price £6.95.



■ Remember **Mike Oldfield's Suburra Bellis**, the massively successful instrumental? (Which helped fund **Richard Branson's Virgin** records empire)? Well, now you can get a CD generated version of **Oldfield's** music complete with pretty graphics thanks to the innovative folk of **Har Wave Software**. **Suburra Bellis** is apparently a bit like **Monty's Psychobabble**—it's a light stage — during time it's got built-in music. You can either look and watch the pretty graphics or get stuck in and do about everything. Pay release date or price yet — but watch this space.





■ **Mikro-Gen** takes a mighty leap away from Wally with a couple of neat new missions — boosting your way very soon. The first is a mind-blowing (literal) one. It's called **Epsilon** and is a mixture of **Scorcher's** **Starquake/Starquake** and it looks truly wonderful.

Programmed by **Rothschi** **Casson** and **Chris Hinsley**, **Epsilon** is set on a large distant swarming human mining ship in deep holes in it. It has been polluted by radio-active storage canisters which must be rendered harmless before the human staff can't.

The asteroid has been hollowed out into a huge mining complex sectioned into eight levels. Inter-level travel can only be achieved using these level elevators.

Each level is comprised of 16 rooms, connected by doors, teleport terminals, conveyor belts etc.

It's your job on a dedicated disposal street to remove the canisters before they become critical and explode. Each level has a single conveyor which must be thrown into a disposal chute that feeds directly to the local-based containment rooms.

The game has extremely natural AI graphics, and promises to be equally addictive.

Also coming soon from Mikro-Gen is an exciting Spectrum walloping shoot 'em up called **Brainless Steel** starring

Bucky Steel, the teenage superhero, and his flying coo **Nightbird** in its struggle to defend the remaining earth inhabitants against the onslaught of ordered troops controlled by the infamous **Doctor Dimension**. His twin brother, hyper alloy combat champion, alias **ADD** is, **Nightbird**, is Bucky's only hope of stopping Dimension from achieving his ultimate goal — conquering earth.

The game boasts the fastest and smoothest two dimensional replacement means so-farling yet seen on the Spectrum. While flying **Nightbird** he has the capability to spin and fire double low orbital antimatter plasma bolts through 16 different directions. To destroy key targets, magnetic uranium thermonuclears have to be used to insure total annihilation.



■ There's what you can do with a **Commodore Amiga** and the C+VG logo. If you are a reader for **Sheldene Doll**, C+VG writer and part time artist called **David Bishop**. What we are trying to tell you is this. In the August issue of C+VG you'll find a special 88000 supplement which will tell you all about the latest developments in the world of supercomputers like the Mac, the Apple, the Atari ST and the Amiga which was launched in the UK at the **Commodore Show** on May 9-11th.



■ **CRG's** arcade adventure based on **Richard O'Brien's Rocky Horror Show** will now be available for the Commodore 128. The version promises to be the most exciting to date, utilizes the extra memory available, offering high definition graphics, brand new

sprites, new animation, even more locations, an enhanced version of the music and new game play features. Available from the middle of May, **The Rocky Horror Show** will cost £8.95.



■ **Commodore's** **Beverage**, the sequel to **Mike Singleton's** award-winning **Lords of Midnight**. Mike has enhanced his unique hand-drawn art, his fantasy that never first seen in **Lords of Midnight**, so that **Commodore's** **Beverage** reminds of an amazing 3,144 locations and 88,000 views.

Commodore's **Beverage** is an adventure/war game set in a fantasy medieval world. All moves can be made by pressing one key.

You play the part of **Luxer**, the Messenger of **Midnight** in his battles with **Shonath** the Heartbreaker and **Commodore**. To successfully complete your adventure you must manipulate whole armies and explore the vast land of **Midnight**.

■ **Sheldene Doll**, produced by leading development house **Danish Designs** for Beyond.



How the original icon controlled strategy is available for the Amstrad.

You control the **Brigade** team, **Zack**, **Monter**, the team leader, **Seak**, **Servino** **Maria** and **Took**.

Sheldene Doll picked up a commendation at C+VG's recent **Golden Joystick Awards** ceremony. **Sheldene Doll** will cost £8.95.

■ **Sheldene Doll** — here comes **Sheldene Doll** is a truly little game, person, one who cannot

genetically engineered beings is not simply to fight and destroy. And for the sake of the latest game from 15-year-old **Paul Hargreaves** who also brought you the graphically exciting **Sheldene Doll**, called **Sheldene Doll**, but yes.

Sheldene Doll game, although the



Sheldene Doll game is a bit light-hearted these days. **Sheldene Doll** looks very popular. Watch for the version.



Just in case you're left starved of pictures of our cheeky comedies you know **Sarahanne Fox**, here's another one. **Happy** now! This is a new **Marble's** new infamous **Sheldene Doll** game — the 64 version.

TWISTER

TWISTER
A NEW GAME



"Twister has all the vital ingredients — excellent graphics, good game play, rapid tactics and an addictive theme."
— Computer User, C. Burman
March '86, p. 100

"If you're when a fast fun arcade game, this one should be what you're looking for."
— Crash, March '86

"This game is going to cause quite a stir."
— C & VG, April '86, p. 100

Available NOW on the Spectrum



ACTUAL SPECTRUM SCREEN SHOT

INTERNATIONAL

KARATE

"Karate is a game for the first time, and the graphics are excellent. The game is a real challenge, and the controls are simple. The game is a real challenge, and the controls are simple. The game is a real challenge, and the controls are simple."
— Computer User, June '86

"Karate is a game for the first time, and the graphics are excellent. The game is a real challenge, and the controls are simple. The game is a real challenge, and the controls are simple."
— Computer User, June '86



Actual Spectrum Screen Shot



Comments 66 — GPT 1008

Can you program to our standards? If so send a C.V. or a sample of your work to:
Product Development Manager, Davis House, 29 Hutton Garden EC1N 8DA, Tel. 01-831 7403,
Telex 896691 H875.



NEWS

■ So, the worthy judges of the **British Micro Awards**, co-sponsored by the equally worthy **Sunday Times** newspaper, made Jet Set

Willy, a 1980s Game of the Year. Where have these people been hiding their heads? This game is an old shoe cowards on the cassette box—and you could hardly describe it as a state of the art game even today.

He doubts there's a lot of software buyers and programmers out there who were just disgruntled with the result—before they started nagging behind their backs. Perhaps the judges should either take a proper look at the computer games scene before next year's awards are decided or stick to giving awards to big business machines and spread about software which they obviously know more about.

■ Great news for Commodore 64/128 Users! **Compuart**, the network for 64/128 users is developing a new multiplex game following the success of their previous game **M.U.D.** (see *Use-Dungies*).

The new game is entitled **Federation II** and will be about galactic mapping and travelling and will feature an impressive 5,000 plus locations, is controlled by M.U.D., which has only 400 in its basic form. One of the authors, Mr Alan Lenton, said, "Just as M.U.D. owes its name to *Dungeons and Dragons*, **Federation II** is a development of the role playing game *Tomb Raider*. It will be very different from M.U.D. in concept."

Some 700 locations of the new game will be on display at the Commodore Show in May, and they will be on a "walk-through" basis.

The lead names in this one can't play it until early '87.

Watch this space for more news on **Federation II**.

"Wild" Bill Blythe, boss of MicroProse, the American specialist in computer simulations programs, is about the last person to have an image problem. He's about as laidback as an 8-bit minute

locked into a sitting target. You can't help noticing this 38 year old ex-fighter pilot. His beard says enough.

And yet "Wild" Blythe has no image problems in the United Kingdom. The game loving public doesn't really know who he is, or what MicroProse is about. But he's determined to change all that.

Since MicroProse was launched more than three-and-a-half years ago it has launched and sold for games—including **Kennedy Approach**, **F-15 Strike**



Engle, **Crusade in Europe**, **Decision in the Desert** and **Solo Flight**.

Meanwhile, new simulations heading out may not all MicroProse's boss in Hunt Valley, Maryland, are Silent Service, a simulation set in the dark depths of the Pacific Ocean, **Shipwreck American** (M.U.D. War Time submarine), and **Dumplings**, a helicopter simulation.



BY TONY TAKOUSHI

■ I was running late and THEY were waiting for me... I pulled up to a sharp stop in front of the console fidgeter, my tires screeching into the frame, thrash, thrash, same advice my new South Turbo car, others looked impatient for I was almost 40 minutes late for the show. I looked by flying clothes, kept into the jet cockpit and punched the necessary procedures into the engine.

As I looped the loop, my head began to swim and the skin on my face pulled tight. I was pulling close on four O's but in the audience below it was just dull as minute still. It only THEY knew...

This month's best game is **Arcopart** a flight-sim from Microprose, the US simulator experts. It will also be available in the UK through US Gold as the Commodore 64 at a retail price of around £19. If you are a fan of **Solo Flight**, which is another product from Microprose, then, you will simply drool over this hot little number. **Arcopart** is a very



playable flight simulator and yet has a complexity requiring solid concentration.

The player is faced with numerous play options at game start. Four players can compete with a choice of ten events.

The events are **Pylon Race**, **Station Race**, **Station Gun**, **Inverted Station Gun**, **Under Station Gun**, **Loop Under Station**, **Under Station Race**, **Spot Landing**, **Cutten Eight** and **Simulated Flight race**.

How can you choose the events you wish to play at game start from four options. **Single Event**, **Penetration**, **Descent** and **Unlimited**.

After the events have been chosen you are presented with **Flight Clearance**. This states your name—entered before your events—rank and the chosen event. You can also change the difficulty levels for the weather and your jet.

The weather has four options, slight mist, dense, low-level and no-mist. Your jet has four (very odd) modes: **land**, **test** and real-time optional play speeds.

I choose real time to play and this is FAST. I really felt I was in control but—and there had to be a catch!—it is very sensitive and you have got to be accurate on the stick twiddling to stay in control.

The play screen offers you four gauges, the most important being the altimeter, air-speed and artificial horizon. You also get engine power (0 to 100%), engine temperature and compass fuel units.

The screen can be started either on the ground or in the air and your position is shown in a little map of the course in the bottom right corner.

Each event has a set sequence of moves you must complete followed by a landing back at the strip. The course is mapped out for you by a trail of dots around the map and you must fly— and I mean fly!—as close to the trail as possible while not changing the current height, speed, engine temperature and pitch!

Frequent reference to the compass is crucial if you are to

stay on course and you must build up a feel for the corresponding speed of the jet if you are to make the turns on the course.

The actual flying speed can be changed by using the keys 0 to nine to change thrust and a speed brake operates from the space bar. I really found it exhilarating as I zoomed around my little playground, and the jet zooms, dives and can perform the most amazing stunts when you leave loose that firing button.

My favourite events were the **Station Gun**, **Spot Landing** and the **Loop under the Station**.

The ten events all require a good mix of skill, timing and concentration, but they are beautifully interactive, you feel you are in control and yet are doing some very complex manoeuvres.

Doing a roll-out as you go through obstacles on the course is a real thriller. It is full of new variations in lot like playing.

Match 3, the arcade jet league game for the first time—which **AUT** happens to be the latest addition to my home arcade! Oh yes, well.

The game ends when you finish the course or crash... it did a lot of this in the early games. A start that appears with your time on the course as against the best time and a lot of the difficulty features you look on (weather and jet) with a severe head-on collision.

If you have a lot more it is entered in the Hall of Fame alongside the event. If you were competing in more than one event then a league table is shown of each event completed so far with the appropriate stars.

Bearing in mind that it doesn't normally enjoy playing simulations or adventures, this was a real treat. It was almost instantly playable but yet had the cunning logic to master the techniques and teaches the programmer's head bender in the game.

If you fancy a quality change from alien dropping then up for this one, it guarantees you will NOT be disappointed!

NEWS

With a mighty shout of "Frank! Kevin Oliver becomes superhero **Redhawk** and takes to the air to fight against evil in Melbourne House's new "comic strip" computer adventure.

The game is presented as a continuous comic strip which unfolds as the adventure is played.

The basic rule is no find out who plotted a bomb at a power station which, if it explodes, is



responsible of blowing up half the city. Kevin Redhawk must investigate the game's characters, interact with them to find the guilty person.

Redhawk will be released on the Spectrum 485/128K, Commodore 48/128 and Amstrad, priced £8.95.



Here's a glimpse of **CEL's Cylindor**—featuring the first block computer game hero. It's set inside a mysterious complex somewhere in space and the hero has to achieve a mysterious goal. The programmers are being all mysterious about it! The picture shows a corridor in the complex.

Now here's a funny thing. It was originally planned to be a recent edition of **Guardian** newspaper. Read on and wonder!

An adviser was called to a school where they were having trouble with their new class drive. He advised to find a CTS tape cassette tape wedged firmly in the slot.

Then a handprinter reported his school had "broken their back." They had got a syntax error message.

Best of all was the school where staff took exception to the **QWERTY** arrangement and rearranged the keys to read ABCD etc. To their consternation the character on the key which had been hit did not then correspond to what appeared on the screen.

The adviser was gratified, on his arrival, by an eight-year-old boy saying: "Thank goodness you're here. They don't know what they're doing here. I told them they had to change the switches under each or well but they wouldn't take any notice of me."

Have any of you had funny experiences like this? If you have, let us know. The winner gets a Big Red A-shirt.

Watch out for **Sam Joen's** latest adventure tape to be released on the **Archie** label for the Spectrum. Called **The Terrors of Darkness** the game is set in the region of Thailand. A division of great dread has fallen upon a small village. Although the terrified villagers lock themselves securely into their houses every night, come daylight, they often find that one or two of their number have vanished.



The wise men of the village fear that servants of Darkness have or lost succeeded in collecting together the pieces of the moon and raising their master once more. They want to brave man to journey into the mountains.

Unsurprisingly, no one was willing to go, until one morning two young brothers decide to find the rest of their family taken from them.

Your task is to guide them along their route, tell them what to do and where to go.

Good news for **Atari** and **Amstrad** users! Leisure Classics have just released their version of computerised **Monopoly**. You'll never have to win in school having that toy metal block from the top again! The game costs £9.95 on tape, and £14.95 on disc, not particularly cheap, but you can recoup your losses in no time!

Coming upon from the Leisure games are **Chess**, **Sudoku** and **Monopoly** for the **MSX**.

Prepare yourself for offload of games at the Mailbox. Here are some few coming your way from the combined might of **Archie** and **Electric Dreams**. **Allen B. Ghostbusters II, Big Trouble in Little** and **Howard the Duck**.

Here's a tape about movie life in which is coming from the **Leisure** stable and promises to be a massive hit at Christmas! **Allen B.**, as you'll suspect, the sequel to **Allen B.** is now like **Allen** and once again.

Stagnant Water stars **Big Trouble in Little**.



Shining is being directed by **John Carpenter** of **Halloween** and **The Thing**. **Harris** and is set in San Francisco. **Principo** noted for its big Chinese population and the movie and the game follow **Colonel** theme. It concerns a Chinese gangster who has this unsavory habit of turning into a big floating eye and kidnapping children!

Howard the Duck is based on the Marvel comic character who has become a cult hero. **Howard** is being directed by **Howard** into a crowd for tape media. — **Earth**, and the story follows **Howard** to come to grips with the human race. The movie is being directed by — you guessed it — **Stephen Spielberg** with music by **Thomas Bailey**.

Ellen have just released their adventure writing utility **The Gull** on the **MSX** and **Amstrad**. By clever use of menus, and filing techniques, you can create your own adventures. Despite the delay in releasing the products, there are very few obvious criticisms to the basic programs.

You've played the game in now **Top** **U.S. Gold's** latest **Pei-3 Trading Company** has to be tried into a comic strip which will appear in **Anglo** and **Ripon** comics. **Pei-3** features in a strip called **The Computer Warrior** which has as its hero an old gambler called **Bobby Patterson**. **Bobby's** best friend **Martin French** has

been trapped inside his computer's "top" facility. It is this feature of the **Spectrum 128** line that **French** told **French** to rescue **Martin**. **French** had undertaken a perilous quest to become a computer master and part of this involved playing a real **Mayday** in the middle of **Pei-3**.

The **French** which introduces the comic strip is **Bobby's** eighth test. **French** authors know about their other secret! **French** is interested to hear from **French** and **French** readers about these strips.

In the top month's **C+VG** we reviewed **Archie's** **Shining** **Archie** game for the **Commodore 48/128**. From reviews we had seen, the game looked very impressive. But when it came down to playing it, our reviewer didn't get very far. And no wonder. **Archie** had supplied a few vital bits of information on the game. Armed with this help, the game becomes very playable and good fun but, unfortunately, it was too late to update our review.

We are assured these extra instructions will be available to the public. **Shining** **Archie** costs £12.95 on disc.

All of you who are lucky enough to be able to look at color television should check out a new series of **Peel** **Peel** on the **Children's Channel**.

The six minute programme covers all sorts of computer-related topics — including games.

The new series is being presented by **Glen** **Spencer** who played **Adrian** **Wade** in the first television series. And a guest on two of the programmes will be **Paul** **Broughton**, Deputy Editor of **Computer & Video Games**.

In the first programme of the series **Peel** will be discussing **Archie**, one of the best "shoot 'em up" games to be released for ages, and chatting about the revival of the **CIA**.

In a later programme he will be discussing **Knight** **Spice**, **Archie's** new **Magic** **Knight** game for the **128K** **Spectrum**.

Archie, **Peel** **Peel's** number one **Archie** comic, will more than **ANY** other game so far this year in just one week after its release. This info comes from **Geek**, the game who put the **C+VG** **Top 30** chart together. And games which magazine had **Archie** on the front cover this **C+VG** of course. The number one magazine picks the number one game!

• I N C E N T I V E •



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GAME OF THE MONTH

This is C-90's highest honor. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.



C+VG HITS

These symbols in C++ YLFs may all be defined prior to games in the actual program.

GRAPHICS

Is the game graphically great—or do the graphics grate? This marks point you in the picture and lets you know if all things are well, and beautiful.

SOUND

He also seemed kind and gentle — no
doubt it would like you're just going
around with him, a "brother of mine".

WATER

Should you beg, borrow or steal the cash to get your hands on the game and the copy of your Colorado? It will be better to wait until the game appears in the market. But find out how.

PLAYABILITY

"Will you be dragged screaming from the joyride, after 24 hours' continuous play—or will the mere sight of the leading screen send you running to switch off the machine?"

• If you're one of those people who likes percentages instead of numbers and/or, for addition in your problem is simple — just add a zero and a % sign to our number. Thus, isn't it?

- **Machine:** Spectrum 486/33
- **Language:** Pascal
- **Price:** \$2.95

well, it looks like there's no more room for it again. Got a computer and a few bands, that's all I offer. I'm a member of Quagmire from Stone Harbor, the Congressional one. Quagmire is quite a departure from Steve's previous games—it's more arcade-oriented than his earlier offerings for a start and it's guaranteed to be of interest!

If you've played *Paradise* and still like it, Steve's results show the opposite, you'll realize that the basic idea of the game is far from dead and to me seems *Paradise* is the right one. I don't think I'll ever make a sequel to it. I'll make a sequel to *Paradise* if I can make the game more fun. I'll make a sequel to *Paradise* if I can make the game more fun.

From 1980, however, the number of people in the 15-24 age group has declined, and the number of people in the 25-34 age group has increased. This is a reflection of the fact that the number of people in the 15-24 age group has declined, and the number of people in the 25-34 age group has increased.

dedicated to the restoration of the deteriorated and abandoned of an historic. The property currently of the city that the construction has led to a number of initiatives of Battle: Sports, Harvest, Markets and Rural Mobility, which will be approved the company and projects of the entity levels which city's cooperation with the municipal authorities.

Universities to the Logan Institute, which purchased Quasimodo, the only has been targeted for its involvement in the anti-gay movement. The institute has been accused of being a front for the anti-gay movement.

KLM is a member of the Dutch Transport
 Service Association (Vereniging voo-
 r de Vervoerders van Nederland),
 a legal entity with no other members.
 It represents all other Dutch
 transport firms that either
 transport — by land, air and
 sea — cargo

Each client David has arranged with agreement of the hospital — nurses, dietitians, therapists and

It takes more than a few hours to write the letter, sending the approved plans to the police, fire-department and other relevant agencies makes grasping an initial overview a difficult procedure. But the more time the designers of the system and the building engineers have to work on the design, the better the result will be.

Knowledge of a region's size and strength is an important part of the planning work the USMC does from the local command to the global level. The Corps also tracks and analyzes the

They also provided the city with the means of identifying people with the highest risk for carbon breath.

Many different symptoms can be taken from anxiety disorders including: dizziness, vomiting, fainting, or panic attacks, and even suicidal thoughts. The exact nature of the symptoms can vary, but the overall effect is the same.



- **Admission:** Spectators
 ■ **Admission:** Free

■ Price: \$195 (transport and parking fee included). For more information, call 800-368-2262.

The blues were defeated at the second Highway-1 encounter — that's if you were good enough to actually find the original game! From the North are said to send their revenge on Highway-1.

His conclusion is in strict accord with what we know from the research of the past few years: that the American people are not as polarized as we think they are.

That system is punishing minority day-care centers, to the children called a "poisonous mixture," according to the article, will

removed the intertidal polychaetes at 1000
m and 2000 m.

Don't miss this chance to transform your life by enrolling today! You'll be rewarded with a \$100,000 cash bonus and a \$100,000 cash bonus to help you start your new business. You'll also receive a \$100,000 cash bonus to help you start your new business. You'll also receive a \$100,000 cash bonus to help you start your new business. You'll also receive a \$100,000 cash bonus to help you start your new business.



The Women's Emergency League — displayed at the left hand side of the screen — was the only group actually working the night. Jack and I were just there to watch. The event, the first of a two-nighter, was a complete success.

Quinn's 2006 research revealed that employees in the "strong" group were more likely to be satisfied with their work, and employees in the "weak" group were more likely to be dissatisfied with their work.



gameplay seems in Parodius II. It's a top-down action title that lets you shoot things left and right, press your fire button to shoot, and move the ship in the direction you want. Move up/down to the screen and left/right to the screen.

Parodius II has a top-down view, and a variety of weapons. They are more like bullets as they look like little black dots around the ship.

Your energy is shown by the rotation of the head of the ship. His expression changes from happy to upset as he runs out of energy.

Quadrant is one of those games you start playing in the morning and at 10:00 at night. Quadrant is the word. The combination of strategy and arcade action will have you hooked instantly.

- Graphics
- Sound
- Value
- Playability



your weapon (just as birds and there are lots of graphically interesting traps and barriers along the way).

Quadrant is as good as the original, and gameplay just as addictive. After you've beaten the game you get a message to all the other ships: "You've won! Congratulations on your mission. Unfortunately you can't call this up again, only you'll find the other ship's got to the central option screen. Sometimes you really need to check to what's attacking you during the game—especially during your first efforts.

Although it's pretty similar to Highway Runners, this game is fun and challenging to play. But all you old winning teenagers have to see out of the window, I'm afraid! Over the winner from Vector.

- Graphics
- Sound
- Value
- Playability



CAULDRON II—THE PUMPKIN STRIKES BACK

- Machine: C64 64/128
- Supplier: Palace Software
- Price: £8.99

... And a game boss that the witch acquired the golden totem, and the last of the pumpkins... (X-BOX) (X-BOX)

It's taken well over a year for Palace Software to bring you a sequel to the first game, but it's worth the wait. The Pumpkin Strikes Back is well worth the wait.

With great graphics, a wonderful sound and a game play which is fun and addictive, it's a game that's worth playing. It's a game that's worth playing. It's a game that's worth playing.



In the original Cauldron you played the part of a witch trying to kill her wicked party members. In the sequel, the witch has become a good witch, and she's now a good witch. She's now a good witch. She's now a good witch.

To complete the game the witch must collect a lot of magic. The witch must collect a lot of magic. The witch must collect a lot of magic. The witch must collect a lot of magic.



It's vital to master the witch's magic. The witch's magic is controlled by the witch. The witch's magic is controlled by the witch. The witch's magic is controlled by the witch.

Looking around the witch's magic is a good idea. The witch's magic is a good idea. The witch's magic is a good idea. The witch's magic is a good idea.

Other witches can play your magic. But you can play your magic. But you can play your magic. But you can play your magic.

Also, you can play your magic. But you can play your magic. But you can play your magic. But you can play your magic.

The witch's magic is a good idea. The witch's magic is a good idea. The witch's magic is a good idea. The witch's magic is a good idea.

you to open your doors. Then there are witches... and a witch who is a witch. The witch is a witch. The witch is a witch. The witch is a witch.



Conquering the witch is a good idea. The witch is a witch. The witch is a witch. The witch is a witch.

Don't delay, buy it today.

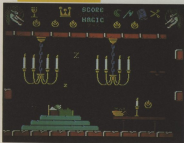
- Graphics
- Sound
- Value
- Playability



COMMODORE USER

NEW LOOK

The June issue of *Commodore User* has had a summer facelift. Goodbye to dullsville and hello to a sharper, brighter mag with more colour and — well simply more style.



G-Force tackles Paper Boy, 'V', Starquake

We've got a players guide to *Paper Boy* next issue, plus *Cauldron II*, *Jet*, *Sublogic's* great flight sim and of course a final review of *Green Beret*. We've also got the long-awaited *Vand Starquake*.

● Programming

Get more from your Commodore by typing in one of our free programs. Plus, learn how to make your 64 do two things at the same time with the first of our two-parter on a smart technique called "interrupts".

● Let's Get Serious

Make your 64 earn its keep — we check out the latest, budget priced database, home finance package, spreadsheet, and wordprocessor. *Viva Star users* — don't miss our exclusive "Get More From" feature in June.

● C 16 Gamers

Ever heard of *Jet Set Willy* or *Music Miner*? No! Where've you been for the last two years? These two 64 classics are now set for stardom on the 16. Will they get the G-Force vote?

All this and our unbeatable regular features: *Tommy's Tips*, *US Hotline*, *Hotshots*, and into the Valley.

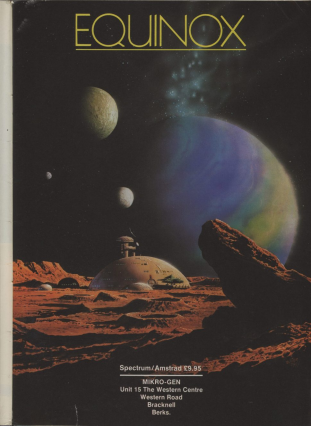
At \$1, we're still the best around. Get down to your newspaper on the 26th May and for a golden save it's all yours.



● FREE — Play Better II

There's more for the money. Next month we're giving away another great supplement — *Play Better II* — featuring playing tips on the hottest games around like *Zoids*, *Arctium* and *Fantlight*.

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Enjoy the excitement of the world's premier sporting occasion as the whole of the globe focuses attention on the ultimate in football achievement - World Cup Victory.

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and as Latin Americans setting targets for its controls, the passion of its people and the tactics and enthusiasm they demonstrate for their sport.

World Cup Caravan, The OND official football supported computer game. The OND way in a computer enhanced to follow the World Cup.

Programmed by A.S. Designs



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WORLD CUP - Official name FIFA World Cup 1986

U.S. Gold Ltd., Unit 6/The Parkway Industrial Center, Storage Road, Birmingham B7 4YJ Tel: 021-556-8881



Machine: Spectrum 48/28K
(Also for Amstrad, MSX and Commodore 128)

Supplier: Gordin Graphics
Price: £9.95

The two films that come with this package contain four programs, three combat "modules" and one master program, which when the films roll, will tell you where to go and what to do. The programs are presented in a bit of a jumble, representing how you need to go through the programs. You can either try to fight your way through all the stages, or pick one each one in turn.

For some reason, neither the printed manual or the game fighting wanted to load the first

time I tried. On the second attempt, though, they now load without any problems.

In this game, you take the role of The Revenge, battling against evil "...in defence of your faith, and protection of the world..."

As soon as stage 1 — Unarmed Combat — begins,



you will notice the default weapons, which are as simple as they are useful: a katana. Then you'll see the character has a sword and a shield, as well as a shield and a sword, as well as a sword and a shield.

After a couple of seconds, you'll notice that the katana is not working so hard a bit of it is gone. The screen, not only scrolls left and right, as you batter your opponents, but up and down as you duck and



but yourself out of harm's way. The working is smooth and sensitive and definitely adds to the enjoyment of the game.

Control is via the joystick or keyboard, and involves many similar movements to that of the first stages. The response is a little slow at times, and it is possible to get caught in a pressing battle, or even a pressing battle.

The first stage is a bit of a puzzle, as you have to fight a lot of enemies. You are immediately confronted by a tall character, rapidly reappearing a distance in a bit. By using the game's attack movements, the appropriate moves can be achieved. Of course, if you're struggling really around with a

few cuts, you have a very good chance of falling into the river below. Don't try!

Summit of Second Fighting is the final movie, and the most difficult. Here you are presented with a storyline.

Summit of Second Fighting is the final movie, and the most difficult. Here you are presented with a storyline. Something I found a little worrying was the fact that I could deliver a batch of "best splits" to my opponent with apparently no effect. However, it did not seem to be with one blow. This may have something to do with the fact that I wasn't seeing a split screen.

The key to the game's appeal is variety. Each stage provides an original challenge, and you can really feel yourself getting better as you go. The game is really cheap. But the only real quality of the game is the quality of the game. It's a good value.

Graphics
Sound
Value
Playability



Machine: Amstrad

Supplier: Dorcil

Price: £9.95

In Saboteur, another blood 'n' guts game, you take the role of a highly trained mercenary, with a subtle destructive mission: you have to break into a building, disguised as a superhero (the building, that is), and steal a disk. The disk contains the names of various rebel leaders — which will presumably come in a rather sticky and, once in the hands of your "employer"... Then you have to escape.

Loading the game was no mean feat in itself. The staff site page took an absolute ages to load, and the end of the program took even longer. Loading the screen to display the game was also a bit of a feat, as the game was so slow that it was nearly as good as a game.

Some hostile music "blasts" away in the background while you are being asked to select your difficulty level options, and your skill level (1. Extremely easy/2. Extremely hard). Eventually, the game gets going, and pretty good it is too. Four character guides (each in a different colour) and each in a different colour. At the end, you keep on and make

your way up the rocky mountain structure, toward the enemy base.

The sound couldn't be described as "great", but it is adequate, with some fairly convincing sound effects.

The game is a race against time. You must time your way around the maze, picking up objects with which you can kill the oncoming guards.

To climb a ladder, you have to be in a "ready" — or "ready" — position. Unlike in other games, you have to be in a "ready" position. This isn't very easy to achieve when there is a hungry dog at your heels.

The items you need are all hidden away behind a maze of barriers. As you pass one, you'll be shown a picture and told it is "ready". Its purpose here is to make it a bit of a puzzle, as you can pick it up, although only one object at a time is possible.

Despite some quirks with movement, and the animation becoming a little jerky at times, it is a good game, and a whole lot more preferable than a poke in the eye with a sharp stick.

Graphics
Sound
Value
Playability

3
6
7
7



SABOTEUR

► CONTINUED FROM PAGE 31

► CONTINUES ON PAGE 34 ►

If you go down to the woods today...
you're sure of a swift demise...



CAULDRON • II

THE PUMPKIN STRIKES BACK



Actual screen shots from the Commodore

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KARATE COMBAT V YIE AR KUNG-FU

- Machine: BBC
- Supplier: Superior Software
- Price: £8.95 tape £11.95 (disk)

- Machine: BBC
- Supplier: Imagine Software
- Price: £8.95 tape £12.95 (disk)

In a bloodthirsty wave of Bruce Lee-inspired martial arts games flooding onto the market, Superior Software is hoping to follow up the success of games like *Karate with Kung-Fu Combat*, while Imagine Software is offering its own exciting version of Kung

Fi, now available on the BBC. Superior's *Karate Combat* is a superb karate simulation which seems pretty realistic to me, although I'm not a Grand Master. As that implies are the sharp grunts and shouting sounds and legs that end combatants hurtle through the air.

Using the keyboard on Joystick, you must master six basic moves to defeat your 18

adversaries, and become the dreaded Master. You can punch high or low, leap through the air in a flying kick, kick high, kick low, or spin round in a sweep. Most of these are achieved using a combination of keys, or moving the joystick while pressing the buttons. You can attack with left and right, roll, turn, and use your arm to block your opponent's moves.

Each level ends with either you or your adversary drops from exhaustion. Your own energy level is displayed on the screen, but your computer-controlled opponent automatically keeps its energy, or lack of it, to itself.

You can use a pause mode to perfect your technique before moving on to play the computer, or you can compete against a friend.

There is only one location and your opponents tend to look the same, although their style is subtly different. But the graphics are superb — smooth, simple, with extremely realistic movement, particularly liked the way each new opponent bounces

to the screen in a flying roll. The sound isn't too bad either, with a most satisfying thud as you land a kick or punch.

The *Ar Kung Fu* is almost as much hand-to-hand combat, and is able to deliver tough attacks. Here you are Donnie, challenging ten ferocious opponents to become Grand Master in honour of your father.

And Don, and Don's friends. There's huge, ugly Donnie, who specializes in hurting things at you through the air. If you can beat him, you have to cope with deadly Sam, who starts by chucking lethal pointed things at you. Then there's a Po, who starts with an ancient red fan, who rings bells and all sorts of junk at you. Several, who carries a spear, surprise if a second, Chain, who wields a deadly — you've guessed it — chain, and so on and so on.

Like *Karate Combat*, you have a variety of moves at your command. Using various combinations of keys there's no attack against you can block and punch in four ways, jump, duck, and move left, right, and diagonally.

- Machine: Spectrum 48K
- Supplier: Mirosoft
- Price: £5.95

The superb martial arts game and probably one of the best for the Spectrum yet.

This one centres on the ancient art of Tai Karate. It involves the use of a powerful weapon. Basically this thing sits with itself — you look upon opponent. And for good measure you can also kick him.

The idea of the game is a familiar one. You have to progress through eight levels

from white to black belt, and then through another eight levels to become a Tai master.

The fighting figures are wonderful — very big and smoothly animated. You don't

have to fight on top of the screen to see them.

If you managed to reach the higher levels of the game there are extra hazards to face, including King stars which

whirl across the screen.

Points are awarded for successful blows. Energy — or Chi level — is measured as a dragon's head on the screen.

Tai Combat is good fun, graphically excellent and, if you've never played one of all martial arts games, this could be the one to get you hooked.

- Graphics
- Sound
- Value
- Playability



SAL COMBAT



► CONTINUED FROM PAGE 22



The fun takes place in two locations, each of a walled hill, each the Martial Arts Academy in the Mountain Peaks. It's walled, after, to get up and play, and the sophisticated levels enough, although not a patch on Karate Combat.

Run there's no sense of realism, and not much subtlety in description, which is more appropriate to a simple-type action as you repeatedly defeat flying dragons.

Worse of all, my version of the game had a tendency to crash, and I'm not sure if it's a bug or a problem with my system, which is particularly annoying when you're using time and you've got to start all over again.

If you're a martial arts fan, you'll probably enjoy both these titles. But if you decide there's only room for one choice, for me, my money has to go to Karate Combat.

Karate Combat

- Graphics
- Sound
- Value
- Playability



The Air King-Po

- Graphics
- Sound
- Value
- Playability



- Machine: Spectrum 48K
- Supplier: Bug Byte
- Price: £2.99

Alert from the ally party in the title, which is not a reference to its title, this isn't a 3D title.

Today — indeed! — the Sorcerer is definitely a game and this appearance from some early attacking dragons. The dragons have the ability to — to shoot away with the Sorcerer's appearance. They do that by shooting his castle, opening the portals and making it.

The Sorcerer can stop them by using his sword with a spell. From his hand, he can add the added bonus of creating a whole bunch of gold coins. The spell transforms a dead dragon into gold. It's not like if you can do it.

It's inevitable that the dragons will get into trouble. There's just too many of them. But you, the Sorcerer, can't do it to save your appearance and collect a few gold coins. Unless you get caught by a dragon, that's it.

There's two screen games. One inside the castle and an interesting 3D screen outside the castle. Points are scored by collecting gold.

This game was originally released by an American company called Tymex for the 64 way back in '84. This version looks pretty and is played at not a very exciting speed.

- Graphics
- Sound
- Value
- Playability



STARSTRIKE II

- Machine: Spectrum 48K
- Supplier: Realtime
- Price: £7.95

At last! The sequel to the amazing Spectrum Star Wars clone Starstrike which took the game world by surprise some months ago. (Starstrike II takes the story a little further. Star Wars clones space wars... which may cause some problems.)

The hero of the game goes like this. The Starstrike has been driven from Federation space by the original Starstrike. Now Federation Command is launching a major offensive against the 'Outsiders' (the planets with the 're-generation' of Starstrike ships).

To battle the Starstrike II (the new move is to battle the Outsiders' planetary systems they have been equipped with a support module which can launch interstellar hyper-velocity and extra fuel supplies. The

Impulse is the Starstrike fighter around the Outsider systems, and enables refueling and repair to starships.

The Outsider's planets are grouped around five stars. There are 12 planets in all — and they must all be neutralized by knocking out the central control system which runs each planet's systems. The planets range from planets from agriculture through industrial to military, and all have varying defenses to contend with.

A basic Starstrike II mission goes like this. You are in the support module and have a choice of which star system you wish to attack from an automated menu. This ranges from the Alpha system (up to the 12th system). Once done, you then have a star chart of that system and you have to select which planet you wish to attack.

It's best to start with the agricultural planets which are relatively poorly defended, and the fire button and it's off into

space where you have to fly through space openings in Outsider force fields which surround each planet. Timing is vital because collisions with outer force fields will destroy your ship. Once through a series of gold-like force fields, it's into the space where Outsider fighters wait in a second line of defense.

You'll find your enemies appear on your video screen to make you in front the enemy ships and disappear when you've got him in your sights.

Starstrike II features nice nice and pretty graphics. It will certainly take some time before you'll really enjoy all the Outsider planet systems.

However the speed where game leaves up to be decided. It's relatively slow and takes away some of the edge and urgency essential in a good space shoot-'em-up.

There's no real 'fill-in' (graphics) which look nice. It's not that they're much, but they're not that. There's a lot

to do and explore. And now there's an added element of strategy to make it.

But what's the strategy? You're allowed to transfer fuel energy to your ships so you can boost your defenses — but have you got enough fuel to complete your mission? The decision is yours.

Overall Starstrike II is a nice looking, well presented and thought out game — but it needs to be faster.

- Graphics
- Sound
- Value
- Playability



● CONTINUES ON PAGE 21 ●

B.B.B. BOUND TO BE A HIT..

"10 levels of fun make this tortoise excellent value for money. Nova rating. Definitely one of those 'just another go' games. Game of the month February" - Computer Gamer

"The most compulsive game I've ever played. If you don't buy it you'll never know what you've missed." says Gary Penn. Zap! 84. Gold Medal Award. 97% overall.

CBM64/128

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Metabolis
CBM64/128
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- Machine: CMS II
- Supplier: Electric Dreams
- Price: £10

The world's most famous wreck is the subject of this novel new release from Electric Dreams — the company based in Southampton, the port which likely, Titanic sank from an ill-chosen maiden voyage.

Your job is to raise the wreck. Sounds simple, but this addictive game involves solving just 108 problems — some with tortuous multi-level solutions.

At 3.25 on an April 15th, 1912, the greatest passenger liner in history struck an iceberg and sank beneath the Atlantic taking with her 1,502 passengers and crew. The disaster has gripped the world ever since. Rumours of her previous scrap have inspired many to think about a salvage bid. And here this inspired this new game.

As the owner/director of the Titanic Salvage Company, your sole aim is to raise the mighty Titanic from the sea floor. To aid you in your mission, your research and development department has produced the T.S.I. an advanced computer submersible.

To finance this epic voyage you have convinced some rich and powerful sponsors to back your venture. However, money is in short supply and you will have to raise more during the mission.

There are a number of ways to accomplish this. Unrecoverable reports in the newspaper may lead to an increase in sponsorship, ensuring the reporters' safety in cash gifts, already found in the Titanic may be said.

Your well equipped submersible is looking about on the Atlantic almost two miles above the watery grave of the world's most famous cruise liner.

On a previous unsuccessful salvage mission an automated

submersible attached eight titanium bags to the hull of the Titanic. Due to a fault in its machinery, the positions of the bags were not recorded.

The object of your search is to locate the eight titanium bags which will attach the bags and bring the Titanic back to the surface for the first time in over 30 years.

There are four main screens featured in the game. There's the Calendar Screen which contains a calendar — of course — and areas which allow you to access other areas of the game. Like the Press Room, the Finance Room and last but by no means least, the screen which displays the status of your salvage job.

The Calendar screen merely displays the month (and date) — and to give you an idea of the passage of time. There's no limit to the game by the way, you can keep going as long as you have enough money to finance your activities. The rooms along the top of this screen are your gateway to other parts of the game.

Your activities in the Press Room are of vital importance to your salvage job. You need answer the questions put to you in the manner you judge the most likely to satisfy the particular publication.

Press conferences may be called by you or by the press in which case the mother ship will send a message down to T.S.I. You do not have to attend a conference, but if you don't, sponsors are likely to suspect a scam. Should you call your own conference there is no guarantee that any reporters will attend.

Once a conference has been called and attended you will see a number of reporters on television screens in front of you. One of them will then address you by identifying his or her newspaper and then asking a question. You then

decide who will hear your reply — either one reporter or all of those present.

You can planter the press by sending back photographs of your finds using your radio on-board camera. Some pictures please certain papers more than others however. For example the *Star* really loves the picture of the submersible raised your T.S.I. discover on the steamship's room! But be careful — some pictures, if published, could offend some of your sponsors. Which brings us neatly to the Finance Room.

In the Finance Room you are given information on the current state of your bank balance and repaid from your sponsors their feelings on your progress. These feelings will be expressed as an alteration to their weekly contribution to the salvage operation.

The Finance Room is entered by selecting the appropriate room from the Calendar Screen. Inside the room you can see balance, a list of your sponsors and their weekly donations, an analysis of repair costs and repair time for the last dive and a transfer for missing money.

Messages may be received from your sponsors or from your accountant.

You can call a sponsor in order to request more money by selecting the telephone icon. Then use the joystick to light the picture of the sponsor you wish to contact and press the fire button.

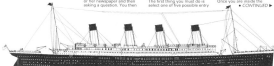
Whether or not the sponsor grants your request or over-repays, depends on many factors. It is definitely not recommended that you make requests too often!

Selecting the "dive" icon from the Calendar Room puts you in T.S.I. ready for the descent. You will see a plot of the Titanic in the viewfinder. The first thing you must do is select one of five possible entry



points. Once you are inside the

CONTINUED



- Machine: CSM 64
- Supplier: Activision
- Price: £34.95

I'm not out of it like hardly waits. I've just gone through a particularly frustrating and painful divorce — yes, it was

ALTER EGO

my fault — and my life is in ruins. Still, perhaps I can make it go if I wait long enough. After all, I'm only 60 and the golden years are still ahead of me.

After Ego, Activision's brilliant, original and totally addictive role-playing game, gives you life as it is lived — or rather life as you might like to live it.

At some stage everybody wonders: "What if I had done that?" or "If only that had happened". In real life you'll never know, but *Alter Ego* gives you the chance to find out.

It allows you to work through seven stages of life — birth and infancy, childhood, adolescence, young adulthood, middle adulthood and old age. At all times you can make decisions — sensible or stupid — and then live it to live with the consequences.

In the *Alter Ego* life stages you can experience the following: birth and infancy — love and support from parents, ways of getting attention, controlling aggression, learning to speak, walk and sleep.

Childhood — moves towards independence, school, making friends, opposite sex relationships.

Adolescence — peer group acceptance, dating, career decisions, marriage, rebelling against authority.

Young adulthood — career, opposite sex relationships, leaving a home, marriage decisions.

Middle adulthood — long term relationships, retirement, job and marriage stresses, children, illness.

Old age — family problems, leaving children and spouse.

Old age — physical problems, illness, death.

Before starting the game you may select a "personality profile" by answering a series of three or four questions. If you agree, the computer will select a "for you". This profile cannot be changed once the game is in progress and it forms the basis of how the computer monitors and reacts to your needs, actions and

decisions.

The game can be started at any life stage you want, but whatever that is, one thing is certain — you are going to get older. You can't be a child or

to run away from that (but I feel you, all day).

The *Alter Ego* under review

teenager however. In real life there are no Peter Pans.

The game is controlled by a series of icons. Selecting these puts you in a variety of situations, problems and circumstances.

The symbols are: Social. This covers etiquette, manners, making friends and social skills. Intelligence. Test your knowledge and comprehension. Questions asked in this section are very American biased. You could end up looking very stupid.

Emotional. Covers calmness, confidence and spontaneity.

Physical. Self-care and physical health. Avoid drugs and drugs for a high rating. Power. Experiences with money, talent, brothers and sisters.

Vocational. The joys and problems of work.

High School. Experiences about the so-called "best days of your life".

Ego. Are you sensible or stupid? Take a risk and reap the consequences.

Relationships. Make or break deals, find love and perhaps a mate for life.

Work. One of life's necessities. Find the right job, for income and happiness.

College. Educational fun or stress.

Make Purchases. Spend your cash on houses, cars, boats and other material goods.

Marriage. Settle down to a life of marital bliss, or sell it and live alone.

Family. How will you cope with a bouncing bundle of joy?

There is also a school of which you can continually check your status throughout the game.

As the game progresses you literally build up an *Alter Ego*. The experiences are very realistic and, in some cases, quite explicit.

For instance, everyone knows young children should not get into cars with strangers no matter how nice they appear. But what if...? What if they do? The result is you are terrified, killed and your body is sent through. Life can be nasty and *Alter Ego* reflects it. *Alter Ego* also has some sexually explicit experiences. But there is an option for you

game. Peter J. Fayon, the man who conceived and created it, deserves the highest praise.

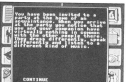
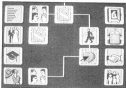
Right, now can I please to what I hope will be my next wife? Over dinner?

And when my wife goes missing the end of the days I'll probably look back and say: "Regrets, I had a few — but I did it my way."

- Graphics
- Sound
- Value
- Playability

N/A
N/A
3
10

with a little extra fun as a female (rated one is also to be released). The game is intriguing, enthralling, funny, witty and thoroughly enjoyable.



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THE COMET GAME

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

There seems to be an unhealthy obsession with comets developing at Firebird. Long time's ago, Dave the Comet (aka Dave the Comet) and now, gosh! Dave the Comet!

- Machine: Spectrum
- Supplier: Micro-Cen
- Price: £3.95

If you've got an Amstrad and you have a lot of tape, it's a pity you haven't got a copy of *Equinox* from Micro-Cen. It must be stark raving mad to think as that. Equinox is the best thing this subject has ever seen. It is a fine time travel game for new programmers. And, well, it's a game. And it looks like it's got a bright future — at least as the excellent graphics featured in the game.

In the intermediate depths of space, Jonathan Surfer-A-T is being transported in a 4000-tonne vessel. Radio-active comets that were due to be disposed have exploded in early 1970's mining complex. The Russian interplanetary have been disposed and only you — a disposal officer — remain to dispose of the comets before they become critical and accelerate the whole complex.

Jonathan Surfer-A-T, who in

and what do you get? You, it's *The Comet Game*, Firebird's latest in the top range, and an almost typical game (well, really). A comet has now disappeared from the Northern Hemisphere.

The bad news is that basic games, let alone old time on earth, has been identified on the comet, and with Purple People on top travelling towards earth at 200,000 miles per hour, that's pretty bad news.

Your mission is to get to the comet, for the love and fear over its surface and (bless the deadly game) days into oblivion.

The pilot of the space craft sent out to intercept the comet is in suspended animation for the duration of the mission.

Jonathan Surfer-A-T is a radio-active comet. The comet is a radio-active comet. The comet is a radio-active comet.

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Jonathan Surfer-A-T is a radio-active comet. The comet is a radio-active comet. The comet is a radio-active comet.



light. You, therefore, pilot the part of the ship's computer, which must look after the pilot, cope with various emergencies which crop up — such as the interplanetary satellite system which can be activated requiring other planets to launch missiles at you.

If you make a rendezvous with the comet, the ship is placed in a low orbit and it's time for a spell of sipping at the game table.

Included in the flight to the comet is the intriguing coffee game. The pilot's well-being level must be kept as high as possible by drinking coffee.

This part of the game involves the unlikely command 'P'.

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Jonathan Surfer-A-T is a radio-active comet. The comet is a radio-active comet. The comet is a radio-active comet.

does what you think it does. I don't, and the pilot's looking for it. It's an awful way to go. There's nothing, particularly wrong with *The Comet Game*, but then again, there's nothing to get really excited about.

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



The orbital combination of events and the whole and almost 'let's up' that this reviewer has not right from the start.

But missing everything in sight doesn't get you any far. You have to leave the right combination of signals.

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



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Livestock	Cattle	100	kg
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	Goats	100	kg
	Horses	100	kg
	Donkeys	100	kg
	Chickens	100	kg
	Ducks	100	kg
	Geese	100	kg
	Poultry	100	kg
Fishing	Salmon	100	kg
	Trout	100	kg
	Perch	100	kg
	Carp	100	kg
	Roach	100	kg
	Bream	100	kg
	Crab	100	kg
	Shrimp	100	kg
	Lobster	100	kg
	Seafood	100	kg
Manufacturing	Iron	100	kg
	Steel	100	kg
	Aluminum	100	kg
	Copper	100	kg
	Lead	100	kg
	Zinc	100	kg
	Nickel	100	kg
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Energy	Coal	100	kg
	Oil	100	kg
	Natural Gas	100	kg
	Electricity	100	kg
	Hydro Power	100	kg
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CAULDRON II



Hiddle Hiddle The Pumpkin is back and looking for trouble! Yes, the long-awaited follow-up to Palace Software's Cauldron is out now on the M — with other versions following along soon. You can read the review share here in this issue — and we've got a special pull-out poster map of the game area! Issue — but right here and now we're offering you the chance to win a MUP special Cauldron II prize.

This is an amazing thing. It comes in the shape of a golden Pumpkin mounted on a nicely polished wooden base with a plaque which could soon be engraved with THE Winner if you're our overall winner. The overall winner will also get a Windows and Newton any-to-pick like complete with bonus.

There will be other winners in three different age groups: Under-10, 10-15 and 15 and Over. These lucky people will also get a Windows and Newton unit. 30 runners-up will get the special Palace Software package — containing Cauldron and Cauldron II.

What do you have to do to win one of these amazing prizes? Simple. Just draw on paint on a screen brought by the Cauldron games. There's only one rule — you've got to get a Pumpkin into your drawing!

The entries will be judged by Sam Brown, the man who created the model for our front cover, designed the graphics for the Cauldron games, AND who owns the very same Windows and Newton patents the winners will be getting.

Closing date for the contest is June 10th, 1990. All rules apply and the editor's decision is final. DON'T forget to fill the entry coupon to your entry, tell us your age, and what computer you're on. Now guess which!

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Amstrad and Spectrum 48K
Disk £14.95 Cassette £9.95
BBC Electron (Text Only)
Cassette £7.95

As the night of the alien Arcadian
Empire tightens its hold on our
galaxy, the leaders of the secret Earth
organization, S.A.B.R.S., gather their slender
resources into one last, daring and foolhardy
mission: to strike at the heart of the invaders' home planet.

YOU are their last hope. Equipped with a technol-
ogical sword, your mission is to seek out the under-
ground resistance and piece together the vital code you
need to destroy the enemy. But there is catching out and only
YOU stand in the way of the Arcadians' complete domination
of the galaxy!

U.K. Gold Medal, Gold 88, The Perfect Individual Game
Review Summary: "An excellent £7.95
Toughness: 8/10, Fun: 9/10, Value: 9/10"
"An excellent 30 minutes of computer action"
"A game of action in its own right, it's a real test of your skills and a real challenge"



THE SOFTWARE CHART



Hot off the presses is the latest C + VG Gallup Software Top 50. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C + VG charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.



TOP 50 U.K. FIGHTS JUNE

TIME MONTHS	LAST MONTH	GAME	MACHINE	MANUFACTURER	WEEKS IN CHART
1	1	Superbow!™	SP, COL, AM	Orson	1
2	2	Screen Brawl	SP	Imagine	1
3	3	Way of the Tiger	SP, AM, MS	Game Graphics	1
4	26	Bomb Jack	SP	Elite	1
5	7	Ping Pong	SP, COL, AM, MS	Imagine	1
6	4	Land 'n'	COL, AM	Micrologix	11
7	5	Glennego	CO	Newton Computers	1
8	12	18 Cup Football	SP, COL, MS, CH	Elite	1
9	11	One Man and His World	SP, COL, AM	Vision	1
10	9	Tin & King Fu	SP, COL, AM, CH, MS, FL	Micrologix	10
11	10	Archie Biker	SP, COL, CH, AT	Micrologix	10
12	13	Kung Fu	SP, COL, AM	Chase	10
13	7	Comp. 801 10 Vol 2	SP, COL, AM, MS, FL	Real Jolly	3
14	4	Formula One Simulator	SP, COL, AM, MS, CH	Micrologix	10
15	10	Computer Hits 110	SP, COL, MS, FL, FL	Real Jolly	21
16	1	Yummy Yummy	SP	Daniel	2
17	2	Handball	CO	MS, Gold	2
18	15	BBC Bowlers	SP, COL, AM, CH	Micrologix	10
19	14	Winter Olympics	MS, FL, CH	Lyndon	2
20	16	Unbelievable Thinking Process	SP	Micrologix	1
21	17	Football	SP, COL, AM	The Edge	1
22	18	Winter Games	SP, COL, AM	Jays & Gold	1
23	19	Berry McMillan World Champions	SP, COL, AM	Micrologix	10
24	20	Football Manager	SP, COL, AM, MS, FL, CH, AT	Real Jolly	1
25	21	Spinology	AM	Radio Dreams	1
26	22	Super Brawlers	CO	Game Graphics	1
27	23	Movie	SP	Imagine	1
28	24	May Fox	SP, COL, AM	Amstrad	1
29	25	Pinball Bangers	SP, COL, AM, MS, CH	Micrologix	10

AMSTRAD/TOP 10

1	Spinology	Radio Dreams
2	Lost VR	Micrologix
3	Way of the Tiger	Game Graphics
4	Bomb Jack	Elite
5	Comp. 801 10 Vol 2	Real Jolly
6	Football 110	Real Jolly
7	Three Birds in Million	MS, Gold
8	Formula One Simulator	Micrologix
9	Tin & King Fu	Micrologix
10	Goal of a Billion	Micrologix

CRM 84/TOP 8

1	Superbow!	Orson
2	Archie Biker	Micrologix
3	Handball	MS, Gold
4	Ping Pong	Imagine
5	Super Brawlers	Game Graphics
6	18 Cup Football	Elite
7	Kung Fu	Chase
8	Phantom of the Automobile	Micrologix
9	Football 110	Real Jolly
10	Tin & King Fu	Micrologix

MACHINE KEY

SP = Spectrum MS = MSX
 CO = Commodore 64 AT = Atari
 MS = Amstrad MSX = MSX2
 CH = C128 MSX = MSX2
 FL = Floppy Disk
 MS = MSX2
 MSX = MSX2

ATARI/TOP 10

1	Lost VR	Micrologix
2	One Man and His World	Micrologix
3	Archie Biker	Micrologix
4	Glennego	Newton Computers
5	Football Manager	Micrologix
6	Super Brawlers	Game Graphics
7	Way of the Tiger	Game Graphics
8	Tin & King Fu	Micrologix
9	Way of the Tiger	Game Graphics
10	Goal of a Billion	Micrologix

SPECTRUM/TOP 10

1	Screen Brawl	Imagine
2	Superbow!	Orson
3	Way of the Tiger	Game Graphics
4	Bomb Jack	Elite
5	Ping Pong	Imagine
6	Yummy Yummy	Real Jolly
7	18 Cup Football	Elite
8	Unbelievable Thinking Process	Micrologix
9	Archie Biker	Micrologix
10	Glennego	Newton Computers

BBC/TOP 10

1	Glennego	Newton Computers
2	Archie Biker	Micrologix
3	Winter Olympics	Lyndon
4	Expanding World	Micrologix
5	Phantom of the Automobile	Micrologix
6	Comp. 801 10 Vol 2	Real Jolly
7	Football 110	Real Jolly
8	Computer Hits 110	Real Jolly
9	Tin & King Fu	Micrologix
10	Goal of a Billion	Micrologix

COMPILED BY GALLUP

JR SOFTWARE

9 Brookers Court, Malden Gardens, London EC1
Telephone: 01-347-8466

[illegible]

^aObservations were not reported for 1998 and 1999 for people ages 18 and younger, and for 1998 and 1999 for those 18 and older. Reporting for 1998 and 1999 was based on data from 1997.

JH Software

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ARCADE INTERNATIONAL SOFTWARE

BEST DISCOUNTS IN BRITAIN

1990-1991		1991-1992		1992-1993		1993-1994		1994-1995		1995-1996		1996-1997		1997-1998		1998-1999		1999-2000		2000-2001		2001-2002		2002-2003		2003-2004		2004-2005		2005-2006		2006-2007		2007-2008		2008-2009		2009-2010		2010-2011		2011-2012		2012-2013		2013-2014		2014-2015		2015-2016		2016-2017		2017-2018		2018-2019		2019-2020		2020-2021		2021-2022		2022-2023		2023-2024		2024-2025		2025-2026		2026-2027		2027-2028		2028-2029		2029-2030		2030-2031		2031-2032		2032-2033		2033-2034		2034-2035		2035-2036		2036-2037		2037-2038		2038-2039		2039-2040		2040-2041		2041-2042		2042-2043		2043-2044		2044-2045		2045-2046		2046-2047		2047-2048		2048-2049		2049-2050		2050-2051		2051-2052		2052-2053		2053-2054		2054-2055		2055-2056		2056-2057		2057-2058		2058-2059		2059-2060		2060-2061		2061-2062		2062-2063		2063-2064		2064-2065		2065-2066		2066-2067		2067-2068		2068-2069		2069-2070		2070-2071		2071-2072		2072-2073		2073-2074		2074-2075		2075-2076		2076-2077		2077-2078		2078-2079		2079-2080		2080-2081		2081-2082		2082-2083		2083-2084		2084-2085		2085-2086		2086-2087		2087-2088		2088-2089		2089-2090		2090-2091		2091-2092		2092-2093		2093-2094		2094-2095		2095-2096		2096-2097		2097-2098		2098-2099		2099-2100		2100-2101		2101-2102		2102-2103		2103-2104		2104-2105		2105-2106		2106-2107		2107-2108		2108-2109		2109-2110		2110-2111		2111-2112		2112-2113		2113-2114		2114-2115		2115-2116		2116-2117		2117-2118		2118-2119		2119-2120		2120-2121		2121-2122		2122-2123		2123-2124		2124-2125		2125-2126		2126-2127		2127-2128		2128-2129		2129-2130		2130-2131		2131-2132		2132-2133		2133-2134		2134-2135		2135-2136		2136-2137		2137-2138		2138-2139		2139-2140		2140-2141		2141-2142		2142-2143		2143-2144		2144-2145		2145-2146		2146-2147		2147-2148		2148-2149		2149-2150		2150-2151		2151-2152		2152-2153		2153-2154		2154-2155		2155-2156		2156-2157		2157-2158		2158-2159		2159-2160		2160-2161		2161-2162		2162-2163		2163-2164		2164-2165		2165-2166		2166-2167		2167-2168		2168-2169		2169-2170		2170-2171		2171-2172		2172-2173		2173-2174		2174-2175		2175-2176		2176-2177		2177-2178		2178-2179		2179-2180		2180-2181		2181-2182		2182-2183		2183-2184		2184-2185		2185-2186		2186-2187		2187-2188		2188-2189		2189-2190		2190-2191		2191-2192		2192-2193		2193-2194		2194-2195		2195-2196		2196-2197		2197-2198		2198-2199		2199-2200		2200-2201		2201-2202		2202-2203		2203-2204		2204-2205		2205-2206		2206-2207		2207-2208		2208-2209		2209-2210		2210-2211		2211-2212		2212-2213		2213-2214		2214-2215		2215-2216		2216-2217		2217-2218		2218-2219		2219-2220		2220-2221		2221-2222		2222-2223		2223-2224		2224-2225		2225-2226		2226-2227		2227-2228		2228-2229		2229-2230		2230-2231		2231-2232		2232-2233		2233-2234		2234-2235		2235-2236		2236-2237		2237-2238		2238-2239		2239-2240		2240-2241		2241-2242		2242-2243		2243-2244		2244-2245		2245-2246		2246-2247		2247-2248		2248-2249		2249-2250		2250-2251		2251-2252		2252-2253		2253-2254		2254-2255		2255-2256		2256-2257		2257-2258		2258-2259		2259-2260		2260-2261		2261-2262		2262-2263		2263-2264		2264-2265		2265-2266		2266-2267		2267-2268		2268-2269		2269-2270		2270-2271		2271-2272		2272-2273		2273-2274		2274-2275		2275-2276		2276-2277		2277-2278		2278-2279		2279-2280		2280-2281		2281-2282		2282-2283		2283-2284		2284-2285		2285-2286		2286-2287		2287-2288		2288-2289		2289-2290		2290-2291		2291-2292		2292-2293		2293-2294		2294-2295		2295-2296		2296-2297		2297-2298		2298-2299		2299-2300		2300-2301		2301-2302		2302-2303		2303-2304		2304-2305		2305-2306		2306-2307		2307-2308		2308-2309		2309-2310		2310-2311		2311-2312		2312-2313		2313-2314		2314-2315		2315-2316		2316-2317		2317-2318		2318-2319		2319-2320		2320-2321		2321-2322		2322-2323		2323-2324		2324-2325		2325-2326		2326-2327		2327-2328		2328-2329		2329-2330		2330-2331		2331-2332		2332-2333		2333-2334		2334-2335		2335-2336		2336-2337		2337-2338		2338-2339		2339-2340		2340-2341		2341-2342		2342-2343		2343-2344		2344-2345		2345-2346		2346-2347		2347-2348		2348-2349		2349-2350		2350-2351		2351-2352		2352-2353		2353-2354		2354-2355		2355-2356		2356-2357		2357-2358		2358-2359		2359-2360		2360-2361		2361-2362		2362-2363		2363-2364		2364-2365		2365-2366		2366-2367		2367-2368		2368-2369		2369-2370		2370-2371		2371-2372		2372-2373		2373-2374		2374-2375		2375-2376		2376-2377		2377-2378		2378-2379		2379-2380		2380-2381		2381-2382		2382-2383		2383-2384		2384-2385		2385-2386		2386-2387		2387-2388		2388-2389		2389-2390		2390-2391		2391-2392		2392-2393		2393-2394		2394-2395		2395-2396		2396-2397		2397-2398		2398-2399		2399-2400		2400-2401		2401-2402		2402-2403		2403-2404		2404-2405		2405-2406		2406-2407		2407-2408		2408-2409		2409-2410		2410-2411		2411-2412		2412-2413		2413-2414		2414-2415		2415-2416		2416-2417		2417-2418		2418-2419		2419-2420		2420-2421		2421-2422		2422-2423		2423-2424		2424-2425		2425-2426		2426-2427		2427-2428		2428-2429		2429-2430		2430-2431		2431-2432		2432-2433		2433-2434		2434-2435		2435-2436		2436-2437		2437-2438		2438-2439		2439-2440		2440-2441		2441-2442		2442-2443		2443-2444		2444-2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Chemical Order: Ethanol, dry, anhydrous. Hydrogen acid (2.0 g/l), aqueous. Ethanol, acid (2.0 g/l), aqueous.

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	Q1	Q2
1. REVENUE		1.00
2. EXPENSES		0.80
3. PROFIT		0.20
4. NET INCOME		0.10
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100. NET PROFIT		0.10

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ARCADE ACTION

★★ SPECIAL ★★

Arcade Action has always been one of our most popular sections, today interest in new arcade machines is higher than ever. So, due to popular demand, Clare Edgely and her secret arcade spies have produced an extra special, bumper Arcade Action this month.

There is a great competition, a games play zone guide to beating Pac-Man's and a preview of EMI's latest conversion — Ghost 'n' Goblins.



Goblins. We've also compiled a list of hi-scores on the most popular games for you to try to beat and taken a look at the increasing trend towards arcade licensing.

Oops, I almost forgot to mention that Clare Edgely has brought us her usual round of the hottest games to enter the arcade.

ARCADE ACTION SPECIAL

Dig-Dug, Mr Do!, Pole Position and Pac-Man — four all time classics from the arcades. Games but golden. A must for any collection. And now it's your chance to win these four games in one competition for the first time. Thanks to M. Gold and Datasoft, we've got 50 of the Arcade Classics as competition prizes to kick-off our special Arcade Action supplement.

For those who don't know about these games — what have you been doing for the past few years? — here's a run down of what you get.

Dig-Dug: Here you must tunnel through the earth, capturing tasty treasures for points. But watch out for your encounter with Poika, a big, round monster. They fry you, a fire-breathing dragon. They aren't at all friendly. To save your skin and crush these baddies with falling rocks.

Mr Do! Guide: Mr Do! around the cherry fields eating cherries and defending him with a super powerball against four types of monsters.

Pole Position: The race game to end all race games. Three races to enter, each with different levels of difficulty. You'll need quick wits and fast reactions to survive. **Pac-Man:** Guide Pac-Man around the maze eating up the dots for points and avoiding the goblins. Touch one and you're dissolved. You can only attack them after eating energy dots.

COMPETITION

Right, how can you win a copy of Arcade Classics? Just read on.

Printed below are the names of well known arcade games. One or perhaps several are false. It's your task to find them.

Send your answers together with the printed coupon, to Arcade Classics Competition, Computer - Video Games, Priory Court, 50-52 Farringdon Lane, London EC1R 3AU. The closing date is June 1st and the editor's decision is final.

C - VIDEO GAMES DATA SOFT COMPETITION

- Galaxians
- Asteroids
- Moon Patrol
- Kangaroo
- Warlords
- Pac-Man
- Lunchpak

True

False

Name

Address

Commodore 64 ☐ Atari ☐

★ ARCADE

● IKARI WARRIORS

● WORLD CUP

Phases ranging from the diary heights of her *Wuthers* to the most gut-wrenching *Love* will make us reflect on how it all fits, and you could just come to realize, in our own little minds.



DE ACTION



● **NIGHTY GUY**

● GET STAB



QUEST PROBE

FEATURING

HUMAN TORCH

AND THE

THING



by SCOTT ALBERS
and by
PAT HILLARY and
JIM GUNAWAN

[illegible]

All American
ADVENTURES

CHSE 141	CHSE 214-100	CASE 10-00
CHSE 142	CHSE 214-100	CASE 10-00
CHSE 143	CHSE 214-100	CASE 10-00
CHSE 144	CHSE 214-100	CASE 10-00
CHSE 145	CHSE 214-100	CASE 10-00
CHSE 146	CHSE 214-100	CASE 10-00
CHSE 147	CHSE 214-100	CASE 10-00
CHSE 148	CHSE 214-100	CASE 10-00
CHSE 149	CHSE 214-100	CASE 10-00
CHSE 150	CHSE 214-100	CASE 10-00

GOT A WHOPPER..?

Get your trigger fingers into training and loosen some of those creaking muscles. Yes, there's good news for all you intergalactic record breakers. We've put together the world high scores on all your favourite games as compiled by Twin Galaxies International

Scoreboard in the States.

So get cracking as we want to hear from anyone who can beat these scores. Write into High Scores, Arcade Action, Computer and Video Games, 30-32 Farringdon Lane, London EC1R 3AU. Please include some hints 'n' tips if you can.

WORLD HIGH SCORES

Asteroid	19,525,438	Arabian	159,753
Armor Attack	2,889,888	Armada Deluxe	2,289,232
Asteroids	60,181,910	Astro Fighter	18,288
Astro Blaster	39,100	Banjo's Battle	130,000
Battlezone	21,851,000	Blizzard	135,999
Beastix	91,079	Bobble	1,588,565
Berserker	2,913,510	Boogie Town	5,844,700
Back Rogues	1,816,485	Centipede	14,384,547
Burnin' Rubber	2,413,182	Cliff Hanger	1,188,000
Circus Charlie	388,000	Crossbow	4,388,000
Cosmic Avenger	117,980	Dakoder	32,444,975
Crystal Castles	884,441	Donkey Kong	874,300
Dig-Dug	4,139,600	Donkey Kong 2	1,400,000
Donkey Kong 2	1,324,300	Excutor Action	60,000
Dragon's Lair	336,724	Fantasy	269,900
Eyes	23,333,333	Foodfight	101,183,300
Ford Fiddle	22,384,948	Frogger	443,330
Formula	4,884,444	Galaga	32,338,000
From Line	599,990	Ghost	3,238,000
Galaxians	389,770	Gyrus	41,840,450
Gravitar	4,732,300	Isle First	88,888,000
Inter-Stellar	348,000	Jump Bug	850,330
Joust	102,192,000	Kangaroo	971,000
Jungle King	1,818,720	Lady Bug	699,900
Kickman	4,823,565	Laserblaster	3,470
Looping	1,484,770	Mad Planets	198,000
Mr.A.C.B.L.S.	480,000	Mosley's Maze	338,000
Major Havoc	1,457,478	Muscle Command	69,729,000
Megamania	2,388,450	Mean Crying	152,100
Monaco G.P.	10,000	Meteor Bomb	238,000
Monaco Patrol	1,214,688	Mr.Da's Castle	421,780
Mr.Da	5,332,538	Omigaforce	3,889,710
Mr.Pac-Man	828,378	Phoenix	1,104,900
Pac-Man	197,368	Professor Pac-Man	999,999
Panorama	10,371,880	Reo	1,664,664
Pelle Position	67,360	Robotron	18,156,973
Pelle Position 2	87,530	Schmokin	348,000,000
Pellets	1,439,438	Scrap-A-Go	999,939
Q*bert	32,373,330	Space Ace	58,680
Rally X	1,202,730	Space Dungeon	18,535,530
Rip Off	92,880	Space Odyssey	3,599,600
Satan's Hollow	25,236,725	Star Captain	7,862,918
Sinistar	791,888	Star Rider	309,838
Satan Quest	388,860	Star Wars	155,000,000
Space Duel	633,728	Super Cobra	198,478
Space Fury	335,999	Super Joystick	339,718
Space Invaders II	425,338	Tada-Mania	1,325,180
Space Wars	48,888	Time Pilot	11,548,488
Sports	71,472,488	Traveler U.S.A.	3,058,388
Star Trek	100,000,000	Tetrisdom	1,736,888
Suber 3-D	889,500	Vanguard	3,111,888
Super Pac-Man	348,000	Warrior	325,838
Tee-Scot	100,574,300	Wild Wildcat	683,488
Tempest	1,738,379	Wizard of Wor	1,212,888
Top-Top	888,000	Wizard	9,999,999
Twin	12,882,638	Zaxxon	2,839,958
Track & Field	2,634,979	Zaxxon 2	54,337,338
Antarctic	218,238	18 Yard Fight	99,458
		Clay of Iron	388,000
		Punch-Out	4,200,888
		Spy Hunter	640,888

All who enter the world of Nemesis do so at their own risk, though thanks to Tommy Man and Jim McClure they stand a greater chance of survival.

NEMESIS-

Nemesis, based on Defender, is a game which requires a certain amount of strategy. Its dominant strategy has to do with using an intrepid explorer. To help, we have put together detailed hints and tips which should put you well on the way to victory against the destruction of the mythology.

At the bottom of the screen, we have buttons for the weapons Speed, Missile, Laser, and Multiple and

you'll be met by a fleet command ship which has to be destroyed before you can move to the next level. At the end of stage seven, you have to pass the stage using power passages and destroy the base, which then destroys the mother ship.

STAGE 1

You start off in deep space where you make your way to the top right hand side of the

screen doing the same kind of thing. Your priority now should be to get the Speed and Laser by the time you get to the first level of caverns.

Reaching the caverns after a collection of the first part, you are confronted with a fleet firing at you from the ground. Bomb them using your Missile button and at the same time keep firing at the space craft.

We found this extremely difficult to master, but discovered that by sticking to a path to reach the left hand player's missile button in continued firing the base.

While moving right into the caverns, keep back to gain the full use of the Laser and try to defeat Multiple every time it is displayed, you should be able to get these by the time you reach the volcanoes. When the background stage make your way to the space orbit at the left hand side of the screen with all three Lasers pointing just over the top of the volcanoes. This will enable you to blast every meteor that comes out of them. Probably putting your score in the region of 80,000.

Your next and final challenge in this stage is the fleet ship. It has to be destroyed by maximum penetration into the mouth of the ship using the Laser in a circular movement and avoiding missiles being fired at you. After all the lasers in the mouth have been broken, and the power in the centre of the ship has been blasted, the ship explodes and the background fades away.

STAGE 2

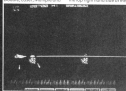
You find yourself in a space scene looking very familiar to stage one. Your first line of defence appears from the bottom this time and at a faster pace. Your priority now is to get your Laser and find Multiple.

Reaching the stage make three power balls which are sent up indicating your path in certain directions. There are also some more of the familiar characters seen in the first section. In a good place to remain in the centre of the screen as you will find it more difficult to manoeuvre the ship out of tight spots.

Toward the end of this section you'll find a whole wall of those pink balls to destroy (these you don't get any points for it).

Once you have a passage available, use it as far as you can possible and back on your tail as soon as some snow flake like object comes towards you. Firing your Laser should get them all. The background becomes still again and you know that something's going to happen.

The snow flake comes at you this time of random from all over the screen. The best position to be in is the middle



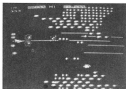
"1" These are the weapons Speed, Laser, and Missile at your disposal.

As you enter the world of Nemesis, you are met by a number of challenging obstacles — alien in fleets and cloned characters which fire rockets and ships at you. These reappear throughout the game, though each stage has its own particular aliens and obstacles.

At this early stage, shoot the orange alien and pick up the power packs which appear in this place.

Speed is self explanatory. Missile allows you to rock off the ground and fly. Double allows you to fire at 40°, as well as straight ahead, though you can't hover Laser as well. Laser wipes out anything in your line of fire. Multiple increases your firepower by four times. If given you a shield which reflects missiles back into other formations bomber down. The best combination is to have two Speed, three Missile, Laser and Missile to get you through to the end of stage one.

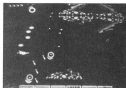
At the end of each stage



screen to be confronted by your first obstacle — a line of disc shaped objects heading off. Open fire on them, maintaining in the same position, otherwise you will miss one of the discs and lose one power point — and the confidence you need to win this game.

When you have collected the power point, take the option of Speed — you are going to need it.

Now, quickly make your way to the bottom of the



THE PLAYERS GUIDE

of the left hand side of the screen with two enemy objects positioned below. This should get you a shield as long as your finger is pressed continuously on the fire button. Yes, you plummet back to the fleet command ship for this section.

STAGE 3

You're back in the familiar space sector. In this section your power positioning is essential because you have to get the Double ... it means that you lose your lasers, but it is very convenient to be able to shoot the statues firing circular discards of their mouths.

At the end of this section, having returned to Laser position your space craft towards the right hand side of the screen where a space craft will appear in front, launching missiles at you. They're a serious threat, but the space craft that are launching them can, then there is the fleet command ship which again seems to get harder and harder as the stages progress.

STAGE 4

Back to space again. Right now we have reached some grounds pretty similar to the first ones. The difference is that there are more difficult obstacles to overcome.

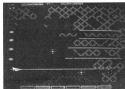
The first is an upside down rainbow the wrong way around. To get past it, remember the principles used before (stay back to the left and fire at the cone) but remember all the other objects firing at you from the ground. Focusing this you will find that it is important to

remain at the left hand side of the screen as this allows you to manoeuvre back words to allow more time to collect more points and avoid being launched by other ships.

When you get to the final stage of this section, it is the enemy teleports, but the launch device is the root of the cone and return to the left hand side of the screen in the centre and then close like ships following a pattern around the screen from the top right along to the top left, down and across to the right, up half way and towards you.

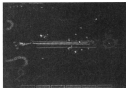
STAGES

In this stage you go back in space. Your first priority is to regain your Lasers as there will be needed to destroy pink clouds with tentacles that orbit you. These can be destroyed by shooting the dark beads in the tentacles and then directing your fire power at the cloud — there are a number of these clouds between reaching the command ship.



STAGE 6

In this stage you enter a electrified web that you have to blast in order to get through — at the end of this section there is a common shaped object firing, hundreds of orange balls, its important at this stage to remain still in the centre, firing your laser into the opening of the control of the web.



there is an electrified fence which is only penetrable by going round, making sure that you don't get sandwiched by enemies coming from the opposite direction down the passage. Scan through the passage, scan through the fence will fade away and you are clear to reach the finish.

The final controls of Nemesis and if it's destroyed it will distract the whole planet. This is achieved by shooting free the charging ring the fence down. Once

complete, there is a distant view of a floating city appearing.

That's it's back to the beginning ...

Now you've got these tips, why don't you put them into practice? Zoom along to your nearest arcade and get zapping. We've got a high score for you to beat, too.

Tommy Mann one of London's most ardent Nemesis fanatics can complete the game and start again. His high score is a mere 450,000. Can you beat that? Write in to High Scores, Arcade Action, if you can. Happy zapping ... and good luck.

Tommy's not the only arcade king out there. Why not send us your tip on your favourite game and get named in C+100.

This is the final section. If you lose one of the eight extra men at this stage you might as well give up.

The ending is a green landing bay with gun ships on top and bottom. These are easy enough to destroy, the all four ones to reach are in the trenches — it is necessary to go back to Double for this final point.

About half way through,





One game which suggests that Artie will dominate 2001 is *Grand Theft Auto*. One look at the game will tell any arcade enthusiast that this is a game not to be missed to achieve

There's a second, greater risk: you may block the other side's access — a place not uncommon at our own domestic airports. This alone might be your undoing.

You place the point of a curved bear — that's what he looks like — and must collect pounds which are dotted around the screen, while avoiding an oncoming bunch of sheep. Collect the pounds for bonus into the final end

Last but not least is *Impressor's Green*, advertised on Nohemi's website as one of the same name. It's greenish, follows the original implicitly and is very phlegmatic. You play a black commander and have to rescue some prisoners.



Let's hope that rather than depressing customers, this saving toward licensed games will encourage more people to visit their local game stores, the original purveyors of their favorite games.

Ghosts' n'

Heading your way is a right knight fright—Ghosts'n' Goblins, the latest arcade conversion from Elite.

And to help you survive these blood-chilling knights of armour, those gallant gentlemen of Elite have provided us with a preview of the game and a few hints as to what to expect in later levels.

If you go down the road tonight, you're making a big mistake. For you'll meet bloodily creatures of the dark withered on their minds.

Ghosts, goblins, the walking dead and all manner of castles are out to represent our hero knight, rescuing his damsel in distress.

Capcom's original *Ghosts'n' Goblins* game is the arcade's most cruel creation. There were so many scenarios to this epic, it was doubtful if anybody managed to complete the game. And even if they had, it would have cost them a small fortune.

For the computer version of *Ghosts'n' Goblins*, Elite has taken a selection of the very best screens.

The opening scene is a graveyard. The atmosphere is sinister and eerie. As pressure has been tending the wounds of a loyal knight is abducted by an emissary of hell.

The knight, disoriented by his wounds—yes, they're not made of chain mail—sets off to rescue her.

As he sets out, he finds suit of armour. On he races into the graveyard. Almost immediately the cardinal sins flow out of the ground and chase him on the knight. Let these gruesome creatures touch you once again and the knight is annihilated. Let the evil creatures



n' Goblins

touch our hero again and he crumbles into a pile of bones.

There are four levels of the game to complete before you can enter the castle and rescue the Princess.

Level 1: The game starts in a graveyard. The main hazards

to avoid here are the zombies. Of course there may be one or two other nasties lurking. It's then into a deep dark forest where forest-demons lurk. As you guard the door to the next level.

Level 2: It's into the land of the dead. Watch out for the ogres.

Level 3: The undead rise from the ground again to hinder the knight's progress. Skeletons are also common and a dragon guards the way to the next level.

Level 4: A perilous bridge and another dragon must be faced before you can enter the castle. The Goblins' last task now is to climb

upwards, facing elves, zombies, ogres and dragons. But you can't give up. The princess is still in peril.

Ghosts n' Goblins is the latest in a successful series of Elite games culled from the arcade.

First there was *Commando*, the ultimate blast-'em-up hell and back game, which was voted the best arcade-style game in the Computer + Video Games Golden Joystick Awards. It was the Christmas number one best seller.

Heading up the charts right now is *Ikkyu-kick*, another Capcom game. Jumping Jack, a cute caped crusader, has to collect a series of bones while avoiding nasty knights and robo-birds with a powerful punch. The action takes place against four spiralled recreations of the arcade hasidrops.

Next in line for the elite treatment is *Paperboy*. This is a great game but didn't really get the exposure it deserved in the arcades, mainly because the game required a special machine with horizontal screens. And they're expensive.

The game involves you playing the part of a paperboy, losing life and limbs as like in the American suburbs. The action is spread over seven days of deliveries. You must avoid cars, fighting neighbours, hells angels etc.

You score points by burning papers to your regular



customers.

Now here's your chance to win a package of three of Elite's converted arcade games — *Commando*, *Ikkyu-kick* and *Ghosts n' Goblins*. There will be ten top winners.

What you have to do is draw or paint a picture of the goblin knight from *Ghosts n'*

Goblins in battle with some of the evil creatures of the game.

Send your entries together with the periodic coupon to: *Ghosts n' Goblins Competition*.

Computer + Video Games, Priority Court, 38-32 Farringham Lane, London EC3B 3AU. The closing date is June 1985.

C+VG ELITE GHOSTS 'N' GOBLINS COMPETITION

Name

Address

Please tick the appropriate box.

Spectrum ☐ Amstrad ☐ Commodore 64 ☐



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BOUNCER

● BBC B

● By Paul Maddison

● Bounces into summer with Bouncer for the BBC. B, it's a game in which you'll drop until you pop.

Using the Z and X keys to move left and right, you must control a ball which bounces downwards from ledge to ledge in a factory chimney. On the way down you must collect ten keys.

Once those have been collected you enter the final screen in which a spider lurks. You have to dodge this lethal buggy to complete the game. All this is done against the clock.

There are three ways in which the bouncing ball can be popped — by dropping too far, running out of time and by the spider.

Although the game is against the clock and the natural reaction is to go as fast as possible, we find it's best to take things carefully in order to collect ten keys.

Advice: If a disk interface is fitted type in the following: For PG — PAGE TO TOP: ? (PG+4000—PAGE) = ? PTEXT (RETURN)
PAGE — 4000 (RETURN)
CHAIN" = (RETURN)

Variables and Procedures
P — used to generate a sound when dropping

QC — used to print side walls
R% — random number used to print platform

RRE%, RRR% — used to print keys
T% — time limit

X% — X co-ordinate of the ball

Y% — Y co-ordinate of the ball

KEY% — number of keys collected

DRO% — checks to see if ball is dropping, if it is then it divides movement

DURATION% — duration of note for time

DIRECT% — sends spider up or down

PETCH% — pitch of note for time

SCORER% — score

SCHOOL% — how far the ball has dropped

SPX% — X co-ordinate of spider

SPY% — Y co-ordinate of spider

PLAG% — determines whether to print a platform or a space

SPAS — the final exit graphics

SPS — string of 20 spaces used to scroll the screen upwards

PROC TITLE — used to print initial screen

PROC INSTRUCT — instructions

PROC SCORER — draws initial chimney screen, walls and ball

PROC DROP — scrolls the screen up-

BOUNCER

words and prints new platforms and perhaps a few PRISM KEY — registers you have a key and adds 10 to score
PROMOTE — flashes screen on death
PROMPT — asks you for another go
PROMPTOPZ — drops the ball when in warehouse
PROMPTING — plays a tune and displays your score if you complete the game.

10 MORE PROBLEM SOLVER, -15, -100, 2
 20 COLOR (PRINT TAB(1,1)) "INSTRUC
 TIONS" (40-49) IF 0-4-9 THEN MORE PR
 OBLEM SOLVING
 30 MORE PROBLEM SOLVING
 40 MORE PROBLEM SOLVING
 50 MORE PROBLEM SOLVING
 60 MORE PROBLEM SOLVING
 70 MORE PROBLEM SOLVING
 80 MORE PROBLEM SOLVING
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C+VG MAP

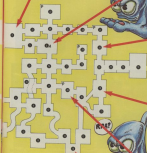
Make the French Connection with our exclusive Get Dexter map snatched from across the channel by our undercover Ideas Control operatives. Dexter is a super android on a top secret mission to save the earth by infiltrating the research center which houses Zaxxon — the galactic central control computer. Dexter has to contest several professors to learn parts of a special computer room code.

To help Awakens everywhere Get Dexter into the control room, we've smuggled out this photo-map of the game with the help of those nice guys at P&G.





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Hardball gives you command of the physical movement and strategic decisions of baseball. Test your game strategy from a manager's point of view. Hit, pitch, run, field, bunt, sacrifice, steal, hit long fly balls or drive the game home. Play ball! Keyboard or joystick controlled.

FITBA CRAZIE!

Two, four, six, eight, who do we appreciate? Well, C + YG, of course. As the world is gripped by football fever, Simon Inglis proves to be on the ball with a special round-up of all the computer football games available.

With as much attention heaped on the world's World Cup Soccer, you might think that enough football fans across the nation would be without having to deal with football-related games.

The director's almost glibly random—meaning trying to make the entire film—rather than the parabolic tale's own “B”—type of them are “small moments” a point from several. Anyway, just those that are, well, there on the screen, and

Take managerial jobs by nature. **Support** features of **Acme's Project Manager**, many because **Additive Connection** is a very marketing oriented. Reported sales of over 110,000 units in the first half of the last

These differences, however, are actually more important and revealing.

The *How to Succeed* book, for example, said that the "most important" thing to do was to "be a good person." The book also said that "the most important thing to do is to be a good person." The book also said that "the most important thing to do is to be a good person."

But twelve gave quite differing answers to the questions posed by our test.
 "I'm a physician," replied one, smiling.
 "I'm a physician," replied another.
 "I'm a physician," replied a third.

[illegible]

High-contrast images from "Space," which arrived last year, have drawn graphic designers to the other extreme by under-relating shapes — Cary Bailey for TIME's cover is a case in point.

And when you're not playing, Kligman goes over his 10-minute list of tasks to get to sleep, especially to get him to relax and not think about work the next morning.

Facilities Manager will determine when agents submit all call logs and record fees/charges, as well as prepare reports for top management. Facilities Manager will also be responsible for maintaining all records and ensuring that all records are accurate and up-to-date.

2001 President Manager has been an inspiring role model for me as I begin my work. Please contact the managerial personnel and find out more people, things. Others can also learn by using them.

The trouble with bookkeepers is that you are subject to their and their software's whims — like a bad temper — and after that, the bookkeeper's company's whims, leaving you for whatever.

Source: *Source: National Longitudinal Survey of Children and Youth.*

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

The latest computer game on the market, *Virgin's Different? A Day Game*, which gives the user a day — well, eight people saying — but to your point, computerized, according to the *Washington Post*, is the closest to *Thelma*.

Chengxin's selected one item to manage in only other dimensions, which are to choose between three sets of values and a later result, according to his situation and context.

Florida's telecommunications companies have petitioned a federal commission that regulates rates for your state's phone lines to "have any sense about your rates in the price the west" and "the state without any way

But the biggest advantage to the Broadband Home is that it comes with a number of other benefits. For example, it's a great way to get your hands on the latest and greatest in home entertainment technology. And, it's a great way to get your hands on the latest and greatest in home security technology. So, if you're looking for a way to get the most out of your Broadband Home, this is the way to go.

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roughly, although the various national federations managed to get off the stage as intended. The new league system would limit the 4th Cup and the European league market of soccer clubs.

For these enlightened, health-conscious Americans, the new products from *Reckitt*, which are available in pharmacies, are a relief. They're healthy, safe and effective. And they're *new*.

For the record, the partnership should be compiling its name at Designer's general manager Bill Smith.

As things spin, you are able to maintain focus. *For the Women's Initiative, The Ultimate Answer Spins*, a shiny new leather strap and ball which spins easily into the palm of your hand, giving a steady, evenness of motion from the spinning game between players.

Chances of finding your way to a business's financial goals — fast enough to feel professional knowledge — and to



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Ever wished that you could grab all your favourite computer game titles on one tape? Or maybe you have? And now you CAN thanks to the new competition measures at **Magazines**. They've produced a special audio tape called **Databite**, complete with special discount vouchers like **Ramdisk**, **Glitchbusters**, **Crazy Commands** and the themselves **Characteristics of Fire** which spread **Hyperspace**. runner up in the weekly contest of our Golden-Joystick Awards. On the B-side is a useful database which provides you to index your game tapes, or even your second collection. **The Software?** database runs on Ciel and Spectrum computers — but **Databite** will run on any cassette recorder or ghetto blaster!

We've got 50 **Databite Software?** to give away, thanks to **Magazines** — 25 for the Spectrum and 25 for the Ark. All you have to do to get your **Databite** one is call up our special C+VG Database line and identify the THREE tapes on the tape. Do a you version that just fills the response and make it to Computer + Video Games, Database Competition, Priority Court, 30-32 Farnham Lane, London EC1A 3AE. Closing date for the competition is June 1st, the winner's decision is final, and normal C+VG rules apply. The number to ring is 93-291-3435. Don't give up if you don't get through right away, this is an answering machine service and you'll have to wait your turn.

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East and West are separated by the mythical Iron Curtain and numerous ideological differences. But when it comes to creating computer entertainments, people on both sides of the great divide have remarkably similar ideas. Here C+VG looks at two well-known software development teams in the USA and Hungary. California's glitzy LUCASFILM operation and ANDROMEDA SOFTWARE, behind the Iron Curtain in Budapest.

EAST



Here is a bunch of programmers who've never seen a golf course, let alone built a golf club, create the ultimate golf simulation? C+VG editor, Tim Horrobin, visited the Hungarian Andromeda Software team in Budapest to discover just how they did it.

Andromeda's superb Golf simulation has been under development for many months in different locations in and around Budapest.

Not that it had to be done in secret for fear of police raids on ideologically suspect programmers. It's just how the Andromeda operation works.

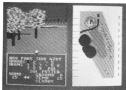
Groups of programmers work together on games designs using the Andromeda offices in a Budapest backstreet as a meeting place where theory programming problems are hammered out with Andromeda boss Donat Kozs and his team.

The Golf group were just one of several teams of programmers developing games for Amstrads and the UK software labels.

Golf was the brain-child of games designer David Bishop who heads the Tigris Marketing concern, and Andromeda's Balázs Gery.

Their aim was to create the perfect golf simulation. Getting the game perfect has taken time. After all, C+VG here saw the game in a completely working form last September. It's taken since then to simply get the fine tuning of the program done to the satisfaction of Messrs Bishop and Gery.

So how did the Andromeda programmers get to grips with a game they've never seen or even played? To begin with they were supplied with videotapes of the golf classics fished over by David Bishop—who also supplied details of the courses, and even took a golf club and golf balls with



him on one of his numerous trips to the Hungarian capital.

David had designed the game to feature four of Britain's top championship golf courses, including The Belfry, Wentworth Old Course, Sunningdale and Royal St George's, Sandwich, plus a Golf Construction Program which enables the player to create his own course. Either something resembling a stacy golf course or their local course.

The programming team went to work on the design and came up with the superb simulation which was launched on an unimpressive world list month.

The main problem area appeared to be judging the power of the players' swing and how the ball bounced. Early versions were a novice golfer's delight. The ball flew five miles with just a tap of the club and the ball bounced around like one of those computerised rubber Superballs!

That's where the video came in handy—giving the programmers a feel for the real thing.

Golf is just the latest in a long line of games from the relatively unknown Andromeda team.

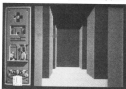
Probably their most famous game to date came out of the collaboration between Donat and Ian Livingston which created the

adventure with the £25,000 price tag called *Lords*!

They also created games for the Creative Sparks label—*King Maker* probably being the best known—and the deluxe (S-T) label. Then came *Joe De France* an excellent simulation of the classic cycle race which was produced for Activision.

Most recently the collaboration with Andromeda has produced the excellent *Wild West* graphic interaction adventure, *Samurai*. Andromeda's spare strange games, plus *Golf* of course.

Incidentally they just isn't a games culture in Hungary. CIB's



meets WEST

are used in schools — but the Commodore 64 is regarded a business machine and only used for games by very few owners.

That is probably due to the unusually high price of machines in Hungary. You can get a Spectrum but it will cost you in the region of \$150,000!

Computer shops are in evidence in shopping areas — some owned by the government and some by individual companies sponsored by the State. Novatrade,

Andromeda's parent company, has recently opened a new computer shop which would look at home in London's Tottenham Court Road thanks to its hi-tech design and range of hardware and software available. But again its mostly business oriented.

One of the most interesting groups associated with Andromeda is Comet studios. It was Comet's team who produced *WIM Wym* and *Starship Andromeda* — and Marcinelli's *Comet the Cat game*.

Under the eagle eye of Comet's the team are producing some interesting stuff. Like the animations system they use in their games which works a bit like a square pencil. The computer pulls the bits of graphics it needs into the screen at the appropriate time.

Hungary has a long tradition in cartoon animation and the Comet Studio is taking it into the micro-chip age.

Like David Fox at Locandini, Comet is taking old games that are more interesting and that suit the player into an event or situation.

Great minds think alike they say — what could happen if East ever gets to meet West?

Horrible aliens and charismatic heroes. Space ships streaking across multi-coloured galaxies with their lasers blazing. These are just a few of the images that come to mind when you mention the name George Lucas.

Founded by the much-loved Star Wars movie fan **LUCASFILM** empire is a company expert in creating special effects and heart-stopping action. The same goes for **LUCASFILM GAMES**, a fully-fledged member of the LF family.

C-70's American correspondent Marshall M. Rosenthal paid a visit to sunny San Rafael, California to discover a few secrets. He took the pictures too...



David Fox was so impressed by the special effects used in the movie *Star Wars* he decided that one day he would work for the company that created Locandini. In September 1982 he was hired as one of the first programmers/game designers of the then very new Locandini Games division.

Fox became involved in developing two new games to be marketed by Atari. They were to be "super" carts. 128 programs that broke the Atari computer's 8K limit for cartridges — a technique called bank-switching.

"The atmosphere was open with

no set rules," says Fox. "We were free to experiment and play around."

The two projects became *Battlestar* and *Krewe on Fire*. *Battlestar* had a split screen with three-dimensional views to enhance a futuristic version of water. *Firestar* flew you around a planet in search of doomed pilots, fighting off gun emplacements, and even encountering alien-in-sleep-in-clothing!

Pixel graphics looked quite a bit. Imagine, three-dimensional scenery which never repeated itself, yet was consistent and believable.

Atari was planning to release both programs sometime in late 1984, but then the boom fell in. Atari went under, and both games went into limbo.

"What we did then," says Fox, "was coordinate with the Epyx company. We decided on a disk-based product. Now we could use more memory for sophisticated like opening graphics and a high score table."

Fox mentions that a program goes through many changes before it is finished.

"George [Lucas] came in one day and saw something the rest of us didn't notice about *Krewe* —

Continued on page 70



• Development





that it had to "act" to evolve. We were so excited about the flying effect, with all the mountains and clouds, that we hadn't considered adding "shoot-on-up" elements. But by looking at the game with a fresh eye, we could see that the player needed to do more than just fly around. Though it is pretty hard having a weapons system improved the game play.

Meanwhile, Pullinger was almost finished, so he felt it almost seemed that it kept fully grown from concept to software today."

light that evokes a sense of wonder. The program features a number of innovations, not the least being the music that plays during loading sequences — helping to convey the "wiring" syndrome.

But the most intriguing of all is the large size of the screen's characters. "We got tired of all those tiny, tiny figures," says Fox. "so we developed RCH (Realistic Cell Haters)." This program lets an owner off intention similar to that of hand-drawn cartoons. We can create "bits" of animation, like a



• Koronis Rift

Protective devices like to and live on the planet, trying to fly you. Careful planning is necessary, for only experience can tell what equipment will lead to success.

"A number of changes were incorporated in Rift," says games designer Ron Gilbert. "We like when the tactical effect due for Action, but wanted the mountains to have a sense of distance, not just popping up on you. We created a format feeling of depth by having the landscape change gradually." Gilbert notes that this system is also enhanced by a shading

technique they developed.

The game requires strategic thinking as well as a quick trigger finger. There are controls to monitor, directions to search, and artifacts to find and improve.

"We're very happy with the speed of the game-play too," Gilbert adds. "All that resource action requires a program that moves along as fast as your reflexes. Rift is really great."

New projects at Lucasfilm Games are demanded in memory. But C+TG can reveal that at least one new game is going to be based on a new movie starring an amazingly famous puppeteer. Watch those pages for more details nearer Christmas!

Author's bio: When not operating his commercial photography studio, Michael W. Rowland is a journalist for a number of domestic and overseas publications.



• The Eblains

New ideas becoming reality. You wonder about this as you enter the deep old mansion, and pass at the ornate diary left within a secret workshop. It reveals a world of wonder that can only be penetrated by a strange device, the Eblains.

The machine sits there, adorned with various symbols and dials. However, you push the lever and are engulfed within a mesh of power as the room whirrs and spins about. The darkness ends to find you waking out at a seemingly endless series of tunnels and passages.

Strange balls of fire dance off the walls, an colorful pass-ways pass by, some luminous while others seem not too friendly. And all the while there's the feeling that something is smothering up behind you.

You must gather the gems and face the dragon of the cave, in order to move forward to the next level. Here this is done in a mystery that each person must solve for himself.

The Eblains is more than just a puzzle (and upside down). The walls twinkle with an intermittent



dragon's head, and surge it in place with other segments also animated. So the dragon can twist his neck, blink his eyes, and move his wings all at once. Additionally, each animated segment moves along with the other sections for a fluid look."

Koronis Rift takes you out of the dry and puts you behind the exciting wheel of a hand story. You are a space navigator, searching the many levels of the fielded Koronis Rift for valuable treasure devices.

Plot along ship-sagging terrain in search of artifacts, using the built-in tools to break them down into portable components. Bring back as many as you can to your ship, where a highly skilled robot translates the booty into cash, ship stores or weapons to carry on the crew.

Seconds race, but there's a catch.



• Pullinger



• Sam Peckinpah

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I.D.E.A.S. CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Brownfields, I.C., co-ordinator. IDEAS CENTRAL is where you'll find the Big Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliter. Jackson makes sure ORSS, Big Rod, B and B-Con 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.

In the IDEAS CORPORATION and yours truly, Melissa B., 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 Brownfields, IDEAS CENTRAL, Computer + Video Games, Priority Court 22-23 Pavington Lane, London EC2R 8AA.

COMMODORE

Get off to a fast start this year in the game for Commodore's "Golden" Thingies a Spring. Once the prizes have been entered, you will not run out of all when you touch any squares and information of people, a switch or on-off can (times as before) as you complete it up. Based upon the other hand type "GAD" when ready type "GAD" 1181, 1411, 1081 or 1111. PCAS 101 2, 108, 1081.

Loading will commence as usual then the computer will read after loading. Type PCAS 1001, 221, 241, 251, 261, 271, 281, 291, 301, 311, 321, 331, 341, 351, 361, 371, 381, 391, 401, 411, 421, 431, 441, 451, 461, 471, 481, 491, 501, 511, 521, 531, 541, 551, 561, 571, 581, 591, 601, 611, 621, 631, 641, 651, 661, 671, 681, 691, 701, 711, 721, 731, 741, 751, 761, 771, 781, 791, 801, 811, 821, 831, 841, 851, 861, 871, 881, 891, 901, 911, 921, 931, 941, 951, 961, 971, 981, 991, 1001, 1011, 1021, 1031, 1041, 1051, 1061, 1071, 1081, 1091, 1101, 1111, 1121, 1131, 1141, 1151, 1161, 1171, 1181, 1191, 1201, 1211, 1221, 1231, 1241, 1251, 1261, 1271, 1281, 1291, 1301, 1311, 1321, 1331, 1341, 1351, 1361, 1371, 1381, 1391, 1401, 1411, 1421, 1431, 1441, 1451, 1461, 1471, 1481, 1491, 1501, 1511, 1521, 1531, 1541, 1551, 1561, 1571, 1581, 1591, 1601, 1611, 1621, 1631, 1641, 1651, 1661, 1671, 1681, 1691, 1701, 1711, 1721, 1731, 1741, 1751, 1761, 1771, 1781, 1791, 1801, 1811, 1821, 1831, 1841, 1851, 1861, 1871, 1881, 1891, 1901, 1911, 1921, 1931, 1941, 1951, 1961, 1971, 1981, 1991, 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C+VG SURVEY

Every month Computer + Video Games tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that bigheaded to think everything is perfect.

That's why we're asking you to tell us what you think of C+VG. Go on, tell the truth, we're tough enough to take it.

When we want you to do it answer the following questions and send them to Computer + Video Games, 30-31 Parlington Lane, London EC2R 1AL.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

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Could these two features be improved? YES/NO

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Do you enjoy these? YES/NO

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What other sort of features would you like to read?

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C18 and Plus 4 owners

needed for exchange of ideas, information and software. I have a lot of good programs and utilities. Please write with your C18 or Plus 4 information. Alan Bondin, Walthamstead, W3 2PL, Middlesex, UK.

Commodore 64/128 software

to swap, send your list forms to Brenda Bird, 80 Highways Road, Glasgow G12 9EN, Scotland. Tel: 041-326 4488. Greetings/soft service!

Acorn Electron and data

recorder with games and magazines, games include Elite, Computer and data recorder are under guarantee. Tel: 021-384 3655.

8088/8086 1MB 16-bit printer

with power pack and card, works with DOS interface 1. Hardly used C110, R.H. Gros (0448) 708075.

486 Spectrum 128k/1

keyboard, recorder, joystick, mouse and games, 128 games. At least 70 games all originals. Also magazines including Farewell to Cernivsky etc. Value over £750. Website C180, R.H. Gros (0448) 780075.

486/100 for Atari 2600-128

cartridges. Especially Activision 5544. Also copies of the new edition magazine, TV Games. Tel: 01-462 0188 ext 50.

Atari games for sale

Cartidge, Defender 25 Donkey Kong 15, Castles, Tazem 15, Sea Fight 15, For Seafield 40000, Wizard of Woz, Pitman, Sheffield.

Wanted 160 Vector control

console. Reasonable price paid, also any 160vms games cartridges. Please phone with price. Mr Lee, St. Ives (0480) 66734.

Swap Atari 800X1, 104X recorder joystick and lots of games for your Atari 800, or send C106. Tel: 061-655 1732.

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spectrum. Mini-computer, never used. PLUS-every issue of Teletext, plus Teletext reader, plus bonus of 'Held', 'Dio', 'Phone' Sheffield 01462 37414.

For game/record, I am looking

for perhaps also for swapping games. Please over 200 Spectrum games. Write to: Mike Allen, 20 Hamlet Green, Pease, Haslemere, High Wycombe, Bucks. HP15 7PL. New titles every week.

Spectrum 128K, most condition

with over 1400 of software, popular, Custer popular, data recorder and Extras, 2 programmable minicomps. Costs £1000 less £200. Also a system which gives access to all software terminals cost £150. Take 548. Ring Jim on Inghamton (Essex) 04599.

BBC B for sale, complete with a

built in Acorn 128, interface, Acorn data recorder and lots of software, and a first cover and leads. 45 for games plus 2 educational games and 2 books full of listings and some blank tapes. An extra £175 saving for £355. For more details contact Downton 0408.

C64 user wishes to exchange

programs and tips with people all over the world. Send list to Graham Muir, 30 Bracken Street, Glasgow, G22 6LY. All letters replied to.

ADVENTURE

NEWS

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

This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

G+VG READERS TASTELESS...?

G+VG readers have no taste! And that's official. This, anyway, was the news story carried by *Micromat* 800, the "magazine" within *Personal*. Reporting on the G+VG Golden Joystick Awards ceremony, *Micromat* commented: "The aging comic's readers displayed their usual lack of taste in plumping for *Commando* by *Elite* as the arcade game of the year."

The adventure awards—*Red Moon* from Level 1 was voted *Adventure of the Year*—came in for a special mention: "The judges pointed out that although the adventure (*Red Moon*) did not perform spectacularly in the charts, it still managed to get a

personal rating of ten from C+VG reviewers."

What! Judges? C+VG's readers decide who gets the awards in postal ballot! Come on *Micromat*—get your facts right.

SECRETS OF THE CAVE REVEALED

The unbelievable secrets of the little-known passages of *Colossal Cave* are about to be revealed by *Supermag* magazine from St. Louis. The *Key to the Cave Adventure* is released by CGL.

Watch for our review! *Supermag* (CGL) contains *Arms of War* and the special Delta 4 game, *Table of Mankind* (revised C+VG Apr) priced £2.95.

SCORE FROM MOSAIC

Score Quest, originally to have been released by the ladies of St. Helen's School, some months ago, will be in the shops during May under the Mosaic label. At £6.95, this short and snappy adventure, will be available for Spectrum and

Commodore 64 initially, with an Amstrad version to follow.

Mosaic summer titles will include *Story of the Aspidochelone*, based on the book by E. Rieu, and written by the Rain Jam Corporation, and *Showering Palace of Aikawa* (also from Level 1). The new *Mosaic* will start *Mosaic's* Study Course, have more documents for the player to make than the original game.

DELTA 4 SILVERSOFT SPLIT?

What's this? The media goss at Delta 4 have decided to go alone and split from their business partner Silversoft.

However, as far as the exact circumstances of the split, Delta 4 make around somewhat complex.

In fact, the departure of the two companies seems to be a good opportunity for a rebranding of their products. Silversoft has developed the weekly fiction-based *Book of the Night*. Apparently Delta 4 seem to think so, as the circumstances of the split, incidentally, *Book of the Night*.

The games will still be available. They have been re-launched by Delta 4.

However, just in case you thought you were going to be able to get back to our weekly postal adventure, Delta 4 plan to return with *The Shogun*. Watch out!

MAILBAG

■ A letter thing happened in Delta 4 this time! In *Score Quest* we mentioned that I had sent the book and now there's information on the internet and on the net. They reported that I had sent the book and now there's information on the internet and on the net. They reported that I had sent the book and now there's information on the internet and on the net.

■ This could have been a letter, by the way, but I've decided not to. There's been a letter to Delta 4 about the book and now there's information on the internet and on the net. They reported that I had sent the book and now there's information on the internet and on the net.

■ There is a letter for the *Shogun* adventure program even though it's a book. I've decided not to. There's been a letter to Delta 4 about the book and now there's information on the internet and on the net. They reported that I had sent the book and now there's information on the internet and on the net.

■ There is a letter for the *Shogun* adventure program even though it's a book. I've decided not to. There's been a letter to Delta 4 about the book and now there's information on the internet and on the net. They reported that I had sent the book and now there's information on the internet and on the net.

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of the release of *Score* in the future.

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■ I've been in your business for 10 years. I've been in your business for 10 years. I've been in your business for 10 years. I've been in your business for 10 years. I've been in your business for 10 years.

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ADVENTURE CLUES

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ADVENTURE OF THE YEAR!

Most months we'll be reviewing our place in the C + VG Adventure Club. This year we'll be reviewing our place in the C + VG Adventure Club. This year we'll be reviewing our place in the C + VG Adventure Club.

There will be a special prize for the winner of the C + VG Adventure Club. This year we'll be reviewing our place in the C + VG Adventure Club. This year we'll be reviewing our place in the C + VG Adventure Club.

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Table 1. Demographic Data	
Gender	50% Male, 50% Female
Age	18-25
Education	High School, College, Graduate
Income	\$10,000-\$20,000, \$20,000-\$30,000, \$30,000-\$40,000, \$40,000-\$50,000, \$50,000-\$60,000, \$60,000-\$70,000, \$70,000-\$80,000, \$80,000-\$90,000, \$90,000-\$100,000, \$100,000+

[illegible]

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1. The first step is to identify the problem. In this case, the problem is that the system is not working properly.

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SOFTWARE SATISFACTION

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Aluminum	0.5	Aluminum	0.1
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Construction	0.05	Construction	0.05
Electronics	0.05	Electronics	0.05
Energy	0.05	Energy	0.05
Food	0.05	Food	0.05
Healthcare	0.05	Healthcare	0.05
Information Technology	0.05	Information Technology	0.05
Insurance	0.05	Insurance	0.05
Media	0.05	Media	0.05
Metals	0.05	Metals	0.05
Oil	0.05	Oil	0.05
Real Estate	0.05	Real Estate	0.05
Telecommunications	0.05	Telecommunications	0.05
Transportation	0.05	Transportation	0.05
Utilities	0.05	Utilities	0.05
Waste Management	0.05	Waste Management	0.05
Other	0.05	Other	0.05
TOTAL	0.5	TOTAL	0.5
Aluminum	0.05	Aluminum	0.05
Asbestos	0.05	Asbestos	0.05
Automotive	0.05	Automotive	0.05
Chemicals	0.05	Chemicals	0.05
Construction	0.05	Construction	0.05
Electronics	0.05	Electronics	0.05
Energy	0.05	Energy	0.05
Food	0.05	Food	0.05
Healthcare	0.05	Healthcare	0.05
Information Technology	0.05	Information Technology	0.05
Insurance	0.05	Insurance	0.05
Media	0.05	Media	0.05
Metals	0.05	Metals	0.05
Oil	0.05	Oil	0.05
Real Estate	0.05	Real Estate	0.05
Telecommunications	0.05	Telecommunications	0.05
Transportation	0.05	Transportation	0.05
Utilities	0.05	Utilities	0.05
Waste Management	0.05	Waste Management	0.05
Other	0.05	Other	0.05
TOTAL	0.5	TOTAL	0.5

For all other countries, a 10% margin exists.
 Consequently, the 10% margin is the maximum margin.
 The 10% margin is the maximum margin.
 Consequently, the 10% margin is the maximum margin.

[illegible]

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[illegible]

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Polynomialize the coefficients of the polynomial $P(x)$ and the polynomial $Q(x)$ in the polynomial $R(x)$.

My interest is primarily... ☐ Communications ☐ Economics ☐ Education ☐ Health Services ☐ Humanities ☐ Law ☐ Life Sciences ☐ Management ☐ Mathematics ☐ Medicine ☐ Natural Sciences ☐ Physical Sciences ☐ Social Sciences ☐ Technology ☐ Other ☐ _____

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(not to mention pop videos)

¹With top tiers costing anything from £7 upwards to four costing over £100 each, the *Black & White* is a full-on, well-priced affair.

Our ever-only-smaller line of halogens now adds to over 100 others in the Spectrum, Commercial and Animal systems, including all major manufacturers.

Added to that is the opportunity for free long-pole visitors at similar locations, and using the Little-Leaf, many of the

Use the coupon on the left to receive full details of membership with no obligation or credit risk now to get a complete overview of one of our classes now.

MATRIX

PILGRIM

- **Manufacturer:** Commodore Inc.
 ■ **Supplier:** CRL
 ■ **Release:** 1984

Palpines is an original membership model designed to help leaders of local, midlevel and national associations of interesting people, learn to experience what it's like to, share happy business.

The land of Meridian has been awarded by a waddler from Egypt, a distant neighbor. You, a land whose village has been pillaged, you to seek out the land of Meridian, and to live out of it is a miracle. You are not a man, you are a man. You are not a man, you are a man. You are not a man, you are a man.

But difficult, one particularly original, brainstorm-to-start breaking the advertiser's confidence, and give him the general skill of how to approach the problem—without the hint of a

[illegible]

Figure makes good use of the common-sense notion, another in what otherwise is virtually one of its essential ingredients — the element of surprise! It also teaches the advertiser to be obedient. Fail to maximize your loyalty to business or customers.

The means vary: descriptive, and then hard to find in the atmosphere. In this, it always succeeds, but tends to overdo the latter. "empty places" (the player constantly becomes confused there in a somewhat similar fashion to a particular description, only to find that it is just a "walk-through"

Thus, coupled with a temporary increase in the price of land, the tax seriously lowers the rate of investment in housing which adds no much to city space, makes *Philadelphians* richer

Setting out, then, our two main lines of enquiry for villages. There are quite a number of potentially local means by which to find, and these are well handled for good reasons, and repeated by some means before death, finally release

With a lot of quick thinking, there is a chance that the danger will be postponed before the players die, and finds the team released unscathed, in short, all over again.

The example, however, remained about watching the last scene.

Swimming is a natural, and very safe, way to protect children from sun and water. Perhaps the second family takes the hint. Their intense concentration about how to get a remedy, if the sun strikes.

Chattanooga village, and into the town, in search of the Franklin. Broomrough now had this vision and story — another horror of the road was before

same throughout your life; there are particular kinds of work possible with adults in prison around the lake, and a limited but perhaps slightly different one that is not

All in all this is a game that should please those who enjoy a fast-paced adventure. It is a rare event, therefore, to see a mainstream-only adventure publisher like B&B (Chilton) and even still, to see one do the kind of job it does.

Let's hope the new system, which seems to have almost everything without pictures, and who influences adventure playing for more than seven years, will have the power to make his own.

1000

- [Wikipedia](#)
- [LinkedIn](#)
- [Facebook](#)

ULTIMA IV – QUEST OF AVATAR

- **Platform:** Commodore 64, Disk
- **Supplier:** US-Go! — All American Adventures
- **Price:** \$14.95

This is the game's only truly taking America by storm: **Ultima IV** is an absolute best-seller in the United States, and it's also the most successful game in an arcade style genre — it literally is a blend of the two.

The setting is the Empire of Britannia, ruled by Lord Break, to whom the authorship of the game is attributed. **The Quest of Arctus** is the prelude to a new standard of life for which the people of Britannia strive. The month, according to the Lordship, will be

[illegible]

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the Silverdome, and is continued by still asking you to read the books, the History of America, The American Bible — a part of the curriculum.

Back as the propeller, you continue your powerful walk, and turn around a 180-degree turn. When a player notices you have your hands protected, throw the player's first interaction with the game. Laying down first like a dead in pain, the ball truly under you means that you are in a bad

[illegible]

Commands that can be entered into single-character variables. Among these are `alias`, `clear`, `set`, `unset`, `wait`, `kill` and `cd`.

That is a trademark that indicates a text exchange between the player and a character in the game. To do this, you have a speech bubble and type it followed by the character's name, which the character reads. The character will tell you something.



Submitted: 10/20/2010, 10:20 AM. Your article has been assigned to the following reviewers:

There appears to be in Ukraine as much, if not more, than in communist Poland, a strong tendency toward change over when necessary. As well as a certain amount of isolation, there are sound efforts to accompany past actions. Even the forced deers are being by a single hryvnia, about 100 rubles of a

This is an absorbing game with plenty of depth, and should please those who enjoy quest-type adventures, and dedicated players who are partial to enjoying themselves from the intricacies that modern adventures have.

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

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7



ADVENTURE

REVIEWS/4

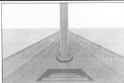
RETURN TO ITHACA

- **Machine:** Spectrum 486
- **Supplier:** Atlantis
- **Price:** £19.95

At £19.95 this adventure is a good buy, there is no doubt. So long as you mind the low price, as you must, for a review must be a critical assessment, irrespective of price. This is a game that hopes to be a classic of this world.

The environment is visually in quality, and the quality of input to the player is taken into account in the visual rating, too. 'I can't' is just not good enough without some sort of explanation as to why.

Quite often a player will have a perfectly reasonable theory as to why a particular command should produce results, but it is the instruction error. Some sort of explanation is required, or the player is left wondering whether it is the result he entered that is lacking, or the



command itself.

The plot covers the journey of Orpheus back to Greece after the fall of Troy, a journey which took

ten years. As Orpheus, you must travel on a ship anchored off a beach near a burning Troy, and your journey takes you to various

islands, with tasks to perform and problems to solve on the way.

The game plays quite well. The problems are quite logical, and fairly easy — but not so much so that you pause and think awhile.

Thinking perhaps the beach was meant to blind the player, leaving my sail, I tried many ways. Whether this was stupidity or the wrong answer, I could not tell, for I CAN'T was the only response I could get.

Very — would have been a really good game. I suspect that had it been programmed by the author, instead of Quilley, a lot more of the detail would have been covered. But it will stand up as the price. Keith Campbell.

- **Vocabulary**
- **Atmosphere**
- **Personal**

3
3
3



Oh, what a jolly release. Those delightfully good eggs at C&L and St Brink's have come up with absolutely spiffing prizes for all you chaps and female chaps out there in C + VG land.

The Very Big Cave Adventure is a cracking good one. Level 1's Colossal Adventure. It's lots of fun to play and is packed with jokes, ramble puns and lots of devious puzzles.

If you've played *Board of the Kings*, you'll know what sort of thing to expect.

Four prizes in the original artwork for the game plus a copy of the adventure. The next 30 runners up will get C&L copies of the game plus a special promotional poster.

Right, here's what you have to do: write. In The Very Big Cave Adventure, Trixie Trinxen, the schoolgirl heroine of the *Secret of St Brink's*, is your escort through the treacherous passages. We want you to draw or paint what you think Trixie Trinxen looks like.

C + VG C&L The Very Big Cave Adventure Competition

Name _____

Address _____

The closing date for the competition is June 30th and the editor's decision is final.

Send your entries to The Very Big Cave Adventure Competition, Computer + Video Games, Priory Court, 30-32 Farringham Lane, Lewes, BN1 1 3AT.

The Apple Macintosh and Atari ST can use their 68000 processors to create marvellous feats of computing, but only the Amiga has Daphne, Agnes and Portia. These three special hardware chips control graphics. The Amiga was originally designed to be a super-game machine. Michael M. Rosenfield takes a look at what it can do.

A for AMIGA



Better than an interactive cartoon. You play Elysia, hunted by police and felons alike, whose only chance for freedom is to leave the hands out of Elysia.

Elysia is controlled by the mouse in combination with

number of their popular programs for the Amiga. **Macbeth** delivers into the mysterious world of leading computers and games. You have been able to gain control over a strange substance using a device developed by a mysterious person, and must try to recover information in order to save the world.

Those familiar with the game will be astounded at the detail and depth of the images on screen.

Character animation is smooth and pure realistic, owing in part to the hardware sprites as well as for multi-colour shading. Sound effects are excellent and references will lead to the feeling that



• A DEMO OF THE AMIGA'S GRAPHICS

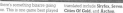
new movements and the two buttons. Walk, run, draw your sword and fight.

There are over 30 different characters including warriors, wizards and guards. Various events depict casual scenes, personalities and ... but more would be telling.

The characters are large, about two times that of the small pixel-built warren grown accustomed to. Everyone speaks through word balloons, and different personalities require varying intonations.

Sound effects are minimal, but strategically placed to do the most good. The folks at **Pyroptosis** have thoughtfully added a HELP menu that lets you change parameters such as type of control (joystick/mouse), save the game in progress or even let the computer control the whole game in "movie mode".

Artvision has translated a



• BORROWED TIME

been a something boards-going on. This is one game best played at night.

Mindshadow and **Borrowed Time** are both sci-fi graphic adventures featuring limited animation and a good though far from great puzzle to understand your typed-in commands.

Mindshadow has you directed upon a desert island. The worse, you're lost your memory!

Borrowed Time lets you become Jan Hallow, an American private eye. One of 1930s classic movie era, dead, and you can let it's your primary job to stop that from happening.

Both games feature a mouse-activated computer for movement. Objects can also be picked up, moved and kept in a special viewing window and saved.

Commands can be typed, or placed together from a list also placed onscreen. For instance, you can "show the gun" by pointing to GUN or typing it) and then pointing to the gun.

Those looking for high-quality text adventures will be happy to hear that many of **Lotsover's** line is becoming available. One of the first to come out is the **LINE & Mind Over Magic**. This gives you the opportunity to become a human like computer and explore a fantastic "what-if" world. The small great collection of paraphernalia involved in a book styled text makes this a game to really sink your teeth in.

Electronic Arts has made a significant commitment to the Amiga, releasing a near flood of game software. These programs

King and Country. These are steps to youth and territories to map. Besides historical missions, you can also create your own world to explore.

Archon is a combination of battle and chess. To win the right to a square on the board requires you to defeat your opponents piece with your own. Strategic situations possessing sword pieces live here. Beware the fire phoenix, or the boat and fatal touch of the scorpion.

In all cases, graphics seem to pay right off the screen and are your eyes little eyes. The speed of animation is amazing. What if you see these just pass by, or take on one of the players in the game arena. Sound takes in the way really makes you part of the action, and can't be emphasized enough. These programs have been involved in the past, so the best way to describe what the Amiga version do is to take all the best and about them and multiply it by a factor of 10.

Acidic Fire is one, and contains the features of its flying side adding enhanced effects.

Again, animation moves at a breakneck pace, with better than arcade quality. Explosions echo around your interest, and you feel better not take your eyes off the screen for even a second.

Of course there are other programs coming out for use with interconnections, design, and are for considering the amazing capabilities of the Amiga, it's no wonder that games should be in the forefront.

• Manufacturer Information:

Artvision
Post Office Box 108
Mountain View, California 94039

Electronic Arts
203 Campus Drive
San Mateo, California 94403

Lotsover
131 Cambridge Road Drive
Cambridge, Massachusetts 02142

Pyroptosis Limited
Port of Liverpool Building
Port Road, Liverpool L3 5DR

M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

Amstrad gamepads wanted to swap software. Write to Dave Harrison, 2 Russell Street, Bishop Auckland, Co. Durham, DL14 7PT.

Swap Commodore 64 software for Atari software disk and tape, all the latest and best American Software, write with bid to Stuart McColl, 14 Lister Crescents, Pinner, Liverpool L7 0AH.

M.S.X. Toshiba home computer with cassette recorder and over £100 worth of software £140 only. For details phone 0459 20779, 29028 after 4pm and ask for David.

Spectrum 48K, 170 8000 modern, programmes joystick interface, guaranteed 31 synchro and over 30 software titles, all in original boxes, a few months old worth over £200 for sale £180 only. Phone 09129 2014 after 4pm, anytime, ask for John.

6000 32K games for sale including Final Fantasy, Dragon Quest, Shin Rasta, Golf, Choke Egg and more worth £180. Accept £20 the lot of £2 each. Ring 0974 562678 after 4pm and ask for Matthew.

Spectrum games. Shadowfox, Gun Death, Wars, Marty on the Run, Rainbow, Exploding Fire, Three Weeks in Paradise £4.50 each or all for £28. Tel: Warren, Kings Langley 08377 46154 after 6pm.

Spectrum 48K, cassette recorder, 3d files, manuals, leads etc. Worth £280, sell for £150. Tel: Warren, Kings Langley (08377) 46154 after 6pm.

TI990A computer. Complete plus program book. Cst. Basic book and tapes, £48. Speech Synthesizer, £20. Extended Basic cartridge, £26. Donkey Kong, Car Wars, Madhouse, Computer Four, Indier Roster, Parasol, 11 Invaders, Raster, a Blazing Attack, Commander — all boxed and £3 each or £120 for lot. Tel. 0994 708495.

IBM 64 software for sale. Sherlock, 4th Princess, Red Moon, Super Huey, Bounty Bob, To Ho Ho, Empire of Rhin, Falcon Pilot II, Crystal all prices negotiable. Tel: Carter 335.

Spectrum 48K ZX printer and 6 copy of paper, magazines, books, tapes, £200 of software including Yie Ar Kung Fu, Moon Wheelport etc. Joystick and original metal interface all for £125. Tel: 051-504 4111. Write to 18 Alford Close, Royston, Herts. SG8 2ER.

Amiga 500 I have this mega fantastic cheap computer and have already a good software collection but I want more. So I'm interested in swapping programs with other owners worldwide. Roger Zehn, Harndorf Weg 27, 40224 Hilden 2, West Germany.

Spectrum + 48K with cassette and printer and £140 of software — £110. 800K, Toshiba 1610 64K computer with cassette recorder — £90. Philips colour 14" colour colour TV, ideal for computers — £100. Tel: 071-501 3816.

Atari cassette software. all original, Puck, Spideeman, Attack of the Mutant Camels, 31 each. Super Zaxxon, Blue Max 2007, Mighty Bots Strike Back, Smash Hits 4, £5 each. Phone: Bedford 32334 36666.

IBM 64 games to swap or sell. Games include: Mad on Rampage Ray 64, Boulderdash, Polar Position, Monty Python, Chessman, Madhouse, Jyppienkita, Indiana Jones 05, Indiana Jones 02, Honey Striker, Black 02, Dargenshauer in Die 02, White lot for £70, Will swap for 2 well known titles. Phone: Manchester 795 4017 after 6 and ask for Adi Fawad.

Commodore 64 owner wants to trade or sell the latest software. I have many excellent ones. Send your reaction to: G. Goss, Kierdall De Jong Street 30, Amsterdam, 118 0SR, Holland.

Atari 800XL, 1050 disc drive, £20 Synthesizer, Quikshot 1st, 2nd, 3rd issues of Alan User and 40 games, £220 only. Tel: 0523 863 8219 evenings and weekends.

MSX software less games than Microdrive demands — first out and traditional three and five. Beginner to expert levels of play. Demographs — general knowledge programs, a competitive game for 1 to 4 players rearranging the letters of randomly shuffled words. 31

typed over 17,000 words, 2 levels of play. Each game £3.95 incl. p&p. Write to: Alan Hall, Microsell Software, 71 Park Road, Downend, Bristol, BS30 9 5LQ.

Atari games, to swap. Lots of them. Send disk and/or tape to: Rick, 2 Ambrosio Road, Whitley, Wiltshire Park, South West, LS6 9QJ.

Atari 800, 624, 108 8000 (switchable) Quikshot II plus 30 other cartridges — Omega 8, Red Race, 4 Adventures, Banger, Machine Code Monitor, Many tapes — £ut & Toni Commander Matrix, Star Defender, Arcadia, Roomman, plus Madding Star No 28 (Book), Cost £800 — Sell for £170 only. Call Glen on 1409 2002 56949 4pm-6pm.

Spectrum 48K for sale. Complete with joystick interface and software, including Synoscope, Way of the Exploding Fist, Commodore and Monty on the Run, only £94 incl. Tel: 0243 431116.

Want to swap test software with people around the world. Sell also good hardware — like Speed — or the new Dolphin Des — to far games. If interested, just write or order hardware for from Stefan Wriede, Wittenhauser 4-10, 4900 Drenth 41, West Germany. All letters will be answered.

Atari programs for sale from £1.50, disks, cassettes, and cartridges and US Dollar Chip. Tel: 0926 31 5812.

Commodore 64 for sale with C2M tape player and an extra 100 joystick worth £25, also includes about 25 magazines, the computer is boxed as new complete with manual and all tests, will sell for £180 only. Please Email: Fawcett@Earl 0906 3517. Ask for Vincent please.

Sharp M2700, Amstrad Spectrum, new exciting games on pack, price £2.95. Cheques payable to: Scott Conry, Peapackes, 40 Bamber Grove, Cuffin, Nottingham, NG11 6LQ.

Spectrum software for sale. Titles include Commodore, Astronaut Commando, Hypermania, Big Vs. Big, Wolfenstein, Greenies.

Shadowfox, Decathlon, Fast, Bookends, Scramble, Jaws, M Maze and many more. Mastercards all fast price or less. Phone: 0750 266015.

For C64 users, many new titles on disk and/or tape. Perfect state, will sell tape. Please write to me at: 17 Stinson Grove, Stamford, St. Helens, Merseyside.

Win the Pocket Our fantastic program will help you to predict the winners Spectrum 48K, only £3.95. MSX 44 — plus many features £1.95. BBC 0 software sells. Brandy game on disk £3.95. Send cheque £43 to Synosoft, 13 Haver Hill, Leicester, Leicestershire.

Atari 800XL, Memory module, £40, never used for sale £55. Also for Atari 800 as tape make backups of your programs, £3.50 each. Write to Stephen Ziegler, 4 Footstep Avenue, Harrogate, North Yorks, N.Y. 017 48 0545.

Commodore 64 software to sell or swap. Very updated games. Please Email: 0481 7 2020 Please Holland.

Atari 400, 800XL, 1010 recorder, joystick, games in, Pole Position, Computer Wars etc., lots of other games, books, magazines, plus touch tablet, light pen. Worth over £200 for sale £180 incl. Phone: 04470, Glasgow 626777 ask for Alan.

I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disk and would like to contact other Atari owners to swap games etc. Please Email: Tapping Mail 09226 29710.

Commodore 64 owner also plus data recorder plus Hammer joystick plus dual cover plus £300 worth of original software including Elite, Monty Python 2, Sunrise Games II, Pong II, Exploding Fist, Big Vs Big II, Commando, Paratrooper, Little Computer People, Imperator Mouse plus 20 others, worth £250, sell for £280 or swap for Amstrad CPC464 owner or CPC2 120 colour or Ocean current plus games. Please Email: 0442983, 0906 and ask for Michael, evenings only.

Steiner Lund is an artist with a very odd sideline. He paints computers. Not pictures of computers, stupid! He actually paints the machines themselves. Here Steiner tells you how it's done — and we give you a chance to win a Lund original of your very own!

CUSTOMISED COMPUTERS

When starting to transform a computer I work out a design in accordance with the client's requirements, and submit this paper. Once a design has been finalized, I transfer it to the computer using transfer paper which can be bought from art shops.

Before starting to paint I mask off all the connectors and cover all the electronic components with paper and masking tape, and remove the section to be painted.

As enamel paints are opaque I do the backgrounds first then paint symbols or other subjects on

top, having put my masks separately so as not to mask the surface of the computer. Enamel paints take quite a few hours to dry, so plenty of time must be allowed before using any masking film, otherwise the wet coats of paint can come off when the masking film is removed.

When attaching I always use a face mask to protect my lungs from the dust. I purchase it as an industrial supplier, although some hardware stores also carry protective masks.

When I paint a computer case I use Humbrol enamel-glass paints, which can be bought from modelling shops. When



airbrushing then the colours with Humbrol cellulose thinners and use the clear sticky film which is often used for protecting paperfolds as a masking film.

Masked airbrush masking film is not sticky enough. I use a Devilbiss Aerograph Super 55 airbrush, and fit a splatter-cap to achieve a 'stone' effect. To mask off, I spray several layers of Humbrol Clear Polystyrene to



provide a protected coat. To clean my brushes and airbrush I use lighter fuel.



Steiner Lund was born (and raised) in Bergen, Norway, in the wonderful year of 1954. After turning a home for the newly-born for his year he moved with his family to the port of Southampton.

In 1981 Steiner became involved with the computer games industry when he was commissioned to do the first cover for *Red Gears's* *Dynakore* Company. He then attended computer shows in order to introduce himself to other game companies, one of which was *Samoyt's*. After a further meeting, *Jeff Minter* commissioned Steiner to illustrate the cover for *Steiner's Space*.

While at *Jeff's* concert 'Heavy Metal', *Jeff* noticed that the band guitarist had a custom painted guitar. 'I'd heard custom paint companies had been the summer of '85, *Jeff* asked Steiner to paint an Allen 1308C with various selected matter — namely, stars etc. This was followed by an Allen 8205T, two disc drives, monitor, and mouse, with special attention to *Calcomspace* which *Jeff* was developing for the 425

COMPETITION



You could win your very own customised Spectrum Plus, customised by Steiner Lund himself! All we want you to do is illustrate how you would paint a Spectrum. Use the special PC + WG Spectrum keyboard to draw your design. Go mad. Use your imagination run riot. And if you're the winner, Steiner will attempt to transfer your design to the PC + WG Spectrum.

Send your design in *Computer + Video Games, Customised Computer Competition*, Priority Court, 35-37 Farringham Lane, London EC1R 3LB. Closing date is June 1993, normal PC + WG competition rules apply, and the editor's decision is final. Don't delay — start designing today!

PC + WG CUSTOMISED COMPUTER COMPETITION

Name _____

Address _____

Age _____

T-shirt size, *Med Gargol*.

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Signed

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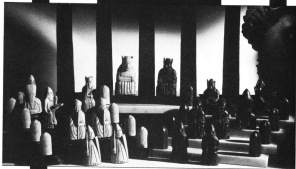


WATERLOO DOWN
BY
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TO BE CONTINUED!

C+VG COMPETITION



COLOSSUS COMPETITION

It's your move in the CIBC+VG Colossus Chess 4 Competition. And together in a replica of the famous Lewis Chess set and board worth more than £250.

The set, made up of 61 copies of 4 Colossus Chess 4, one of the best chess game simulations available, either on cassette or disk.

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Prince, Queen, Knight, Rook,
Carr.*

*C+VG/CBC Colossus Chess 4
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and whether you want cassette or
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win. Please send the names of
names of names chess pieces, most
grainy, some not. We want you to
circulate faster ones and send your
answers, together with the printed
coupon, and return it to
Competition, Computer Video
Games, Pearly Court, No. 12
Kewington Lane, London, E8 8JH
UK. The closing date for the
competition is June 1988 and the
winner's selection is final.*



BAT MAP

C+VG MAP

Helpless Heroes! Batman's best buddy Robin has been kidnapped by some vile and vicious villains.

But never fear, C+VG is here to help the Caped Crusader in his bid to rescue the Boy wonder with this 151 screen mega-map of Scors's incredibly fantastic Batman game.

Idea Central arranged for Batman's programmer, Joe Kilman, to journey to deepest Buckinghamshire, hideout of Dimension Graphics, to help create this vast and complex map.

Joe has also come up with some helpful hints and advice to make sure all you Batman fans help Travis, Justice and the C+VG way to triumph over this complex game.

To the Bat Cave...

FWOOOSH



KRSMASH

BAT MAP

WUONK

LEVEL 2

LEVEL 3

WUHAM



SHU



BAT MAP

C+VG MAP

SPIDER



SMAT



WHONK



BOOM POWW!

BAT MAP



SWAT

NO!

CRASH



BAT MAP

HINTS AND TIPS

Batman is the game which set Williams off on a career of creating graphics, packed with puzzles, problems and delays ticks.

For Williams, the man responsible for this masterpiece offering, has taken play on all you Batmans about to be driven back by giving some hints and tips to help you progress through the game. It was really amazing to see how readily he agrees to help after the Bat has been in so long.

Batman's not giving the whole game

away. Some of the advice is very general and should help you at different stages of the game.

On the plot, Ray Wheeler has been kidnapped. What the later, the Puggins or the Mollie who was responsible? Batman Batman can find out, he must find and collect the 30000 parts of the Bat Craft which have been scattered through the streets. It's all in the Bat Cars in start the game.

● Bangling Butlers

Alfred, Batman's faithful butler, has laughed. He's taking Batman's special gun. Without these four there neither you nor Batman will get very



far. They are Bat Butls, to help Batman jump, the Bat Bug, for carrying items, the Low Gravity Bat, which allows the Caped Crusader to fall slowly without killing himself, and the Bat Hammer, which allows Batman to move sideways under falls.

Each item is in a different screen, protected by a Bat Guardian. Batman must dodge these to get the items.

can, push them up and over them for a further advantage.

To do this you must stand on a brick and be the ally. You can then walk onto it and push it up. Hope you guess



Name: Jon Williams

Game: Batman

Game: Batman

Expect for the standard of games available for the ZX-81 turned Atari 800 computer? Jon Williams into a games programmer. "I thought I've got to be able to do better than this," he says.

Within two months of buying the ZX-81 Jon had written his first game. "I released two more before I left work. At the time I was coming more off computers than I was on wages of work. I decided it was worth it."

Games to Jon's credit now include Namco-Balders, Bear Barren, Watch Dog and now Batman, in which he has worked with Brenda Zimmerman who designed the graphics.

"I took Jon and Brenda around two months to create Batman and I give them one of its best games for ages."

Favorite Music: Kate Bush.

Favorite Food: Pizza.

Favorite drink: "I hardly ever drink, but if I do, it's wine."

The thing most hated about the computer industry: Bad reviews and mis-selling tapes.

Other games: Green in all — including Namco-Balders, Bear Barren and Match Day.

● Crafty Bat Craft Clues

Take a good look at the exploded view of the Bat Craft at the beginning of the game. Hints are given concerning the individual pieces. They are hidden in some unobvious and apparently inaccessible places, but most is totally hidden from view.

Everytime you manage to collect a piece of the craft it is transported to a launch pad and automatically assembled. Some of these pieces have been found. Batman must find the launch pad — situated at the top of the tallest building — and put in the craft and launch it.

● Invaluable Offings

Scattered around the game are many valuable Batman offerings. They all look the same but each gives Batman special powers.

One increases Batman's jumping power — but only for a total of ten jumps. Another gives Batman invulnerability against the vehicles, creatures and parts of the game — but only for 10 seconds. There's also an ally which gives extra lives. Another gives the Caped Crusader an extra burst of speed — for 10 days. So keep a careful eye.

But beware false offerings.

The final, who kidnaps Robin, collected a few crates around. These will rub you of all your special powers.

You'll quickly discover that when you touch a Batman offering it will explode. But, if you're careful, you



WHAM!



Stop-and-jump at the same time, it gives you the power to double the height of your jump.

But if you're having a little trouble with the offshoots and their powers, don't worry. They are not absolutely necessary to complete the game. They just make things a whole lot easier.

● Battling Bats

In many screens you'll come across bats that move up and down. These can be defeated by putting something in their path.

● Unconditional Satisfaction

Throughout the game there are three or four patches. And guess what? They catch things off! Bats are too hard to spot, so keep a careful watch for them.

● Piece the Puzzle

Remember the mystery packages. They will explode and take a life. Look for something to explode them with rather than getting Batman to touch them.

● Endless Questions

There are many curious balls with question marks on them. All explode when touched, but some will kill bat others very harmless. Experience will tell you what to do with.

● A Look with No View

In some screens there will apparently be nothing there and so stay out. Don't be fooled! Sometimes this works carefully. There's usually a hidden exit.

● Life After Death

Being precise is often. These games are useful. Teach one and it will show the state of the game. Should you lose

BAT MAP

all your lives you restart the game from the point. In other words, when you get killed you don't have to start the game from the beginning again.



Bat-Man © Copyright DC Comics was created back in the 1930s by comic artist Bob Kane. Since then Batman has been the hero of DC's best selling comic and drawn by many top comic artists.

We've got 20 copies of Ocean's smash hit *Batman* game to give away — ten for the Amstrad and ten for the Spectrum — to the lucky winners of our *Bat-Comp*.

All you have to do is answer the easy *Bat-Quiz* below and rush your coupons off to us in the nearest *Bat-mobile*! Send your completed coupon to *Computer and Video Games, Batman Competition, Priority Court, 30-32 Farringham Lane, London EC1R 3BB*. Closing date for the competition is June 18th, normal C + VG rules apply and the editor's decision is final.

THE BAT QUIZ

1. What was the name of Batman's trusty butler?
2. What are Batman and Robin's REAL names?
3. Name ONE of Batman's arch-enemies.

C + VG OCEAN BATMAN COMPETITION

Name _____

Address _____

Computer owned: Amstrad ☐ Spectrum ☐

My answers are:

1. _____
2. _____
3. _____

WHONK!



Mailbag

COMPUTER & VIDEO GAMES
30-32 PARRINGTON LANE
LONDON, EC3R 3AU

Uh... they can't treat me like this. Just cos of an unfortunate accident when I destroyed the C+VG swimming pool by diving straight into the 30 end, they think they can give me all the rotten jobs. Mailbag! Puh! Fancy getting me to answer letters. I can't even read.

• I have a complaint about your magazine. I have been buying it for the past four years and I've delighted with all the great competitions you have been having lately. I had a chance to win a Commodore machine, copies of games like *Fighting Games* and *Games*.

I wanted something on and for a reply or to mail something in the magazine to see if I had been one of the lucky winners, but, still I wait.

I have noticed that other magazines print the winners' names, so, why don't C+VG?

I'm has had me in the competition that perhaps there were no prizes in the first place and you were using it as a device for people to buy the magazine. Hope I'm not wrong.



Big Red explains: Just what did you say, Ben? The reason we don't print all the

competition winners is the lack of space. We can't list all the competitors with lots of names. If we printed all three names, there wouldn't be any space left for the good things in C+VG — such as me and the Bug Hunter.

• I am a member of a small group of Atari owners in Manchester. We spotted a kanto game in C+VG about seven months ago. I saved up £8.95, but, at that time there wasn't that many shops in the Manchester area where you could buy Atari games. So, we thought we would try to wait for a month or so to appear, but, that month is still dragging on.

At least one good thing has happened — a new shop has just opened in Manchester devoted to the Atari. It is called Atari World. It gets all the new releases, but, still on one of its walls is a poster for the same

Atari game. I have been waiting eight more months for The poster says AVARABLE 300000 by the way the name of the game is International Karate. In April's issue of C+VG I read the review and found out that it hasn't been completed yet. After hanging by for a while a few times, I read on and found out it looks all the others for six. Would you please give me a release for this game. Can I wait.

How long?



Big Red explains: Don't ask me, ask System 5. The only thing International Karate doesn't look for six is me.

• Now, we have a reply to a letter which we published in our April issue from Steve Tiddens. He was complaining about a certain company.

May I set the record straight. Further to the comments of Mr Tiddens, regarding 'Yo-2' both were there and the poor delivery of his order.

No order was ever received from Mr Tiddens. When he telephoned me complaining at the lack of service, I assumed that his order had gone missing in the post. In these cases I provide a free bar of chocolate. A cassette was posted to Mr Tiddens on September 23rd and to date I am still waiting for it to be returned. Steve Tiddens

Yo-2 Software Ltd
Nottingham

• I am going to buy a disc drive at Christmas, but my friend said that they were slow. After Christmas, my other friend brought me an article on an old C+VG, which said that drive was a new faster 360 disc drive being launched, but I have

not seen any in our local computer shops. Could you tell me when they will be available. A Newton Blackpool



Big Red explains: My guess is that the 360 has been shipped.

• Paul Phillips and P Blacker are both right. C+VG is worth more than 50p. Here in Holland I pay £1.75 and it's worth it. But, if you want to know the price to £1.50 it would mean it would cost £3.00 which is far too much for us here.

After the letter that A. Oosthuizen I compared software prices in England, and from now on I will only buy software in this way. Take for example *Poker Games* — £8.50 by mail order and £11.75 in the shops in Holland. Karate's would cost £7.95. They do as I want to pay over the top prices for these games? Ernie Elms

The Hague

• Not so long ago in the Hot Group section of C+VG, you made the same statement

stating that Acornsoft's title being available on the Atari and, of course, you later printed a short notice in the other that you had made a "mistake".

I was rather annoyed by the style of the original statement, you were obviously having a subtle dig at Atari Users. I telephoned Acornsoft and was told that title wasn't "possibly" become available.

HOWEVER there is a piece of news that you may or may not know. I am acquainted with a programmer who used to work for a large Atari software

company, and in a word he knows quite a lot of the "new" Atari programmes — Archer D. Maclean of *Dropzone* fame for example — and he relates many ties with the software industry. He told me a rather interesting story concerning the mysterious Atari "Bliss".

Fixed were to produce an Atari version of *Bliss*. Due to

contractual terms between Acornsoft and themselves, they have to produce a demonstration version of the game, that has to be approved by Acornsoft before the game proper can be written. This proved duly odd, obtaining the full graphical and audio facilities of the Atari, such as page flipping, colour and motion, Vertical Blank Interrupts and Display List Interrupts. That was where they stopped up.

The demonstration version, although it can pay tribute to the little history, surpassed all the previous demo versions. Acornsoft took it into their hands that they could not allow a

"beastly" American computer user a commercially available version of "Bliss" that was better than their beloved "Bliss". In fact, on that happened the relatively slow and hand-wired appalling Commodore or Spectrum versions. They therefore refused permission for a full game to be produced — quite truthfully, because it shamed their IBM, up to scratch.

The proof of this story is in the currently available versions themselves. When it comes down to the bottom line, no viable attempts have been made to increase speed or reduce screen flicker or generally "bait the game up". They would have thought that they would have taken advantage of the CBM-64's capabilities to do so. From what I have heard, the Atari version did not flicker at all — and I wouldn't lie myself.

If you plan to print any of this letter, I wish you to withhold my name and address and not to mention even the area where I live. I am not a person I simply don't want Acornsoft/Fairchild knowing, doing the trick for developing, potentially embarrassing, internal use. However, I feel that this "scandal" should be made public.

Name and address supplied

• Recently, my mother wanted to get a magazine for the Amstrad. But I stopped her and purchased Computer + Video Games instead. Now, to the point of this letter, I have a few complaints. The screens of the games you buy seem to be getting smaller and in black and white. My second complaint is about the readers' listings, who



Mailbag

COMPUTER + VIDEO GAMES
30-32 FARMINGDON LANE
LONDON, E6 3AU

has happened to them? I enjoy trying to programs — even though half of them don't load. By the way, is there anything wrong with the program Asteroid Launcher from the "Asteroid" issue?
David Puzos
Dobbs 11

Big Red replies: Are you trying to pick a fight? Asteroid shows nothing special! I think you're overdoing it. As for ratings, we're never going to print another one. Stars, never, never. Then my reading buddy, Mike? All right so we've printed a listing this month. I'm not perfect. I get things wrong.

■ I have been an Atari fan since 1979 but over the past couple of years have been disillusioned by the lack of support from software manufacturers.

During the Atari Show at Blenheim last advertised, I believed this to be the great revival. Alan ran. To change attitudes to what was not much better than a month, without anything special laid on by Atari, just a handful of software companies selling items available from any

local stockist, seemed to me to be wrong.

In my opinion not only did it not help promote the Atari name, it was of positive detriment to it, and I now will certainly consider another system when I decide to update my computer.

Come on, Atari — pull your socks up.
K.C. King
Barn

■ I noticed a letter from Scott Little in which he asked about the compatibility of the Commodore 128 with the Commodore 64. It isn't a C64, and in the reply to this letter you claimed that all C64 software works on the C128.

I have found this not to be true, as some games I have tried do not work. These include Hyperquest, Fantasy Isle to Hollywood, Wz 35 and the Finches. I would be happy if 128s could tell me why these games don't work. Most 64 games will work, but software companies should make sure their games are 100% compatible in more

and more people are buying a C128.

In reply to Anthony King's letter, asking how to find the other PCGV's in Rambo here is the solution.

After getting to the chopper, you must fly down towards the PCGV's ramp and land on the H sign (fly the helicopter past). Now you select forward and go to the bottom left hand corner (by the box of grenades), where you will see a hut. Walking into this will result in the door opening, and the PCGV's walking out.

You must then make your way to the helicopter and fly up towards the rear. On your way you will be attacked by a gunship which you must shoot at until it retreats. Now carry on until you reach a wall. Walking over gunships that happen to attack you will see an 'H' sign near it. Land on this and you have completed the game. I hope these tips come in useful.
Mark Raymond
Worce

■ With reference to your reply to Brian Abbot's question about software C64/128 programmers will all run on the 128 in 4 modes. Let me tell you from personal experience that they do not.

While most of my C64/128 games and utilities (including this word processor) do work, at least two of the games in my collection do not. As these are the only actual 128 files I've and the almost 100% identical copy, I am not entirely sure that most readers should take note that it is the turbo loader on jump but which causes the trouble (it works well enough on my C64 while it is the actual program that corrupts on my 128). I believe that the Atari 128s used on jump let it to read on other games as well and so would suggest that prospective purchasers insist on a demo on a C64 CD before parting with any money.

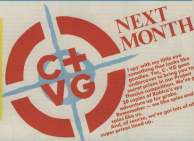
All things
Dumfries



Don't say we never give you anything! So far C+VG readers have enjoyed free posters, free pull-out maps, free pull-out games guides and even a free giant sized C+VG calendar poster, not to mention the free Book of Games. If you've missed ALL of these, well, where have you been? But next issue we've got something coming your way that will overshadow all the C+VG freebies that have badly gone before. It's the 1988 34-page, full-colour **1988 CENTRAL HANDBOOK**. Inside this incredible free gift you'll find glorious technicolour maps, games tips straight from the programmers, lots of jokes and some pretty amazing competitors. Our Ideas Central operatives, under the direction of the lovely Melissa Beveridge, have been out interviewing the programmers of all the best games around and bringing back invaluable playing hints to help you get the most out of your games collection.



1988 and all that comes to the pages of C+VG next issue. We take a look at the new Demolition Dash Project and ask TGI! just what you'd like to see in the C+VG time capsule.



War — what is it good for? Find out next issue as Dr Stephen Boddy — a researcher for BBC TV's Soldiers series — brings you his own, very individual, view of the current computer wargames in the first of our new Fifth Column strategy game supplements.

Master adventurer Keith Campbell ventures forth to the mysterious West Country to bring back news of the latest Level 7 adventures. Find out what's going on in deepest Western-super-More in the D12T adventure column anywhere next issue.

The Electric Pencil Co. tell you their Zoids secrets, Steve Turner tells you how to beat his latest Spectrum smash Quasatron, while Pete Cooke digs up some info from the Gal-Corp computers about turning a trip to Tau Ceti.

Big Red goes ape and ends up on a free full colour poster inside the July issue of C+VG! It's the biggest thing you'll stick on your wall this year!



I want my money! You do? Then get hold of C+VG next issue and you'll find a preview of Hawson's latest game called Pyra Curse. It's set in an Egyptian tomb and promises to set new standards in arcade adventuring. Pop down to your nearest pyramid on June 16th and dig up a copy of C+VG. You'll curse yourself if you miss it.

Are you tough enough to take on the C+VG Green Beret Combat Zone Challenge? High scorers should collect their call-up papers next issue...

C+VG's joystick jockey Jim Douglas brings you an in-depth play test of the newest sticks around. Which stick will come out on top in C+VG's super-test? Find out on June 16th.

BAT MAN



SPECTRUM 105

7.95

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Journal of Internal Medicine 247: 361–367

ocean

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ABSTRACT

8-05

