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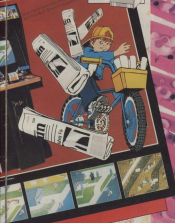


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U.S. NEWS/P56



REVOLUTION/P30

NEWS & REVIEWS

18 REVIEWS THIS ISSUE

CLARE OF THE MOONSHIPS It's another double top this month. C+ VQ awards its highest accolade to Dan Dare, Virgin's long-overlooked game, and Super Cycle from US Gold. C+ VQ hits go to Paradox, Pal Chase, Vero Cruz, Infinitrix, Mission Elevator and Revolution. Plus lots more reviews.

80 ADVENTURE

Good old CQ and his sunshine band of reviewers take a look at Phoenix, Rotomans, Lapis Philanthropus, Marmitegus, Breath of Godness and HamMook.

8 NEWS AND HOSSIP GOSSIP

More news from the far-flung frontiers of space. A screen shot of Rayford's Star Trek has materialised in C+ VQ's transporter room. Don't miss it. And yes C+ VQ's most loyal readers! We want to hear from you.

For Computer Term Talkback influences this month about the future of the Video Game. Sega is launching its Master System, Nintendo is producing a home console and Apple's long-awaited II XGS should arrive soon.



LABYRINTH/P102

INSIDE STORY

[illegible]

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THE INHERITANCE P23



SANCTIONS.P61



THE BUGS/P11



DAN DARE/P19



1990
 The Atlantic
 OCEANIC RECORD
 Pearl Shearwater
 1991-1992
 Lady Walker
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NEWS

■ Two new software companies will start up in the autumn. Both are offshoots of Aristonsoft (88) (trader will handle share issues).



and **Bealton** will release simulation games. First out is **They Shot a Million** from the adventure people, and **Bealtoners** on the arcade front. The programs will be available on the Amstrad.

■ Movie lovers who've always wanted to be directors, need to be interested in more. The first interactive motion pictures were unveiled at Chicago's Consumer Electronics Show by **Master Designer Software**.

CINEMAWARE interactive movies are "played" on the computer. **CINEMAWARE** simulates the graphic look of a movie, employing pans, close-ups and zooms. The interactive movies incorporate dramatic themes as well. **Belvedere of the Crown** is set in the days of Roman, mixed completely with tournament, political battles and demands in relation.

The King of Chicago is based upon the Warner Bros gangster epic of the 1930s. **S.O.L.** sends a dashing American cowboy pilot in a virtual mission to save the human race — **Sinked** and the **Throne of the Palace** features a timeless game. **Fortis warriors**, **man-eating**

Spectrum and **C&A** at prices from £7.99.

■ **Movie** masterpieces are now on the way from **MasterTech**. But **Uchi-Matsu** is an encounter of a more subtle kind. It's based on a book — a simulation of the computer industry. **Brison Jocks**, **Brison's** job change has helped **MasterTech** produce what could be the best simulation of the space pattern. The graphics and animation are splendid.

Uchi-Matsu will be launched in September for the 64 with other versions to follow.



■ From the wild frontier of deepest space comes more news

monsters and a beautiful princess.

Both **Joseph** president of **Master Designer Software** said:

"**CINEMAWARE** gives everyone the chance to be an **Amstrad** Player on a **Humpty**. Support in an open ended movie that offers many potential plotlines and hundreds of hours of nonstop play. It's absolutely a new game."



about **Star Trek**, **Reynard's** new game, which should be due in September around Christmas.

This screen shot, which was



hooked up into the good ship **C**, is **MC's** transporter room, shows the digitized faces of the **Enterprise's** crew.

Fragments of paper found in the transporter suggest that the characters — **Kirk**, **Spock**, **McCoy** etc. — in the battle to beat the evil **Klingons** and their planet. There are, apparently, more than 1,000 stars in the game, and 750 sub-plots.

The game will also include solid 3D graphics and 3D vector graphics.

More news to-and-when...

CINEMAWARE movies will be full 3-D animation and each has a professionally composed original soundtrack.

More the best news. The movies will be produced solely for the **Amiga**, **Macintosh** and **Apple II**. **CINEMAWARE's** creators include **Jerry Pournelle**, the bestselling sci-fi author.



Five years in the making, **ET** **Bosner**, the new game from **Digital Integration** got into top gear at the **Amstrad** Computer World Show. But before the show, top **Suzuki** **Grand Prix** rider **Paul Lewis** took **ET** **Bosner** for a spin in a track during practice for the recent British 500cc Lake Grand Prix at Silverstone.

Paul loved better with the **Spectrum** than the real thing as it turned out. He felt during the opening lap of the **Grand Prix**, which was run in disgusting and conditions, and injured his ankle.

At least when you play **ET** **Bosner** simulation you won't have to suffer any terrible losses — but it is the closest you'll get to riding



a 500cc **Grand Prix** machine. "It really does provide a realistic simulation of a racing bike," Paul told **C** — **WG** on Silverstone.

Paul and the **Suzuki** **Grand Prix** have given programmer **Bob Smith** loads of help and guidance as he developed the simulation.

The game has a huge number of options, types of bikes, tracks, etc. — and the graphics are pretty near top. Each of the 12 circuits

NEWS

■ The November issue of **Computer and Video Games** is something of a bit special — it's our fifth birthday issue! Before it or not, C+VG has been going for FIVE whole years. Both 50 million printed issues and we are first appeared on the same way back in November 1985.

To celebrate our birthday we'll have lots of special features and competitions — but we want you to join in the celebrations too.

We want to find C+VG's most loyal reader — the one who has been giving C+VG the longest AND who can answer as few simple questions about their favourite magazine as possible.

The longest serving reader will get a free lifetime subscription to C+VG, plus copies of the top 10 games for their machine according to the **Colleg Software Chart for November**. The winner will also receive a Big Red tablet, plus his or her picture with the C+VG team, which we'll print in next month's magazine.

1) What did the cover of C+VG's first issue look like?

2) Name C+VG's first editor?

3) Which adventure long serving C+VG writer has had his name in EVERY issue?

We might also want you to prove that you've got every copy of C+VG since 1985! — so shut off your modem before you hit in the answer below. Send in your entry to **Computer and Video Games, Long Service Award, Henry Canon, 20-22 Harrington Lane, London EC2R 3AU**. In order to get your picture into the next issue we'll need your entry by September 29th.

■ **Players Software** are producing games by the bucket! They have seven games for imminent release on the Commodore 64 and 16, Amstrad and Spectrum. For the Commodore there is **Valley Sports II**, featuring the integral on a satellite and it's **Clean Up Time** in which you play the part of a janitor in a platform game. Both can run the C64.

Spectrum owners can look forward to two graphic adventures, **Shrewsbury Key**



piece you, as a modern-day computer, in an amazingly impressive adventure based on a trip to Shrewsbury. The second program is a science-fiction game, **Darwin Mystery**. The game must save Earth from destruction.



Amstrad users can choose between **Magic Maths** and **Big Top Harvey**. **Magic Maths** is an educational title, while **Big Top** is set in a circus, and requiring the player to perform various feats before the crowd. **Aurige** is a space shoot 'em up on the C16.

■ **Building up a sound** and managing a football club is no the first **Stratton Championship** and **The Cup** in the ultimate role of



The Double, a new soccer game from **Johnson Software**.

You will be approached by a Third Division club and offered a managerial contract. All you have to do is achieve success either by promotion or attracting larger clubs with your expertise and end up by managing a club with a record of players good enough to win the first division.

You will all be trying to build successful squads, buying and selling on the transfer market while trying to balance your individual club finances.

There are 1000 players each with individual transfer values and

wage requirements plus individual training, playing, scoring and kicking abilities. The matches themselves will be played using 'artificial intelligence' and you may see anything you wish.

The Double will be initially released on the Commodore 64 and Amstrad, priced £12.95, with later for the Spectrum.

The first person to achieve the Double will be invited to meet **HOWARD KENDALL**, of Everton FC, and see a budget feature of **Goalkeeper Park**.

■ **Open the Trapdoor** on one of the most ingenious and graphically pleasing pieces of software released this year. **Piranha's** game comes on the new television series of the same name and has a huge hit.

By the time you read this, **Trapdoor** will already have started its television run. It's one of the oddest ones of **Bark**, a black fish creature which looks a little like one of the Myster Man characters who lives in the palm of a dark swimming canals. He is the over-worked and underpaid servant who "things up" and stuff look after him, in the middle of the collar is a trapdoor. Open this and there's a whole host of weird and wonderful creatures ready to emerge into the light.

The company behind the television series is **Henry Wiggin Productions**, and the series is narrated by **Walter Bickley**.



The game features the bumbling **Bark**, his greedy pet spider, **Orat**, and stuff master, **Barb**. **Bark** keeps getting ordered to do various things by "thing uppers," mostly concerning food. **Bark** must complete his task before his master loses patience and eats **Bark**.

Don Priestly is the man behind the television series of the game and that's really come up with a superb creation. The animated characters are great.

Trapdoor will all for £7.95 on the Spectrum.

■ Our **First** issue this year was created by 19-year-old **Simon Harrison**, who dropped in to the office one day and announced all with his artistic talents. Simon has also done work on a range of heavy metal album covers — so we'd be most grateful to have the meantime if you think you're talented enough to have your work used on a C+VG cover who will send some examples of your work in to us at **Computer and Video Games**.

THE SOFTWARE CHART

CBM 64/TOP 10

1	London School of Economics
2	Dragon's Lair: The Legend of Prince Dorian
3	Great Hunt: The Legend of Prince Dorian
4	Great Hunt: The Legend of Prince Dorian
5	Shogun and Shogun: The Legend of Prince Dorian
6	Shogun and Shogun: The Legend of Prince Dorian
7	Shogun and Shogun: The Legend of Prince Dorian
8	Shogun and Shogun: The Legend of Prince Dorian
9	Shogun and Shogun: The Legend of Prince Dorian
10	Shogun and Shogun: The Legend of Prince Dorian

SPECTRUM/TOP 10

1	Jack The Wagon: The Legend of Prince Dorian
2	King of the Mountain: The Legend of Prince Dorian
3	Shogun and Shogun: The Legend of Prince Dorian
4	Shogun and Shogun: The Legend of Prince Dorian
5	Shogun and Shogun: The Legend of Prince Dorian
6	Shogun and Shogun: The Legend of Prince Dorian
7	Shogun and Shogun: The Legend of Prince Dorian
8	Shogun and Shogun: The Legend of Prince Dorian
9	Shogun and Shogun: The Legend of Prince Dorian
10	Shogun and Shogun: The Legend of Prince Dorian

RBC/TOP 10

1	Shogun and Shogun: The Legend of Prince Dorian
2	Shogun and Shogun: The Legend of Prince Dorian
3	Shogun and Shogun: The Legend of Prince Dorian
4	Shogun and Shogun: The Legend of Prince Dorian
5	Shogun and Shogun: The Legend of Prince Dorian
6	Shogun and Shogun: The Legend of Prince Dorian
7	Shogun and Shogun: The Legend of Prince Dorian
8	Shogun and Shogun: The Legend of Prince Dorian
9	Shogun and Shogun: The Legend of Prince Dorian
10	Shogun and Shogun: The Legend of Prince Dorian

AMSTRAD/TOP 10

1	Shogun and Shogun: The Legend of Prince Dorian
2	Shogun and Shogun: The Legend of Prince Dorian
3	Shogun and Shogun: The Legend of Prince Dorian
4	Shogun and Shogun: The Legend of Prince Dorian
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8	Shogun and Shogun: The Legend of Prince Dorian
9	Shogun and Shogun: The Legend of Prince Dorian
10	Shogun and Shogun: The Legend of Prince Dorian

ATARI/TOP 10

1	Shogun and Shogun: The Legend of Prince Dorian
2	Shogun and Shogun: The Legend of Prince Dorian
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MACHINE KEY

W = 1600 MHz	W = 1600 MHz
AM = Commodore 64	AM = Commodore 64
AM = Amstrad	AM = Amstrad
CM = C64	CM = Commodore 64
VB = PC 25	VB = Commodore 64

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NEWS

■ **Backpack speed and shooting** *Profilizer* are the ingredients of

Greenin' Graphics.

You control a bouncing ball player's tool divided into multi-colored squares, avoiding the cops and cracks and trapping open spaces.

Score: colorful squares, four

runs and runs. And there's a new improved version of the world's most popular football game which will be available for the Spectrum, Amstrad, C64, MSX, Electron, Atari, Yu-20 (1st ed). And there'll be a special wine day out with Kevin Toms on the 1987 FA-Cup final competition.

■ Hold it! Just join the C64 version of **Beat Bore** and it's not totally different game. The Plot is still the same, but the graphics, sound, and playability are different. One even gets extra fights — no laser guns, but lots of them. There is also some wonderful animation on Drigg, who is Digby's alien pet, who is portrayed in the other versions. C64 also notes that the Amstrad version has more to do than the Spectrum one, but it doesn't do some good from the graphics which is, although colorful, not as good as those on the Spectrum. Which next issue for a full review of **Beat Bore** on the C64.

■ **Kodansoft**, the people behind the quirky **Flayed the Great** returned in full next issue, one of us to unleash AI "Madness" Bore on the world. Most all has to say a fair dinkum from the clutches of the Magic Mums and his army in the 1,000 screen arcade adventures called **Hopelands**. It doesn't look that bad though — and it will be released by **Artisoft** in October. AI's owners will have to find ES-95 to get their hands on them.

"Yes, me" I answered, as the editor grabbed me by the hair and dragged me kicking to my Commodore 64.

"I don't want to review it," I protested. "It's just type, the game doesn't really exist."

"How can there be type?" he ordered. "It's the kind of guy who can make a kid in the next room disappear."

Having used my chair to the main, I'm suggested I get into the review before it's too late. ...

Who am I to argue?

The latest, some mention latest,

piece of software to hit my weekly pages is the official **Nippon Nippon** **Sports** game.

Don't ground it's poor, it's ugly, it's offensive and it's down right mean, but I love it.

Your problem, readers, in deciding whether this review is for **SSS** are well known for their type and general football taste and I would love to read their reactions.

The game is based in the 31st Century and you play it in front of a giant video screen which splits your TV screen into four equal quarters.

You're faced with dozens of TV channels to choose from and various characters take to the video screen and try to blow Tony Jones to bits (horror).

You control Tony Jones (who is beautifully animated) at the bottom of the screen and can find around him of the locally attackers. When you have destroyed an attacker in one window he reappears in the next window and so on until all four video screens have been filled. When one window is cleared there is a dropboard countdown from seven to one and that attacker appears in that window or a large animated graphic.

Each level has four attack waves and each wave has 400 points. There will be six levels to work through (or four waves per level that makes 2400 points, this must be a record).

The general feel of the game is very good and despite its low score, some games there are a lot of very exciting ideas and graphics that will grab and hold you for many a session.

Other characters who appear include Madonna, Michael Jackson, Phil Collins, Madonna, Yeldin, Maggie, and a mysterious mook. Again, longer than the last and very well animated.

Tony Gibson is writing the game and has developed a new graphics system ("A computer generated character set") is terrible the very special effect.

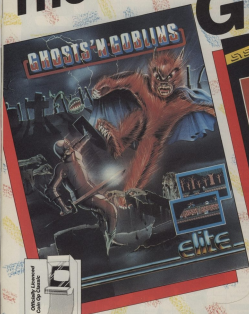
The game should be released in September and will only be released on the Commodore 64 (and ES-95) with versions to follow for the Spectrum and Amstrad.



□ The longest running football story must be Kevin Toms' **Football Manager** saga. It just



The Arcade GIA



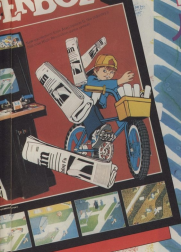
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FIST II

• COMPETITION



A



B



C



D



E



F

FIST II

• COMPETITION

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COMPETITION

Name: _____

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The Fist is back. Meaner and more mystical than ever. And to celebrate the comeback of the karate kid — and C+VG's fifth birthday — we've got a very special Fist II competition.

You could be the proud owner of a Gilo karate suit — what every well dressed martial artist will be wearing this year. We've got TWO of these amazing suits to give away to our first prize winners. They'll also get a copy of the Fist game and a giant Fist poster. Copies of the Fist II game will go to 25 runners up.

All you have to do to win is identify the six mystery martial arts games from the screen snippets pictured on this page. Once you've done that, fill in the coupon and rush it to Computer and Video Games, Fist Competition, Priory Court, Farrington Lane, London EC1R 3AU. Closing date is October 16th, normal C+VG rules apply and the editor's decision is, as ever, final.



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FIST II PREVIEW



GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our limited opinion, is the most playable, original and exciting game released during the month.

We look for all the key points listed below — that also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.



C+VG HIT!

This symbol is C+VG's way of telling you a game is the **HIGHLY RECOMMENDED**.

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. Be that what we're doing. Satisfied now?

C+VG'S REVIEW TEAM

LESLIE WALKER: Long brings a gentle touch to the C+VG review team. She enjoys 4000 games, whatever they are. But nothing has really come close to her favourite game *Warrior* — yet anyway...

TIM MERCALUPE: The veteran Tim has been around with C+VG almost since it started and he's gotting on a bit more than in the more recent things like *Warrior*. But he has been known to get stuck into a good one too. Generally it's the more obscure games like *Light and Dark* like. Lending the more strenuous stuff to the rest of the team.

Typical...

NICKY TREKIST: The mysterious Nicky reviews third games from his country estate in Kentfordshire. An enigmatic figure Nicky is another ardent *Warrior* fan — but dare to try a bit of martial artistry from time to time.

The way of the exploding fist spawned a thousand imitations — none of which really managed to capture the magic of the first martial arts combat game from Melbourne House.

It also meant that the Aussie programmers, led by George Barrett, had a really tough job to follow when they decided to come up with a sequel.

But it looks very likely that they'll have another knockout hit on their hands this Christmas.

They've taken some of the ideas which didn't make it into the original, added a few bits of tricky programming picked up when they were developing the unsuccessful *Rock n' Wrestle*, slipped in an element or two of arcade adventuring and came up with *Fist II*.

This time *Fist* is up against a really tough enemy and he has a mission in life. Our hero has to fight and defeat the evil *Warlord* who has enslaved the *Warriors* of the *Flas*.

But before he can embark on the ultimate conflict with the *Warlord*, *Fist* must search for a number of mystical scrolls — known as *Trigrams* or *Cantrips* — and return them to their various temples.

Once you've returned the eight scrolls to their rightful houses, *Fist* is granted extra powers.

If *Fist* gets the *Fortis* scroll back to the temple he is rewarded with the power to knock down heavy objects. If he gets the *Five-sword* scroll he is a temple, he'll be able to use in secret places — and so on.

The temples also have secret exits to other parts of the game map. The scrolls he collected around the 100 screens of the game — and are collected by the *Warlord*'s evil minions.

There are 18 opponents which come in four main types. The weapons and skills change as you get further into the game.

Apart from the strong human



opponents *Fist* encounters, he'll also have to do battle with giant snakes and swift painters.

Don't expect the skills you learned in the first *Fist* to help out too much. Many other tactics and strategies will have to be picked up.

For example — you can't hope to escape out an enemy with a low kick while fighting in a swamp. Why? 'Cause you'll drown stupid! And don't try swimming in a swamp. Unless you want to lose your head.

Fist has an interesting array of 17 different moves to punch, kick and swipe at his enemies with. So be prepared to get your joystick fingers in a tangle!

On the *Flas* of the tape there will be a new set of

combat game for the unlabeled to polish up their martial arts skills on.

Greg Reeves has described *Fist II* as: "The first of a new breed of computer game." And who are we to argue with him?

The proof will be in the playing of *Warrior* and we were hoping to bring you a full review of the game this issue. But as has become the norm with most products, ten minutes of our review will have been reserved for previous code from Australia in time for those understanding deadlines which stagger magazines like C+VG.

But in the meantime prepare yourself for the biggest game event this year by entering our special *Fist II* competition!

JIM DOUGLAS: Jim "Cackles" Douglas is fast and talented an adventure person — but he is also a fan of arcade adventures in the BBC and extremely fond of *Warrior*. Jim is a remarkably able person who is always you could not yourself on them.

PAUL BOURTON: C+VG's smooth, easy and sophisticated deputy is well known for his joystick skills. Paul is a sporty type and enjoys all those sport simulations which require you to totally destroy the stick. Which he does. I'm speedy.

THOMAS CLARK: Our junior jockey Jerry "Cliff" Thomas has nothing better than an arcade street bike or a good shot-in-up between meeting packs of doggy cries. The Commander is his favourite machine — but he has been known to actually look at a football.

DAN DARE

● **Machine:** Spectrum
(Version Reviewed)
● **Supplier:** Virgin
Games
● **Price:** £9.95
Cass: £4.95 Amstrad
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Remember Eagle, that "Boss Over" game which featured the fantastic, wonderful and heroic hero Dan Dare. You're ...

Dead!

Now for a game, which I have to say is one of the hottest new releases yet. A bold statement maybe, but I believe in me, and it all starts with a message from the Mission ...

... to you Dan ...

I was just relaxing in my comfortable apartment when I heard a message on the vid-box.

Quickly I turned the volume up so that I could hear what he was saying. ... Greetings, listen and listen good! He's obviously been watching some of those old movies, I have an ultimatum. People of Earth will surrender to us, and I will spare your planet. Yes, Greetings, I have set an asteroid on course for your Earth, and when worlds collide ... the definitely has been watching old movies.

I quickly rushed off with Digby, my faithful sidekick and chief dishwasher. Grabbing my laser gun, I leapt into the intergalactic air cruising rocket ship which had happened to be parked outside, and we were off to find the asteroid and destroy it.

We landed on a small crater just beyond the mountains, and I instructed Digby to wait for me while I ran about doing various heroic deeds. First of all I discovered a lift and on going in it, I went down to another magic computer looking city.

I figured, as heroes do, that I must stop this asteroid by playing five games at a well-known manufactory into a small room where they would go BOOOO and stop the terrible threat on earth. Now to work ...

As I reached the corner, a Teenie spotted me and fired his laser at me, quickly dodging the beam with all the dodges I had learned at the Hero Training Academy, and I started him with pinpoint accuracy.

Now knowing full well that I had only got a certain time limit, I set upon the quest with great



speed, which was not that much of a good thing to do. Because as I ran, I bumped into another Teenie who knocked me out cold and placed me in a messy looking cell. As luck would have it I found that the door was locked and quickly started searching again.

I continued to search and finally what I was looking for, the first piece of the game, was hidden in a closed door. The screen opened and the Teenie ran down the Mission shouting that that door, Dare, you will not succeed. "I taking no action for the referee I believed the reaction room to be and, of course, I was right. I placed the piece into the hole in the control panel and got the message that the door to sector two was now open, so off I dashed.

Handful of Teenies appeared



at the door so it was out with the aid laser and the enemy! Blast! Two down. Zap! Another two and then the final one started running and I managed to hit him just as he thought he had got away. I must move quickly, the second piece awaits. ...

Oh, I've stopped being Dan Dare, and am now taking on the role of the reviewer. Dan runs about very well, with his laser gun tucked up under his arm.

The top of the graphics are really stunning, then move about like sprites on wheels, and the background is very well coloured indeed.

The sound is just about average for the old Spectrum, with beeps and bips all around the game and maybe the occasional square. There are also some very nice touches included in this game; for instance, as you tell you see Dan go into a Hero's cell, Digby, legs slightly bent, crouches with his face contorted in a pained grin.

The title page was amazing — a memory — a picture of the Mission and our hero is full of life. This has to be the best of the new games I have ever seen. Magnificently wonderful, well done and very, very good. In fact, I would almost consider buying a Spectrum just to play it.

A brilliant game.

- | | |
|----------------------|----|
| ● Graphics | 10 |
| ● Sound | 7 |
| ● Value | 9 |
| ● Playability | 9 |



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PSI CHESS

- **Machine:** Spectrum
- **Developer:** Third Age
- **Price:** £19.95

For Chess must be the ultimate conception of this medieval sport.

The program incorporates different features that fit in with the traditional chess game, but it is a modern, fast-paced game. It is written by David Hooper, and you can be assured that the program is of a high standard.

There are many who believe that the chess is a game of strategy and tactics, where you have to think. This is not the case in Psi Chess, it is a game of speed. The program is very fast, and you can be assured that the program is of a high standard. It is a game of strategy and tactics, where you have to think. This is not the case in Psi Chess, it is a game of speed.

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



PAPERBOY

- **Machine:** Spectrum
- **Developer:** Third Age
- **Price:** £19.95

On one hand it is a game of strategy and tactics, where you have to think. This is not the case in Psi Chess, it is a game of speed. The program is very fast, and you can be assured that the program is of a high standard. It is a game of strategy and tactics, where you have to think. This is not the case in Psi Chess, it is a game of speed.

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system which helps to run the planet.

Now, I don't want to explain in too much detail just how this is done, but you need to compile a code-words to access it.

The program is very professionally presented, with music playing as the game loads, and some great title sequences. These really set the mood, with small icons on a large screen giving credits to the authors of story, graphics

and music.

All the graphics move smoothly, and the numerous aliens which you must deal with are all perfectly "correct" for the feel of the game. *Parallax* is great. Fast, slick, precise and above all, addictive.

- Graphics
- Sound
- Value
- Playability



- Machine: C64
- Supplier: US Gold/Bryco
- Price: £9.95
- Cassette/£14.95 disk

This new motorcycle racing game from Bryco is set to become racing fanatic's latest obsession.

You race across a range of various tracks, some harder than others, others with obstacles. The object of the game is, of course, to complete all the courses and get as many points as possible.

On disk the game loaded at mega-speed — perhaps the world's fastest system has something to do with it. After 4 minutes, after listening to the fairly over-the-top music in the intro, and starting the game.

First I selected the track of my like and then the style of my bike. There is a race track, a track with obstacles, a track with a lot of obstacles, a track with a lot of obstacles, a track with a lot of obstacles.

I found that the game was really easy to play. Then I selected the track of my like and then the style of my bike. There is a race track, a track with obstacles, a track with a lot of obstacles, a track with a lot of obstacles.

Now, the next track. But the game is so good, I

completed this track with some ease, and was quickly taken off to the bonus track where you have to hit flags that are in the road the rate of bonus points. The track from there is very nice, and the game is different, and the game is

Eventually I had to finish, I came off the track and I was in the next track. The game is very nice, and the game is different, and the game is

I was off to complete all of the tracks, and get a really nice score. The game is very nice, and the game is

The game is very nice, and the game is different, and the game is

I played the game, and the game is very nice, and the game is

I found that the game was really easy to play. Then I selected the track of my like and then the style of my bike. There is a race track, a track with obstacles, a track with a lot of obstacles, a track with a lot of obstacles.

- Graphics
- Sound
- Value
- Playability

Code

- 6
- 7
- 6
- 7





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- **Machine:** Spectrum
- **Supplier:** Eidos/CDI
- **Price:** £2.99

Full Throttle is the first of a set 1-10 or so back Street bought up by Eidos and released at a budget price. The first reviewed is way good in '88.

This game you're placed on a 3000 Grand Prix motorcycle on the starting grid with 60 other bikes. There is a choice of ten top circuits, ranging from Paul Ricard to Silverstone. The race can last anything up to five laps.

Apparently, you're given the lead bike in the race but that doesn't really help when you're skidding and crashing at the time.

Full Throttle is good but at a nice price.

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

Paul
7
6
4
3

PACIFIC

- **Machine:** Amstrad
- **Supplier:** CDE/PSG
- **Price:** £3.95

This, and welcomed to the not so universal university world of student Customs. This is another offering from those French guys at CDE—and unfortunately it just doesn't match up to the standard of most other games of their year for obtaining the title and the accompanying fame.

OK, so it's very pretty and all that. Although the animation isn't up to much, but it's one of those games where you seem to wander around for hours without very much happening.

The idea behind the graphics is that you get a three-dimensional view of the treasures of Atlantis.

Your time underwater is limited to the air supply in your tank—but if you find an artefact or a mine you can do so for a few up.

Be a bit marked with a skull and crossbones can be used to Mask through a mine field. However, but remember to clear all the mines with the gas or else you're shot at it and started the next level 50 seconds.

You'll also come across oddly twisted doors in the rock which open into the interior of

what appear to be smocked ships. These often have useful objects—and medals, including booty traps which, some only to upset the player and make himself hit the "suicide" button.

Not the best from the PSG French Collection by any means. If you've got some cash burning a hole in your pocket and you want a good game for your Amstrad, go for Jet Doctor.

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

Time
7
6
4
3



MISSION OMEGA

- **Machine:** Spectrum/Amstrad
- **Supplier:** Mind Games
- **Price:** £3.95 (Spectrum) £4.95 (Amstrad disc)

This may well be a good game. People in the future are no doubt aware that it's hard to tell. The basic idea is fairly good. You have to create an identity—a team of robots to explore a secret island (UPD code named OMEGA) which is full of treasure, but you're forbidden to interfere with our noble planet.

The ordinary want to destroy it but someone there is forced to defend and possibly destroyed by a disposable team of robots. You have just one hour to complete your task.

The first part of the game involves constructing your army. You have a limited number of materials to do this.

Once out of the cockpit and armed with your first robot army, you'll find yourself actually on OMEGA. It's a mission on the left screen a target plan view of what's surrounding, while the right hand side has

various status and control windows occupied by an arrow cursor. It also shows a small picture of the robot you're currently control.

Then it's really all down to you. You have to guide your robot team around—overcoming the first few hours' opening attack with what OMEGA doesn't before it is destroyed by a defensive missile or the time limit.

This is a nice system which enables you to find out just where the enemies of your team are within OMEGA. It appears there are four quadrants and there are targets which you can use to reach them. The map only shows where some of your team is in that particular quadrant. You'll also come across defence objects in OMEGA's main rooms and enemies who seem certainly hostile to you.

The team is totally team controlled. It feels very quickly and smoothly in both modes of the game.

A nice touch is the "program"



option which enables you to "tail" your robot how to move without having to guide him around manually via keyboard or joystick.

I've a feeling that Mission Omega could well prove an eye opener for people's exposure. But you're going to have to be a bit of a tactician to be prepared to give it that chance.

Going back to the limited instructions for a moment—

here's a little game from them. "The first of many is the one you should select first." Yeah, OK! The packaging and presentation of the game is good, but the quality of the game—in this case it doesn't

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

Time
7
6
4
3

- Machine: C64/128
- Supplier: US Gold/
Mindscape
- Price: £34.95 (incl.
cass)

Who is the info-spyer in this, Jim, Paul or Johnny? No, it's Johnny. And's Johnny's baby, he is Johnny "Johnny Baby" McJohnson, Ace helicopter pilot, helicopter expert, helicopter pilot, more your helicopter pilot, and everything else at our good good day, with a nice twist. That's what!

He is the info-spyer in the info spy. And he has been assigned to a very dangerous mission - to stop the Mad Leader (aka, you, pal!).

The Mad Leader is one of those British types from James Bond, wanting total control of the world. So you must stop him, you see! Have fun riding the world's fastest helicopter when he's out and having all his adventures with you, too!

To start your mission, you must first go to your home CHX-1 Attack Helicopter, and head for the enemy base.

Then you must power up your 'copter and then set your full computer heading by looking at the tactics map. Another program puts it into your on-board computer.

Control of your 'copter is fairly difficult at first, because you've read the instructions carefully, you'll soon get the hang of it. But when you think you can handle yourself, you'll get a little harder to fly.

What do you do? Well, if you think he is an enemy, you send the code **EXPLORE**. But if you think he's one of your buddies, then send the code **INFILTRATE**. If you get the right code, the other will give you an on-screen message that you've entered the right code. If you've entered the wrong code, it will show that instead of you.

Now do your best, and you can find how well your 'copter is doing in the mission. It's your best friend.

The game is this: When you get the code in your view that the enemy has and let him have it, it will go on well the should be in front of you, and then!

Another one from the Gold, you



do do do do do do do do do, another one from the Gold/US Gold.

Now once you have found the base, you must find and

infirmary. You must find yourself in the enemy base, which of course is where the enemy must hang out.

Johnny is armed with a

camera, mine detector, a spray can of gas, and five gifts, grenades, some explosives and essential and really important 'naked papers'.

What you must do now is photograph the enemy plans. By exploring the various buildings, and dodging guards you will eventually come to the papers and photograph them. You have to be very careful when exploring the building, though as some guards will be able to tell a forged pass and will sound the alarm. If someone does this you can get your men back by shooting them - permanently!

Once you have got the photo, get back to your 'copter and get home, where another mission is all ready for you to start it off.

Infirmary is graphically excellent. You get a nice view of the cockpit with realistic hands at the controls. When you move the joystick, the hands move too. Great stuff!

The sound also adds to the realistic effect. You get a nice set of music and a chug chug chug as the blades spin round. The game play is good - but the most difficult thing for you off. But remember, persistence will pay off.

Anything to consider about? Well, one thing. The disk could be a little faster, perhaps a turbo disk such as you get might help. The time it takes to load up the map and damage report is quite annoying.

Other than that it's a great game. And we all thank the man who made it possible, Johnny - James Baby McJohnson. (Don't forget to find a little help from Chris Gray - Ed.)

P.S. We can now reveal, due to the playing skills of our staff, what the other missions are.

There are two more missions: Mission 1: You must rescue Dr. Professor Gump, and destroy the enemy weapons lab.

Mission 2: The final mission. You must destroy the enemy code launch and tracking base. This must be the most important mission, as it tells you that the fate of the world is in your hands.

Chris

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



Any more realistic and you'd need insurance to ride it.

There are two guys in front. One coming up from behind. And another just off your elbow. The screams of the bikes are deafening.

The wind is pulling your face off your head. Your adrenaline is pumping like Hoover Dam.

You kick your bike to the right. He's

bumped. He's flying. You push on.

Take your eyes off the road for a millisecond, and you could end up a part of the road.

It's all a blur. No time to think. You've just gotta pump it. The next turn's the steep one. Bank, bank! The curve's wide open, but the screeching wheels of the

bike in front are kicking gravel right in your... your...

You hear a phone. A phone? Hey, wait a minute. This isn't a bike. It's a chair. It all comes back now. Yes. You're home. The pizza's here. The computer's on. Looks like it's going to be another quiet night after all.



On Super Cycle? If it were any more realistic, you'd need insurance to ride it.

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- **Machines:** Spectrum
- **Supplier:** Electronic Dreams
- **Price:** £9.99

On Xarg! I was beginning to wonder whether the title of the game was some obscure reference to some secret where the last of the human race was rescued by a lone robot survival fighter for the trillionth time in a couple of hours.

Xarg isn't the easiest of games to get into. Then, coming from the likes of Jet Commander you wouldn't really expect it to be, would you?

You'll probably recognise the similarities between this game and Kern Jam's other arcade conversions, *Phoenix* and *Warrior*. It's the same totally predictable scenario — but in this case robots and tanks have been replaced by tanks and boats.

Your mission, should you choose to accept it, is to enter Xarg — a still recognizable outer-space tank — and base on a planet covered by oceans —

XARQ

and clearing the central power reactor, Xarg! Because Xarg has proven a realiser, not a theoriser, it's back off the surface of the planet.

To reach the central reactor you must find your way through the maze of steel and stone

which is Xarg. Destroying tanks and flooding factories in order to clear your forward march this is — Xarg! Jet Commander knew about that! — hydroplan into a steep, slippery position.

Your boat is armed with a laser, guided missiles, a mortar

and depth charges. All have limited life spans and their energy levels can be drained on status monitors at the bottom of the monitor screen.

Missiles and mortars are controlled via a keyboard/mouse combination. As in *Phoenix* you have to give them a range on the target which is indicated by a bar in bottom corner of the screen. Press the appropriate key to access which weapon you want then press the fire button to get the range you want.



- **Machines:** Amstrad/Spectrum
- **Supplier:** Micro-Gen
- **Price:** £8.95/£13.95 (Amstrad disc)

Mission: What a title cover! The guy on the front looks like an all-American hero, if ever I set eyes upon one. He's got lots of red hair, a few scars, a few more teeth — an even scarier grin, and a pair of mirrored sunglasses.

Well, readers, is *Risky Steel* — tough guy and defender of truth, the most and also red cars.

The game has a brain-scramblingly original storyline — Dr Voodoo is going to conquer the earth with his hordes of androids. You must stop him.

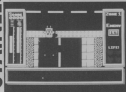
The game comes in four runs, each featuring Risky in a different situation, be it on foot, battling against hooligans and scuzzies, or in his car, *Nightwind*, driving along a dusty desert road.

The whole program is remarkably similar to *Superman*. Movement is quite smooth, but the game is very reminiscent of some early Spectrum stuff from Imagine.

This game is so much better than the old Spectrum couldn't bring himself to play it for more than a few minutes. So, Micro-Gen, try again.

- **Graphics** 7
- **Sound** 5
- **Value** 6
- **Playability** 4

Jim



STRIKE FORCE HARRIER

- **Machines:** Spectrum/C64
- **Supplier:** Microsch
- **Price:** £9.95 (C12-95 C64 disc)

It's been a long time coming but it's here! Well worth the wait. *Commander* and *Spectrum* pilots can now take to the skies in the computerised version of the *Harrier Jump Jet*.

The original *Strike Force* got a rave review in February. And I see no reason for us to change our minds. Despite the Spectrum's graphic inadequacies this version of the game simulation is very accurate. With the enhanced pictures and sound the C64 version is great, too.

You can enjoy *Strike Force Harrier* on two levels — and a swivel forward and the many similar games on a computer. Eight simulation. There are over 30 controls to cope with if you decide to actually fly the thing. If you select the combat

option you put yourself in the hot seat on a mission to destroy an enemy jet.

The combat game mode puts you in the air right away with a squadron of Harrier in front of you. Use them with caution the old *Submarine* missiles — but you only get a couple of these. So use them wisely.

The Spectrum graphics don't look bad — although the enemy Harrier go tend to be a bit jittery when the tank in front of your Harrier.

The C64 version is very smooth and you get a real impression of getting out of the Harrier's cockpit.

Strike Force Harrier is set to become a classic of its type on all formats. Take-off after it, folks.

	Time
	C64/Spec
● Graphics	8 7
● Sound	7 6
● Value	8 8
● Playability	8 8



ARCANA

● **Machine:** CD4/128
● **Supplier:** New
● **Price:** £8.95

Obviously the room is spinning, your mind is being squashed. What? I can remember. It's all flooding back. Puzelle 3D graphics, bizarre flying creatures and a wizard. Yes, the letters are licensing KIMBLE, KAPPAHAI and there's more... ENTAME, BMSOAAHDI

There's no getting away from the fact that, however much Virgin's PR people tell us that 'Arcana' is a delightful arcade adventure with finely detailed graphics, this game is undoubtedly what I call a 'kynard' and I despised — the 'kynard' is dead.

Once loaded, a minimalist interface appears and a fairly mediocre options screen appears. The idea of the game is limited an

and look before the local lord you give his plumed fingers up in. Once discovered, you must smash the book for

disposal of it in another, suitably dramatic, way, possibly by using the Lord of the Rings lives.

The screen is presented side-on in semi-3D. It's possible to move 'into' the screen by pushing the stick forward. Although the texture of the graphics makes everything look a tiny bit stupid, your character — Balabus —

moves with pleasing speed and the scrolling is top-notch.

The game takes place in a large castle, comprising many different rooms and corridors. As you plod around, looking for interesting things which will, without doubt, be of maximum importance, numerous lines are left from above and say your name. Bats, demons and other make up some of the opposing side.



Others line the walls. They can be entered, if they're not locked, by simply walking on them. Sometimes, though, you can lead away at the lock with a magic spell.

Arcana is really a direct copy of the two games mentioned above. It's fun to play, but certainly to be avoided if you have a brain/brain of Escherich. Therefore, the Value rating may suffer.

● **Graphics** 4
● **Sound** 3
● **Value** 3
● **Playability** 5

It's often easy to judge distance if you realise that one square of the grid you're in is equal to one section of the bar — that's one piece of the bar.

Two levels to listen out for: sometimes — they make some nice flying moves. You can knock them out by firing their things from the level. But it's difficult to control for periods when they've been hit at you.

Graphics are attractive — although your kid-like look is a bit odd and unimpressive. Sound is mediocre and game play frustrating.

If you liked Phantasy — you are prepared to stick with the game for a prolonged period of time — then you would be for you. Otherwise it's a miss.

● **Graphics** 4
● **Sound** 3
● **Value** 3
● **Playability** 4

Tim

MISSION IMPOSSIBLE

● **Machine:** Amstrad
● **Supplier:** US Gold
● **Price:** £8.95

This award winning game was released on the 64 a couple of years ago — and now releases everywhere can get their hands on it. Unfortunately, this conversion doesn't match up to the more recent Spectrum version gracefully.

Your mission as a super secret agent is to penetrate mad Prof Boris Blue's lair and collect more of an underground HQ. The mad Prof intends to build into the world's defense computers and launch an atom attack that will destroy the world (Cute, huh?)

You have to find bits of code and place them together using your on-screen pocket computer in order to find the password to the Prof's control room.

Impossible Mission is a game of action and strategy — and is one of the ultimate puzzle in the world. The Amstrad conversion isn't the prettiest thing to look at but the old impossible Mission possibilities and playability have underneath the chunky graphics.

Tim

● **Graphics** 4
● **Sound** 4
● **Value** 4
● **Playability** 4

BEYOND THE FORBIDDEN FOREST

● **Machine:** CPM 64
● **Supplier:** US Gold
● **Price:** £14.95 (Cass)

There I was, running around alone and exhausted, feeling just like a man in a suit with a sword on the side of my dagger, which is NOT an everyday experience (is it?) When suddenly, a quest was set out of the ground and

reappeared in the air. This was going to be one of those days. Yes, after being murdered in a tomb, I thought I was dead. But not this game was to end, because I just knew I was not dead and I was not dead. A sword, blue light, but again and was required in a

box of magic, which gave me the power to get up. I was a box of magic, and appear back in the forest.

But you don't get rewarded for nothing. You have to pay the price of a golden arrow or two, and if you don't have any, you die. But I was up on my feet and shooting arrows at everything that moved, which wasn't much. It seems that everything had gone. But wait, what is that noise? From one of the trees in a box of magic, with four wings. One night, what was all that noise? I was not dead and then I had enough gold arrows to see me through to the next level, or so I thought.

Part 1: A massive foggy

monster appeared on my head, and I was back in the old

monster's lair. I was not in the forest, which consisted of trees, a forest and an arrow (gold) dagger. I didn't manage to kill him though, and he put the monster back on my head.

The graphics on this game are worse than the best of the best. Due to advanced techniques, we have perfect 3D graphics on a 64. This is to be a first. The sound is more than just good, it's great.

I have just apparently designed a new way to build, which is supposed to be better, but it's not, and I think it had to be put in the world. I think I was not in the forest, which consisted of trees, a forest and an arrow (gold) dagger. I didn't manage to kill him though, and he put the monster back on my head.

This game will probably only appeal to those who like spending money on useless products. If you don't mind terrible graphics, no sound, pathetic gameplay and long loading times, you should get it.

It's a pity because I liked the original one, although I was probably the only one.

● **Graphics** 3
● **Sound** 3
● **Value** 3
● **Playability** 4

Chris





CAULDRON II



- **Machine:** Spectrum/Amstrad
- **Supplier:** Palace Software
- **Price:** £8.99

Cauldron II — The Pumpkin Brides Back was C+VG's Game of the Month in June when it came out on the Commodore Amiga, and in converting it to the Spectrum and Amstrad, Palace Software has successfully captured all the quality and addictive play of the original.

Only the sound has really suffered — but that's the fault of the machines.

In the first *Cauldron* game you played the part of the witch trying to kill her world of Gnomes. This time things are reversed. The sole surviving



Pumpkin is out for revenge on the witch.

To do this the pumpkin must collect a load of the witch's hair

and drop it in her cauldron.

The game is set in a huge castle, covering a vast number of levels packed with puzzles,

traps, spiders, skeletons and a vast variety of other creatures.

If you decide to buy the game then look out a copy of the C+VG August issue and turn to the special poster sized map of the game. We don't guarantee the Spectrum and Amstrad versions will be exactly the same, but it will give you some idea of what you're up against. *Cauldron II* is a delightful game. At the end of the Commodore review we said "Don't delay, buy it now!" We see no reason to change our opinion.

	SPC	AMST
● Graphics	9	9
● Sound	7	8
● Value	9	9
● Playability	10	10

- **Machine:** Commodore 64/Spectrum/Amstrad
- **Supplier:** Ocean
- **Price:** £8.95/£7.95
- **£8.95**

Bringing the clock back forward to a so-so techy feel, I drive my shiny 4S and head down the road. Disaster. The police had obviously been here to my subtle entrance and had blown out of the place. Back in the car, windows folded down, I see a quoniam look. I ordered my Play Station for the computer time and drove off, looking as meanly as possible.

The game has arrived. The ultimate game for would-be hackers, *Miami Vice* is about the hottest game to appear for a long, long time. But — amazingly enough — in the blistering heat of Florida, the game features you as Crockett or Tubbs on the trail of a big, bad drug smuggler.

The screen has two main modes, the first is a bird's-eye-view of the streets and buildings of Miami, showing your amazingly fast jet-bike, convertible and other cars ("cruisers" the high street). Miami 1. This is probably the most important part of the game to get to grips with. I think you can barely catch the fast guys in a high-speed chase if you continuously back your car into dry-park time or building in sight.

Driving the car is very difficult indeed. Pressing in straight lines is easy enough, but those flashing turns which carry



manages to perform with such ease on TV are devilishly difficult.

You accelerate by pushing forward with the stick, and decelerate by pulling back. Right and left turn are achieved by moving the stick right and left respectively.

These movements remain the same in modes which use you are facing. This makes life more than a little complicated.

For example, if you are travelling down the screen, moving the stick right will cause you to turn and head left. It's all very sensible if you can imagine being inside the car all the time, but at high speeds, this isn't always possible.

Miami is really quite good. The original theme plays when you are in the car (available in a second more near you) and even plays happily (only when you enter a building).

When you have decided to check out a particular building, you must drive to it, park and then decide if you want to enter



or Ricardo to enter. Once you've done this, the screen changes to reveal the inside of the door. Sundry goes straight out of the window, and you place around the various rooms with your gun aloft and all areas lit up. Any evidence which is left lying around will be displayed as a sack on the floor. Thankfully, Ocean has withdrawn from writing "Bang" on it.

To help you get started, Ocean has included a schedule for Monday (it's played against the clock — one second that time equals one minute game time) showing where possible deals may be going down. On your main file, if you wish, probably come across names you guess who will need to spend some time in City Hall, in-out to "take over".



Miami Vice isn't a mega-game. It isn't probably sell more on its name than its add-onness, but it is a good program, professionally put together and fun to play.

	AMST
● Graphics	9
● Sound	9
● Value	9
● Playability	9

THE TRAP DOOR



A can of worms, boiled slimies and eyeball crush are just some of the delicacies demanded by bumbling Berk's bellowing master. Can you satisfy the hunger of 'him upstairs' and resist the temptation to open the Trap Door? For there is always something lurking in the dark waiting to come out...

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RESCUE ON FRACTALUS

- **Machine:** Amstrad
- **Supplier:** Activision
- **Price:** £9.99 (cassette)
£14.95 (disk)

Code Red! Betwixt Juggo Lines, which was later called Rescue on Fractalus, is now on the Amstrad... and it's pretty hot.

For those of you who don't remember what the game is all about, you have been chosen for a mission, a daring rescue mission. As a Human player, you are stranded on the hostile world of Fractalus.

The Juggo are the race which inhabit this world. To say they don't like humans would be the understatement of the year!

You must rescue your girls from the Juggo and return them safely to the moonship.

The graphics use Fractalus mathematics, so they move smoothly and softly, just as you would see it from a real space ship. The effect of flying through the mountains is incredible — it has to be seen to be believed.

The Juggo come in all shapes and sizes, some are slow, and some are fast — and try to they look mean in the flesh.

A great extension, better than the M version.

Use get it

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

Good
Fair
Poor

- **Machine:** CSM 64
- **Supplier:** Leisuresoft/Hewson
- **Price:** £9.95 cassette/£12.95 disk

Welcome to another battle with the mighty Minotaur. It's back to us up HP's Leisuresoft and Hewson, those people who brought you the never-ending confusion.

But the game is quite Minotaur and that's enough for the multitude of his faithful fans to rush out and buy it.

It's the same old mix of... extremely well presented... high speed arcade action... stunning, dazzling colours and brilliant sound.

You control what is known as a Gilly-floppie fighter. That much is quite clear. Little else is. Those players who used the CSM 64 began to show signs of extreme confusion about what was happening.

Chris "Obdurate" Ginn, who writes philosophy like an expert, is doing the new Minotaur game, was actually spotted leaving John Deere out of the office and was admitted he had played it for three hours at home. "I just don't like it," he said.

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



MISSION ELEVATOR

- **Machine:** Amstrad/C64/128
- **Supplier:** Mongoose
- **Price:** £9.95/£14.95 (Amstrad case + disk)
£9.95/£12.95 (C64 case + disk)

This game will give a lift to even the most jaded gamer's life. Well, several really. It's a sort of copy of the people's favourite Action featured in our arcade action pages some time ago.

Mongoose Elevator is one of the first German written games to reach these shores — and it's any indication of what is to come that we could be in for a treat.

You play the part of a super intelligent man in a mission to save a big hotel from destruction. Foreign agents have hidden a time bomb somewhere on the 60th floor and you have to reach it and defuse it.

Twofold is that each floor is inhabited by an army of agents — dressed in their last handkerchiefs — who are out to stop you.

The hotel is split up into six of eight floors each. Within each unit, you can move up or down. By using any of the lifts. The elevator will lead to the next eight floors.

You need a key to open the emergency exit which is at present in the porter's back lounge — which together with the owner has gone into hiding in one of the hotel rooms.

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the bomb.

Each floor is packed with lots of furniture which must be examined carefully to find parts of the all important code. How do this by simply standing in front of an object and pulling down on the joystick. A message window at the bottom of the screen relates what you've found — if anything.

If you're a table and you find yourself playing a role game. You gamble points and could end up with a nice bonus if you're lucky.

Also in the message window you'll sometimes see "refrains" from the people you come across. These sometimes give you clues to the puzzle. You travel around the floors using lifts and dodging the enemy agents who are pretty quick on the trigger. You have to be as well.

Watch out — some of the agents can shoot down to zap you. It's pretty easy to lose your

eight lives quickly unless you stay sharp — especially playing the M version which appears to be slightly tougher.

Don't forget to go to the reception desk on each floor as this is where you'll find the pass key to the rest of the doors on that floor. And you must get down all the code words as you find them, the computer doesn't store them (sorry for you).

And don't shoot the beautiful stranger you find buttoning behind some of the doors. It only loses you points.

Mongoose Elevator is fast, well presented and very playable.

One of the best games around for the Amstrad or 128 either. It's not bad on the 64 either.

Check it out.

	CSM	Amstrad
● Graphics	7	7
● Sound	7	7
● Value	8	8
● Playability	8	8

FREAK FACTORY

- Machine: CDM 86
- Supplier: Firebird
- Price: £1.99

Adventure game. There's nothing like a good inside joke.

The best point is the title page. You discover a little more in screenshots, moving along a paved railway, being confronted by a nasty monster. A hint, I suppose.

The idea behind the game is unbelievably silly. You are the top agent in the game's police. After months have passed back regarding news of a mutant animal, the CP decide to send you to clear up the place. On arrival, you will see many resources forming the streets.

The best source of action is probably to try and discover where the problem lies, and working it out that way.

Movement and graphics are not a story told. Add the program crafted with excellent regularity. Freak Factory is rather characterful of round.

Avoid it at all costs.

Am

Graphics	5
Sound	4
Value	5
Playability	3

STAR FIREBIRDS

- Machine: Spectrum/Amstrad
- Supplier: Firebird
- Price: £1.99

Good grief! Where on earth did Firebirding this up from. It looks as though it comes out of the US.

Star Firebirds is nothing but a sub-Space Invaders clone with absolutely nothing to recommend it.

Every expense has certainly been spared. At £1.99 it's well over priced.

Chris

Graphics	4
Sound	4
Value	1
Playability	4

JACK ATTACK

- Machine: BBC
- Supplier: Bug-Byte
- Price: £3.99

Think this is meant to be called Jack Attack — that's what the screen says, but the box cover insists it's Jack Attack.

In Jack Attack, you are Jack, and you must rescue your sweetheart Jill (who is, surprisingly, in a goal). To do so, you must find the correct key, and to find the key, you must explore the labyrinth and penetrate the giant's castle and garden.

Odd part of Mamestark, this, with locked doors barring your path, moving platforms to bear you off, keys and assorted things lying around.

With fast key entries controlling, there is a computer game than Jack and the Mamestark. If you ask me, it only lives up when you find the key to Jill's cell, which has the effect of making up the Giant, giving you just two minutes to make your escape.

Familiar stuff, with nothing much to distinguish it from all those other ladders of Mamestark games you've played.

Nick

Graphics	3
Sound	4
Value	4
Playability	3

MOLECULE MAN

- Machine: Amstrad
- Supplier: Mastertron
- Price: £1.99

This is another value for money game from Mastertron. It is a 2 maze game in which

Amstrad must explore around 240 or so cells in fixed 16 elements which will make a computer work just as fast as the screen. All this is against the clock and using a subsonic level. There is a maze designer program which allows you to re-design the game completely or change the existing one.

Chris

Graphics	3
Sound	3
Value	3
Playability	4

ACTION REFLEX

- Machine: Spectrum 486
- Supplier: Microsoft
- Price: £7.99

"With a minute," I hear you cry, "I need all about Action Reflex in the Super Action Reflex." Well, that was the "Super Action Reflex" version. Now I've got my eyes on the real one, and am going to tell you about it, whether you like it or not.

The object of the game is to survive through the various screens, avoiding death which is dictated by various factors and can be avoided by various means.

Just about the only difference we could find when comparing it to the other production copy was that there are two large green blocks which you can move left and right to get some extra life. There isn't an awful lot to the game, and the price will probably be included in all the major saving of software collections.

Am

Graphics	5
Sound	5
Value	5
Playability	4

OCTAGON SQUAD

- Machine: Spectrum
- Supplier: Mastertron
- Price: £1.99

Right! Get lost in your terrible little dream! And you'll get your superior polished! Here, here, here! You're really going to tell you this one. There's been an unprecedented chemical attack on one of our players. The Octagon Squad — that's your squad — have been chosen to go in and get out the situation.

The idea is to move your team around the complex, looking off exits and entrances to prevent the alien life forms from taking over.

Octagon Squad is a competent strategy game — but it really needs a bit more explanation to help out the first time player.

Tim

Graphics	3
Sound	3
Value	3
Playability	3

LAP OF THE GODS

- Machine: Spectrum
- Supplier: Mastertron
- Price: £1.99

Hey! It's another Lord of the Rings in the main full of little nasties. But it is well presented, looks awfully attractive and seems under ten quid.

At the dawn of time the eight Gods of the world ruled the universe. You, as a little-dread thing, are trapped in a corner's time vortex and only the Gods can return you to the future if you believe in them the Lord of the Rings.

Game play is pretty basic, but addictive nonetheless. It's not original, but not up to the standard of Knight Type but a playable budget offering from Dave Roberts.

Tim

Graphics	6
Sound	6
Value	7
Playability	7

SPEED KING

- Machine: CDM 86
- Supplier: Mastertron
- Price: £1.99

Quite honestly Speed King does not deserve a place on this game starting grid as Super Cycle, especially in the graphics index.

You get a choice of ten grounds to race on, three suit levels and 10 opponents.

There are six goals to master on the track, each controlled by a backward or forward movement of the joystick.

Acceleration or braking is achieved by pressing or releasing the fire button.

As the race starts when I didn't really see much of them — except as they disappeared into the distance I spent most of the laps weaving from side to side, or skidding across the grass. It really was difficult to control, so I can't praise the performance game.

Paul

Graphics	6
Sound	6
Value	6
Playability	6

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MIKIE

- Machine: BBC
- Supplier: Imagine
- Price: £8.95

In this latest effort from Imagine and Romani, you are Mikie, an American High School student whose sole aim in life is to get a message to his girlfriend, "Ma, honey". In the process, the way to avoid a chaotic, headachy, chaotic world, a chaotic life — everyone at this school seems to be a chaotic — not to mention hell for all dancing class-mates, with their literally stunning beauty! Truly, huh?

Needless to say, it's all an excuse for just another arcade game, with the parallel dangers of an American school standing in for the usual aliens, while the equivalent of the inverted star fleet capsule, and hearts — yes, hearts! — standing in for jets, weapons, fuel or whatever you usually go around collecting in an arcade adventure. You can even spy your manic companions by checking chickens and basket balls at times.

You piece together your

message — I'm thankful to say I didn't get far enough to find out what their computer message is — by collecting these heads lying around. "Hip-hopping" other kids and the way it needs to.

You move from classroom to locker room, cafeteria to gym, and finally to the schoolyard where you finally deliver the message. If you've survived the mazes, whose touch is lethal. Oh, so it's original. The graphics aren't much — a bit blocky and sluggish and you can see through the characters. The background music is Hard Core Night (and boy, it sure is), and there's a bag in the high score table, which is somewhat nice as it's white. Probably noticed by the sight of Mikie making such a fool of himself. Being on the alien, that's what it is.

Nick

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

INTERNATIONAL KARATE

- Machine: Amstrad
- Supplier: Endurance Games
- Price: £7.95 (case) £14.95 (disk)

Hey yob. International Karate for the Amstrad, Yeah! Great, let's lead it. Oh my God, turn it off. Quit it!

International Karate is as you may already have guessed, one of those fast rip-offs.

Unfortunately, it's very good on the 64. But the Amstrad version is a disappointment.

The game has the basic Karate moves but it has one very special feature — the flying foot. This foot, as I would say, perhaps, when you perform this move, you must rise, oh, at least two and a half inches off the ground.

The rest of the action is pretty common and it barely is like this. It's not a wonder it's a cheap shot.

If you had a symbol for a very bad game, I'd give this one three of them.

- | | |
|-------------|---|
| Graphics | 4 |
| Sound | 5 |
| Value | 3 |
| Playability | 2 |



D PURSUIT



There are three types of enemies, ranging from Five or Faster to Multiple Dozens and finally where you have to fill in the blank space.

Points are awarded for correct answers and taken away for incorrect ones. There is also a bonus board mode which can be played as an alternative to the straightforward text game.

Mind Pursuit contains thousands of questions and none are paper only repeated while some previous games in the program.

Quite good fun to play but it is rather slow and laborious. (PAC)

- | | |
|-------------|---|
| Graphics | 5 |
| Sound | 6 |
| Value | 7 |
| Playability | 8 |

SAVAGE POND

- Machine: BBC
- Supplier: Bug-Byte
- Price: £2.99

The life of a tadpole is not a happy one. Never mind the threat, you must pass place to live, go live in the pond.

A tadpole is born, whose aim, naturally enough, is to grow into a frog. No doubt, but must not, avoid the dreaded rocks with its lethal tentacles, dodge the fish's equally deadly suction, the jellyfish, and catch the delectable's eggs before they turn into leeches or dragonfly nymphs. Dragonfly nymphs just love tasty tadpoles. There's also the water spider's web to catch out for.

The greatest enemy of all nonetheless is, I mean, who is going to use the pond as a dumping for rubbish? Waste. If your tadpole survives, he

eventually becomes a frog, when he must contend with evasive toad-like bees, protect his colony of eggs and tadpoles from water bees and all those other predators, about dragonflies with his tongue before they can fill the pond with any more of these vicious nymphs...

The reversed pond is good fun. The graphics may not be very polished, but at least the pond creatures look like pond creatures, and they are extremely lively — (particularly the last two reversed editions of the strange-looking nymph as he plunges wildly about in the pond foliage, hunting for the coming tadpoles.

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

Micky

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Ever wanted to be someone else? A wizard, perhaps. Or maybe an orc. How about Doctor Who or Judge Dredd? Role-playing games could be just for you. C+VG investigates.

REALMS

Take a look at the people walking in the street, sitting on the bus or in your class at school. Notice anything strange?

They may appear to be very ordinary, dull and dreary people, nervous and weighed down by the problems of everyday life.

But behind the ordinary exterior could beat the heart of a secret magician, a noble wizard, and while it all would clean-cut good guy hero who, at the drop of a disarming incantation (handkerchief), would not stop at anything to destroy any monster's head (this is standard in an effort to ensure fun).

Yes, you may know who you're talking about — even know these days. Who are these people who have what could be described as strange and potentially disturbing ideas again? They are of RPGs — Role-Playing Games.

The best known role-playing game is *Dungeons and Dragons*, invented by American Gary Gygax back in 1973. It's estimated that there are about a million players in Britain alone, enjoying its rules of the game.

Now there are about 50 RPGs on the market, catering for every taste known — in the most possible sense, of course. But not what is a Role-Playing Game? Basically it's a game which allows the players to adopt the personality



Dragon slay in action

of a character and guide him through various adventures set in a world of fantasy and imagination controlled and refereed by one person. In the case of *Dungeons and Dragons* this person is known as the *Dungeons Master*.

The aim of the game — especially in *Dungeons and Dragons* — is usually to find treasure. The players — eight or nine seems to be the ideal number — are given various attributes, such as strength, mental and physical capabilities, wisdom, dexterity etc.

There is also a choice of races, from human to elf, from hobbit to dwarf, each having different characteristics.

The game is controlled by the *Dungeons Master* using a rule book, tables and dice. The dice are very important to decide various strengths, the amount of damage/losses suffered in fights or encounters with monsters.

Some players are mad.

Squid is a frequent player and monster during the game, others don't.

Recently a group of role-playing enthusiasts emerged from the dungeons and into the publicity spotlight to stage *Dragon Aid*, a marathon session of playing *Dungeons and Dragons* to raise money for the starving in Africa.

They took a suitable village-like basement of London's Trafalgar Square and played continuously for more than 48 hours.

Victoria Exoner, one of the organizers of the *Dragon Aid* event, explained how she first encountered the mysterious world of *Dungeons and Dragons* nearly a year ago.

"At the time there was some publicity in newspapers. A few months later I got a copy of the magazine *Dragon*

(now defunct) which was dedicated to role-playing games. Through that I got more involved and joined a group," she said.

She continued: "It's a great release for the emotions. You can do things that are made in your imagination which you can't do in real life. I now play regularly every Monday night for about five, six or seven hours. It's an ongoing game, continuing from where we leave off each week. It's a game which depends a lot on the people who are playing with it. It can be as complex or as simple as you like. If you want you can simplify it to anything that serves."

She does admit that some find the idea of *Dungeons and Dragons* and other RPGs slightly odd. "A lot of people think 'Oh, yes, what's wrong with you?' But others are really enthusiastic about it."

How do role-playing games compare with computer adventure games. After all there are many similarities between them. "I know a lot of people who play them," says Victoria, "but a lot of mainstream role players say they lack the personal touch."

A large and expanding industry is followed in the wake of *Dungeons and Dragons*, including specialist magazines, books and shops dedicated to RPGs.

A basic *Dungeons and Dragons* set will cost in the region of about \$2.95. On top of this there is a whole series of more advanced sets, extra equipment, playing aids, posters



S OF FANTASY

and books. There's even a double LP called *First Quest*, which contains background music to add a little more atmosphere to games.

Cameo Working, probably the biggest name in British role playing field, produces and distributes a wide range of games.

The selling game at the moment is one based on the 1986/87 comic book character Judge Dredd. About 500 of the 11,120 games are being sold each month.

Other popular sellers at the moment are the Middle Earth series of games based on J.R.R. Tolkien's *Lord of the Rings* books.

Other games on the market include Indiana Jones, war games such as *Julius Caesar*, *Drive on Ballpoint* and *Letter to the Americans*, murder games *Agatha Christie*, *Clash*, and *Wild West*.

And there's even the oddly named *Treasure Ship Mazes* series. This sounds more like a nightmare rather than fantasy.

But one thing is certain in the role playing games world. The word of game master is sacrosanct. "No one *Dungeon Master's* writing goes!" He'll get along fine as soon as you realise I'm god!

And for those who want to be their own playing adventures one step further, there's a company started up which allows you to take part in

"real life" adventures which can last from an hour to five days. The style is very much *Dungeons and Dragons* with costumes.

For instance, a 48 hour weekend adventure run by Hastings based *Lord Lord Fantasy* Adventures would cost £30 per person. For that you get costumes, weapons, camping equipment and food. As you have to be at least 14 to take part.

The adventures are set in the historic countryside of East Sussex — you know, 1000 years or so — where players need only imagination to learn that a troll, vampire, or dragon could be hiding in a corner of sight.

Thanks to the adventure maps from publishers, *Artemis* or *Medieval* and the characters involved fall into five main categories — wizard, priest, cleric, thief and warrior.

Each main character type has various sub classes, each with their own particular skills.

Instead of a *Dungeon Master* controlling the game, the person in charge is known as the referee. He keeps the score for players, deducting points for "injuries," checks magical and magical uses that when someone is "dead" they leave it.

When "Time Is" is called, games day reality is suspended and the players are required to act in the appropriate manner for the time in which their adventure is set.

"Time Out" is called usually after a battle when the referee adjusts game score.

Besides the main adventure games, *Lord Lord* organises other various activities to keep players amused, especially on the long five-day holidays.

These include *Advanced Dungeons and Dragons* edition games, climbing, where characters test their combat skills, mazes, where a captive is hunted and, hopefully captured, and *borgs*.

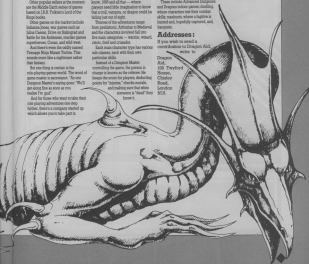
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For more information about *Cameo Workshop* role playing adventures write to the company at *Chawston Street, Hilltop, Eastwood, Nottingham*.

A brochure containing more details about *Lord Lord Fantasy Adventures* can be obtained from *14 Chawston, (Ramsbottom), Hastings, East Sussex, TN38 1BA*.



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Chang-Ren (1907-86), *Kuo-Yung Hsu* (1907-86), *Huang Sheng-shan* (1907-86)

JA Software

David J. Clark, Ph.D., Department of Psychology, University of Michigan, 750 Tappan St., Ann Arbor, MI 48106

Don't look on the shelves yet — you have to grope around the dark alleys to find them. There's a lot of new, super HGI software coming out, so we lead C=VG's reader American snoops, Marshall M. Rosenzweig, porched behind every line to find it for you. His report...

"**T**rembling Lenny's dead" gives the old *Monkey Blues* Guy, Boni's last act. He's not only alive, but kicking us out of our complacency really with *Mind Minutes*. The program forces you to "turn on, tune in and look up." There is a series of lessons, on Dr. Lenny leads you through an adventure in awareness.

Sometimes yourself through in turbulent fast adventures that probe into your attitudes of life. It is magical, wild or change your concepts through inspection. Results can be displayed through a special mind map, as well as by analytical text.

The Life Simulations section allows you to chart another individual's path through events and interactions. Over the process of Rambo, or become Dolly Parton, it's part games and part philosophy on life.

Be entertained in groups, or get a group together. The program expands your perception of the universe through past and present, with a very sense of humor that is definitely Lenny's own.

BATTLE ZONE

Arctic games really look sharp with vector resolution. And three-dimensional shapes make you feel like you're really part of the action. Well, the master of the *BROOD* ship allows for missions, and *Battlezone*, for the Atari II, delivers everything the forward operator could ask for.

Outside the viewscreen of your futuristic tank looks a bleak and bone-chilling nightmare world of geometric shapes. Obeying on-line movement tanks and blowing missiles. Use your robot screen to detect their presence — deflect their fire by hiding behind a cube or triangle.

Eliminate the transport scanner and send in on a tank. Fire is quick sales, and watch the soldier disintegrate into its lumpy pieces.

Strategy Simulations keeps up their memory loss with another feature. *Wings of Eagles* places you in the role of a young boy possessing strange and arcane mental powers.

Remembering the two Rings will not be easy, but only their color-coded powers will enable you to defeat the dreaded sorcerer Dagon, who has enfolded the land in perpetual darkness and gloom.

This graphic-oriented adventure allows the happy melding of strategy and artwork, as both are employed. There are demons to

defeat with spells, and Mardians to shoot down with magic arrows.

A window on the left displays text information, while the one on the right shows what is happening. This is a dangerous and you must build up your strength and wisdom through persistence as you progress around.



Combining animation with traditional adventures "text commands (using the keyboard or joystick) has produced a very playable game that doesn't let you lie on a mat. Lenny of you can display your past periods, the will still be there — and they're searching for T.O.O.

SMOOTH TALKER

I don't believe my ears the first time I heard *Smoothtalker* read out loud. *Smoothtalker* is an incredible software program that transforms spoken words into a single computer.

In use of advanced algorithms simulates the need for special sound synthesis chips, and there isn't a noticeable slowdown in computer speed.

Images a natural sounding voice (you decide male or female) with pitch, volume, tone and timbre control. There is music program folders, experimental data, selected, or all sorts of text — you name it. *Smoothtalker* can incorporate speech into their own basic programs as well.

Speaking of conversations, you're going to be when you use what the screen can do when *Electronic Arts* talks out the steps. *Duke and Duck* is the newest addition their line of instantly graphic programs. It's really cool (room "dealer" voices, of a kind of reality they would have required a 100,000 system just a few years ago. Now you have a full-featured production studio for creating graphics and special effects that can be moved onto video tape hard disk — large or compatible with *Duke and Duck*).

Letter from

DI includes 27 special effects like waves, holes and dissolves as well as expansion/compression of images, and multiple frame animation.

You can even rotate the image during its use. DI comes you also have full control over colors, text, musical scores as well as digital

video as it appears it was through the screen and controls, but work out for security guards, geometric shapes and the dreaded Lytham.

Through pictures and planning you'll be able to bypass the text while your object remains top-secret information from the hands of a hidden safe. Designed for the Apple II and Atari II, *Master 2* features realism combined with a sense of urgency. The keyboard commands are used either (mouse moves mouse).

If you're into destruction, then *Don't Make Monster Games* will be right up your alley. This is a totally reworked version of that classic from "every body in the early 80s," and lets you become the famous monster of your choice.

This is one and go to town don't you, but you know what I mean. *Don't Make Monster Games* is a must have.

If you're more into "spooky" things, then you'll want to pick *Agatha* (which has no sound effects). What you say through changing rooms and passages as you put up treasures and fight off monsters. Thinking here is just as important as looking there. Winning techniques means game play as you can concentrate on the statistics.

Leather Goddesses of Phobos is not your typical le-



Adopted on the same, proposed the following amendments to the Bill: the word "and" after "and the

with the ultimate question, How to avoid being seduced by vulgarities (another Jan Goodhouse). Obviously, tongue-in-cheek (at least to start), this is not the most serious bit of interpretive prose ever written, but it sure is a heck of a lot of fun.



(Also, *Love*, will take to Soundwave II for the Atari ST. This is a professional eight-track music sequencer that interfaces between the computer and any synth mixer with a MIDI (Musical Instrument Digital Interface) port.

Phobias were transmitted and returned by the computer as principals

on the symphonic keyboard. It's like having an expansive music studio that includes all types of mixing control, faders and multi-tracking. A single track version is also available for those wanting to save on space (all the functions).

Commodore has found out what most of us knew a long time ago—the C64 is a great machine. Now it has been reworked and renamed in the **Commodore 64C**. A critical look will show that the power supply has been improved, and that the interior of the machine has been redesigned for greater durability. Commodore's

To paraphrase Monty Python: "How far can you go completely different from *Spielberg*?" becomes a detective and takes the hitman murders in Agatha Christie's *Behind the Screen* and *Elery Queen's Operation Murder*. There must be heated shuffling (investigated) and what-

But there's no computer. Instead, you watch a four-hour-a-day, 20-minute murder drama on video tape. Juries claim are particularly swayed, therefore, only with the special red and blue glass pro-

Keep track of what's going on before committing yourself to making an execution. One to eight players may participate, and there is a different murder to uncover each time you play.

Miniscript's new line of **MINISCRIP** programs are now also developed by **DATA**.



more responsible by now, together the
1980s. Of course, it also means all of
the things, all of it, everything.

GPSS is included, and the new software package is hot. It stands for Graphic Environment Operating System, and it creates a desktop image on a 64 or 128 machine. It also provides a note-based alarm clock, calendar and calculator on desk accessories.

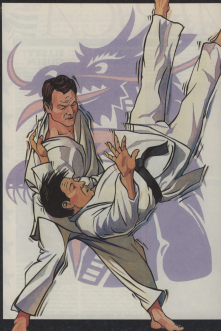
All of the LDC's functions are now simplified in ROMs. Using a mouse or joystick, the user can move, copy or paste. A built-in vocabulary list loader speeds up the [24] disk drive as well. Also included is GeoWrite for word processing, and GeoPrint for use with a laser printer. GeoCalc can also be purchased separately.

signs of the power of the new. I'd call machines. Take such as Milwaukee and the Tribune of the Polaris, the Bush and King of Chicago have you to become part of the action, as they are shown in "Good News."

Graphically observed, these in-turbulence motion features (ang. 50; countup: over 100 degrees, three-dimensional form.

Multiple windows allow light scenes and continuous animation to be viewed from a variety of perspectives (although I don't see you'll want to see the back of Knight's horse coming at you) from some 20th point of view. Animation is sharp and quite fluid, with all movements motivated by the music.





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Acorn Electron computer with Data Recorder, Joystick, Interface, leads, books, manuals, 200 top games including Yie Ar Kung Fu, Frog, Killer Gorilla and many top Acornsoft originals, many magazines and full 2yrs warranty for computer, recorder, joystick + interface and leads. Worth £180. Quick sale — the lot for around £170 — offers welcome. Swap for Spectrum 128K or Commodore. Telephone 0274 572897 ask for Madmen. I will arrange delivery H&B.

For Sale, Commodore 64, C64 Tape Deck, Joystick, Magazines, and over £300 worth of software including Summer Games 2, Winter Games, Elite and Exploding Flat, will sell for £180 or so. Tel: 02081 218755.

For Sale, 48K Spectrum, cassette recorder, Kempston Interface and two Quikshot II joysticks. Over £750 worth of software inc. Mugby's Revenge, Way of Exploding Flat, etc. Plus many magazines. Worth £380 will sell for £180 or so. Contact C. Pritchard, 10 Llanfair Rd, Mynydd, Pontypridd, Mid Glam, CF37 1BU or Phone (0443) 821883.

Amstrad 484, Over 50 top games and cheats including Batman, Spindizzy, Commodore, Wheelers Wins, Knightshade to name a few. All printed out on a DMPT. Easy to store! Send two pounds fifty please to Mick Kemp, 10 Philip St, Dunstan, Lancs BB3 2BJ.

Atari, Basic Utility, Full rewording program alters Goto's traps etc. Plus block delete (C). Berni, 15 Churchill Ave, Newmarket, Suffolk.

Spectrum 48K for sale + Kempston, Interface and Joystick + Manoeuvre + Tape Recorder. All this for £125 or so. Write to: N Z Blow 47 Oakwood Road, Bristol Wood, St. Albans, Herts AL3 3PZ.

Osini 16-BIT DVD D45 for £5.50 inc. Post and Packing. Send to: B. Richards, 14 Beech Grove, Acorn, York. Tel: 0564 781887.

Amstrad owners — Software for sale, 28 titles all originals, including Who Dares Wins (atlet), Defeat of De, Hyperpenta, Knight Lane, Lobsouth (atlet), Newton's Assembly Language Course and more. For those without printers, have your systems dumped, programs listed for a small charge. Phone Markian (011 425 1415 for more info.

Marlin Software Exchange Club, Membership free. Any Marlin, Send name and address and Tel. Number to us and we will put you on our files. You can swap or sell your unwanted software through us, or find what you are looking for by sending an e-mail to — Marlin Club, 1 Marlin Close, Halesowen, Worcs. Bases B64 2DL. It's Wizard 1 or to sell or swap Tel: — 01 501 3814.

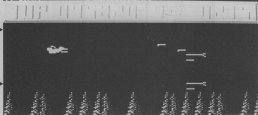
Amstrad CPC464 elderly games enhanced (28) wants to swap information, ideas and software. Australia or overseas. Oceanic Tape. Please send list to: Peter Cohen, 11 New Street, Weymouth B80L, Dorset, Australia.

Commodore 64 Software for sale. Many titles including Off the Hook, Skyfox, Starship Andreamide, Revs, Kennedy Approach, Summer Games one and two, Plus many more. The lot for £180 or will split. Send £45 for full list. Also fully complemented. Systems with loads of track and 11 cars for sale at £55. Call round or write to: Darrin-Jorgensen, 34 Windsor Road, Wetherby, Wakefield, West Yorkshire. Bargains too good to be missed.

Bandshell — The cult computer magazine for the C64, Spectrum, Amstrad and C16. Issued 4 cut rates! Only £6p + 20p p.v. 198 from Mill Lane, Crayford, Kent, DA1 4PZ.

Spectrum 48K, Data Recorder, all the leads, £150 worth of software inc. Boulder, Kung Fu Master, The Quill and Monte Jack. Kempston Pro Interface. Will sell for £120 or so swap for C64/484 will sell separate.

Spectrum +, data recorder and original software including Shadowfax DB5 (atlet), postage 1, Interface 2 C25, Cambridge programmable Joystick Interface £14 (joystick interface not compatible with Spectrum + or £280) Tel (0238) 28231 any time.



Invader fleet... Invader fleet... Invader fleet...

The world is being assaulted from space launched by the Galactic Empire who fear man's potential to dominate space.

Faced with this peril from deep-space, the world's super powers unite and launch Operation Demolish.

As a defence against the alien attacks they build up the Sentinel system, an advanced atmosphere craft to do battle with the alien invaders.

That's the theme of *Invaders*, the first game from the new software house, Thalamus. It's packed with enough rapping to use post-apocalyptic juggling powers to the limit.

In a number of the Planetary defence corps, it's up to you to constantly guard the planet rapping as many as many of the alien invaders as is humanly possible.

There are ten different screen-spread over 80 screens of varied landscapes, at the end of each wave the player has to contend with one of the ten different bonus screens.

Programmed by the previously unknown Steven Foxman, *Invaders* features eight screen display with some ultra-rick graphics.

And thanks to Thalamus we've got 50 copies of the Commodore game to give away in our alien invader competition.

All you have to do is correctly answer our questions which deal with invasions on earth. Send your answers together with the printed coupon to: Invasion Competition, Computer+Video Games, Penny Press, 30-32 Corporation Lane, London EC2R 8AU. The closing date for entries is October 31th, and the editor's decision is final.

Questions:

1) Who wrote *The War of The Worlds*, the famous story about alien invasion of earth? Was it:

- A) H.G. Wells
- B) John Arden
- C) Justin Gillian

2) In October 1938 a radio broadcast of *The War of The Worlds* caused panic in America because people thought it was really happening. Who starred in the radio broadcast:

- A) Max West
- B) Orson Wells
- C) Jimmy Cagney

3) In *Day of The Toffins* the alien invaders were:

- A) Goats
- B) Plants
- C) Little green men

4) What recent television series had filmed like creatures who were human alias. Was it:

- A) Doctor Who
- B) T
- C) Coronation Street

C+VG-THALAMUS-SIXXIN COMPETITION

Name _____

Address _____

M I C R O S E L L

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

Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All support advertisements will be forwarded to the Federation against Software Theft for further inspection.

Wanted Commodore 64, will swap for Spectrum T, will include over £100 worth of Software, joystick interface, and tape. Tel: John 0803-25372. John Lockton, 48 Alderly Road, Torquay, South Devon, England.

IBM 64 Sale: Skyfax (disc) — C1; Spiderman (K); Chatterboxes — C1; Staff of Karnath — C1; Booby, Tashmaster (1 each). Haven goes a-flying — C1; Hammer Hammer C1, Panda Turtle — C1 all aforementioned games. 79 (all boxed, ex. cond) Also — 1581 disc drive — C125. Write to Luke Gibbons, 29 Cornwell Office, Putney SW15 2NF.

Amstrad Games for sale. Half price or less. Many titles including Batman, secondary and tertiary. Send a S.A.E. for full list. Write to Steven Gibson, 23 Cooper Wood, Crowthorne, Read, Sussex.

For Sale 48K Spectrum Plus, including: Tape Recorder, Interface 1, Microdrive + Cartridges, Cursen Micro Speech, plus £200 worth of original games, all together worth £500 will sell for £170.00. Phone 0245 713033 after 5.00pm. Please ask for Michael.

Bargains: Electrohome P28 high resolution colour monitor — £180. Pace 4004 double-sided 5.25HD disk drive only — £25. Unused AMX minute + software, roms, utilities etc — £45. 48K Software (over 50 games) including Elite, Rave, Knight Lore, Exploding Fist, Alien & Castle Greys, White Knight MK 12 etc — £35. All items in excellent condition. If interested, Tel: Augustus 5782 or Little Haywood 801 468 after 6pm.

Wanted Amstrad 4128 with latest colour monitor. Best if possible. 16 games required. 900 ppy £250. Write only to D. Cawthell, 68 Airway Road, Gooch, N. Hants, DN14 5SD.

Spectrum 48K Cassette Recorder, Kempston Pro interface and over 140 games including Commodore, New Games, International, and Exploding Fist. All for £150. Tel: Chelmsford 441238 after 6pm please.

Heavy on Magic. Complete solution and map to this excellent game (all 3 vol). Send just £1 & S.A.E. to Lee Haskins, 54 Church St, Teakburn's, Glos GL20 8AT. For immediate reply.

IBM 64 with 1541 disk drive, C2M Cassette Deck, Quikshot II joystick plus over £200 of software on disk and cassette. All sold in original boxes £480 phone 05405 3087.

Wanted Commodore 64 1541 disk drive reasonably priced. Call Simon Cooper at Chaffin St. Sales 2990.

11 Great programmes for the Spectrum, includes MAC-DRAW, Milkman, and Character generator. All for £3.95. MAC Software, 60 Newland Way, Exeter. Tel: 031 6694 or Ring Buzh Heath, 58943, N.W.

48K Spectrum — based as new, including a joystick interface and 3 playtests. Datasheet and all leads. Spectrum magazines. Over £100 worth of software. Rock 'n' Borealis, Rapscrow, Ring Pond, Boulder etc. Also a Black and White cartoon T.V. + also in superb condition. Will sell for £200 (inc. Ring) 0401 91323.

Amazing, Electronic Key Rings. Just while to find (1) Only 64, Digital Watchers (2, state made or female. Calculator, digital watches (3, 50, 400, available (4, 100) TCMOS and Electron Software Packs. SAE for details to Lee Taylor, 76 Millburn Ave, Cleveleys's Blackpool. Lancs FY1 1LD.

Amstrad Software for sale, including Elite, D.T. Superstar, 2D United Pro, 3D-Boulder, Exploding Fist, Commodore Beach Head, and many many more. For full list and pricing ring 0784-471 6668 after 6pm. Ask for William.

For Sale Commodore 64, tape recorder, joystick, computer disk and over 60 games including: Unicorn, Commando, Summer Games, World over £300 bargain at £158 o.n.o. Tel: Bedford 702947.

For Sale 48K Spectrum, cassette recorder, Kempston interface and two Quikshot II joysticks. Over £100 worth of software inc. Map of Exploding fist etc. Plus many magazines. Worth £340 will sell for £180 incl. Contact C. Pritchard, 16 Glendrove Rd, Manswood, Pontypool, Mid Glam. CF37 7BJ or Tel: (0447) 487693.

Alternative Reality complete map. Professionally drawn. Includes all features, Quicks, shops, Smiths, Hoopers, secret passages and symbols etc. Also includes hint sheets, potion list and help-line number. Delivery by return post. All this for £2. Cheques and P.O. to M. Daniel, 11 Garmery Rd, Densbury, West Yorkshire, WF12 7BN.

Spectrum and data recorder, spare keyboard, joystick and interface, cheap spectrum, 35 + Magik, loads of software, inc. Laser basic + Laser computer works (28, Starline, critical mass. Worth £400. Manuals inc. swap for Amstrad CPC 48K, colour only. Tel: 03093 502169 after 4pm and ask for Damien.

Commodore 64 software to swap. Lots of great titles. Write to: James Tormey, 1243 Argyle St, Glasgow, G3 8TH, Scotland. New Titles every week.

Zero's map, marvellous detail and complete solution and help line

number £1.50. Delivery by return post. Join the elite few to have solved this genetic adventure. Cheques and postal order payable to M. Daniel, 11 Garmery Road, Densbury, West Yorkshire, WF12 7BN.

Spectrum and data recorder and original software including Shadowfax C85 incl. Postage Interface £475. Commodore programmable joystick interface £154. Joystick interface not compatible with spectrum + or 1080 Tel: 03283 26231 anytime.

Atari 800KX (5 months old) + 1010 tape recorder + joystick + over £200 worth of original software, including Alien vs Elite, Fractalus and others + several Atari II disc + page 8 magazines. Will sell for £380 or less. Tel: 01893 (04446) 44715 after 6pm.

Atari Basic utility. Full remembering program, sheet data tape etc. Plus cheap disks £2. Byrnes 15 Churchill Ave, Newmarket, Suffolk.

Disk, 10 5 1/4 CTD C75 for £1.50 inc P&P. Send to S. Richards, 14 Bough Grove, Acorn, York. Tel: 0302 781507.

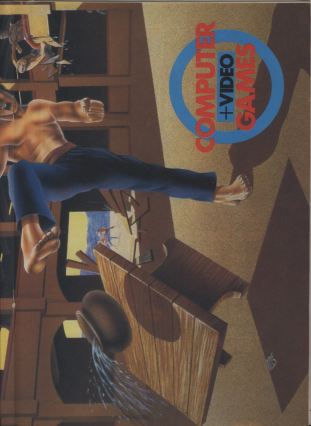
48K package wanted. Swap software. Latest games Ring Pond, Ann, Pandora, Unicorn etc. To: N.C. Blow, 47 Oakwood Road, Brickton Wood, St Albans, Herts. AL2 3PZ.

Spectrum 48K for sale + Kempston interface and joystick + Microdrive + tape recorder. All this for £175 one Write to N.Z. Blow, 47 Oakwood Road, Brickton Wood, St Albans, Herts. AL2 3PZ.

Spectrum 48K, program data recorder, Kempston interface + joystick and magazines. Many games still boxed, excellent condition still under guarantee. All worth over £500. Quick sale, will sell for £280. Tel: 03033 38303 after 8pm and ask for Darren.

五虎狂龍





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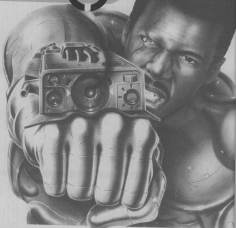
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COMMODORE 64

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● FREEBIE



In August we brought you an exclusive preview of CRI's new Commodore 64 **Cyborg**. In September we gave you a **Cyborg** poster. So what can we give our much-valued and loyal readers in October, missed the brains behind Ideas Central?

How about the game itself, someone suggested. So that's what we're going to do. Thanks to our friends at CRI who, after a brief, frank, but very fulfilling talk with Big Red, readily agreed to give away 200 copies of the game for absolutely nothing!

CYBORG
C+VG TOKEN 1
CYBORG

All you have to do is collect two C+VG/Cyborg Coupons. One is printed in this issue and another one will be printed in the November issue.

Send the two coupons to CRI — not to C+VG — and the first 200 to arrive will receive a copy of the game.

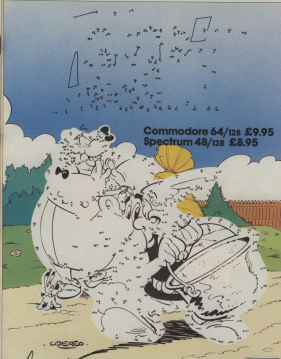
Send the TWO coupons to: Cyborg Offer, CRI, CRI House, 9 King's Yard, London E15 3HD.

CYBORG OFFER

Name

Address

I enclose two Cyborg coupons from C+VG.



Commodore 64/128 £9.95
Spectrum 48/128 £8.95

from **MELBOURNE HOUSE**
The Home of the Hits!



"I had to think quick—
remember where I seen
that key or I'd be hotfootin'
it over a fire pit. That's
when the headbone come
flyin' at me.

This wasn't gonna be no
day at the beach."



Montezuma's Revenge

FEATURING PANAMA JOE

If you've got a mind like Einstein and refuse to match, then Montezuma's Revenge™ is the game for you. It's a revolutionary game that challenges you to think smart and react fast. Join Panama Joe™ search for buried treasure. Figure a way to get him over the fire pits. Behind the locked doors. Through a hundred* rooms crawling with critters. Get Montezuma's Revenge and get ready for action and adventure like you've never had before!

Montezuma's Revenge is available on cassette and disk for the C64 and Atari: cassette £9.95 disk £14.95. Available from all good computer stores or post free from: Databyte, 15 Wilsey Mews, Kenish Town, London NW5 2DX. Telephone 01-482 1733. (When ordering please state machine).

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Commodore 64 Atari 800/8000/900/3.5"II

DATABYTE

An event NOT to be missed!

Atari Christmas Show

Royal Horticultural Hall
Westminster, London SW1

Friday November 28 10am-6pm
Saturday November 29 10am-6pm
Sunday November 30 10am-4pm

The first ever Atari Show last spring was an outstanding success. From all over Britain Atari enthusiasts flocked to London to find out all they could about their favourite machine.



Organized by
Database
Exhibitors

Soon the record-breaking *Adam Sandler* will be back - with three days devoted to the exciting developments in this expanding market. Make a note in your diary **NOW** to make sure you don't miss this great Christmas extravaganza!

- ★ All the latest software from publishers in both the UK and USA
- ★ New hardware releases from Atari and other major companies
- ★ Experts from Atari User and Atari ST User to answer your questions
- ★ Experience the fascinating world of computer communications
- ★ Everything on show from stocking fillers to complete Atari systems.

Whether you're a new user or a seasoned addict, you'll find the show overflowing with ideas to help you expand your computing horizons!

They'll
all be there!
Games consoles,
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... the entire
ST range!

Avoid the queues!

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Table 1

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ATARI

Magdalenethorpe Hall,
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You knew it as

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*An exact one of the most bitter conflicts
of modern times. One of the most controversial
episodes in the history of warfare.*

*In this tactical wargame, take charge of the combined forces of the American
and South Korean armies in their bloody struggle against the elusive jungle fighters of
the Viet Cong and battle hardened regulars of the North Vietnamese Army. Direct the
operations of your marching regiments – infantry, artillery, paratroopers, marines, rangers and
air cavalry in our historical encounters. Rebel! Enter jungle lairs in the underground
strongholds of an enemy who, like an apparition, appears, makes bloody contact then slips
away to vanish again. Relive the bitter street fighting that ravaged the city of Hue during the
Tet Offensive.*

*The most tragic of human conflicts resulted in a surprising defeat for the forces of democratic
freedom. This is your opportunity to change the history of the world, to halt the progress of
the communist war machine and
flavour their plans for world
domination.*



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Birmingham B6 7AT. Tel: 011 266 2261

4



References and Further Reading: (Open Access journals) <http://www.ncbi.nlm.nih.gov/pmc/articles/PMC155022/>

Rademich was indeed shocked, as I had forecast. "My mother put me on the table, and said: 'You must have other advantages to offset — it may happen, Fittus — it may happen — I was shooting like mad, making traps like rabbits! I thought that an Englishman who lives in England that writes to you in Italian, must do this week!'"

The last news is that Admiral Inoué has been kept called for military service in the United States, and will be away from his friends, his home, and his HQ for 12 months. But he will continue to keep C-1 YC for the rest, to keep in touch with the world of Americans.

NOT
GOOD

Malcolm Harlan, of Mineral in Shappery, seems to have a good old moon about **Hamstead**, the landscaping advantage from **Providence**. "This is a wonder raised for me by the final problem — reaching **Hamstead's** footings,"

The author explains the advantages to research the habits of the dog. It is listed in the text. The following findings follow: over 10 percent, find a single wrong move makes the advantage with no other advantage toward or back. This is a very big mistake. The problem, which was proposed to be made in the advertisement, and continues from there is more than to the advantage than there really is. If you suppose this is your solution, possibly it will cause other programs from involving medical residents in their research.

Exposed, Malviden Love hope we have no more of those. Perhaps your comments will deter people from buying it too, if they don't like the sound of the word.

Phil demands to know he is exactly he has just bought. **Handbook**, he found it so bad, that he recorded over the game with some footnotes. There are 10 1/2 (10.5) facilities, no more in place plus 1.2.5, all the way through," complains Phil. It won't mention the four letters used to be used to describe the game? You are obviously too kind, he says! They came the month from Chile (Mexico, Switzerland, Phil, Hancock, East Mary, Christine, Marlboro, Copenhagen, Hugh, Walter, Marilyn, Gene Ward, Winston C. M. Wilson, Christopher A. E. Dixon, Walnut, Paul, Kyle, Ray).

ADVENTURE CLUES

[illegible]

NEW YORK
JAN 24 1974

REVIEW
A record that is the best I have
thought, recorded that
contributes to good for the world.

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CLIFF WILSON

CLINICAL

PRINTER

1. The first step is to identify the problem. This involves understanding the current situation and the goals that need to be achieved.

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**HELPLINE
TOP TEN**

Here are the Helpline ratings based on the number of times mentioned in the Helpline call over the past month. They represent the top ten games currently being talked about by the 1-800-4-A-GAMER.

1. How Do of Animals, Mammals
2. Animals, Birds, Fishes
3. Animals, Mammals
4. Animals, Birds, Fishes
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News
U.S. Advances of Claymation
 Clastic, Advanced Role Of Gold
 just mentioned it, after so many
 years with aerial investigations,
 he has started a new phase —

SUCK IT AND SEE

Did you know that there are two ways of spelling the word **DIFFER**? I didn't realize this, until I read a letter a few months back, from **Ranger Stewart**, of **On Down**. He knew that he needed to use the verb in a particular adventure **WFL** plot, so those who know what's what and I wouldn't mock. Was there something wrong with his Cooper?

dig out the old original time sheets for the game. It took ten minutes of peering at it before I noticed that the comment on the last sheet was spelled "M.P.H." Obviously, the alternative spelling had not been included in the vocabulary of the game! A posted letter from Angus confirmed that he had subsequently completed the adventure. "Two weeks I have completed three adventures. Two of them have not occurred."

RE: "A short while ago I heard that Philip Mitchell had to make Flannery in *Shardool* a lot less intelligent. On playing the game, I found that Flannery was so thick as those about places," writes *Shardool* McLeann, of Wareham. "I am not complaining," I must confess. "I just wondered if, after so many games with artificial intelligences, he has started a new trend — artificial stupidity?"

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REVIEWS/1
PHANTASIE

10

FUTUREZOO

Health Complaint	
• Vocabulary	5
• Atmosphere	7
• Personal	4
• Value	4

- Vocabulary
- Atmosphere
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- Values



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■ Vocabulary	11
■ Atmosphere	4
■ Personal	2
■ Values	1

"Ere John, have you 'eard aboot Lenny and Jimmy's latest caper? What's that then John? Scavvies back job? Or an enforced holiday in Spain? Nah, they're gone into computers 'aint they. If you ask me it's all a bit reek of cotton and definitely dodgy. Well, John that pair were always a couple of Dodgy Gensies. And that Keith Campbell character isn't much better is he? Is that who Lenny and Jimmy were seen talking to before — you know, the wannabe happened? Yeah, that's right John. Well, there you go John. Fancy a VAT?

Dodgy

In September 1988 Lenny and Jimmy introduced a new advantage game—designed on the model of the shape-of-the-weekend leg and broke at the expense of *Dodgy Gensies*. This name *Paranormalism* — more fun and better at the world's worst holiday resort. Now here comes *Dodgy Gensies* — a combined full of *Widespread* and out in the twilight world of party animals and ancient hard hats.

Dodgy Gensies is a two part thriller adventure and as part 2 expects, it's full of Lenny and Jimmy style horror.

"There are some old families here in *Dodgy Gensies*," promises Trevor Lenny, "although you won't have to have played *Paranormalism* if you want to be able to complete it." So it would be appreciated," says Peter Jones.

They are very enthusiastic about their new title, perhaps it is the thought of all those who have played in that time it.

"You can play it successfully without understanding all the intricacies of the plot, but to get the most out of the game, you should make a point of getting wrong, more and again, but to see what happens, they tell us, "Some of the best parts appear when you do something wrong" says Trevor.

You play the part of an ex-con, just released from prison after doing a stretch for your part in the Long Ditch (Longditch) Capers. You were framed, of course, and completely undocumented with the state.

"Normally, it was matter of revenge," explains Trevor. "You were granted an," concludes Peter. They told us today something!

Anyway, on your release (with all you decide to go straight, but at any time, for very soon all you old mates are around, surrounding you to organize the next job.

There's about a three little book, and the manager (a close friend of your friend) from *Paranormalism*.

Your job is to return the game. You need these characters to help you with the robbery, and there are about eight to choose from. Only the right people will be successful in the end!

"All the characters in the game are real. Chubby White was an old friend of mine, and should be over now the game, but I've decided he's too good to leave in a *Dodgy* a different name, of course," Peter adds hastily.

"It's a good job none of our mates have computers, as they might see both of the game. We'd have some little eyes chasing from a certain hotel restaurant around in no time, I can tell you" he admits. Maybe you'll recognize some of them!

Kevin Pearson: You may have met him before, in *Paranormalism*. Now he's the manager of the very bank you are about to do over.

Keith Campbell: A return of the Long Ditch (Longditch) Capers, a real event in the lives of Lenny and Jimmy, in a slightly different game. George has no more friends will make him from the aspect, that hard name get through a mental obstacle.

Penelope Chen: A caricature, and a good one, of people who always keep his ear to the ground.

Charles: A skilled man, there's no side that he can't blow with, but also an expert.

Linda Rose: Her name hides his height. As short as he is in his mind, he has grown quite a bit since his holiday in *Paranormalism*. An unstable man — the new guy, who will always be in.

Ranger: A great old man, modelled on Roy Chapman in *The Gunsmoke* *Hit Map*. He used to work for *John Pearson*, as head of *Scavvies* for four a few years, specializing in little old ladies.

My Father: Melbourne *Ph-Doce*. An electronic genius with a PhD, he has a home made custom-built computer, which he plays in at *Scavvies*. *Paranormalism* — *Spice* *Wick*, released from the *Lenny Jones* original, by *Melbourne House*, *Paranormalism*, perhaps!

Trevor: A grumpy garage mechanic, with a hat for getaway car.

Dodgy Gensies started off life as a film script, and early on in its life, was converted to a game. What Trevor and Peter would really love to do now, is to write the book of the game.

"There is a game with the game too" announces Trevor. "It will be our treasured side of the tape."

"Once *Paranormalism* and *Dodgy* both ended if they could do a for us," says Peter, "but I've decided to do it now. I've decided to do it now, so we had to say 'no' — a real a theme, really."

It means the song lyrics will give a few lines in the game. The appearance of a Melbourne *Shake* comedy team through Trevor and Peter, is becoming



something of an annual event. A new *Paranormalism* will release they released *Paranormalism*. The aim of the game was not to get to *Paranormalism*, but to return *Paranormalism* — the ultimate state of well-being.

There's also a lot of material, and they reckon that it's less than 10 per cent of players had to complete a game, they have failed by making it too boring.

Waiting people to enjoy the game, in September last they came up with *Paranormalism*, a much

more game than *Paranormalism*, and this time less limited in appeal.

But that they are aware of a difficult game in their field, the more interesting it must be made to compel the player to complete.

The attraction of their advantage is that they related to real life. Several new titles were introduced in the January 1989, including a new type of advantage, which they had been working on.

by Geezer



"You'll notice that of all the comedy adventures around, ours are the only ones that they have completely original story lines. All the others are nothing but existing adventures and stories," they claim.

Entertainment, and comedy in particular, is an area in which they have some experience. Apart from having been involved with two rock groups in the past, they were for a short while a comedy duo called The Three Stanzas. It didn't last long.

They went on to produce a pilot comedy video for Channel 4 — "The Upper Politebitch." It was designed as a promotion for Channel 4 — 10-minute-long people in first, work, and holiday films.

Pete is now working for a PR company that promotes films, and has recently been involved with a new series, *Space Adults*, by Gary Anderson of *Thunderbirds* fame.

Trevor is about to be introduced, but currently claims to sell company, not your company or garden variety, but B2B stuff. You want a computer for a space shuttle, or do real-time multi-tasking, and he'll sell it to you.

One can never be quite sure, talking to these two, whether a story is told, or just promised.

Geoffrey has claims to being able to write a complete program, and so they proceed to produce the basic outline using the Quest.

From that prototype, it is re-programmed, all the "specifications" being contained within the Quest's data files.

The re-programming of this year's offering, *Sheddy Cansons*, will offer more than before, and be more than the Quest.

Although basically a two-world input game, *Sheddy Cansons* will automatically give them multiple command types, and a few other goodies, but they are

original about these games.

"There's too many things about *Sheddy Cansons* to list, but I'll mention a few," says Trevor.

Starting in from games in 1988, I mentioned the problem in *Intermission*, even when I had taken them to look some time ago. *DOOM* (DOP) was the way out of the hell, and the machine was stilling many players, *DOOM* not being a work.

"That was a programming problem. You were going right — the machine is, you can't do it," says the knowledge or experience was about doing it that way, at the time."

Trevor and Pete have a novel approach to graphics. "You've got to have graphics, in the big time you can't make the time," says Pete. "Graphics" was difficult to get out of, because of that."

"But what's the point of drawing a picture of a machine that is described well in words, anyway?" says Trevor.

In instead of location graphics, in *Intermission*, three-way comparison that had to be shown, and "development" on screen.

Since this album was so much better with the release, this was a substitute for *DOOM*.

"Let's have it, you've got to have something to let the player know whether or not he's making progress. This is a more interesting way of doing it."

In *Intermission*, the graphics of the characters come up on their police record, and the rest was about *Intermission*.

"If you don't get a picture the game is whole, you should be able to expect you to be on the right lines," explains Trevor.

As for their next game, they haven't given a thought to the story, yet. But as Pete is getting married in a short while, what else better an adventure don't and go being lost even at a busy wedding?



Right, no apologies. We featured Delta 4 last month but this off-beat software house is back again, this time with The Colour of Magic for Piranha Software. The equally off-beat Jim Douglas finds out what's going on.

Color

What sort of things spring to mind when you mention Delta 4? Well, a number of very peculiar things, but aside from those, great adventures. Since *Based on the Rings*, all those years ago, they have gradually built up a reputation for being able to create humorous games with reasonably complicated storylines.

Their latest venture is for the new software house Piranha. *Colour of Magic* is their first book conversion, and Pegasus McMillan is very excited by the whole thing.

"It's not quite as mad as our other games. The humour is slightly more subtle in *Colour of Magic*."

Set to be released at the PCW Store in September, the game centres on Rincewind, a hapless magician. The adventure takes place in a world every bit as bizarre as Delta 4's own creations. Everything is based on a disc which rotates upon the back of a giant turtle. Now the aim of the game is to look after Twooflower, a mutant, during his visit to the discworld.

The game is Delta 4's most advanced to date. It comes in four parts — a break from their low-influence three-part style — and there are upwards of 200 locations. Characters number around 60, and of those, about half are worth talking to.

The game came about after MacMillan, a large publishing firm, decided to branch into computer software. Adventures were an obvious beginning and Pegasus' name came up. It was the decision of

Delta 4 to choose a book title.

The game is now being programmed on the Commodore. Until now, all of their development work has been done on the Spectrum. "Because the 64 has the most primitive Quill," explains Pegasus, "it's easier to convert to other machines."

The game follows the storyline of the book very closely. Instead of "shoring the plot in order to avoid giving too much away" they decided to stick to the same style of problems, but alter the situations a little. This makes the game more faithful to the source novel.

Although the Quill input can be a little limiting in some cases, it is handy enough to allow a whole line of text to be typed. It picks out the most important two words.

Luck is vital in any adventure, but in *Colour of Magic*, it's a matter of life and death. During the game, the player will come across a number of situations where the correct action is essential. Making the wrong move will not bring the game to a halt there and then, but will decrease your luck rating.

The number eight is very important. It pops up all over the place. On the discworld, everything revolves around it.

There are eight days in a week, and so on. Also, the eighth colour of the spectrum is Octarine — the colour of magic.

"We are going to make the SOULMATE command very powerful indeed," claims Pegasus. That command may prove very useful in certain areas of the game. Without giving away too much, you will find that at one point, anything you imagine will exist. Quite a handy trick. Of course, as is the best nursery rhyme tradition, you must BELIEVE in the best you are imagining, or it won't appear!

Throughout the game, Death, in the shape of the Grim Reaper himself, is always hot on your heels. Make a slip, and

he might just get too close for comfort.

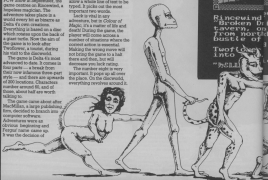
The programming involves some in-house graphics work. Although the game won't be as numerous as in some of their other games, they should be just as good. There will be pictures of the major locations. They will be "very pretty".



Rincewind
Broken Dr
tavern, on
from north
bustle of

Twooflower
into

"bCU"



ur of Magic

As an example of the lock mentioned earlier, you will come across a large wall blocking your path. It's necessary to get rid of this somehow, but it all depends on lock. If you have performed enough good deeds while playing, it's worth trying to attack him. Otherwise you may

as well target it

From the sound of it, Delta 4 seems to work very close to their Deadline. "Oh, yes, the ideas come about 18 minutes before being programmed. It's more fun, but involves a lot of late nights. Certainly on this game."

At the time of writing, the

game could hardly be

described as complete! But one is really solely free to set the scene, and give the player who may not have read the book an introduction to the strange world he is entering. The book, unfortunately is not supplied with the game.

There isn't going to be a bonus game with Colour of Magic.

Maybe they are running out of ideas for that sort of thing?

The game is going to be released on the Spectrum, Amstrad and Commodore. The Spectrum version should be ready at the PCW show.



Colour of Magic COMPETITION

What is magic and fulfils all your dreams? A Computer + Video Games competition, of course.

Thanks to Pinaka we're giving you a chance to sample not only the Colour of Magic game but also Terry Pratchett's book.

Here's what we want you to do. In the Colour of Magic there is a place called the Dungeon Dimension, where your wildest imaginations can be turned into reality. What we want you to do is draw or paint a monster you would like to see created in the Dungeon Dimension.

Send your entry to Colour of Magic Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is October 16th and the editor's decision is final.

The first ten winners will receive a copy of the game and the book and the next ten runners-up will get a stuffed Pinaka...?

C + VG/PINAKA COLOUR OF MAGIC COMPETITION

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● COMPETITION



FOOTBALLER OF THE YEAR



● COMPETITION



Questions

1) Who won the 1985 FA Cup Final?

2) What was the score?

3) Which team was runner-up in Argentina in this year's World Cup Final?

4) Who was the top scorer in the competition?

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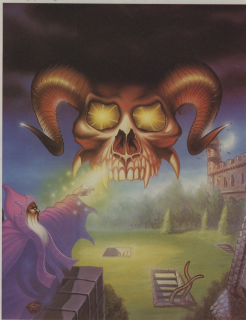
The first two winners will get a match suit, a football and a copy of the game each. The next five runners-up get a football and game and the next ten get the game.

Send your answers together with the printed coupon to *Footballer of the Year* Competition, Computer + Video Games, Priory Court, 30-32, Partridge Lane, London SE20 1AG. The closing date is October 31st and the referee's decision is final.

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JACK THE NIPPER

Granada-Daphne's Jack the Nipper, C + PG is (date of the Month in September, is roughly for use.

Mark Jones, 18, from Sandy, Bedfordshire, has cracked the game on the MIP. But he wants his hints and help to be of use for the game on other formats. This is from **Matthew Wilkinson**, of Sutton Coldfield, in the West Midlands.

1. Pick up the postcard from the post in the town. Go to the 1. Museum shop, shooting at any people as possible with your pistol.

2. As soon as you enter the shop, jump to the right to avoid the moving plant. Jump up onto the shelf on the right and pick up the second lot of better weapons.

3. Go to the end of the street and leave it by going through the gap in the wall. Go to the end of the main street as well and do the same. Now go off to you get to the cemetery. Above the two moving plants before they chase you. Now move one stone screen off and you will be in the corner. Disrupt the wall and leave when the screen stops flashing. Go back into the cemetery and pick up the gun.

4. How quickly go to the left again all you see is a key. Pick this up and go to the bank — which is on the same street. Drop the postcard outside and then go inside and drop the key. Now this is quite difficult to explain: go towards the secret passage so that Jack's body is in line with the wall. This prevents him from going into the tunnel, but allows him to pick up the floppy disc.

5. Now leave the bank carrying the floppy disc. Go to the 1. Museum and pick up the pistol. 6. Go to the cinema shop, leave the floppy disc outside. Go in and jump up onto the shelf. Pick up the pistol and drop it so it smashes. Now drop the pistol so it too smashes. If you like you can now pick up the other pistol and drop that as well. Leave promptly on leaving to pick up the floppy disc drive you left outside.

7. Make your way to the technology research but on the way go to the police station and pick up the battery.

8. Go inside the technology research and jump up so you are standing next to the computer running the factory. When the

screen stops flashing you can drop the disc.

9. Go to the 'Just Micro' shop and drop the battery in front of the mirror-like object. Now go outside and drop the battery properly.

10. Go to the Playhouse again and pick up the key. Leave and then move your way back again. Go into the play room and drop the key anywhere, but make sure you leave quickly.

11. Go one screen to the left and enter the 'Laundrette'. Pick up the glass. Leave and go to the police station. Go inside and then into the jail. Pick up the weight. Leave.

12. Leave this time through the opening in the wall and you'll find yourself outside the cinema shop. Go inside and jump on one end of the conveyor belt. Drop the glass and leave quickly.

13. Go left one screen and enter

the 'Mamma Cook' shop. Again, stand on one end of the conveyor belt then after the screen has finished flashing, drop the weight and leave.

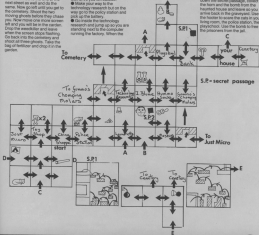
14. Leave the shop and go to the bank. Pick up the key and go inside. Drop the key and enter the secret passage.

15. Pick up the washing powder and the credit card.

16. Go to the 'Laundrette' and jump up and down in front of each machine causing each one to overflow. Disrupt the powder and leave quickly.

17. Go to the bank and jump up at the credit machine. This will go wrong so that you can drop the card.

18. Go inside and pick up the key. Go to the museum, pick up the mirror and drop it so it smashes so that you gain more points. Go down the secret passage, collect the gun and the bomb from the haunted house and move as you arrive back in the courtyard. Use the ladder to open the gate in your living room, the police station, the playhouse. Use the bomb to free the prisoners from the jail.



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F.I.L.M.S

Labyrinth • Aliens • Highlander • Big Trouble in Little China

Fantasy film fans are in for a real treat this autumn. There's a whole host of action-packed movies coming your way in the shape of aliens, mystical martial artists, Scottish time travellers and even a duck! Just when you thought it was safe to back into your local picture palace to . . .

How about this for a spectacular line up of entertainment on the silver screen? *Labyrinth* starring David Bowie, *Aliens* — the follow up to Ridley Scott's *Alien*, *Highlander* — a tale of time-travelling immortals, *Big Trouble in Little China* — martial arts mayhem in San Francisco, *Howard the Duck* — George Lucas takes on a cult comic book character, *Solo* — an all-adventures on roller skates! All that plus a couple of science-fiction video Epics and *P.A.R.F.E.*

Don't know about you, but it looks as if the entire C + VG team are going to be spending the next few months stuck in the back end of the cinema, living off a diet of dodgy popcorn and ice cream.

Four of the above films will have computer games tie-ins. That's *Aliens* and *Big Trouble* coming from Electronic Games, *Labyrinth* from Activision and *Highlander* from Ocean.

Labyrinth

Let's kick off with *Labyrinth* — David Bowie's collaboration with the Muppet man Jim Henson. Bowie plays the shape-shifting Goblins King who rules the weird world of the Labyrinth, background of the goblin race.

Star of the film is Sarah, a young lady who wishes and wishes that her

irritating younger brother could be whisked away by goblins to Labyrinth. And finally enough that's just what happens. Filled with gorgeous Sarah, she ends up in the Labyrinth to rescue her brother from the Goblin King. Here she meets up with some of Jim Henson's creations — who include the cute Hoggle, the Dribbles, the giant bats and lots of scarier evil beings and creatures.

Labyrinth evolved from Henson's last feature film, *Dark Crystal*, featured on the front cover of C + VG many months ago. *Labyrinth* features some of his even more sophisticated and more controlled creations.

The whole movie looks quite stunning and with a soundtrack by Bowie himself, will prove the same stunning viewing. We'll be looking in depth at the creation of the *Labyrinth* Activision game based on the film in a later feature.

ALIENS

Next up is *ALIENS*, the follow up to the classic goblin science fiction horror film released way back in 1979. That film told the gripping story of the crew of a space freighter who discover an industrial planet alien infested on a forgotten planet in the far reaches of the universe.

The new film is directed by James Cameron the same man who gave you Arnold Schwarzenegger in



Terminator.

Sigourney Weaver again plays Ripley, the brilliant the captain of the elite crew, who defeated the previous alien in the original film. You'll remember that Ripley escaped the *Nostromo* in a escape pod.

ALIENS finds her 11 years later drifting through space still doing in her sleepers. She is taken to a space station orbiting high above the earth where she is horrified to learn that while she has been asleep the planet where the crew of the *Nostromo* found the alien hatchery has been colonised by billions of scuttlings.

Ripley attempts to persuade the administration of the danger. But, you guessed it, they don't want to believe her horrifying story. But the chicks start getting a bit worried when all contact is lost with the colony.

Ripley agrees to go with a squad of highly trained space marines to the





distinct planet — and that's where the nightmare starts all over again.

Amazing efforts, terrific attention to gritty detail, make this movie a worthy follow-up to the original.

If you live in London you might just recognize one of the locations used by the *Highlanders*. It's the famous power station at Ischen, West London, which for the duration of the film became the Atmospheric Powering Station on the subterranean planet of Jericho.

The interior was converted into a cavernous alien-landscape. Helped by set designer Peter Lamont.

Such was the attention to detail that the director enlisted the help of British *Academy* who supplied some of the latest laser weapons technology for the space mission. *ALIEN* is coming your way soon. Don't miss it.

HIGHLANDER

And then came *Highlander*, Madison Square Garden, New York, 1986. Two men stand facing each other. One is dressed in jeans, trainers and a raincoat. The second man in a short, stocky, with

complexions and a photocopied suit. Both men are holding broadswords.

There's never trouble looking. These men have been around the centuries. They're both immortal.

Highlander is the story of Connor MacLeod, and his bid to survive The Gathering. Unfortunately for us mortals, it's been decided that The Gathering shall take place in New York, in 1986.

Here, *ALL* the immortals will gather, and only one will be left at the end. Whomever survives will take the fate of the world.

Highlander is the latest which for Christopher Lambert, star of *Selwyn* and the *Tarzan* movie,

Cryogenic. Christopher has enough time with our peculiar inflections around him. Large chunks of the film take place in Scotland in 1586, requiring Mr L. to assume a voice so amazingly accurate to his time that he has to practically swallow every syllable to be the period.

Not only does he have to speak in a strange accent, but he must keep his accent on nearly all the time. It just isn't the same thing to just around dark streets with a sharp metal blade hooked through your belt.

The *Kurgan* has no such qualms. He is Connor's final enemy. *Kurgan* is played by Clancy Brown, as well as getting to wear the best outfit (assuming better tailoring and chain) in the present day, and a truly spooky skeletal harness in the Scottish *Highlander* and some cracking hair — like "Sam" — the name of Immortals? — he also has the most impressive sword.

On arriving in a swanky hotel, he goes up to his room and unpacks a wonderful compound broadsword in the same way an amateur would assemble his rifle.

Russell Mulcahy's direction seems more at home in the dark and eerie streets of N.Y. than on the rolling hills of Scotland.

In order to appear normal, Connor must be seen in the every half-century or so, before assuming the identity of a dead child, and starting a new life.

It's not much fun, being immortal. Just when you settle down with your ideal mate, someone will discover that you can't die. Connor was banished from his Scotland in the eighteenth century. Five years later, up pops Sam Connor and with little more than "You're immortal. Follow me!" — they're off getting ready for The Gathering.

Although the Immortals are far from the most glamorous characters, he is wonderfully flamboyant, and gives a memorable performance as Ramirez. The ever-shifting sequences are

masterfully executed, and the adaptations are quite beautiful. . . .

Highlander is a real adventure movie. The music of *Queen* which plays throughout his walk, and Clancy Brown gives the most, um, "memorable" rendition of New York, New York while taking breaths. What an Immortal! But as a critic of the city, worth a trip to your local trip screen for!

BIG TROUBLE IN LITTLE CHINA

There's more mystery in *Big Trouble in Little China* — which stars Kurt Russell, who you may have seen in the odd *Madhouse* *Parade* from New York. *Big Trouble* is a sort of alien adventure thing in a manner, ghost comedy story set in the wonderful city of San Francisco.

Russ plays a great character called Jack Burton — an ill-American hero. He gets caught up in a web of immortal Chinese gangs who seem to have only one aim in life — killing

each other.

The story of *Big Trouble* is Little China is based on Chinese mythology. These myths about invulnerable ancient human beings with magical powers, not gods. And according to this mythology, no mortal life on earth is awarded not only to the force of good, but also to the demons of evil — those from Hell.

Chinese mythology is filled with such people as the Dragon King, the Monkey God, the King of the Dead, the Dark Warrior, the Green Dragon of the East and hundreds more.

Big Trouble is Little China made the evil Lo Pan, who's been around for over 2000 years, looking for a green-eyed maiden to live from an ancient curse and restore him to his physical body.

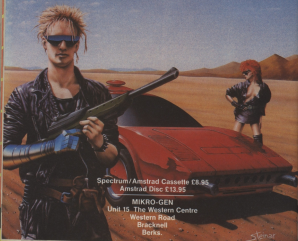
Jack's troubles begin when he accompanies his friend Wang Chi, a pretty restaurant, to the airport to meet his future bride, who is kidnapped before their eyes by four ill-armed thugs.

In their pursuit of the kidnappers, Jack and Wang Chi acquire an alien, Gracie Fan, a local attorney, Egg Shen, an originally from his driver who seems to have a lot about ancient Chinese magic for a four-ho driver, and Wang's Librarian as super but inexperienced expert.

Together they do battle with an outlandish array of enemies, sporting names like Lightning, Thunder, Rain, The Wild Man, The Eye, the Seven Masters, The Four Canals, Devils, Joe Lucky and One Star — all under the command of the centuries-old Lo Pan, who is not your average villain.



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One of the most featured figures of Chinese legend, Lu Pan was subjugated to an eternal hell of Buddhist existence by the first emperor of China, Qin Shi Huang, over 2000 years ago. He has the power to breathe himself from a wheelchair-bound old man to a youthful, seven-foot-tall mystical monster.

The places Barben and his friends are led to their rescue are equally eerie and mind-boggling. They must deal — and survive — the Room of the Yin-Yang-Dragon Ball, The Remorseful Hall-of-the-Infamous Judge, The Mansion of the Deceitful, The Hall of the River of Adios, The Spirit Path, The Great Basin and The Great Swamp.

Big Trouble is a fun film — packed with action and laughs. Jack Barben is a study in evil characters. Could there be a sequel?

HOWARD THE DUCK

This is a strange work, having read the comics this film is based on, I can tell you that the original version is still there.

A normal, average duck gets transported by laser from his own planet, Duckworld, across the Cosmos and dropped into the middle of Cleveland, Ohio. Cleveland is, apparently, the weight of America and it takes Howard little time to find himself in big trouble — and there's plenty of that. This film has a little of everything.

Countless years ago, an all-girl rock band, rap-chans, funk-chans, soul-chans, the obligatory crew-the-top special effects from Industrial Light and Magic (of Star Wars, Indiana Jones fame.) Poor old Howard has to also deal with a well-known monster, this pollution and — as if! He has't get enough on his plate — it's back hunting season too!

The funniest scene by far are those involving the villain, a human scientist, possessed by an off-world demon (most on-the-way all human life).

TRANSFORMERS

The battle between the heroic Autobots and the evil Decepticons continues in this animated movie, based on the adventures of Transformers toys.

Beats! — a more thrilling — and the Autobots find that they are caught up in the battle when the Decepticons, led by Megatron, attack Earth-based number one.

Megatron, badly injured in the fight with Autobot leader Optimus Prime, returns to the Decepticon base, only to be "ejected" into space by his "fellow" Decepticons.

Megatron teams up with the all-powerful Unicron and soon returns, powerfully restored, to pursue the Autobots.

Featuring the Discobots, the Shockwaves and the excellent Junkies with Eric Idle in the voice of Wheel-Claw, the Transformers made their way through this non-stop action-packed movie.

SOLARBABIES

Solarbabies is all about a bunch of airplanes forced to play duck-duck, a game which is a mixture of Bullseye and Bullseye. They live in a society dominated by the Energy Protectorate, which controls all the water on a drought hit Earth. During one game their mascot (Beetle) discovers an object called Beetle — which they later find might possess the power to overthrow the Protectorate.

This kick-off is a mammoth chase with the Solarbabies being pursued by the forces of evil as they dash across the curved Earth encountering many awesome monsters.



EXPLORERS

On the video front watch out for Joe Dante's Explorers. Surprisingly, it's not being released for the cinema. It tells the tale of a bunch of white-kids who build their own spaceship out of scrap and travel off to a planet where they meet Wack, Neek and a whole bunch of wacky aliens. It's a fantasy adventure with some fun special effects. Worth watching from your local video shop.

Also on video is D.A.R.Y.L. You can read more about the others in this issue. You can win a copy of the movie on page 160!



EXPLORES D.A.R.Y.L.

V.I.D.E.O.S

● COMPETITION



D.A.R.Y.L. COMPETITION

On the face of it Daryl looks like an ordinary all-American boy. Cute, clean-cut and very wholesome. Just like C+VG's editorial team, in fact.

But Daryl has a secret. He's not human at all. Daryl stands for Data Analysing Robot Youth Lifeform. And that explains why he's been "targeted for destruction".

Interested in what happens next? Would you like to win the video of the film? Then just read on and find out all about this great C+VG/RCA/Columbia competition.

But first back to the plot . . .

The film opens with Daryl wandering alone in the hills following a hair-raising car chase and crash. He is ferreted by Joyce and Andy Richardson, a couple

unable to have children of their own, who soon grow to love him.

But who is Daryl? He cannot remember anything of his past but is obviously a very special child. Once he learns something it is always done to perfection — he is a mathematical genius, a computer wizard, a brilliant baseball player and he plays the piano like Rubinstein!

One day Daryl hits a home run in the Little League baseball game and his picture appears in the paper. Then out of the blue Daryl's "real" parents arrive to take him home.

What follows is a battle for survival as Daryl tries to unravel the mystery and discover the truth about himself.

Now for the competition details. We've got 20 copies of D.A.R.Y.L. to give away as prizes thanks to RCA/Columbia Pictures Video UK.

Here are the titles of four science-fiction films all jumbled up: RYLDAR, ERTH RATS, IENSAL, SRAT AWSR.

All you have to do is unravel them and send your answers together with the printed coupon to D.A.R.Y.L. Competition, Computer+Video Games, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. The closing date for the competition is October 19th and the editor's decision is final.

C+VG/RCA/COLUMBIA D.A.R.Y.L.
COMPETITION

Name

Address

Please indicate which video format you have, VHS ☐

Beta ☐



tempo staccato accel.

cresc. decresc.

Ever wondered who the people are who are responsible for the jingles on adverts which drive you completely barmy? Well, Jim Douglas thinks that Clever Music has a lot to answer for. ...

CLEVER

Entering the studio of Clever Music is quite an experience in itself. The room is not soundproofed, with no windows. It's pretty disorienting, as you lose all track of time. The sheer amount of equipment is impressive. Beating the hell in a Commodore 64. Then there's a Yamaha C30. The little brother of the P30, and a 1601 keyboard. A 20 band graphic equaliser, noise reduction unit, compressor, amp and a hand-held vacuum cleaner also help to make Clever Music one of the most innovative companies around when it comes to sound production.

During my visit, Robert Hartshorne,



Clever Music's producer, shared me around, and while twiddling various knobs, answered some silly questions. Robert is half of the company. The person who was usually enough to be away when I turned up was Graham Jarvis. "He's the electronic whizz," says Robert, knowingly.

As well as some rather impressive names in the advertising field, Robert and Graham have a long list of genre tunes to their credit: Rocky Horror, Blade Runner, Space Dinks, Whammy, Ian Delfino's Two Men, Gyroscopic, Back to the Future, Synchrocity and Tabloid Bole.

The company has been around in its present form for around a year now. They work from a converted bar underneath an estate agent's premises in Soho, London.

Firing up a large Philips TV, Robert



■ ROBERT HARTSHORNE

proceeded to explain how everything works. The C30 is Robert's Commodore, which, in turn, is linked in to a tape deck. This is the place where the sounds which cannot be created by "normal" methods are created. It all looks rather similar to many of the music programs which are available on the market today. Once they've made up the sound, it's time to make up the other tracks, before putting them all together through the mixing board and tape machine.

I was trying my best not to look too baffled. After this, Robert decided it was time for a musical demonstration. Rummaging around in a crate in a large leather bag, he announced that he'd play me their demo tape. Shortly, he emerged from the initial and slid the tape into part of the stack of equipment wrapping some rather personally belated clothes. The tape is pretty amazing. A truly professional job, it has an extraordinary piece of conversation between machines, explaining what the

following words are all about, as well as keeping the listener amused.

According to Robert, "Tunes, lead and rhythm count". Listening to his music, I can well believe it.

"When I listen to that," he says with a slight grimace, "I immediately think that it's too cluttered." I, of course, thought it was wonderful. On further listening though, I could begin to see what he meant.

"After a while, you get too close to the piece that you're working on". This is beginning to sound like Bob Hartshorne! "And then you lose your critical factor. You end up putting loads and loads of effects on, and much things in the process.

"The way to expand with your consciousness is to produce just that—a soundtrack. In Rocky Horror, we had an individual tone for most of the characters. It's better than just having a single tone that plays on and on."

Like every programmer, Robert has had his disasters. "During the completion of the music for Back to the Future from Electric Dreams I found myself looking at the screen, and the film was going around for a very long time. There was just nothing I could do.



We lost the whole lot."

That entire store of C30 sounds was erased recently. They are still being recreated. Shortly.

While I tried desperately hard to avoid dropping musical ideas or words into any important equipment, I failed

staccato cresc. decresc.

OVER MUSIC

tempo staccato to allegro



He fit what he thought of compact discs. "Oh, they're going to be the 'next big thing,' aren't they? I think all the library music will be stored on them."

Croshaw and Robert have almost themselves toward the middle-to-lower price range in advertising tapes. There isn't much point trying to attack the larger companies at the moment. He's a little sceptical when it comes to "imagination." "We write to order. We like to think that we can produce quality music in a three-act and usually in a budget."

He is very honest when talking about what is and isn't possible in a computer. "I've seen synthesis a real instrument in a computer. It's not worth the effort. As long as the sound which you produce are pleasant to listen to, it doesn't matter if they contain a guitar, or whatever, or not."

The duo worked extensively on music equipment development for the Enterprise computer. "That was a little disaster", admitted Robert.

Their partnership with CRL as a lot of their computer-oriented music has seemed most successful. According to him mysterious sales Robert mentioned: "There will be more along these lines soon."

I quizzed Robert about the number of speakers which occupy the room. Surely there must be a lot of them. "The reason we're going to many to use is

heard what the music will sound like through different systems. There's not much point listening to a radio advert through a pair of hi-fi speakers, or most people will hear the music through a portable radio." They've got a set of speakers to evaluate just about every type of output: radio, TV, stereo system or Walkman ("the ultimate test").

Many people would like to get involved in the music business, Robert started saying. "I think I was about 11 or 12, my mum put me down the phone-booth. The first record I ever bought was The Monkees. I like anything that's good. It can be anything from Gary Glitter to Dire Straits. I certainly don't like some disco stuff, though."

The damage finished, Robert gave a satisfied little shrug and returned the cassette. Glancing around the room, my eye fell upon a couple of storyboards for advertisements. "Ah, this one," said Robert, nodding toward a short piece to a large board in one corner, "was for the BBC originally. It's for the World Cup. Unfortunately I couldn't get on TV. We had to do a lot of stuff for regional areas. The lower-middle range of the market."



Storyboards are often considered a vital component in the business of composing a soundtrack. Everything has to be timed perfectly in order to "work" without a lapse of what happened on the screen, Oliver Meak

wouldn't really have any idea of exactly how to go about the project.

They have incorporated this idea into their storyboards. Two characters are shown: one is a company wanted to have a short in one place (as a client would in the background) and a row in another (as a test in hand). It certainly makes more sense to have an existing scene, rather than straightforward tape full of music. It explains that the company is creative and capable of producing virtually any sort of music.

From a British-made, in a short



short film, from the World Cup to an employment agency — Oliver Meak seems able to do almost the lot.

Sometimes there are sounds which just can't be electronically constructed. In some instances (like a very "big" drum track) the music has a certain quality that is impossible to create. In such cases, the influence of sampling appears more. Sampling — just in case you haven't already been told — involves making a recording of a sound, and then reproducing it through the synthesizer. In one extreme case, Robert had to sample the sound of a Cuban gas heater being struck with something heavy. The sound was played back with and with a little electronic wizardry — was made to sound utterly magical.

Oliver Meak currently operates from a converted basement beneath another

apartment. Initially the place was going to be a bar, but then that idea was put aside. For a while it was renamed to be an, um, place of ill repute.

In my brief excursion into the music world, I tried to understand the various types of synthesis which were available.

"Synthesis is very good. You can simulate the difference in sound between a piano being played normally, or being hit with a mallethammer."

After they walked — by their own admission — that they were too old and ugly to be pop stars, Croshaw drifted further into the electronics field, while Robert became a computer for a while. He wrote a song for "Shade" Stevens which was, sadly, never recorded.

A man who has crossed America "want to meet", visited most of Europe and lived in Australia for three years, Robert said that Croshaw has been in the line of flight. "He thinks it's near Lancaster."

Croshaw's name to have covered their own area of the market. With an increasing number of small companies being able to afford reasonable

advertising rates, and more and more computer software houses requiring investment and professional music to fit their games, it seems that they have secured themselves a foothold for a long time to come.



staccato cresc. decresc.

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ATTACK



WHICH ROOM
PLACE ONLY A FEW
MILES TO THE NORTH
FROM THE TOWN



THE TOWN OF
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1. **Identify the key elements of the problem.**
 The case involves a financial institution's
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CHAMPIONSHIP BASEBALL



Specific and sensitive tests for the detection of viral agents, such as the polymerase chain reaction (PCR), have been developed. The availability of these tests has led to the identification of new viral agents and has improved the diagnosis of existing viral diseases. However, the use of these tests is limited by the need for specialized equipment and personnel, and the high cost of the tests.

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WACKY

You start off fairly easily — though it's only a brief lull before the storm of lasers. About up a few minutes of flying around and pick up the giant babies they keep sending. These attack themselves to feel as if your space is empty, and you realize the opposite. "Hope of you when you played Nintendo," will recognize the feeling.

You can pick up other babies and shoot back like they were out to become your speed of five minutes, five babies, three and a half minutes. Baby's heart's not jumping, they went outside in a split second with a huge destruction.

Most of the obstacles seem to be fought with red more power to handle growing opportunities. In other terms you'll find yourself shooting a bloody ray through a complex maze of parts together and they'll be some energy and they'll be.

Now there are the remaining obstacles which you have to be a square and you have to catch you. These have to be shot in the middle before they disappear. You'll also find babies that are hidden in space until you think which can't be picked up until the tentacles have been combined the whole set for the first which

about ten from the sides like giant pointed toes just waiting to catch you off guard.

You'll only get three lives as they're really limited. However, when you're finished there's no continuing duty or requirement that requires playing along with all the emotional attachment like the baby lives.

A help in the initial stages is the voice over which shows instructions on what to pick up. At first I couldn't understand what it was but after an initial but some managed to decipher the blue one "Pick up the multiple".

The game is then the graphics are not very good. The computer does not see the possibility of a good game in its own right. Nintendo's best should have no trouble with this one.



■ NERGIUS



● GURIANOS

Great Computer Two-side and shoot lightning comes to you with a power. However, there's the possibility with the game, but the baby's heart's not jumping, they went outside in a split second with a huge destruction.

Set in a star-dust light years into the future, the inhabitants of this mixed-up planet have been reading the history books. They've adopted the ancient Roman gladiator fights as a way of testing one's prowess with the sword. Battle to the death with a number of heavily armed brutes and prove your worth as a gladiator.

You start by dunking down a corridor wearing the space-age equivalent of a suit of armor — and boy do you need it.

Great battle at first! What's that? A wave of flaming swords rushing you in formation. However, a sort of silly joystick manipulation lets your shield in motion and blocks them. There's hardly time to breathe before your shield is crunched upon, the time to deflect the path of a great swordswoman. If you're not ready, it'll along to the floor and soon you'll be a bonus point when you're up on it.

In the early stages of each level, before you meet your opponent you'll receive the treatment. In addition your shields are pushing the joystick up and down moves your shield in the same direction and to damage your armor, the enemy sword waves upon waves of objects above you. Each time they're colored, you lose a shield, a shield point or some other vital piece. For snowflakes get through, you can say goodbye to one of your lives.

By the time you meet your first

opponent, your life is in tatters, your armor's dented and your sword's asking for mercy with a good shout. Luckily, the first battle is fairly easy to win. By using the three big buttons, you can "hold" your sword at head, chest and knee height. If you use your shield and back for a hole in his defense, you should have no trouble. Kill him three times, loop into the air with your sword and meet the Lady here — a glump and dangerous matter ahead in part. Before you get to that, however, you'll have to defeat another set of objects.

Each new opponent comes with different scores, a more tricky sword and shields, and a more complex. One in particular is a glump, like a good sword blade, but the rest of the thing you would find in the game.

While you're fighting your one, other than to kill your opponent is to break his armor off. Having put his off his back, then making it easy when you go into the fight. Unfortunately, I found it usually happened the other way round, and my opponent almost totally unhinged me, so that was my shield work. And using the shield to block the enemy attacks was one of the most tricky features of the game. The first pumping joystick action is a simple one. In the first, however, I found it and those functional muscles and joints.

Great Computer is a fairly simple but not particularly entertaining, and there are better games to play. However, it does offer a challenge and a thrill. Though I was, I could not least the sword fight, I'd say up to being a sword and not waste precious energy fighting a load of cloth heads.

We need your high-score! If you have a good score on any machine we want to hear from you.

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SECRET FILE# WC1-AT2-FD1
TOPIC: LEATHER GODDESSES OF PHOBOS
SUBJECT: IMPENDING DOOM
NAME: STEVE MERETZKY
AGE: 29
OCCUPATION: AUTHOR/INTERACTIVE FICTION
THE FOLLOWING IS HIGHLY CLASSIFIED

Steve Meretzky is responsible for bringing the saga of the *Leather Goddesses of Phobos* to light. It all began in 1980 by utilizing his college room mate testing a new interactive text game called *SOAR 1*. Meretzky found this more intriguing than the curriculum at M.I.T., but finished getting his degree in Construction Management. He also got involved in testing *SOAR 2* and *3*, until one day when he was given the chance to write his own adventure.

It became *Planetfall*, it became a success, it became what he wanted to do.

The next interactive game was *The Sorcerer*, followed by *The Hitchhiker's Guide to the Galaxy* written in collaboration with Doug Adams. Then came *A Mind Forever Voyaging*. Which takes us to the

Meretzky's LEATHER



present, and to the richest *Leather Goddesses of Phobos* who, for the sake of honesty, will be referred to from now on as LGOP.

Since retribution from the *Leather Goddesses* is probable, measures have been taken to protect Meretzky from recognition. He is wearing a disguise, and his voice is being altered through the use of a 1984 *New Year's* party horn. The

following interrogation is being conducted by C + VG's ace American investigative reporter, Marshal M. Rosenthal.

C + VG: How did LGOP become a reality?

Steve Meretzky: Well, the way I work is that I take them out and go through them, and let others look at them and tell me what they think. Years ago, I conceived the name *Leather Goddesses of Phobos*.

That's all it was. A great name that made people chuckle. But there was something about it that got remembered. When I was looking at the feedback from my last session of jousting out ideas, LGOP was mentioned. The more I thought about it, the more I liked the idea of doing a humorous and very take-off of the hard style of science fiction pulp of the early 1950's.

R GODDESSES



C+ VG: What would have been your favorite in speaking?

SM: The covers. They were great! The artwork was exciting and spoke of violent



death and breathless romance. The stories were usually good, but it was the covers that grabbed your attention and got you to buy it. I decided that I wanted to write a story that was true to the artwork.

C+ VG: Pretty different from *A Mind Forever Voyaging*, wasn't it?

SM: It *was* a change of pace. Mostly I work at the office, although I end up using the terminal at home. But *LGOD* was so much fun that it didn't seem like work. Everything went so well that I had a lot more time for other things, like spending time with my wife.

C+ VG: Didn't she wonder what sort of kind of research you were doing for the story?

SM: The truth is that you can never find a *Leather Goddess* when you need one! So I spent a lot of time reading books on the prize, and trying to ignore the

strange warnings that kept coming in my dreams.

C+ VG: What kind of warnings?

SM: Well—at times it seemed that the story was writing itself, with ideas and locations jumping from my fingertips onto the keyboard. Maybe I had tapped into the great collective consciousness which was trying to help me to work others about the terrible threat of the *Leather Goddesses*. But the dreams got worse.

C+ VG: Oh no.

SM: It's 1938. I'm sitting in this really sleazy bar in some god-forsaken place called Upper Sarabuck, Ohio. I'm drinking my own business when—**BLAM!**—I've been kidnapped and imprisoned by the *Leather Goddesses of Phobos*. They're picking up people at random to torment first, before

subjecting the entire human race to untold erotic mayhem. I had to escape!

C+ VG: How did you manage that?

SM: There was another prisoner there—from Alaska. Together we embarked on a series of amazing adventures.

C+ VG: What kind of adventures?

SM: I mean danger, sex, suspense, terror, worry and *Murderball*ian machinations. Several fights about alien spaceship. Four deaths to escape from *leather* pain worse than death. Musty guides to solve and messages to decipher. Aliens and strange drugs. We sailed the winds of Mars, hatched our way through the burning undergrowth of the jungles of Venus, walked the deadly dull streets of Cleveland. It's a good thing we figured out how to use those *Black Claws*.

C+ VG: What's that?

SM: You'll find out about that soon enough. That sucker's one handy form of transportation.

C+ VG: Were you just trying to escape and save your own skin?

SM: No way. We gotta try to put together an anti-*Leather Goddesses* of *Phobos* machine. Otherwise they're going to make hash out of all of us.

C+ VG: Tell us more.

SM: There are some pretty

nothing moments ahead, but I'm not one to item and tell. Let's just say that if the *Sa-ben*'s favorably disposed towards you—well... he's got 8,000 wives. I even discovered the *Leather-Goddesses* themselves. But then I woke up!

C+ VG: Too bad. But since you put all of this into the story, would you mind explaining the "saughtersness" issue?

SM: Well, there're three of them and they affect the descriptions found in the game. The levels let you choose just how much excitement you can stand. The really civilized folks will go for Tame (you're) mode. Suggestion is okay, a bit like late-night TV. It's only in Level 4 that the postcoital morning goes into effect.

C+ VG: LGGP gives you the choice of playing as a boy or girl, right?

SM: Absolutely. You decide right at the start. Since here at the bar is only five cents a glass, it's plain that you're going to overindulge. You feel an "urge" which requires immediate attention. If you race off into the little girl's room, then that's what you are. Either that or very confused.

C+ VG: Are there differences depending upon your gender?

SM: Haven't you hit puberty yet? Same there are. The descriptions alter to suit your being masculine or feminine. You've also got your friend from Alaska to help you in defeating the Goddesses, and

Archie is always the same gender as you. **C+ VG:** We're unsure that this person seems to get the short end of the stick a lot.

SM: You mean because Archie occasionally gets blown up or run over? I thought it'd be fun to have a bit of slapstick in the story. Besides,

relating the adventures of Lane Mastodon, hero of the future. Lane battles those LGGP's and whips them good. There're also clues in the comic that will help you. Finally, there's an invaluable map of the secret catacombs. For that we should have charged extra.



Archie gets out of trouble almost as easily as he/she gets into it, although the explanations are pretty far-fetched.

C+ VG: Does the parading include any class or side in the quest to defeat these menacing Goddesses?

SM: Absolutely. First, there are a series of scratch 'n' sniff spots. These odors are an important part in understanding some of the various areas and items that you run across. There is a 3-D comic book (including the red/blue glasses)

C+ VG: Any truth to the rumour that LGGP has sparked a whole new division to be called Nymphomaniac?

SM: Well, I've been...

SUDDENLY—A ROUGHLY SCALED TENTACLE APPEARS AND WHIRLS MERTZKY AWAY IN A BUILDING FLASH OF GREEN LIGHT!

Was it the Editor's tentacle that reached out to end a decidedly near the knuckle interview? Did that wily look belong to Mary Whitehouse? Or could it be the Leather-Goddesses themselves!!! All will be revealed in the next exciting installment of **C+ VG**. If any print is again after this...

Author's bio: Marshall M. Rosen that's more is that of an advertising photographer. Otherwise, he handles delicate interrogations for various publications domestically and abroad dealing in computers, video and high technology.

ends here -4-



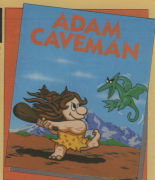
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LANE MASTODON



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"I didn't do this intentionally," says the 26-year-old student leader. "And I think I should be held accountable for it, but I'm not going to let this define me." He's a member of the Phi Kappa Phi Honor Society. However, "We need to accept guilt, and the guilty should stand aside until they're ready to make a commitment to help the community," says the 20-year-old member of Phi Kappa Phi. "We should be able to say, 'I'm sorry' and move on."

Abstract.—The effects of feeding fish larvae in two different ways were compared. Larvae were fed either by hand or by automatic feeders. The results showed that larvae fed by hand grew faster than those fed by automatic feeders. This was due to the fact that larvae fed by hand received more food than those fed by automatic feeders. The results also showed that larvae fed by hand had a higher survival rate than those fed by automatic feeders. This was due to the fact that larvae fed by hand were less stressed than those fed by automatic feeders. The results suggest that feeding fish larvae by hand is a better method than feeding them by automatic feeders.

Two points are important here concerning our findings. First, when the patients in the highest learning category (those scoring 100) were asked to play the test game again, only 10% (10/100) could repeat their performance, and there were no significant differences between the two groups. Second, and more so, we did not observe any differences

[illegible][illegible]

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