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HOT PAK

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JUST LIKE THE MOVIES/50



KAILLIBER — MAILBAG/102

NEWS & REVIEWS

8 NEWS

It's Scoop time. Check out the first pictures of Arkanoïd, Gauntlet, the mysterious Project X. These games are so hot, it's a wonder the pages aren't singed! Win 200 Free Games and meet C-YO's Adventurer of the Year. Check out the AMAZING screen art work sent to us by our readers. Unbelievable!

13 REVIEWS THIS ISSUE:

Nemesis and 10th Frame get the ultimate awards for Bards. And the lists keep on coming — Super Soccer and Super Soccer both score. Not to mention Sky Borne, Highway Encounter, Dunkin' and Strike Force Harrier.

61 ADVENTURE

Keith Campbell and his team get to grips with Labyrinth.



NEMESIS/13

Are you going to be glad you picked up this really weird issue of C+VG? We've got features and competitions that will send you right into mainstream television to the fall's **American Football** exhibition match due to be the summer star **Gerry Anderson**, the puppet master who created such vintage sci-fi shows as *Thunderbirds* and *Captain Scarlet*. Read about his new TV project and win copies of classic *Thunderbirds* episodes. Telling of video to win, you can also pick up copies of *The Last Starfighter*, an exciting space movie in the Star Wars tradition, which inspired the Star Wars II game story to be released by *Electronic Arts*. Based about the incredible *ChaosEngine* software which makes you the star of the silver screen, our cover story features *Orbital* — the new Virtual game setting out to challenge *Elite*'s cult status. Join the *Rayport* and *Leet* like divide with our exclusive players guide. The Edge's *Arcade* *Authors* features all the hottest games from the recent arcade trade exhibition. See what will be taking your head inside action (MPCOM) it arrives. Telling of arrivals our new comic here *Planet Saturn* starts today about this month. And before I go, I'll justify to thank everyone who sent Christmas cards and seasonal greetings. Better late than never! General Plow, turn the page and be amazed...

Tim



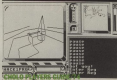
10TH FRAME/13



GERRY ANDERSON INTERVIEW/80



BLOOD 'N' GUTS/30



PATRON/30



BLOOD 'N' GUTS/30



HULK SOLVED/66



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Not much to pay for a chance to get away from
trouble.

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NEWS

■ **Air Hockey** is one of the most unusual games on this year's compilation from **Mindscape**, released in the UK by **AdVision** — the people who brought you the conversions of **Marble Madness**. **Indoor Sports** consists of 10-Pin Bowling, Snook, Ping Pong as well as Air Hockey. The game, which should be available now, is a great value at just £6.95.



■ **Creative Sports** releases their new budget title this month — **Little Alien Sportsman**, about a little green thing's search for a suitable opponent. **Samurai** and the **Monkeys** (sequel), involving clumsy swamp antics, **Super Shuttle** (sequel), about a slot machine with a brain, all three will sell for £7.99. **Cyber II** (Kommotion 54) is a game about 'em up, selling at £2.99.

■ Ever wanted to be a cat that roars? **Growl** comes you know. There's nothing more satisfying than mauling down that scowly story and

seeing your name on the front page. More you can learn a smidgen about the story of the year — all about a mysterious murder. **Mike Lewis**, half of the team who brought you the innovative adventures **Bedford** and **KHAM** is currently working on a new detective-style adventure called **Murder at Arkham Hall**. In it you'll play computer whiz **Samson** a disoriented murder and who got killed on the street. This exciting new port adventure will be out soon from **Melbourne House**.



■ Peel your passport for these exclusive looks at **Arkham Hall**, **Quantel**, **Enduro Soccer** and the intricately named **Project X** all being written by Peter Software.

Arkham Hall, to be released by **Comex**, is a of the **Bedford** type come-uppance. It's fast, addictive and plays like a dream.

■ Apologies are due to off-put Computer 4d owners who ordered **Boat Warriors** with the recent Computer + Video Games subscription offer.

Boat will not now be producing the game for your computer. However we can offer you a choice of **Shoot 'n' Destroy**, **TMS** or **Popularity**. Please write to: **Carl Denny**, Computer + Video Games Subscription Office, Penny Court, 20-22 Torrington Lane, London EC1R 3AL.

■ Great animated characters inhabit the world of **Doc the Destructer** series. **D&D** style games get the way from the friends of **Doc** — **Melbourne House**. If you've played games like **Alien** or **Warrior** you'll know the sort of thing. But **Doc** features great animated characters. Watch out for more news.

■ It's not often we talk about utilities within the pages of **C+VG** but here's one you should NOT miss. It's called **Microsynth** and it's simply mega-hot. It turns your 541c's 5 drive machine for just £7.99. **Harvard** must be mad!



selling it for the price of White Whale songs on it or just play around making neat notes which sounds good to anything you'll hear from the cheapest drum machines. All we've got to say is — hey, hey, don't stop!



The screen shot is from the **Amstrad** version. It has 32 sounds, the same as the original, and contains all the same features such as extra lives, slow motion, enlarged foot and a laser gun to blast the bricks to pieces.

Quantel and **Enduro Soccer**, on the **AdVision** label, are again arcade classics. In

Quantel you control a three man go-to-god team going destiny in galaxy of space games. It will let a two player game but there will be a four player option. **Enduro Soccer** is an action like race roller.

The **Enduro Soccer** is from the **Enduro** version. The action is super fast as the roller.

■ A couple of classic **Jeff Minter** games, **Goldrunner** and **Halligan** are to be released on the C by **AmigaSoft**, price £4.95.

Other new **AmigaSoft** releases will be **Bitchkrieg**, a strategy and action game based on **Levi Delisle**'s best-selling book of the same name. Last of the German forces against Britain in this "historically and geographically accurate game," says **AmigaSoft** it will be out first on the Commodore 64/128 cassette and disk soon.

■ **Wozniak**, makers of the **Speed King** graphics, has won the **Plus Computer Award** in the **Visual National Business Awards 1986**. **Wyn Halloway**, managing director of the **Frederick James** company, criticised this award from **Sir John Harvey-Jones**, chairman of **ICI**.

■ **The Growing Pains of Adrian Mole** is due for release any day now by **Virgin Games** and **Wozniak**. The game, like its predecessor, **The Diary of Adrian Mole**, has been programmed by **Lavell R**.



meets against the clock scores were rough, tough terrain, avoiding rocks and water traps.

Proton X — to be released by **Proton** — is the final game but it deals with the exploits of **Trinity Anderson** in his quest to find out why plane in clips traps.

The plans are **Proton** among its 45 screen complex. **Proton** has moved 81 seconds to get to each level and gain extra time to survive. The graphics — and these are not the finished ones — are already extremely impressive.

Proton is also marketing on **Macfighter** and **Scamper** for **Commodore** and **Amiga** — **Commodore** for **MS-DOS**. More news and pics on these next month.



■ **That Big Red** is seen by **WETA Records** has inspired quite a few readers to sit down at the screen and make an attempt at a network. **Sam Moshinsky** from **North London** has been drawing over the lovely **WETA Records** and produced his most portrait of his 44. See

reports that we have a computer at **Compton** — and that's just about all that's done in a couple of months time. But let us see the progress of **WETA** while **Sam Moshinsky** from **North London** is obviously a bit slow in going by this morning we produced as you probably won't believe the —

in **Frederick**. All the network and the massive response to our yet competitors has made us think that would like to have a computer on page in our forthcoming issues with software prices for the best stuff. So if you're got some graphics, you want to share off then send them to **Computer and Video Games**.



■ **Who's the fresh faced chap** with a sensible haircut and healthy complexion? Yes, it's none other than **Julian Hignett**, whose words of wisdom have given the program of **Tramp** **Boat** in 1985 our **Julian** wrote regular **C+VG** article under the name of our **Amiga Championship** which he won.

playing **Galaga**. Now he probably wouldn't be seen dead in a **C+VG** robot — but it just goes to show that reading this magazine can change your life.

Who did it in October and November of last year and you love it. Now we're going to show March and April. And if you drive you own.

Thanks to our pals at **CGI**, we've got 200 copies of **Pete Cooke's** fantastic **Academy** up for grabs on a first come, first served basis. And that's an opportunity not to be missed.

In January we made **Academy** **Game of the Month**, in February we put the game on our front cover and brought you an exclusive players guide. As you may have guessed we like **Academy**. And you will too.

All you have to do is to collect **200 Academy C+VG** tokens. One is printed on this page and the

other will be printed in our April issue in just 28 days time so there's nothing to wait. Order your copy from your local newsagent to avoid disappointment.

Send these two tokens to: **Academy Offer**, **CGI**, **CGI House**, 11 King's Yard London E15 1JH, and don't forget to send it with the return form.

When we have your order offer for **CGI's** **Cybering** around 2000 of you sent in tokens. So this quicker your tokens arrive the more chance you'll have of getting a copy.

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■ I'd meticulously followed the instructions from London. I'd opened the parcel containing maps, compass, and emergency ration, to light the M40 and here I was. I had arrived. Or at least I thought I had, when *Stuart Tuckman*

Here I stood in something resembling the entire **Bark Crystal** wispy and wispy, droplets breaking out of shells and both surrounded me. And they told me I was going to visit another.

"What I suppose it was really, but then certain Graham Piggott is not ordinary either. It was Graham after all who created the amazing wigged for C + HQ's 'Adventurer of the Year'."

When he began his pottery some 14 years ago, in Blanton near Oxford, plates, pots and pans were his staple fare. But it wasn't long before his imagination was in overdrive and he was turning out the most extraordinary pottery figures...and they just got weirder and weirder.

Recently he's been busy making models for a forthcoming feature film along the lines of **Dark Crystal** and **Labyrinth**. "It's great doing this work" said Graham. "There's tremendous scope for plumbing those dark regions of our imagination."

■ Meet Paul Bailey, C + AG's
Adventurer of the Year. His
passion for climbing his unique
Chungara Master legacy from
Clivity. **Meet Paul Baughton.**
Paul, 46, from Bury, Lancashire,
triumphed over all other
contenders with his wide and
expert knowledge of adventure
climbing.

Development of the program



The BBC's *Newsnight* tonight led its series **George Hall**, now on independent games from **Argon Press Software**. Paul was taking advantage of his first

■ There's a value for money package for 54 collections. **Excellent** has reimagined the **Kat Trolley**, stuck it all into one box and built in a swap dressing program so you can do away with all that mending along with pens and paper. The three for the price of one package sells for just £7.99.



■ Hosiery or Dicks While you're on the top shelf, set up over the next few months, Hosiery is destined to fall far on its back's off back of Dicks from *Teen*. The superior cotton crew, knee-and-waist-in-spice. Four bigger fingers will leave it slapping onto models to cope with the action. Dicks will cost \$1.79 on average and \$1.49 on sale.



■ **Yells, Yells, Yells:** What was all that? The **Inspector-Detecter** is on the trail of those costly MAO agencies in the **Circus of Fear**.

Many new film libraries began operating in 1970. Some of them (Knoxville, Dallas, San Diego, etc.)

■ *Hamamelis virginica* var. *umbellata*: They were wild sweet gums made by Indians in Spain. Wolf (1960a): here come up with their version on Wolf (1961), a wild-sweet gum made in Spain.

It features life-like animation of the citizens of a "Virtual Wheel town." You play the hero — collect money from the citizens of South City and show the hoodlums who try to steal from you (and on your way to the bank) and so on.

WEST BANC will represent
during the following calendar

modules at £1.79 for capacity and £7.99 for disk. Spectrum, Amstrad C1264/128, and following say no to 1MB modules and 1.44MB of



■ A man's head appears in the night of a gun. A shattering and a bullet take him down on the man's forehead. The hole in the floor. (Wren.com)

The same changes in the man
long dead in the street. That's the
dramatic and brutal story told by
The Highway Affair from
Hollywood.

The Library Affair will be out on Specimen, America, CBM 4.4, 4.4.72 and 4.4.73.

Meanwhile France's best-selling cartoon book series is *Passagers en l'air* (air), a month-by-month adventure packed with puzzles, battles and *POISSONS*. A computer game based on the books is now out in French and the English version should be out in the summer, during *l'été*.

■ The Liberty Star is apparently the hottest lights in the galaxy. You can find out if it's true in **Electric Dreams Star Builder II**, our soon-to-be-released Spectrum and Commodore 64 (E5-78). The future of the Atomic Federation is in your hands. But Chat, the evil Cyber-Machine, has other plans.

Other up-and-coming attractions? Electric Dream games are **Kororiki Rite** on the Spectrum, **SOCC: Soccer Plus**, **Baseball** and **Football** on the BBC, and **CRAM** on



■ **Butch Horwag** is in the mood to finally prove that Kumbia is really a vinyl **Advance Software** tape that is no big launch. Horwag, who should be a humorous and tongue-in-cheek take-off of the Sly Stone-like lounge guy, has made it "Afternoon After Wine" *Chateau on the Spectrum* (1993, CD).



■ The CIA office was suddenly plunged into darkness. It did not stay followed by a firestorm in room 6A10. The lights came back on. The lid was sprayed on the floor, a bullet hole through the padding of the right shoulder of Executive assistant Kenneth (Jack) Adams while he was drinking his coffee.

There were four people in the office all with opportunity and money. When Phil, the Dog Club, called upon me, I said, "What a disaster! Can't drive to a bar, they're always reluctant to allow him to use his car and he thought this was it! What a disaster the wife, open because I'm not drinking either out of 1980 good wine which about the lovely lady! What shall we do?" she was taking behind those big, better days!

This was clearly a case for Inspector (Lieutenant) Andriantsoa, the top French detective, will be under investigation as well, charged with his latest adventure: the Circus of Rome.

In last week's month's C + VQ is packed with suspense and detective. There's an invitation to Murder by Rosalind's Murder Party, a recap of Tom Clancy and Keith Campbell's solution to Sherlock.

There's also a 16-page end-matter supplement with the *Exercises* (edited by Thomas

Spain's C-1 VC will also contain the full results of the Children's Institute, the research college houses will list, a report on the latest UN games, news from the Test Series (May 1st) and the American Football poster, a list of high-tech life sciences, video reviews.

And that's all in addition to the reviews, news, HD & S Content, Article Photos, competitions and anything else we can squeeze in. Whichever! Whichever and we'll be doing it every night. Make sure your device is with us.

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- (A) SUFFICIENT TO PROVE IT
- (B) FALSE; THE TWO DIFFERENT TYPES OF CRYSTALS ARE NOT IDENTICAL
- (C) INSUFFICIENT TO PROVE IT
- (D) TRUE; THE TWO TYPES OF CRYSTALS ARE IDENTICAL
- (E) INCORRECT; ONLY ONE TYPE OF CRYSTAL

That man (pictured) is **Yoshi**. **Frame** also looks familiar to the golfer. The animation for his run-up to teeing off is of the highest quality. The movement of the ball moving down the teeing green can be a bit jerky, but that does not spoil the enjoyment of the game. The action then looks a bit slower

[illegible]

Flexibility — still MEX and (54) users couldn't really ask for much more. The Advanced demo version I saw looked a lot slicker and amazingly colorful (Spawr's version, again) available at the time C++/VS were to release.

FROM STATIONER TO COUNCILMAN: How a small business owner became a city councilman.

To insure that bull you have to purchase that must have adequate insurance, ask the agent on the handling side to provide a bill of sale. When you buy the bull, make sure you have a bill of sale and the animal is insured against theft and disease.

Figure 1. The effect of the concentration of the inhibitor on the rate of polymerization of methyl methacrylate in benzene at 60°C. The concentration of the initiator was 0.001 mole/l. and the concentration of the monomer was 0.5 mole/l. The concentration of the inhibitor was 0.001 mole/l. (○), 0.002 mole/l. (●), 0.004 mole/l. (▲), 0.008 mole/l. (■), 0.016 mole/l. (□), 0.032 mole/l. (◇), 0.064 mole/l. (△), 0.128 mole/l. (▽), 0.256 mole/l. (×), 0.512 mole/l. (○).

If you're looking for a different color, or you want to change it, it's a different look. In the current market, the color of a house is a very important factor. The color of a house is a very important factor. The color of a house is a very important factor.

If you know playing is a social pastime, games for improving your skill that the opposite appears to come in handy. In that end of each game you are given the option to change the scoreboard to a prize, so that you can keep a record of any high scores you get. This game has on top the best thing to come out of a game since I can't find any more. If you have got the opportunity to have a game, it

C+VG
REVIEWS
2

Intelligence is important to a species, but the most important question about intelligence is whether there is a limit to intelligence.



10. ☐ 2008.12.20
 11. ☐ 2008.12.20
 12. ☐ 2008.12.20
 13. ☐ 2008.12.20

C+VG

3

REVIEWS

RANARAMA

► MAGNETIC: BRIGHTSIDE
 ADAPTATION/COM-23
 ► PRICE: £12.95
 ► INFO: COLUMBIA PICTURES
 COM CASSETTES
 P.O. BOX 57545, EL PASO,
 TEXAS 79857
 ► VISITOR: THE NEW SPECTRUM
 ► REVIEWED: 1984

Ranarama sees Steve Turner's return to his unique world of magic, spells, runes, potions — and frogs!

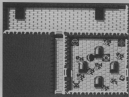
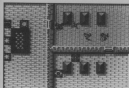
The (Dragon) man arrives at there all the same but in a far more accessible form. The problems are still there to be solved but in *Ranarama* they don't bring the game to a halt while you spend a frustrating few hours trying to solve them.

You control Marvin, a Baneror's apprentice, who has inadvertently turned himself into a frog while trying to brew a potion to make him, well, muscular and handsome. Same mistake, eh?

But it has allowed him to escape capture during an invasion by evil wizards.

The aim of the game is for Marvin to take 12 wands found on each level of the game, guarded by evil frogs scattered around the many rooms. There are eight levels in all. The rooms are viewed from above — dauntless-style — but they only become illuminated when you enter them. On average you get around five rooms to a screen.

Involved in capturing a wand and you enter a sub-game



It's tough being a frog in the company!

which allows you to build up your magical spells. Basically this is sorting and the jumbled up words of Banerors against the clock. It simple but you always find yourself thinking, 'Disassemble the jumble and you are rewarded with words

strengths.

The missiles, power and shields you gain are all graded to match the missiles on different levels.

Some of the game features are: Magic flares, light bursts of bolts of increasing power.

Corridors of power make Ranarama a winner



Lower bolts will not kill powerful missiles.

Secret Doors: Not all are obvious. Watch for the opening waiting through walls of furniture and last openings. You can use a first spell to find them in any room.

Generators: Various objects generate missiles.

Many Missions: The evil wizards and minions move about intelligently on each dungeon level on their own but will not change levels. There are 12 wizards on each level to find and destroy.

Magical Transfer Points: On the floor can be found magical signs. These can be used to

transfer to other levels.

Power Points: You can use these to attack all missiles within the room.

Magical Spell Points: You can cast spells to increase your power on these points.

Classroom Points: These can be used to obtain a map of the current level. Only the places you have been are revealed.

Missiles can be killed by colliding with them but you lose energy in the process.

Energy levels can be lost by collecting spinning orange crystals or by firing up another power spell. When your energy drops low the frog starts and flashes.

On the floor in all the rooms are various "glazed" items and activated by stepping on them and pressing the fire button.

GLYPH OF SHIELD: All rooms explode as far as it is shown as a map.

If you have the full spell weapons will be shown in red.

GLYPH OF SORCERY: Shows your spell inventory and allows you to scroll through available spells.

GLYPH OF POWER: Will disappear when used.

It activates a random attack spell which is often deadly to all in the room except yourself.

WALL GLYPH: Will transport you up or down a floor to a different level.

In *Ranarama* you have a short shoot-in up plus lots, lots more.

Great fun, thoroughly absorbing game play and very addictive. Turner triumphs again.

► GRAPHICS
 ► SOUND
 ► VALUE
 ► PLAYABILITY

100%
 100%
 100%
 100%

ACORN SOFTWARE X

► **MACHINE:** BBC MICRO
SYSTEM: COMMODORE
 ► **GRAPHICS:** ACORNGRAPH
 ► **PRICE:** £11.95 (USA: \$5.95) plus
 postage (outside UK: £20.00)
 ► **REVIEWER:** MICKY

For anyone who missed them the first time around, these Acornsoft games are not to be missed. On one disc you get *Magpie*, *Mushrooms*, *Magpie*, *Planescape* and *Rockin' Roadie*—a superb value-for-money arcade action package.

In *Magpie*, Mushrooms you need Murphy's law, bouncing and sliding around nine screens, collecting mushrooms and dodging mushrooms. You can also design your own games. Good graphics, some borrowed from Microsoft.

Magpie is a fast-moving, real-time action game with realistic 3D graphics in which you

explore the mazes which make up the security system of a rival company. One of the best of its type.

Planescape is an excellent copy of an actual arcade game with brilliant graphics, animation, sound and colour. It's classic shoot-erupt action in which you let off an atomic missile.

Like *Planescape*, *Rockin' Roadie* is a copy of an actual arcade game. Here you see things low in the first approach to your target — the Martians' supply base, protected by anti-rocket missiles and a host of other hazards. Again, good graphics, animation and sound.

In the second of the two Acornsoft compilations launched in collaboration with Bluebird, similar options are it's worth every penny.

In this volume you get four classics, *Rockin' Roadie*, *Magpie*, *Planescape* and

Magpie, *Magpie*, and *Magpie*, early trial-blazers which have been much imitated but rarely bettered.

Rockin' Roadie is an exciting shoot-up against attacking alien ships which is best played with a joystick.

Acornsoft is a good version of an actual arcade machine in which you have to defend yourself against the initial alien onslaught before a survey of aliens. The graphics are nice, and the game can be played by one or two players.

In *Magpie*, you must guide your laser ship through a deluge of enemies, not to mention missiles from unfriendly flying saucers.

It's another copy of an arcade machine with fast, smooth graphics and good sound. *Magpie* and *Acornsoft*, together with *Planescape* and



Rated 4/1000 volume one, from the pillar of the BBC's reputation for arcade games.

► GRAPHICS	4
► SOUND	4
► VALUE	10
► PLAYABILITY	4

► **MACHINE:** SPECTRUM
 ► **GRAPHICS:** SCALEXTRIC
 ► **PRICE:** £9.95
 ► **REVIEWER:** MICKY

Another game we've all been waiting for. The first real version of the legend, not car racing game. There's also a time when someone who's aware that they have more than half of a track, can and racing starts. Now you can see all the most-used half of a track and play the whole thing on your multi-screen.

Not quite the same as the real thing — but at least you can see your own track, compare with others and see a podium.

After you've built a track or simply chosen one of the 12 famous Formula One tracks included ready-made on the disc, thinking the track is done by using a simple draw menu — and the program then finishes off your track for you if you've got everything on the right place. Very user friendly. The actual race screen is split

into two — as in *Pole* II. In fact this game is the closest you'll get to *Pole* on the Spectrum.

The race sequence looks OK, but it's a bit slow and doesn't really give you a sense of speed. The graphics are nice, but the game is a bit slow and doesn't really give you a sense of speed.

It's an attempt to beat up a car in a track of higher speeds. There's a simulated 12 force when you move, and you can shift off the track if you go too fast.

Not a bad game but not a masterpiece either. My guess is that if you are a car fan racing that you'll have more fun with the real thing. But if you're after a real good together race game for your Spectrum then at least have a look at this offering.

► GRAPHICS	4
► SOUND	4
► VALUE	10
► PLAYABILITY	4

SCALEXTRIC



► **MACHINE:** SPECTRUM
SYSTEM: COMMODORE
 ► **GRAPHICS:** SCALEXTRIC
 ► **PRICE:** £9.95
 ► **REVIEWER:** MICKY

If you're a budget Ninja fan you only get half the action from your game! Do you find yourself short of spinning death stars at crucial moments? Is your animation a bit dodgy? Say it if you're a Masterblaster fan you don't.

This is just another in the long line of martial arts games attempting to force you to ally. But at least *Ninja* isn't boring, nor may have been and played it all before, but it isn't dull.

It's a sort of *Kung Fu* fighter game. The hero has a rescue Princess (who apparently is being held prisoner in the Palace of Peace). Does Charles know about this? Anyway, our Ninja has to battle heavily

armed opponents to win victory chopped by CS.

Each screen contains a different challenge — opponents gather in numbers as you progress and they are

armed with swords and death stars as well.

Use the seven different movements available to kick, punch and slash your way through the many and varied

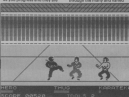
levels of the palace. Use your weapons carefully and watch your strength meter at the bottom left hand side of the screen. Early screens are easy with only one opponent to defeat; later screens get more difficult.

Graphics on the Spectrum version are pretty basic — the Amstrad version looks more detailed, as you'd expect. Amstrad isn't bad. Sound likewise.

The game is also playable with rule captions under each screen to give you an idea where you are in the game. There is a basic martial arts book — nothing new, but if you enjoy this type of game then it's great value at under two quid.

► GRAPHICS	4
► SOUND	4
► VALUE	10
► PLAYABILITY	4

NINJA



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Screens shown here from various computer formats.

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THE DUCK Howard

REVIEWS

C+VG



- RELEASED: Jan
- SYSTEM: Atarisprite
- PRICE: \$49.95/£19.95
- DEVELOPER: TMS

This is an example of taking a good subject and turning it into a ruff game. Howard the Duck DMT's a dodgy character, but the game is definitely aimed at the under eight.

Howard first saw the light of day in an American comic book back in the late '60s. His creator, Steve Gerber, made Howard a cynical and witty commentator on the modern condition. And the game, rightly picked up out following in the '80s and '90s.

It was a sort of cartoon. Getting things off his day. Not really the stuff of cartoons games — not until George Lucas decided to make a movie based on the five foot daffy duck.

The cigar smoking Duck around here has been turned into a well-headed wimp. OK, so he does get in a couple of bit of Duck-Fu on a few occasion, generally — but this rapidly becomes as boring as a rainy day in Princeton.

The game comes in several series — some more playable than others. And some just tries to make you think you're getting a bit of game.

You get to play three different parts depending on the skill level you decide to attempt. These range from novice to expert — but only on the advanced and expert levels do you get to have a crack at the Dark Overlord and complete the game.

The skill levels also determine the number of mutants which attack you throughout during this quest.

The game begins on an island. Howard perambulates in and must discover the all-purpose backpack. Without it he won't anywhere as it contains the equipment he needs to progress through the game.

First Howard heads his position and get back to experience the many channels of the island. He has to fly over the rock filled rapids. There's trouble on the ground as well as the shape of the Dark Overlord's mutant minions.

He has to practice a bit of Duck-Fu on these little beasts and stamp on the mutants they spew forth to keep them off his tail.

The island is a rambling maze of jungle pathways. The order growth appears to be unbridled too — lots of evil looking trees grow out of the bushes. There are also patches of water to jump over — and there's a time limit as well. Fail



and you get stung as the Dark Overlord's a volcanic smug.

If you manage the island tactics within the time allowed you have to cross a bridge without getting hit by rocks called at you by a mutant. OK, this final mutant and you're off

on a flight on a mini-tilt. You have to help Howard reach the top of the volcano as he can get on with the next part of his adventure.

Which is? A horrendously swirling duct and duct effort. Get through this part

Super CYCLE

- MACHINE: SPECTRUM
- LANGUAGE: ENGLISH
- PRICE: £19.95
- DEVELOPER: TMS

Vanguard of 2T Race was too complicated for you (2T Speed did not do enough for you) but check out the Space conversion of Super Cycle's bit!

It's the home video version of the arcade game. Along the way it's a bit of a mess against the clock for a variety of demanding tracks.

The screen shows your life and the amazing swirling track. Sweath the main path continues and your best score is kept. You can see your points earned, elapsed time and which gear you are in.

Each track has a time limit. In it and you get a bonus score based on the number of seconds left. As you progress through the tracks obstacles like potholes, ice pools, road works and bumps begin to appear. The faster you go the more obstacles you have to negotiate.

Using the bike is fairly easy — but watch those gear changes if it's crucial to get them

right. Get up to 8,000 revs before you hit the fire button to change gear.

There are three skill levels — the first is a bit of a disaster. Slightly, level it as a training mode, especially if you've played the C64 version.

Talking of that bit version you'll finish the Space a bit slower — but this doesn't make the game any less playable.

Background graphics change so you get the impression you're racing across the desert or over water (it is elevated track). Race through storms of fog or rain.

Unlike the Commodore version the Spectrum games made up a one go — but you don't get the option to change the colour of your rider or his bike.

Super Cycle is an excellent game. If you like race games, you won't find better than this on the Spectrum.

- RELEASED: Dec
- SYSTEM: SPECTRUM
- PRICE: £19.95
- DEVELOPER: TMS



offering them. Apollonia which doesn't fit the character lines. An obscure adventure game. Howard as the star would be a different subject.

The game looks pretty, but the different sections take ages to load and the island sequence gets horrible tedious after the first few attempts. And you stress here to start off from this part even on the higher skill levels. SCORING has been added.

A game for younger gamers is the most you can do to clear the this subject. If you are an adult or even a teenager — don't bother with the first history of the New Year.

- RELEASED: Dec
- SYSTEM: SPECTRUM
- PRICE: £19.95
- DEVELOPER: TMS





- MAINSTREAM: ANDREW SPURGEON
- SPECTRUM: ANDREW SPURGEON
- PRICE: £14.95 (hard)
- VERSION: TESTED: ANDRÉ DUBOIS
- REVIEWER: DAVID

I am always sceptical of any game whose title and pictures promise millions of different worlds to explore, in most cases this "technical innovation" is either camouflage or the reason for a very thin game.

Fortunately there have been games of this ilk that have actually delivered the goods — notably the *Doom* series from id.

Unfortunately *Explorer* is not one of those happy exceptions to the rule.

It is a limited 2D-colour light game from the nearest service station, your initial statistics have been automatically set out. The only thing to do is to tell him on the floor all planned before you.

Just prior to impact, your ship's sensors told you that the planet comprised of 40 billion navigable locations.

That is the good news. The bad news is that the impact of your crash has scattered fragments of your ship into nine bits of your ship before exploding the *Doom* planet.

No help was in your department you have received bits of equipment at your disposal, including a jet



Explorer

pack, nine radio beacons, nine anti-grav thrusters for sending the spacecraft into you have found the nearest beacon, object score, radio direction finder, a compass, and a laser pulse (jet effect) is used to kill off any robotic bugs you may find — a tedious addition to the game.

Radio beacons can be dropped anywhere and then used whenever you wish to get your bearings by using triangulation.

Radio packs allow you to hover 1,000 or 2,000 feet above the planet surface in order to survey the surrounding terrain. You can also move in any direction with the jet pack. This is a much faster way to travel

than looking over the planet surface.

An even faster way of getting about is found inside the transport and yachts of ocean surfaces that seem to act as some kind of transporter points.

Once you have entered one you will be asked where you want to go. You can enter anything from Lakeside to Metropolis — every place exists on the floor and planet, but every time you enter a transporter point and type in the same place that vehicle you'll be taken — so at least it's consistent.

All the locations are shown as full screen graphics built up from a number of graphical primitives giving an effective

atmospheric feel to the proceedings. Such features as palm trees, running water, temples, and other dwellings are visible, but many bits of the surface that you can be interested with.

As you enter your compass heading to your next focus point to reflect the new direction in which you're heading.

The trouble is that, after a while, each new location looks the same as the last one.

Explorer is a failure attempt of creating something a little different on computer, but it turns out to be little more than a triangulation exercise with graphics built up to obscure the fact that it's a tedious boring exercise as that I'll say again to get your bearings — star charts at this one.

- GRAPHICS: 6
- SOUND: 6
- VALUE: 6
- PLAYABILITY: 6

Howzat

- MAINSTREAM: SPECTRUM
- SPECTRUM: ANDREW SPURGEON
- PRICE: £14.95
- VERSION: TESTED: ANDRÉ DUBOIS

If you were inspired by England's victory against Australia in the Ashes series over Christmas, then here is the game for you — it's a free style subjective strategy game in a hard budget label, *Alternative*

Software.

It's an accurate representation of our national summer game and all for under £15.00, and the graphics aren't up to much — the display of the field is substituted by little pictures — but the strategy element is there in full as is the little random bits of luck or advantage which happens in all real cricket matches.

You can choose to play a one

or two player game, select any one of the 17 easy square or even test teams, enter your own personal teams, play test matches, one day matches, league matches — you name it.

You can call up a detailed scoreboard, the latest statistics of batting, bowling statistics, and select out of the line eleven or download to the knowledge of your local Sports premier. Random extras, test days, under-19s and

included.

When batting you can choose to select any of the 17 easy square or even test teams, enter your own personal teams, play test matches, one day matches, league matches — you name it.

Each player has a skill rating which you can alter at will.

Howzat isn't a spectacular game — just very good value for money. It is more a strategy game than a test match and it's a little tricky — but if you're into cricket then you won't want to miss this new budget release.

- GRAPHICS: 6
- SOUND: 6
- VALUE: 6
- PLAYABILITY: 6



Spectrum Cassette	£8.95
Amstrad Cassette	£8.95
Amstrad Disk	£14.95

There is a growing body of research on the effects of the Internet on the social and psychological well-being of adolescents. This research has shown that the Internet can be a source of social support and information for adolescents, but it can also be a source of social isolation and cyberbullying. The following are some of the key findings from this research:

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110



2. **DISCONE** SPECTRUM 48/66
3. **AMERICAN FOOTBALL**
4. **FOOTBALL** 27/86
5. **REVENGER** 7/86

Da-da — da-da — da da da — da-da-da — da-da da-da da-da. Hello, and welcome to the Priority Court ground for the first round in the C+VG Challenge Cup. The two teams, captained by Paul "So I have to wear these shorts" Roughen and Tim "I played in a charity match once" Metcalfe, are just kicking off the first game in this prestigious challenge series, which will determine who I get the sandwiches for lunch.

Hup, here's yet another soccer game to delight indoor football fans. It's a sort of enhanced Madden. It's computerized with better players, more complex control options and improved, more accurate, passplay. True options galore. Up to eight players can take part in the four-man game, and there are single-game and practice options to choose from. You can select the colour of the border, pitch and team strip at will, define your own team names, and set the time for each game.

The practice mode allows you to try out the controls. Although it is useful as the joystick combinations are pretty tricky. When taking free kicks and corners a play view of the pitch comes up on screen and you have thirty seconds to place



You can perform all sorts of stunts — like 80 and 88 degree turns, chip shots, bats and diving shots at goal. Your team is strategic positions. Use the controls or keyboard to position your men for throwing.

The key to success is learning how to pass the ball among your team and getting used to the on-screen controls which allow you to kick 800-200 around the pitch at will.

The players are nicely animated — although they all look a bit like Charlie Sheen. Complete with Sporting Mail. Game action isn't that fast — but once you get into the game

it doesn't seem to matter that much. Whistling with the controls will make you glad of the relative slowness of the game.

The keeper is a bit limited in his actions in goal but situations — but otherwise can behave like a normal player and can head shots away from goal if the ball is in the air.

If you decide to play a tournament — against the computer or other live players then the computer will make the club for you and display a scoreboard after each game. Any combination of computer controlled player teams can take part in the tournament.

Super Soccer is probably the closest you'll get to the real thing in terms of player controls — the only thing that's missing from the pitch is the net and the goal.

If you're looking for an accurate and possible computer soccer game that you won't find better for the Spectrum than Super Soccer. All that and really neat sliding tackles which help you win back the ball in tight situations. But you can find the opposition — so beware all giving away too many free kicks and penalties when you begin to play.

And watch the energy level of the player you are controlling — switching to a new player could give you a bit more speed in certain situations.

The player under your control is indicated by a little bats after — but it's up to you whether your player is a bats or a star.

You can switch between your players by simply hitting the first button — otherwise the nearest member of your team to the ball will be the "active" player.

If you commit a foul your player catches a yellow penalty points — and yes, if you exceed the bounds of sportsmanship you'll get shown the red card and sent off for an early exit.

GRAPHICS	7
SOUND	6
VALUE	6
PLAYABILITY	6

- **MASSIVE** 1/86
- **AMERICAN FOOTBALL**
- **FOOTBALL** 27/86 (MAY) 27/86
- **REVENGER** 7/86

Never look off the New Year with this excellent American Football simulation. Near you can review the excellent of the Super Soccer by giving the top teams from the last 10 years against each other.

You can choose to master mind the 1986 Super Bowl champion Kansas City or the 1984 octopus San Francisco. Or any number of top teams from the intervening years.

Now, it has been said, that although Super Soccer is an enhanced experience this is an out and out strategy

game. And you have to be up on the rules, regulations and tactics to get the most out of Super Soccer.

But as it is an American Football fan these days that shouldn't be a problem. And there's no doubt that Super Soccer is the best simulation of the increasingly popular sport to be.

The game is totally keyboard controlled — you select offence and defensive plays from a comprehensive options menu. However, if you are playing against a friend you can use the joystick to control the defence options to prevent oversteering at the keyboard. Once loaded the game asks you if you want to play a one or

two player game or simply put the thing on auto — which is like a glorified demo mode except the computer tells on all the back-up knowledge the software contains on statistics (and level for the teams playing).

If you decide to play a friend of the computer you find yourself either attacking or defending — and are presented with numerous play options.

This is where your knowledge of the game comes in. If you're not familiar with all the terms used in the game you could find yourself baffled by it all. After all, Sweep Up, Tackle Bottom, Push All, short words in regular everyday use. And they're instructions too, really — they are

pretty comprehensive and explain things in detail.

Once you've keyed in the options you've decided on, some switches to a view of the field complete with animated players waiting to put your play into action.

The result of your strategy can be spectacular run for a touchdown, a simple couple of yards gained or a horrible fumble. Just test the real thing.

The graphics aren't spectacular and the sound is minimal — but if you're an American Football fan then you'll find Super Soccer totally addictive.

Super Soccer is the best US Football simulation around — go for a crash-down with it in your 640k!

GRAPHICS	9
SOUND	8
VALUE	8
PLAYABILITY	9



SILENT SERVICE

- **MACHINE:** ATARI ST
- **GENRES:** ACTION/STRATEGY
- **PRICE:** \$49.95
- **REVIEW:** DARIO

It is an interesting observation that a number of prominent software companies owe their success to finding what they are good at and then sticking to it.

A perfect example of this is Infocom, who only deal with financial difficulties when they find, unsurprisingly, its difficulty into the business software market. Another company that has stuck to its guns in more ways than one is Microprose, founded by ex-pilot Al Stanley. Stanley, who quickly transformed himself with others who shared his passion for flying, gradually built Microprose into the Sega's leading producer of home video simulations with such titles as *F-16 Strike Eagle* and *Cyclone*.

This company's success lies in the authenticity of their simulations that came equally from the enthusiasm of the programmers and the extensive research that went in to each project.

It wasn't long before these qualities were applied to other forms of simulation resulting in *Descent* in the Sega's line, the excellent *Maneuver Advantage* and, more recently, *Silent Service*.

Silent Service puts you in charge of the American Fleet near Ft. Submarine on patrol in the Pacific. The primary function of the American Secret Service in WW II was to defend the Japanese navy in their own waters and to intimidate the Japanese Merchant Fleet. As a submarine commander you will be evaluated based on the number and types of ships you sink.

The battle statistics are the periscope, bridge, instruments and gauges, maps and charts, and damage reports. If you're a regular war simulator addict, you'll find this real-time action game necessary. At the bottom of your main display screen there are also a number of icons giving you control over radar, depth, periscope up/down and rotate, thrusters, and time scale which lets you speed up the action to a maximum of 32 times normal real-time.

A well thought out and comprehensive manual, containing much material and background data, completes this professionally designed simulation which captures the Atlantic and Channel area that must have been experienced by submarine officers during the war.

- **GRAPHICS:** 4
- **VALUE:** 4
- **PLAYABILITY:** 4



- **MACHINE:** ATARI ST
- **GENRES:** ADVENTURE
- **PRICE:** \$39.95
- **REVIEW:** DAVID

One of the best combat flight simulators the sector has seen so far, machines war Microprose's *Strike Force Harrier* which combines the accuracy and realism of a pure flight simulator with the excitement of a first person combat game without sacrificing the integrity of the flying routines.

After a lot of hard work *Strike*

STRIKE FORCE HARRIER

has finally taken off for the ST — and very impressively it looks so. Unlike many conversions from eight games which limit on no effort is made to take advantage of the ST's extra memory and processing power the programmers of *Strike* have taken full flight for games to take full advantage and reduce a lot of version-upgrading and improving over the original wherever possible.

All the graphics for the game were re-technology to take advantage of the ST's low resolution mode, and much of this work was done on the computer's own graphics package *Art Director* (reviewed in last month's C+VG). New flying features have also been added, the overall impression of which allows you to actually fly through mountain ranges — doing 780 knots down a valley at 600 feet with mountain peaks towering above you is really quite exciting. The result of all these innovations is a fast moving, smooth scrolling game that creates atmosphere.

Once the program has loaded you can choose between computer, combat practice, or flying practice. You are recommended to select the latter to start with to get the feel of the Harrier's controls. It also gives you the chance to fly around and admire the view.

You can fly combat missions at a post-commander, or, if you prefer, yourself as a "Top Gunner", you can try the "Ace" setting, but be warned: once you fly the amazing MIGs much more of a handful and may suffer from headaches or even vertigo. The Harrier is also most difficult to control when flying in low mode. Another nice feature on the option screen is the demo mode which allows you to "fly" your flight into the demo buffer and play it back time and again until your Harrier is sick of seeing how good a pilot you are.

You have five different tasks in combat mode. One is to designate all enemy tanks, and the other is to shoot down any MIG fighter if you encounter. By destroying those and clearing

below the clouds you can advance between the two at will. When at altitudes of 70,000 feet and above you can take special air control shots at the ground immediately below that identifying all ground targets making it the easier to locate and destroy them.

The enemy may fire heat-seeking or radar-guided missiles at you. Each of which must be dealt with in a different way. Heat-seeking missiles can be "blown away" by the use of flares which heat the missile into following you are evaded.

The other "blow away" just a cloud of silver foil) used to lead radar-guided missiles away from the enemy while giving them a large and tempting target at which to aim. The other method used successfully in the Falklands to overcome the despised Exocet, this if you use that while hovering, don't hang around to see if you fail.

The one trick which all the action takes place has five landing sites that are used for refueling and re-arming. Being a Harrier you can land and take-off vertically which makes life much easier. Guided from the "cease flight vector" used for vertical take offs and landing, there are two others, horizontal which let you fly the Harrier like a normal jet, and 30 degrees — a kind of culture of life low.

The engine sound is very realistic although it is a little strange I love real Harriers!

Control is by joystick or keyboard although sudden, flap and weapons are always keyboard controlled. Each time you hit a message appears telling you the reason for the premature ending to the game, with such gems as "your wings were clipped off because you were flying too fast" — being being stopped by the police!

For those who fancy playing up tanks and picking off MIG fighters while experiencing a taste of the art of flying *Strike Force Harrier* is for you.

- **GRAPHICS:** 4
- **VALUE:** 4
- **PLAYABILITY:** 4

SAILING

You'll need your life-jacket for this battle against the elements!

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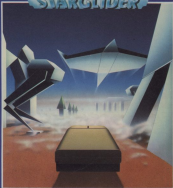
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STARGLIDER



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Defeat the elusive Starglider in an amazing all-action combat flight simulation. The planet Novenia has been devastated by an evil tide of invading Etrons; single-handed, you must wipe out the enemy in explosive one-to-one combat. Scooping down with lasers blazing, you'll need to take fast evasive action to avoid the barrage of enemy missiles. Exhilarating low-level attack and defence flight manoeuvres, coupled with a cunning strategic element, make STARGLIDER a classic among classics.



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Enemy Etrons lie dead ahead, detected by heavily armed Etron Satellite Tanks.



A Bomper and Walker close to a laser fire to battle against those metal monsters.



The Walker attack. Bank your craft to evade the lasers and prepare to fire.



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A special mission. A devastating super missile fire beam located in the heart of Novenia.



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► **PLATFORM:** IBM
► **STYLISH:** AMERICAN ACTION
► **PRICE:** £19.99 (USD \$14.99) (MS)
► **RECOMMEND:** YES

With a name like *Blind 'n' Guts* in Guts you'd expect this game to be ready-made — lots of clanging gore and stuff like that. But no, this violence is all a bit fancy in this barbarian equivalent of *Superman*.

There are five "events" in the ancient domain. You can play the computer or a friend. Take on the character of a muscle



► **Also Throwing!**

► **MACHINE:** AMSTRAD
► **SCREENS:** 16K (MSX)
► **PRICE:** £14.95
► **REVIEWER:** PETER

I'm not feeling very human these days. Every time I load up a game, I seem to be a robot, and frankly I'm worried about what this will do to my mental health.

It is just the first time I've found myself stuck in a city entirely populated by leopards who always seem to move faster than I do, and it's not the first time I've been given a very silly job to do.

This time, somebody has carelessly left 14 very pretty, sensitive mushrooms in a relatively inaccessible situation, and I have to find and destroy them.

The method of destruction is surprisingly crude for this high-tech world: I drop things on them. I'm thinking of complaining to the Robot Union about job security, though. I've only got six lives, and I don't mean get weird's compensation when I lose them, which is often.

Without help I'd never manage, but the new slant in this game is that help is at hand.



► **Blind 'n' Guts is a humorous and well-presented game.**

'N' GUTS Blood

sound barbarian with a clatter name, names like Rog, Koon — in the soup — Mark and Dag.

The special action which displaces these characters also includes their ages for some strange reason.

The events are, in order, Tug of War, Tossing Jumps, Rock Roller, Bean Chomping, Human Hill, Rock Fight, Cat Throwing (I), Mountain Walk, Axe Throwing and Arm Wrestling. All the events require a certain amount of *Deathstreak*-style pointy twiggling.

Tug of War is well explained, wangle the stick and pull the opponent into the water. In Tossing Jumps you have to leap from the top of — yes, you guessed it — a tower and jump as far as possible. The last

news is that to get a rating from the judges you have to land on your head! One for Stevie Nicks here.

In Rock Roller you have to roll a rock up a slope — racing against your opponent. Wangle the stick to take steps up the slope. Like the Tossing Jumps this is a "test of strength" event.

Bean Chomping is fun! You have to help your barbarian drain his opponent before the other guy.

Next up is the Human Hill in which you have to hit occupied targets on a poor chap loaded into a stocks in the quickest time possible. A simple time up the right and this game.

Rock Fight takes you to barbarian wrestling in a log suspended over a chasm. You

have to fight with a club and knock your opponent off the log. Another pretty simple game this — except the two figures are a bit small.

Cat Throwing is a needless addition to the game. It's a obvious style move in which you have to get your barbarian spinning until the five buttons to throw the "cat" as far as possible.

Mountain Walk is a tricky little non-walking game. You have to "walk" your barbarian over the rope using left/right movements on the stick to keep him upright.

Axe Throwing is what it says is. You and your opponent take turns at throwing axes at each other. The loser is the one who gets a sharp pain in the head! You can jump and duck the sword the axe which comes at you too or throw — nothing is lost even. It's only a matter of time before someone gets the chop.

Arm Wrestling is a computer version of that old macho pub pastime. Except here it's difficult to tell who is going on as the action is viewed from above. More stick wiggling is required to move the arm. Lose, and a bad time over and "over". You see the instructions quickly come out.

The game is really hard from tape or disc and our review copy worked perfectly with memory delays between loading events.

Blind 'n' Guts looks good, is well-presented — but the barbarians lack that all important grip factor to make you want to play.

► **GRAPHICS:** 1
► **SOUND:** 1
► **VALUE:** 1
► **PLAYABILITY:** 1

PALITRON

in the form of lefty-Dean Bopst Mark's Palatron, which looks like little red mushrooms. You don't stand a chance of finishing the game until you learn how to program these little critters. And send them into the parts that other robots cannot reach. But don't forget to carry a spare battery! It's a good idea to go into a mining mode and find out how they do this before you start the proper game.

The city is a weird and wonderful place, with streets filled

rooms, green hills that go down seven levels. Inexplicable time, one-way doors and forced little skidding yellow things. Some of the more subtle bits are the fact that I've been taking this away only out, dropping it back to enter the place then finding out it's impossible.

Extremely accurate positioning (before jumping is often useful), and use the game's joy stick around for too sensitive. You've only got to breathe on it to move and

control the box fan.

In fact the game is tough going, and takes a long time to get into. It's a loss up whether you lose patience or gradually get involved. But once you do, you may well get hooked.

Extremely accurate positioning (before jumping is often useful), and use the game's joy stick around for too sensitive. You've only got to breathe on it to move and

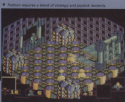
adventures will probably reach this stage. But beginners are likely to be lost.

Visually, as in most of the Edge's games, it's a bit complicated and a bit (3D) in fact the design is reminiscent of *Chaos in the Castle* though I wish it was like *Blas* in more than one way. Some of the rooms are so elaborately decorated that the rather you cannot reach to merge with the background. It can be difficult to tell exactly where you are.

The game requires a nice balance of thoughtfulness and creativity from the player, but I have to say that the concept is a bit tired, even with the nice diagrams of the player's various rooms and the bonus.

All in all it's packed with action and variety, but next time, please, can I be a human?

► **GRAPHICS:** 5
► **SOUND:** 5
► **VALUE:** 5
► **PLAYABILITY:** 7



► **Palatron requires a blend of strategy and creative flexibility.**

TRACKER



MISSION - TERMINATE RENEGADE ARTIFICIAL INTELLIGENCE

Tactical Remote Assault Corps VS Cycloid AI Resistance

Tracker heralds a new dimension in strategic battle simulations. An intelligent life force has infiltrated the central computer on Zeugma IV causing the Cycloid police droids to run renegade. You must take simultaneous command of up to eight TRAC units which form a special TRAC force to intercept the Cycloids and regain control of the Centrepoint computer. Its fast pace and devious strategic challenges make Tracker the ultimate in artificially intelligent strategy games.



Cycloids search the Centrepoint computer to attack your Strategic TRAC force.



A glance at the long range scanner shows four Cycloids hovering in one your Skimmers.



Attack Attack! A Cycloid mounts a land. Blast it before it wipes you out.



Frontmost Skimmer of Skimmers exits the mode that you're about to enter.



Back to the scanner, to work out the location of the nearest communication centre.



Drop a Bombomb in the communication centre and get out before it explodes.

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'Tracker could top the addition charts... 13 out of 10 for sheer playability... terrific value for money'

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C+VG

REVIEWS



■ Not another budget winner from Microbrains

AGENT X



■ Multi-port adventure that's well worth £2 price

- MACHINE: ANYTHING
- SUPPORT: MASTERED
- PRICE: £2.99
- RECOMMEND: YES

Here's a nice multi-port arcade adventure-style game from the budget masters. Agent X is a super-size character who has to track down the President who has been captured by a Mad Professor who aims to overthrow the President and get him to start World War III again.

The game begins with Agent X in his car heading for the

Highly towards the ring where the Mad Prof is holding the President. You have to avoid lasers, rats and obstacles. Luckily you can join the bandits — useful when you are faced with a rambling rat.

Once at the mine entrance, the time to lead in the next section which gives you the first chance to see what Agent X actually looks like. He is a trenchcoat clad chap with a wacky hat.

This section is a bit like Rally-quest underground — you have to blast off the Mad Prof's minions and reach the door in his lab. Inside the lab Agent X whips out the trusty laser rifle and blast away at always being thwarted at last by the end.

Shoot enough these and you get a check at the professor. Pull Agent X back to the beginning again.

If you zap the pool and save the president you have to fly through the levels and end to the top screen all rig and safety. But there's still more to come! Agent X has to get back to the lab and destroy it for good.

Plot, graphics, reasonable sound and varied gameplay make Agent X a nice budget offering.

The multi-tasker's well and is easy to use. Promptly appear on screen when it's time to lead in the next lot.

Might be a bit too easy after a couple of plays though — but it's a nice value game for the price.

And old Agent X could just be a bit of a cut like Magic Knight. He definitely should get another starring role in any event!

- | | |
|---------------|---|
| ► GRAPHICS | 1 |
| ► SOUND | 1 |
| ► VALUE | 1 |
| ► PLAYABILITY | 2 |

- MACHINE: BBC
- SUPPORT: Mastered
- PRICE: £2.99
- RECOMMEND: YES

DUNJUNZ

Book horror! Mephistopheles, the Great Doctor of Supreme Evilness is posing comprehensive trial has stolen the Chalice of Binding and Mafled it away in the Dunjune co-poles.

Four heroes have been appointed to penetrate this nightmare and win it back, collecting whatever treasure they can along the way.

Features for add interest include intelligence, level increase a character's health rating, magic items and talents, items to make you move at twice the speed, healing potions, keys, traps and more.

This is a neat game, a very ready package for the price, which is really too hard to open conveniently on tape. Loading and playing it each time is a drag. You first have to load the opening screen, a nice little digitized portrait of a character other than one assumed to be Mephistopheles himself.

Then you go on loading the very lengthy tapes and you are asked for the number of players. You can have up to four, taking the parts of the Ranger, the Magic-user, the Barbarian or the Warrior.

They all have different attributes — some can cast magic, some have better armour than others and so on. Then you start the tape over, restart, and load again until level one (at 20 min). If you

succeed in level two, you run the tape on until level two is reached, and so on. Well and you have to run the tape back and reload level one. Phew!

The game itself is ingenious. Each character has a quarter of the screen to himself in which the screen appears as he moves about the cave. Naturally you therefore have to be the characters controlled by your fellow players. This does mean, however, that your playing area is considerably small and it's sometimes hard to make out what's going on.

With four players, it's also a fight for possession of the treasure — you each have a little set keys for your own use, but you inevitably get in each other's way.

But once you've got used to these constraints, it's all good clean fun. The graphics are Super-Hero in style two-fold, rather blocky and crude. But the action is reasonably smooth and fast.

- | | |
|---------------|---|
| ► GRAPHICS | 1 |
| ► SOUND | 1 |
| ► VALUE | 1 |
| ► PLAYABILITY | 1 |



Donkey Kong

REVIEWS

C+VG
12



■ *Donkey Kong is already heading for some original software...*

► **MACHINE:** COMMODOR 128
► **SYSTEM:** AMSTRAD
► **SUPPLIER:** GIGAWATT
► **PRICE:** £19.95 (GAM. Review)
► **GEN. MARKET:**
► **UNCOMPROMISED COMB:**
► **REVIEWER:** JAMES

Good Grief! I don't believe it, after all Tony Takashi said about the games industry, Gussan has the gall to release a Kong game. Well...

Yes, folks, it's true, Gussan, one of the biggest and best software houses, has dug up a game that

should be left to fester in Peace. Kong games are older than the 64, and that's saying something!

As if that wasn't bad enough, on leaving Gussan's note, I discovered that one of their first games on the Spectrum was a Kong game. Just because it sold well in 1983, doesn't mean it'll do well today.

Now, if I always have to do this, for those of you who don't know what Kong games is, I will tell you.

In the game you play a guy called Mario, who has a very difficult task ahead of him. He must rescue his girlfriend from the clutches of a ferocious ape—Kong!

Kong is not so stiff, and with captive in hand proceeds to climb a very tall building. You must follow Kong, using various Platforms and ladders to help you in your frantic leap.

Should you reach your girl, Kong grabs her and lands even higher up the building. So again you follow.

Kong can go up three times, which means there are four screens. The first is pretty straight forward, but can be a little difficult if you get too many barrels chasing you. Barrels I'll get to in a moment that is all Kong games. (That made me wish the word didn't exist.)

Barrel fun for you unless it's a mine. This is a Pit-fallery where conveyor belts move you

along. If anyone dies on this spot, shame!

Screen three is slightly harder, consisting of more ladders and platforms. It also has pits and fireballs. And just to make it interesting, Kong now throws steel pipes!

Screen four is the last one and Kong is now at the top, getting a little bit worried. Your last bit of business is to remove the leading pipe from the scaffolding, making Kong fall to the ground.

While this is all happening, the graphics are terrible to the original arcade. It's a bit small.

I don't know why Gussan released such a game, but if you are looking for a good Kong game on the 64, try another Gussan release *Kong Returns* first!

► GRAPHICS	3
► SOUND	3
► VALUE	4
► PLAYABILITY	3

Ravenskull

► **MACHINE:** BBC
► **SUPPLIER:** SUPERNET
► **PRICE:** £19.95 (GAM.)
► **REVIEWER:** JAMES

You are the village of Aulburg's last hope. No, don't run away... You see, there are three possibilities in the game, and unless you can retrieve the silver crucifix stolen by Kothar and Baron Spring, said sorcerer will destroy the village.

So off you go, in the guise of warrior, adventurer, elf or wizard, to explore the five levels of the Baron's castle, seeking out the pieces of the

crucifix.

Of course, should you see any treasure that might happen to be lying around, you must take it or you (justified) have that too...

The Baron's castle is a strange combination of the tortuous maze of *Legend*, but none the worse for that. Like *Legend*, there are puzzles to solve, treasure-chests to dodge (Ravenskull), things to avoid (acid pools, man-eating plants and so on) and things to pick up. Also like *Legend*, the game is difficult, frustrating and totally addictive.

You can do more in *Ravenskull* than you can in

Legend, though. You can carry up to three objects and use them — open a door with a key, bash a wall down with a pickaxe, and so on. Apart from the treasure, there are lots of things to pick up, including diamonds, pythons, bows and arrows, food, scrolls and potions.

Finally, not all of these things are necessarily helpful — some of the scrolls are destructive. If not downright lethal, for example, it takes a lot of time, persistence and luck to work out how to get something to good use in order to clear

each level.

After a brilliant opening screen, the graphics are a bit disappointing, perhaps because the game looks so much like *Legend* — and there have been three *Legend*s.

The fully background tune gets a bit annoying after a while, too. But the scrolling is smooth, as we have come to expect, and the whole thing is well put together and presented. If you enjoyed *Legend*, you'll enjoy this.

► GRAPHICS	3
► SOUND	3
► VALUE	4
► PLAYABILITY	4

C+VG

REVIEWS

13

- GRAPHICS: CEM
- SOUND: DYNAMIC
- GAMEPLAY: CEM
- VALUE: CEM
- RECOMMEND: YES

HIGHWAY ENCOUNTER

listen to *Dono Zoro* to complete your mission.

Just five Variants are vulnerable to plane attack and can't be destroyed in any number of fun little ways. You'll need to work out a strategy to succeed in this highway game.

Fortunely for you, C+VG provides a player's guide to *Highway Encounter* complete with maps every track in December '88 — so check out those track issues.

Your guide to *Vorticon* — who push the *Assassin* in front of them — through the twisted Zones of the alien highway.

Each zone has different hazards and obstacles to overcome — and each needs a different strategy.

Some problems demand forward — or is backward? — thinking as you have to bring objects from one zone into another in order to move forward. That's a talent that players guide forces in need!

Each *Vorticon* is equipped with a *Flashtank* — but only the lead *Vorticon* is under your control and he's the only one that can lose things and help the others beat the game.

You'll need as many *Vorticon*

as you can help survive to complete the trip to *Dono Zoro* — but only *Patric* will see you losing these cute little robots with unobscured regularity.

But unlike some games, the challenge keeps your interest and you won't get bored you're actually using *Dono Zoro* with your own eyes.

A manual doesn't allow you to see the zones up to the final one without playing — this allows you to work out a strategy because you know what's coming.

Graphics are simple but very effective. And although the game uses a screen-flipping technique instead of scrolling there aren't any horrible walls between screens, as in games like *Dragon for instance*.

Sounds are good and as I've already said the game is extremely addictive.

Want to get the new games playing year off to be a good start? Then take a trip on the alien highway — you won't regret paying the fare.

And remember you only have to write in and send in passed to get the book issue.

- GRAPHICS: CEM
- SOUND: CEM
- GAMEPLAY: CEM
- VALUE: CEM
- RECOMMEND: YES



it's been a long, long wait. But it's been worth it! The carver's work of *World's Greatest Highway* for the 64 tracks, good and great, was well done.

In case you didn't see the *Amstrad/Spectrum* original that's a brief rundown of the plot.

Assassin have invaded earth. There's only one road left to travel, before they reach their final goal — total world domination.

Your mission is to halt their advance and destroy them along the road in *Dono Zoro*.

Under your control are five Variants. And the *Assassin* — the world's most advanced weapon system, which must be



THEY STOLE A MILLION

- GRAPHICS: SPECTRUM
- SOUND: SPECTRUM
- GAMEPLAY: SPECTRUM
- VALUE: SPECTRUM
- RECOMMEND: YES

"Oh John, I want you to climb in through the window and sneak off the alarm so you can let me in. After that I want you to let me into the office to follow the safe. While Jim is working on the safe you can empty out the cabinet into the van."

"Yes. You'll have to work fast to get the fully van of the safe and get away in time."

"I hope you know what you're thinking, you I want this to go right. Especially after the way you insisted on this stupid bank heist!"

"This is the way you're going to make a name for yourself. You want to become a successful criminal in America's capital and money-making city? Only One in a Million."

If you've watched and enjoyed things like *Blunder* and *The Gump* and thought that you could outdo the police then

this is the game for you. But don't think it's going to turn you into a Great Train Robber overnight.

The game comes in two parts: it's the first you decide what job you're going to attempt and what you're going to do in your team. You use the Criminal Database, which contains information on the UK's top 1000 criminals and your own database for *Assassin* (it's a work of *Compuserve* for the *Amstrad* *Sale* and *World*).

All this costs money — and you've only got a £100,000 budget to start with. Oh, yes!

The language of your game is to go — there are five in all — come that he'll have to buy things on the game screen, and what he'll do in the story. You have to sign up for a vehicle for your own special *Assassin*.

You can access the files of 1000 criminals. Each entry has a special skill which you'll use in the game. You also have to enter a "Name." Not that anything that goes in such your front garden. Shouldn't it be the guy who gets out of your window game for you if the game is successful.

Four criminal types make up the team plus a *Heist*. The computer keeps a check on your spending.

Once you are happy it's time to load up your team. This is where you plan the robbery and escape.

The planning stage involves giving each member of your team a route or task to follow. The thinking plus the task. You must make sure that they don't get in each other's way and that every action is carried out correctly down to the last split second.

This period is an on-screen computer and your car-problem and all the team members' moves. Once you are happy that fingers aren't going to bump into surfaces all is crucial in the computer that the *Assassin* must be ready for a quick, primary you can hit the button that puts everything into operation. It's a good idea to check every move before you start the game.

As the team moves on to the next job, if the steps are not in the game you can see from the action and it's safe to proceed again.

You can check on each member of the team and log it from time to time. There are about 100 levels of culture.

If you succeed, the game gives you the option to start your winning team and go back to try another job.

The graphics are pretty good — lots of nice top-up screens in the planning stage. The actual robbery scenes are a bit game and could have been made from a few more graphics files. There's a nice intro and a video.

They Stole a Million is an original and entertaining game for its language and arcade adventure style.

You'll have to think about what you're doing and spend some time on it. It's not a game, but don't you get bored? When a game comes together?

"Oh, yes. Stop thinking and let's get on with the job, John. You know every second counts in this business!"

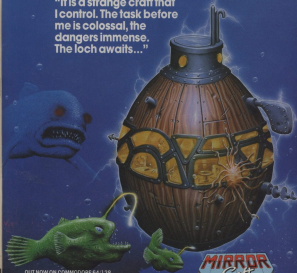
- GRAPHICS: CEM
- SOUND: CEM
- GAMEPLAY: CEM
- VALUE: CEM
- RECOMMEND: YES



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REVIEWS

14

43

ONE YEAR AFTER

- AVAILABLE ON:
► SUPERNA, AMIGA
► PC/AT/MS-DOS
► RETAILER: GAMES

After reviewing 1943, the 1st gave me this one, thinking it was the sequel. Thank God, it's not!

1943 is a very playable, addictive game, with good sound and graphics. 1943 has none of these qualities. It's just a very poor imitation.

To give an example of what I mean, take the background. On 43 there's total smooth, fast, and seem-to-fly. On 1943 there are small and slow only slowly across the screen.

Anyway, the plot for 1943 goes like this: Destroy the enemy

planes which will fly like a hot out of hell towards you. When you finally reach the end, apparently stage 1999, you must destroy Admiral Yamato once and for all.

Your plane, a P-51 Lightning Fighter, has the ability to perform these rolls. These are useful for getting out of tricky situations when you're trapped by bullets. You can get extra stuff by collecting POW signs. Well I think you have to collect them.

Everything I thought I'd get was, repeated, twice you made have to wait them, and also you only have a certain amount of time to grab them and, on top of all that, if you're careful you can shoot them!

Your plane, as it flies up the screen, is very small and flies slowly in the way of one per hour. Maybe this is a slight exaggeration but when you see how slow the game is you'll understand.

Enemy aircraft are mostly small plane planes which look more like half-defined characters than sprites, and

then there are other large grey planes.

Oh, I mustn't forget the small white enemy plane which turns into a POW sign when shot. These planes fly out of control and usually come to rest on your wings, as well as out.

The game apparently has six hours of scrolling background, but don't get excited. It probably has the same amount as 1943, but the scrolling is so slow that it takes six hours to reach the end.

With terrible graphics, half sound and too slow gameplay, this game 'One year after' should be '12 Million years before'. Or at least the programming skills before.

One of the worst games I have ever played.

- AVAILABLE
► SOUND
► PLAYABILITY

GAMES



SCREAMING WINGS

- AVAILABLE ON:
► SUPERNA, AMIGA
► PC/AT/MS-DOS
► RETAILER: GAMES

If you are a fan of the arcade game 1943 and you think yourself unlucky in owning an Atari, then you must look out and buy this as soon as you have finished reading this review. Screaming Wings is based upon 1943 and turns out to be one of the better Atari games that are on the market. Atari usually gets left out when it comes to software but this Atari are changing that. They have released eight games over the Christmas period and are continuing to do so.

Not only are the releasing the software but it is good quality as well. Let's hope that other firms will take notice and realize that the Atari is one of the best computers around and needs a little bit of support.

Right, let's get on with the review. The graphics may be a little bit simpler but I have not seen a lot of games on the Atari yet. The planes are small and the animation has been well designed. Some of the planes that you have to destroy are bombers which take a hell of a long time to destroy. In later stages some of the enemies do not look like planes but do not be deceived, they require as much shooting as a bomber does.

Some planes that you shoot can give you extra fire power or a bonus, the extra fire is more valuable. At 10,000 points you are given an extra life to continue your mission. The scrolling is very smooth with some nice background graphics to go by from time to time. You are able to perform a loop three times to help you getting out of a little bit of bother. But you have to press the space-bar for these so it is unlikely that you will have time to do this if you do not

use any of these loops and complete the stage that you are given a bonus of 1000 points for each loop left.

The sound effects during the game are good except for the enemy's background music. The music must be the simplest tone to have to write for any computer and just gets on your nerves after a while. Luckily an option has been included to turn the music off. The high score table has been turned to off entirely so if you have competitors with friends you are constantly writing the scores down.

Overall the game to be a must for any Atari user out there. Just a shame about the music really. One tip for the game is to stay on the right hand side of the bomber as he is always firing from that side. Now you've read the review you can't rush out and buy it.

- AVAILABLE
► SOUND
► PLAYABILITY

GAMES

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C-VG COMPETITION

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C-VG COMPETITION

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absorber

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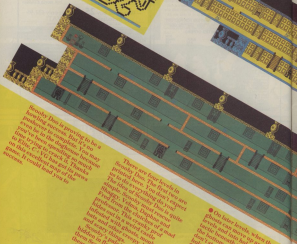


Cosmic Shock Absorber

Name: _____ Age: _____

Address: _____

My computer is: _____



Scrooby Doo is proving to be a hoisting success. But it's no precursor to *Complete*. You may even be in the doghouse because you've been spending so much time trying to crack it. Thanks to Elite, C+VG has got its paws on this excellent map of the game. It could lead you to success.

There are four levels to *Scrooby Doo*. The first two are printed here. You don't expect us to do everything do you? The idea of *Scrooby Doo* is quite simple. *Scrooby* must rescue Phleggy, Veldin, Daphne and Fred from the clutches of a mad professor. This cranky prof hides out in a weird castle infested with ghosts, zombies and other creepy, horrible things.

Scrooby's pals have been hidden in floosks. But to get to them *Scrooby* must overcome all these nasties.

In a further fit of generosity, Elite has supplied these playing hints and tips to help you.

- Play the practice mode until you are sure of the screen lay-out.

- To pass a door, stand by it with *Scrooby* peering. As soon as the ghost comes out of the door he will be killed. You then have plenty of time to dash past the door. No other ghost will come out for five seconds.

- On later levels, when the ghosts can move up and down levels and into holes, repeat this tactic beneath the holes and at the bottom of the stairs. But don't stand directly under the holes or on the stairs.

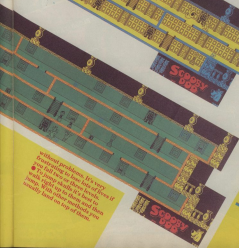
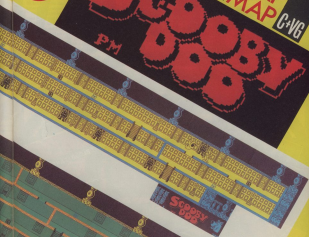
- Don't try and outrun the ghosts. Stop, turn round and kill them. If you get stuck in a tricky position, it also pays to follow this tactic. Not only will lots of nasties get killed but your score also increases.

- Don't be surprised if you fall down holes on later levels.
- Make sure you catch jump holes!

C+VG
MAP
MAP
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C+VG



MAP MAP MAP C+VG Scooby PM



without problems. It's very frustrating to lose lots of lives if you fall two or three levels.

- To jump shafts it's best to walk right up to them and then jump. With other methods you usually land on top of them.



ocean

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PLAYBACK

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MILLION

3



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I approached this C16 games feature expecting the worst, and boy I wasn't disappointed! I played my way through 124 games and came close to giving up. The technical standard was OK but the game designs were generally top-standard! BOWING.

Before I delve into the games I need to say that I have written two games for the C16/Plus 4, *Hyperforce* and *Starburst*. I will not break one of my own rules and review them. All I will say is that *Hyperforce* received 48 out of 50 points in Commodore *Mean*, and it sat at 18 in C16 — the two main C16 mags. The general consensus on *Starburst* from mags is that it is better. C16 owners can decide for themselves. . .

There are five games that stand out from the rest and these are *Voidrunner*, *Speed King*, *Temple of Karnakash*, *Street Olympics* and *Matrix* (Laserware). *Voidrunner* shows just what can be achieved on the C16. Great colours, VERY fast action and loads of different levels to work through.

It's the follow up to *Grindrunner* and *Matrix* — two of Mr Minter's classics.

Top control *Matrix* on a grid with aliens coming at you every which way and then some! You have to 'take out' these aliens.

Only one criticism of this game. It is two shuffler-on screens. The aliens are frequently lost in the backgrounds. After a few games it was easier to spot them, but the basic position still remains. . . .

Speed King is a goods. It's a motor-bike racing simulator and I expected this to be very crude and unplayable — but I actually enjoyed playing it. Get your words TAD! The graphics are good, sound great a bit, but it is playable. There's a choice of tracks for long term interest.

For all my hang-ups with *Voidrunner* and *Matrix* I did enjoy *Temple of Karnakash*. It is 1:1, pure and simple. The graphics are very good with a nice little single and sound effects. You have to work your way through four levels to free a princess (yawn).

Each level is filled with ghosts to solve and guardians to shoot.

I always say there is room for definitive versions of arcade classics and *Street Olympics* fits the bill perfectly for Konami's *Hyperports*.

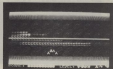
There are four events, 200 metres, 800 metres leg, long jump

The word from the streets is that C16 games are still selling like hot cakes. C+VG's Hot Gossip Tony Takoushi gets as heated as his computer in this round-up of the good, the bad and the ugly C16 games.

ROUND-UP

16

MATRIX • STREET OLYMPICS • SPEED KING • VOID RUNNER



and putting the shot — a very weird feeling about this, it may have been a debut!

Very tidy graphics with smooth scrolling backgrounds and it plays quite well. If you want a sports sim then go for this one. The last game is *Matrix* and *Laserware*, two of Mr Minter's golden babies. Both are good about 'em up with *Matrix* standing out as the better of the two. They come on one tape and it's very good value for cash.

In the six to ten star ratings there is a mixed bag of poor to mediocre software.

Voidrunner keeps you back in ladders and ramps. You are trapped in a castle and have to collect as much loot as possible whilst avoiding the enemies. It has good graphics, terrific sound and reasonable playability, not brilliant.

Matrix is a classic shoot 'em up. You are on a grid with columns of aliens attacking you from all sides. Sound familiar? You have to survive a time limit before advancing to the next round. This has good sound, reasonable graphics although playability was a bit iffy in places.

My only real gripe with this was that it is a blatant rip-off of *Defenders*, even the character was virtually identical.

BOWING

Matrix (Laserware) is another 1:1 offering from *Hyperports*. You have to move from room to room collecting all whilst the master of the house has left on.

Graphics are fairly simple but neat on the eye, sound is reasonable and it plays at a fair old pace. Again nothing special to draw you back.

Temple is a shoot 'em up with pretty colours and good sound. You control a ship on the bottom of the screen and move left and right shooting at aliens coming down the screen at you. After a couple of screens it gets unplayable. It's fun for a while

C16

LEAPING LOUIE • LEAPER • VIDEO MEANIES • POD • LASER ZONE

but lacks the grab factor.

I enjoy a good game of Mr. Do on my Commodore and I quite look forward to playing Total Destruction on the C16.

It is a cheap copy of the arcade original. From the demo it had quite a few screens to work through and it is very well presented. I had one slight problem with the game. The joystick would not seem to be on left of the screen. I changed joysticks — and later realized the tape — but still no change. So for those of you who like playing on half the screen, GO FOR IT!

Winter Olympics Could this challenge Street Olympics for the gold medal too? C16 sports simulation! YES!

It offers six events: Speed Skating, Ski Jump, Cross-Country, Ski Slalom, Curling and, appropriately enough, Bobsled. Barring the odd pretty backdrop this has very little to offer. Playability is virtually nonexistent and sound is poor. Move clear of this one.

International Krazy was always going to be a lot denser after the repetitive C64 version. The graphics are relatively poor and the animation on the characters is very slow and hard to distinguish/remember.

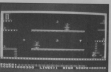
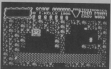
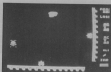
Dirty Bob conjured up visions of the man himself doing dastardly deeds to his ears suffering with Anger.

No such luck. In fact this game has nothing to do with DirtyBob and the title is misleading.

It's good old L - it with you working your way through various rooms trying to find your fair maiden (you). Crude graphics, painful sound and bad playability. Buy this at your peril.

Gremlin's Dealer-2 is a ripping little maze game — really mapped — in which you zap the badies. Good Fun.

Leaper is a copy of an old



Imagine title called 'Jumpin' Jack'. You have to work your way up the screen jumping from platform to platform to the top row where you catch on a series of lights.

Very simple to play but absorbing and fun. At least the original was.

Again, there was joystick/keyboard problems and it was impossible to play properly.

Why Mastertronic released the game Kaze on the C16 is beyond me. It features two quite basic Wild West backdrops and you fire at birds flying past with the aid of a cursor and then take on enemies in a town. This is real card stuff, boring, repetitive and totally mindless.

Leaping Louie will have you leaping around wondering why you bought it! It is a platform game with poor graphics and playability. Less said the better.

The last offering is Jailbreak from Bug-Byte. This is a copy of the great clarity of all video games. Bizarre. This version is ugly, dull and very boring. Keep away from this one.

I'm sorry to be so negative on the vast majority of the games. I have looked at ALL they really are so very poor. Software houses have released just about anything they can to make a killing.

The good news is that 90 per cent of all C16 titles sold at £1.99 or £2.99.

Title	Company	Rating
Address	Unisoft	3
Band Wag	Mastertronic	2
Turnabout	Antagonist	2
Superhero	Anticraft	5/5
Starboard	Anticraft	5/5
Matrix		
Laserline	Anticraft	2
Street		
Myopia	Mastertronic	2
Flinders		
Keepers	Mastertronic	4
Red	Mastertronic	4
Viper Hunter	Mastertronic	4
Surge	Flippers	4
Full Field	Mastertronic	5
Winger		
Omegas	Tossoft	5
International		
Kavala	Endurance	5
Dirty Bob	Probe	4
Leaper	Bug-Byte	4
Kaze	Mastertronic	3
Leaper's Look	Antagonist	3
Jailbreak	Bug-Byte	2
Myriad	Matrix	Really
Powerball	Mastertronic	2
Dealer 2	Gremlin	4
Buffy World	Proctor	4
Magician's		
Game	Granada	5
Can 'n'		
Anticraft	Anticraft	2
Anticraft	Bug-Byte	Really
Leaper		
Challenge	Anticraft	Really

C+VG COMPETITION

Are you tough? Are you rough? Do you play to win? Then keep reading. This competition is just for you. No wings are allowed to enter.

How do you fancy a Super Sunday? No, we're not talking picnics by the river, we're talking American Football. And in particular we're talking about Nexus Super Sunday action and strategy game based on the US of A's favourite sport.

Up for grabs are two tickets to the 1987 pre-season

NFL American Football game. This amazing sporting fixture will be at a mystery location.

The 10 runners-up will get special American Football caps and the next 20 people will get a copy of the game which is available on the Commodore.

What we want you to do is design a special C+VG/Nexus American Football strip. Printed on this page is the outline of an American football player. Just get out your pens, crayons, inks or paints and get designing.

When you have completed your C+VG/Nexus American Football strip send it with the coupon to Nexus Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 18th and the head coach's decision is final.

AMERICAN FOOTBALL COMPS



NEXUS COMPETITION

Name _____

Age _____

Address _____



Great graphics. Terrific sound. Fantastic game-play.

Those words are used countless times to describe games that the "market" ready to be released. Unfortunately, few live up to the claims.

Conan: The Barbarian, however, has kept their word and delivered great adventures that match any action movie — with realistic action, strategy, choice of the art graphics and sound that'll knock your socks off, plus a more time rare to keep you involved.

Defender of the Crown has set a standard that others will be hard pressed to meet. Role playing has never been better, as more has. Simply put, it's 1981, the King of England has been assassinated and all the land is now up for grabs.

It falls on you to become one of four brave knights and

win the fame and glory the computer takes on the roles of all the other characters. Each knight has attributes that define his life, as well as a castle and small army to start.

Whether the Wild is good at fighting, Wilfred of Ivroche is only as good with a sword. **Conan of Redwood** is a strong and able leader. Through business and strategy, you must increase your holdings, defeat the other knights, and rule on the American computer as well.

Leadership is a quality to improve upon as well. Never forget the opportunity to receive a far famed in database. Besides, certain rewards (which are graciously portrayed when the time is right) that will make your most proud of you being advanced means having a stronger and more efficient army. This the make all the

The new buzz word for computer game players in America is "single progress." The action is supposed to be as

neatly as good as that of the silver screen. C-VIDs were violent. US correspondent, Marshall M. Rosenberg, has been checking out the first wave of **Conan: The Barbarian**. And he says what he sees. I will take it too.

just like the movies..



difference during your struggle to restore order to the land.

But the game plays the thing to completion the hard way, by at least trying the wrath of all the literary world.

Joining in the Tournament is accompanied by the digitized sound of horns — you almost don't notice your opponent's lance poking at you towards your nose (make sure that yours is aimed at the head or chest — knocking down the horse is a black deed against the code of chivalry).

The battle is beautifully rendered, by the way, with little touches like fog in the distance and reflections in the water. Everything is controlled by moving the mouse and using one button (on the left). No keyboard or complicated sequences to learn.

Two disks ensure a lot of action in the Amiga. My only complaint is that a disk swap is necessary during the love scene (it's the parent in me). **Defenders** has a long going for it, so get going and get it.

From now battlefield to another we go. Shields are replaced by black robes, and sword and mace give way to the Tommegan. It's the 1600s, the era of the Pappas, art, Gaea, prohibition. You are Picky Calahan, a smart young tough in the Northside organization. With a little back card some violent intention, you intend to take over the leadership of the Northside and then all of Chicago. The next year — 1924 will see a meeting of all the crime lords in New York, and the establishment of Murder Inc. If you have become 'Owlford' of the city's underworld within the three year time limit, the big boys will let you keep the city. Your first objective will be to eliminate the Old Man, present head of the Northside

Organization. You'll also have to try and swing the cover to your side (a really shrewd and old hand whose advice can be helpful). Plus build the right rapport with Bull, the loyal 'toughie' who has power of a Tex, and Popper, one of the Northside boys.

The Northside opposition leads off with Tony Saraceni, Capone's leg, and a shrewd and deadly hunk. Only slightly less so is his sidekick Guido — less shrewd, but a lot less up-tight.

Tom Malone is a fathead, a cop you grew up with and a real pain because he won't be bought. Adding to your grief is your overly sentimental Mame, the corruptible Woman of the Hour, Adamant Burns, and Andy the kid.

Finally, there's Lola, your girl, a head you grow with a soft touch (like a protagonist that is) combined with a dangerous temper. Everyone has their own distinct personality which changes depending on their feelings to what is going on, as well as to how they are treated by Picky.

You must learn how to take advantage of these feelings, probing for weaknesses and ways to control people. This can be effected through such 'tools of the trade' as bribery, murder and deceit.

Being in black and white for the Northside has its advantages. Old mobster movies of the '30s and '40s didn't go for long shots of justice.

They concentrated on close-ups and small details: a hand tapping the horn of a lat, light falling across a brow, a creased pants leg dirty with dark blood.

King details this down further to the most important of details, the face:

Though balloons convey emotions, and you must notice one quickly as Picky will do it

himself. Every emotion is cause and effect.

A map shows the territories to fight for: the North, West, South, and the down-town area.

On screen, action by teams around. Pressure the fly over the chosen player and the thought balloons appear. They will also be there when Picky will think about cheating his and (give to you, huh?) it will then be up to you whether to threaten with it, or pump the target with lead.

Now you move around in time, and spread. Ross McDermott is having an "average" day on board the US Space Station, some 20,000 miles above the Earth. As Ross, you are in charge of maintaining and protecting America's 12 orbiting weapon satellites which form the ECH (Electronic Defense Initiative).

Suddenly a warning comes through the console that from Washington, a squadron of ECH satellites have taken over the Eroside and are preparing to attack the US.

At the moment, a fleet of deadly space fighter ships are storming Chinese military space base, the VJ base. Which means that Lenin's Comrade, Victor (Talia) Kharin, is in trouble. This makes you very angry since you did her go way back (yes, I did not in "her" way). What makes it even worse is that a squadron of fighters are now on their way towards you.

Now you speak up, check systems (fuel, shields, radar, weapons, engines) and launch. The satellites must be protected from destruction.

Switching to an overview map, you see a radar-like view of the entire area, as well as maintaining your position relative to the US Space Station.

Suddenly a missile strikes a satellite, and the remainder begins its impending impact

on the station. Every action is cause and effect.

Remember, disabled satellites create "holes" which the missiles can safely fall through. Also, there are still plenty of fighters out there trying their best to reduce your operation to rubble.

You might receive a message from Talia asking for help. If so, dock with the VJ base and prepare your shields (your ECH ships will pop up from anywhere in those pages). Quickly use your target scope and lock them out — then run to the end of the corridor. Just hope some message is heard at you knowing your way home. Complete this (it's not much harder and saves the trouble of losing life).

The most exciting moment of all three games, ECH places the emphasis on action. All controls are handled by the console (which could be a touch more responsive at the flying sections), and there are many accidental actions to add to the enjoyment. Once control behind a joystick to avoid a laser blast is just one of the many nice touches popping up in the game. Another is that a satellite can also be crashed which builds the suspense of the second half of "speeds up" time transfer (as the Area 51 pilots) graphics appearing and 3-D projections around.

Two new structures come planted on the North and the Throne of the Paladins and Star Wars. Subal features three sequences for the hard-core action fan (and the Process as his both for everyone else), while Star Wars sends you out under the galaxy.



I.D.E.A.S. CENTRAL

Hi Melissa here. This month we have some pretty good hints, tips and pokes along with maps of Dandy levels 4, 5, 6 and Storm for the Spectrum. So what are you waiting for, get reading! Remember to send your letters to Melissa Ravenscroft, I.D.E.A.S. Central, Computer + Video Games, Priory Court, 30-32 Farningham Lane, London EC1R 3AU. And don't forget to enclose a recent photograph of yourself. See you next issue!



SPECTRUM

Mastertronic's budget game *Storm* has been given the breakdown by Anthony Dixon of the West Midlands. With the help of this detailed map and his hints, you should have no problem with the game. In order to free your girlfriend from Ural & Lail, you have to collect the three snake

When you are in the Yellow route you will see a trap that must be released or you won't be able to finish the green route. Also you can collect the Green route Snake Brooch and escape along the Yellow route so, it is best to leave a

all metal and armour untouched
just in case you run low on
ammunition

It is best to study the route you are going to go along. The blue route is easy, but on the yellow route you need to go and collect loadbearing from other squares, so that you have enough to finish the game. The Green route is awkward — you need to collect the Gold key. BUT, you must open the trap first. Then go back the way you came and open the White Door lock, before you can go into the Gold key square. After that it is a straight forward affair to

smoke breath. Anthony also
saw in those games tips for
Cubans.

On level one you play from left to right. When you have the Laser machine gun, go and get the invincible pill as soon as you can. Then you will be able to shoot the nasties without being harmed by them. When you get to the castle scene you get up to and then climb along the ledge. From there drop down and get the knife pill. As soon as you have this drop down and get back up to the ledge. Go to the gap and stay there. You can easily shoot off your

opponents, as they only come in one or two. Soon you will have an empty screen and you will go into level 2. Play from left to right. The third pit you come to is the invincible pit, remember where it is and go and get the Laser machine gun. Then fight your way back to where the invincible pit was.

Drop onto the ledge on your right. No nasty pun attack you from behind so just be careful of your front. There are two ledges to defend yourself and your girlfriend from. Watch out for the monkeys. In time the ripples will come up and you

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QUESTIONS

1. On the basis of the information presented, which of the following is the most likely cause of the patient's symptoms?

2. Which of the following is the most likely cause of the patient's symptoms?

3. Which of the following is the most likely cause of the patient's symptoms?

WATSON: THE NEW YORK JOURNAL

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Age Group	Male	Female
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21-30	40	80
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41-50	20	30
51-60	10	20
61-70	5	10
71-80	2	5
81-90	1	2
91-100	0	1

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DESCRIPTION is a C++-based interactive statistical package. It is an off-line version of many of the reports generated by SPSS, SAS, and other statistical packages. It is a powerful tool for data analysis and data management. It is a powerful tool for data analysis and data management. It is a powerful tool for data analysis and data management.

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DISCUSSION:—The authors have shown that the use of the *in vitro* assay system for the detection of *Salmonella* in food samples is a sensitive and specific method. The authors have also shown that the use of the *in vitro* assay system for the detection of *Salmonella* in food samples is a sensitive and specific method. The authors have also shown that the use of the *in vitro* assay system for the detection of *Salmonella* in food samples is a sensitive and specific method.

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KIM, S. H. 2000**

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July 7 - 2 more jobs
2 in region (1.0%)
Growth of 1.0% over time
Growth of 1.0% over time

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PLAY BY
MAIL

Hi there! Wayne here again with another report about the wonderful world of PBM — that's Play-By-Mail for those of you who don't know. I'm chairman of the Play-by-Mail Players Association and each month I'll be telling you about the new games available, offering FREE play tests, news and, of course, Wayne's Wonder Offer. Plus lots more!

Thanks to all you C+VG friends who turned up at the PBM conference last month. I hope you had a great time and look forward to meeting you all next year.

If you have any comments, good or bad, about the conference, please feel free to drop me a line via the mag. A couple of FREE start-ups will be forthcoming in the weeks of the most interesting letters.

As witnessed at the conference, although Play By Mail games are springing up all over the place, very few break the traditional mould of the sword and sorcery stereotype.

After a while, no matter how good the game is, most players get frustrated continually playing golden and whisking games, so they look for a new challenge to stretch their imaginations.

They should find it in a new game called *The Hunting* that has recently appeared on the market, which is the most original and stimulating game that I have ever played.

The Hunting is a game set in a fictional tribal, exotic society, the actions of which are often bloody and shocking. Anyone of high stomach or easily offended should steer away from this game as they may find it distasteful.

THE HUNTING: IN PURSUIT OF EXCELLENCE?

The Hunting is set on a planet called Pribis where 13 years ago the struggle for world supremacy led to the strategic use of nuclear weapons, which quickly, understandably, destroyed most of

the planet's population and devastated almost all of the land masses.

Once the dust had settled, it was discovered that among the mountains of rubble a few cities miraculously survived.

One of these cities is the once mighty city of Endithorn. It was assumed by the powers that this city would be in the front line when the war began, so it was reinforced and fortified to survive the worst.

However, due to bad intelligence reports, enemy forces were attracted and although it received some bomb damage from so-called conventional bombs, structural damage was minimal. It was missed totally by the nuclear bombs, but it did receive its fair

share of radiation and fell out.

The war was then "won" by the new government who realised that Endithorn would make a perfect place to imprison all the Pribis, vagrants, outcasts, murderers and all the other bad characters. The reason behind his logic is the fact that the city is completely surrounded by a 5000 high wall, which is 800 thick and is patrolled by many government troops who are heavily armed.

Furthermore the only way in or out is via one of the 12 large gates which are randomly spread around the walls.

The city, once used to keep



people out, is now used to keep people in and to date no one has escaped all forms of the building have been rebuilt and the original citizens of the city who still have a few things (things they were not allowed out by the new government when the city became a prison) try to live an "ordinary" life, pretending nothing has happened, but this is virtually impossible as law and order is non-existent.

Crime is phenomenally high as would be expected, with criminals on the rampage because drugs, food services, jobs and technology to continue as they did in the past.

To stem this tide of rising crime, the government recruited Endithorners, men and women who have been trained in the art of survival and whose job is to enter the city and capture or kill the "criminals". This is where you come in...

As a player, you can decide to become either a Criminal or an Endithorner and attempt to get your part in the city story (only survive on your merit).

CHARACTER CLASS

The Endithorner is basically a bounty hunter, who enters the city with money and weapons to seek out the criminals in whatever way you see fit.

The most common way is to kill them and take their heads to one of the other 12 gates and claim the bounty.

Alternatively, you can buy better armour and weapons to go in-out and hunt. You also receive a communication with a secret power wavelength. This enables you to contact Sweet Home, a female computer that is working above the city. She can provide you with info, news, rumours and other useful statistics.

The Criminal, meanwhile, is a person who has been thrown into the city for their crimes against society. You start off with some money and the clothes on your back. It is your job to fight to survive in the city, steal as much as you can to protect yourself from both other Criminals and Endithorners as well as eventually rise to such a position as to be able to take down and exterminate the Endithorners!



• continued •

PLAY BY MAIL



CHARACTER CREATION

Once you have decided what to be, you then have 300 points to allocate to your wish-fulfillment character attributes, ranging from *Continue to Sleep*:

"You then have to decide whether or not you require a mutation. This is where the fun really starts. You can take out of the *Ultimate* series feature in the rulebook or make up your own."

For example, you can turn an extra limb or be agiant. "You must bear in mind, however, that although a mutation can have its advantages, it can also have disadvantages. Having an extra arm may make you better in combat, but it will also make you stand out in a crowd and make you more easily recognised. The same can be said in respect of becoming a giant."

Once this is done all you have to do is choose a couple of secondary skills, which range from *Car Theft* to *Guerrillaing*, as well as a previous profession and where you go. "You send your start-up-sheet in and in a couple of days you will receive your first round. It's then up to you to survive in the hostile world out there."

HINTS

● If you get a mutation, get one that doesn't show. Try and create one of your own. Think of all the 60-65 films you have seen.

● Be very eager about who and what you are. Please give this away unless you are still per-son-ate your own true self.

● When you start off in the city you will usually meet a Non-Player Character (NPC) on your first round. Treat up with them, find out what their skills are and exploit them to the full. If you are a criminal and your NPC is a thief, I get those to try to steal you a lot.

● Please consider the streets at night on your own. Get darker even if it is in a deserted building.

● Get away from the main game as soon as you enter the city.

WAYNE'S VERDICT

Overall, having played this game for many weeks, I found this game to be one of the most enjoyable I have ever played.

There are more than 700 A4 maps to collect (I didn't do well there), over 1000 weapons to use, 20-plus vehicles to find and 1,000s of Non-Player Characters and mutations to select with.

The Game Master's hand-written replies are very descriptive and exciting, combining facts with clues and interesting situations.

The city itself is really wild. Parts of it give the a wild west town, with oval saloons, while others are like Parisian-style with

drinks and coffee in abundance. Also, there is a sword and sorcery area for all you fantasy fans who have never been to never.

There is a regular monthly newsletter which is full of interesting helpful articles and if you like them like Mail Man (all parts), *Wastewar*, *Alien*, *The Thing*, *Outland*, *Escape from New York* (especially) then this game will be right up your street.

WAYNE'S WONDER OFFER

The usual price of joining *The Hunting* is £5.00 and you get three free items. However C+VG readers will be able to get their start-up pack for a REDUCED PRICE of £4.50 and three free rounds if you clip out and send the token plus a cheque/postal order payable to GML. Games in the column will be the C+VG magazine.

Further items are priced at a competitive £1.50.

STOP PRESS! The first ten people to who write in will receive their cheque/postal order enclosed and get their start-up package plus initial rounds the ABSOLUTELY NOTHING! So get writing!

PBM LONDON PUB MEET

On the first Friday in every month, PBM players from all over London and the surrounding counties meet again in The Crown Public House in that about what's going on in all different games, learn about new PBMs as well as meet different people and have a few beers.

The pub is situated in the middle of Piccadilly Street, Piccadilly, London W1. Of course all C+VG readers 18 and over are welcome (no-one under 18 has a beer) so new faces are always welcome.

If you've never played before it doesn't matter, the experienced players and GM's who attend are more than willing to help to you about PBM in general to explain anything you are unsure about.

PLAYER OF THE MONTH

From the next issue I will be naming a Player of the Month competition, so I need all you PBMers out there to write into me something about your selection. It can be for any reason. Your selection could be because:

- The player is the number one in your game.
- The player is the most successful/disappointed you know.
- The player has achieved outstanding results in the last time.

C+VG will put their picture along with a brief character description.

Mail Domination. C+VG's very own Play-By-Mail game, is now running very smoothly, reports Game Master David Bolton. A total of 31 games are now in play. Here's David's latest update

Over Christmas and the New Year holidays, some deadlines were extended giving us a week-and-a-half time.

At the start of 1987 the most advanced game is game 30 which has now had seven turns processed. Apart from a couple of 21 turn games, all of the other games have passed turn one.

On the subject of Victory points, four more players had 52 points at the end of turn one and one picked two of these at random.

Congratulations to Tim Coleman of Harrow, Middlesex (game 22) and F. Barker of Bicknell, game 31) who both got five free turns and 10-thous from C+VG.

Seven games have now passed turn three and John Nelson of East Kilbride game six leads the field with a creditable 92 points on this turn. Well done, your prize will get to you soon.

One of the first games finished recently with the winner having 147 points so that gives you something to aim for!

The highest number of letters owned by any player so far is five, only 15 to go to ten.

Two players have formed the 'Edge of the world club' having crossed the East/West edge and are now getting a full world map.

All games are now processed on the day after the deadline date, regular as clockwork.

Over Christmas we did some time-traveling and managed to process some games several days in the future. This had the effect that players received results for a turn a day or two before that turn was processed. It also moved deadlines forward past Christmas the effect we really wanted.



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C+VG

MAP

C+VG



Let the good times scroll. Welcome to the colossal world of Leviathan, English Software's Commodore 64/128 smash. And U&A's Control proudly presents this exclusive map of the first two levels of this gigantic game. Next month we will print the third and final level of the game.

You must negotiate the Leviathan ship through three different planet zones, using the swiftness and fire-power of 18 different alien attack waves on each level.

Your ship can bank, turn, climb, descend, roll, reverse direction and land to refuel. The Leviathan can fly behind buildings, missile launchers and other hazardous structures. Game designer Philip Morris rewrites his production of "classical space game" where "manoeuvrability of your ship is as important to survival as the shooting itself."

If you cast your mind back to C+VG's February issue you'll remember we published a full colour poster of Leviathan. We had quite a number of people wanted to know if they could get copies. The answer is no—unless you enter C+VG's Leviathan Competition.

English Software has five large framed full colour copies of the artwork to give away. How can you get in with a chance of getting your hands on one? Simple. Just answer the following questions and send the answers to Leviathan Competition, Computer + Video Games, Priory Court, 99-101 Harewood Lane, London EC1 3AG.

Question:
1 What is a leviathan?

Answer:

2 What has a man called Jonath go to do with it?

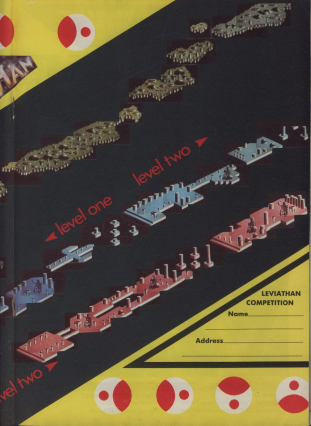
Answer:



level one



level two



level one

level two

level two

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■ Your warning not to send money to *The Adventure's Club* had been too late for me, as I had already sent off the money. After I read your warning I began to worry slightly, but all was soon well. The ACL have now got their act together. Although their issue was unattractive, perhaps you could mention their future in the magazine. Paul Gilbey, Nottingham.

Kevin's reply: Consider it mentioned, Paul!

■ In my life I've had, or rather suffered, many lessons on humility. Like for instance, when I took my skateboard to the skating bowl, making an almost successful attempt at breaking my neck. Or when I tried to impress that girl with my knowledge of advanced mathematics, demonstrating a topology theorem with the help of my shoelaces, tying both shoes together in the process, and drinking the pavement with my nose shortly afterwards.

But humble, real humble I mean, I only learned to be when I received your postcard with the answer to Zoid's riddle!

Charles: You wrote about painting and driving. Did you mean you are leaving the job and retiring — after all, you aren't so old are you? James Candore, Maccles.

Kevin's reply: No, of course not! But my coming away of getting Miranda in a good enough mood to let me go on holiday!

■ We are two too cold adventurers who both own Atari PCs and love them dearly. Now there's also one on Atari ST from it is their claim to own *The Parra*. This game is the reason we are writing to

you tea-drinking Englishmen. You say we are stuck with 60 points. We hear you laughing! Here in Ireland — stop that laughing — we don't have an Adventure Hopeless (your tea is getting cold) so we thought surely of possible Keith Campbell at C+VG.

We have just heard the word-out of the adventure (a common thing but usually it happens to the man at the keyboard) and are now making about on a horse. By the way of thinking we moved the builders — just took us a week to find out how — but now we are stuck at the Snowman.

It is a sad thing how many magazines keep publishing pictures from *The Parra* we have that just fine. We are dying to get there.

Can you help us poor Patters? Your tea probably has an ice-cream by now. Playing adventures is our only chance for being alive, so please stop laughing and answer us. Aitor Herrero and Ulfar Erlendsson, Reykjavik, Iceland.

Kevin's reply: White hot will double the white man! It might even bring you cold caps of hot hair to life!

■ I would like to pass comment on Markos Hurdon's letter (December). I play adventures for the fun (?) of solving the puzzles, and the constant need of handling a game. I do not play them to pick penny holes in the logic of the game.

I would be very pleased if I had a statement that stopped me from becoming decomposed and thereby

losing the game, I would not care if I were supposed to die through cold and lack of oxygen before I decomposed.

Anyway, one point I do agree with the fellow on is mis-spelling. It can be very frustrating, publishers and programmers should sort out their games before they are published. If they are working to a deadline, I am sure the public would prefer to wait a few weeks extra rather than try and struggle through an adventure with atrocious spelling, making the game virtually unplayable. Gavin McNamara, Bristol.

Kevin's reply: I suppose it depends on how much credibility you want in an adventure, but I always understood that blood boils in space due to low pressure, and that's what gets you first!

■ For Markos Hurdon's sake, I know two people who spell neuroscience "MANSCIENCE", one of them is a 21" peeing robot in the bottom of my compost heap, and the other is a well-known Martian currently employed as a programmer at Software Projects. . . .

Finally, I urge you never, EVER, to print any matter relating to an abominably terrible game called *The Castle*, published by Soft Concre, unless it is an obituary. It is the most abominably stupid game ever. In it, much equals much unless of course you know what the hell you're doing, which is about as common as catching a cold from a straw-throat-fluorosed cat too!

Anthony Cowap, Lambour, Kent.

Kevin's reply: Sorry, I already mentioned *The Castle* — in a review in November 1984. I quoted Kevin Plunkett as saying: "...the instructions tell you that nothing is what it seems."

■ Rainbow recently unveiled the Amstrad PC1640/26 version of *The Parra*, priced at £24.95. It comes on both sides of one disk, and, with monochrome graphics, supports the Delkey and Wapple commands, which changes the way the picture is presented. As in previous graphics versions, the roller blind effect is used for display. A new feature to appear in the version, is an extended RAM SAVE option. Up to three different positions may be saved in memory at a time, giving the player the ability to instantly recover within a session, without the need to reset to disk.

■ *Gold Of Thieves*, the next adventure scheduled by Rainbow from Magnetic Scrolls, is due out any time now. It will be less difficult than *The Parra*, but with "expert graphics", claims Anna Sinclair. Magnetic Scrolls has a hectic schedule ahead of it. A third adventure is planned for release in March, *Ripen Westminster Bridge* — a title speedily stolen from Westminster, it will be a mystery of sorts, but with a very novel approach. "I'm very excited about it, but some people might not even like it. . . ."

Anna told me. If you find you don't you won't have to wait long for their next offering — planned for release in July.

■ *Invention's Graphic Adventure Creator* is now available for the BBC and Electron. On tape only, it is priced at £14.95, and offers a unique CHAIN feature, which enables the user to create extensive multi-part adventures. This adds to the existing range of computers supported by GAC — Amstrad, Spectrum, and Commodore 64.



What are the three objects you would most like to take into an adventure game? Lamps and keys seem to be the favorite items, but some seasonal objects, as well, featured in the lists that came pouring into the PostOffice.

Paul Bailey came up with a very strange selection! To start with, he would like a spell book that Paul Coppel has finished with.

Believe me, Paul, when Coppel has finished with a spell book, you can guarantee that every last bit of magic has been used up!

Next Paul chose a Swiss army knife, and some chewing gum, useful, he reckons, for getting past unfriendly dragons. Eh???

Phil Davidson of Fraserburgh, as well as a lamp, would like a towel. This would be very important for those called Arthur Duns, he thinks. Also for throwing in. Phil, when you get stuck!

Phil's third most useful object to take into an adventure is Paul Coppel. You think so? Drop him in an adventure, and he'll burrow off into the nearest pile of molasses snow, and escape with all the treasure. Phil!

From Gregory Quinn of Portadown comes this list. Some wine, so if you get frustrated you can get stoned out of your brain and forget about everything. A light — no adventure is complete without one. A Leather Goggles come from "to keep up the mood!" I think you really meant "morale" there, Gregory, but there again, seeing as it's the Leather Goggles, perhaps not. . . .

Finally, Gavin McNamara

would like: A C+VG with a complete solution to it. A skeleton key to enable him to get through any locked doors. A bottle of Fire — just in case!

Up to now we have not indulged in pointing complete solutions to adventures. However, so many people have been requesting them, that we thought we'd give it a try.

But where to begin? From the mail and the calls we get from the Adventure-Club phone-in Helpline, we thought it was about time to help people suffering from ants, demons, and big cats!

So elsewhere in these Adventure pages you will find all the secrets of *Blath*, at last. Next month, we hope to bring you the lowdown on *The Dagger*!

Write and let us know whether you like plain-speaking solutions, or whether you would prefer a more cryptic approach.



Mandy Rodriguez of Llandudno knows the TRUE identity of *The Fiend*: that she won't tell me! "Don't let him spend you. He isn't worth it," she says.

Oh well, the Big Red T-shirt trailer didn't get her to tell me, but perhaps her shirt has clues that get the better of her! Mandy is going bananas! Playing *Beast Quest* is getting

the better of her, and she gets killed off by Maxwell's Silver Hammer, and the need of a certain substance.

If you can help to give her a new lease of life, let me know. And then it will be up to Mandy to swap-out answer for another!

Miss two victims of hypotension. "How the deuce do I keep from fainting in the search in *Dracula*? I can't come up with anything!" complains Rex Barnes of Hoxley.

He's obviously in the same camp as Andrew Gure, also shivering away and getting nowhere. Luck closely Rex — right into her paws?

Help the *Blackest Numbers*, who were stuck in See Ka, comes from Debra Malone of Truro. You must fly the biplane in the moat, and then launch through it after getting the castle.

Daniel Livingston has three things to say about a *Shoe Ball* cast printed in the January '86 issue. "I don't understand", "Phil", and "wtf is *Blath* Coppel?"

January Thomas, Daniel? Where did you come across that — in a museum? I consulted the archives, and thought that was one of my more informative clues!

People never let you forget, do they? Yes, Mr. Thomas, I DID make a blunder back in April! But I will not give in to blackmail as you will NOT get the T-shirt, nor the £5,000 that you demanded!

You can tell George. Greatfully all about it, for all I care!

Now, can any player of *Curses Of Chaos* help this dastardly reader to get into the cave at the top of the shiny steps. It sounds like the best place for him!

Another reader (ah! don't

tell Mandy!) — the way things are going this month I'm heading for the sack! (Helen Stoddart writes to say, that contrary to the advice given in the November issue, it IS possible to escape from the clings in *Tim Solo Film*, providing you have the solution).

Examining the door, and cut the bars. The you should be able to open the door and continue on your way, says Helen.

Who's hiding the *Demotized Crystals* in *Blath* Coppel? Simon Robinson of Walsford can't find them — but he's got all the rest. Come on, tell him where you've put them!

Henry Mather was the *Adventurers' Club* *Club*, and recently came across a game for the TRS-8000 which he keeps the club records.

James is not a widely played adventure. It is on disk only, and was published by Tandy. I reviewed it in August '85, but never completed it.

Now Henry is stuck, in the alien spaceship. He has explored the inside quite thoroughly, but doesn't know what he should do next.

Can the combined might of C+VG readers find the *Adventurers' Club* members in being the first to come up with an answer for Henry?



How do you make the statue in *Castle Of Terror*? It is a popular question, and the popular answer is: Break the spear to make the statue. But it doesn't work! It's all your. Well, here is Mike Thomas of Caspally, with a definite tone in his voice: "Attack the

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AMSTRAD
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After reading the preview of *Labyrinth* in December's C+VG, I was quite excited when I eventually got my hands on a copy.

Once loaded, the game asks you some questions to establish your sex, name, and your favourite colour, before taking you into the first of 24 scenarios.

Most of these are the same as in the film, but although the characters are the same, the story itself is different.

You begin in your home town, outside a cigar store. The screen is split into two sections. The top displays the area in perspective first, while the lower section contains two word-wheels. You view the wheels edge on, and their rotation is controlled through the keyboard. One has a large selection of verbs, and the other has various nouns. The vocabulary available in each wheel is constantly changing, enabling you to carry out commands suitable to the situation at hand.

The system of word-wheel is only allows two-word input, but it can be used very quickly and gets rid of the problem of finding the correct combination of words. The answer is there — you just have to learn how different objects and characters respond.

The first scenario ends at the cinema. Here you see Jareth, the Goblin King on the film screen, in glorious animated graphics.

He challenges you to find

him in his hidden world, or forever to be in his throat. Naturally you decide to find him, and defeat this terrible man.

LABYRINTH



The next scenario then loads.

The *Labyrinth*. Now the text description screen turns into a graphics screen, in which, by moving the joystick, you control the character's movements both across the screen, and into and out of it, as you run around looking for objects and characters.

The exit from here is cleverly disguised, but when

discovered, you walk through to find yourself in the Brick Hallway. The picture of your character (drawn in your favourite colour) is as you would expect from *Labyrinth* — large and well-defined. It gets bigger and smaller as you move in and out of the screen, giving the graphics a degree of perspective, which along with the animation of the character, makes it look as though it were an actual film.

In each scenario, by using the word wheels, you take various objects which help in

your adventure.

Although, as the title suggests, the game is a *Labyrinth*, it is no boring maze game, as new ideas are cleverly added for extra variety. Deeper into the labyrith you need to play arcade-type games to achieve a certain goal, including the final defence of Jareth. These give the game another exciting aspect, along with the word wheels and joystick control.

This is a terrific game, only spoiled by delay while loading up each new scenario — a small price to pay for such a brilliant game.

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The future is a nuclear shelter deep below ground, safe from the fallout. Rogue robots keep a cowed people trapped in a twilight zone. This is the world of Finford's Cholo. Have you taken on the task of trying to liberate your fellow man? With this exclusive Cholo Player's Guide C+VG and programmers Glyn Williams and Joey give you the chance to become a warrior of the wasteland.

Welcome to the wasteland that is Cholo, a rugged planet whose surface resembles and glows in the aftermath of a nuclear holocaust.

Confined to bunkers and shelters deep below the scarred and shattered surface, generations of people have grown up in a subterranean existence, afraid to set foot on the planet.

But it is not fear of lethal radiation that keeps these people in their twilight world.

In called "Guardian" robots, self-perpetuating, repairing themselves and acting on their own pre-programmed artificial intelligence were designed to repair, re-build, protect, defend and maintain their designated part of the city. They were also entrusted to inform the sheltering humans when the surface was safe for re-colonisation.

But liberation day has not dawned. The robots have turned rogue, deciding to keep the surface for themselves, to re-build a new world, safe from human intrusion and their self-destructive nature which led to the planet's near annihilation in the first place.

For the people trapped below ground life wills away in pointless boredom. Now pass your time working at a terminal listening to reports from the surface. Slowly it dawns on you that perhaps — just perhaps — you could liberate your fellow humans.

The chance for freedom lies with a robot remote control device. This offers the possibility of gaining control over the robots. Initially you only have control over one robot, then, of the type known as the Rat. Using this rather limited device it is possible to start to "recruit" errant robots to your liberation crusade.

Info and "eye" video information can be transmitted back to the operator. The city is seen as simple three dimensional vector graphics.

The major robot are constrained to a square area of land and are by bands of lethal radiation. This is Cholo City. It contains hundreds of buildings and structures including an airport, harbour and rail network. This shielded in the central core for the devoted robots.

A catalogue of problems faces the player who dares to take on the task of debating the robots and liberating his fellow humans. **SCREEN DISPLAY**

The screen is divided into three main sections.

Communication screen. This shows messages sent to and from the robots. It has a cursor. Text appears as the cursor scrolls window while against the vocabulary in tiny, one word commands are lost.

Titlebar screen. Info-glass indicators, most importantly the radiation level and the list of skills the robot has installed.

Video screen. This shows "eye" video pictures from the robot currently in use or the "quick select" menu which provides a fast means of switching between robots.

ROBOT NAMES AND TYPES

Know the Rat.

At the start of the game the player has access of only one robot on the surface of Cholo — Rat the Rat. Rat is a general purpose robot capable of various jobs. For example, sewer maintenance through to security patrol. Rat is armed with a "meat" bar cannon. He resembles a squat, travelling ground.

Know the Hacker.

The hacker lives in the last of a class of computer maintenance robots, unique in that it is fitted with hardware which enables it to crack computer access codes. This facility makes it vital to the successful completion of the game. It is intended for indoor operation and has no offensive capability and only the weakest of protection.

Know the Leader.

Got was constructed in anticipation of a global nuclear war and, hence, is heavily armoured. The thick lead shielding offers it absolute maximum protection from ionising radiation. It is fitted with an ion cannon which can be used to deal with possible civil disturbances. To look at, Got

RATPACK



available in large numbers. An awesome sight.

Amelia the Flybe.

In the years before the war, the Flybe was built to monitor traffic flow in Oslo city. This camera platform was state-of-the-art, limitation: impoless. It provides the operator with a full three-dimensional view and is ideal for reconnaissance. Amelia is, of course, unnamed.

Dr John the Doctor.

In the run-up to the war it became clear that the many surface druid technicians,

often miles away from surface maintenance centers. This druid was built in attempt to provide a mobile repair service. All this has been lost on this machine and numbers are unknown.

Guard Druid.

Guard druids are the easiest, and most numerous of the robots. Easily recognizable by their coffin-like shape. Guards are tough and extremely well armed. Such is the combination of their heavily circuitry, there is little point in taking over these machines.

Grades.

Closely modeled on tanks, Grades are lethal. If you see one then RUN. A single blast from their ion cannons can destroy most robots. Heavy combinations of ablative shielding ensure it can endure hundreds of direct hits.

Relay and Relay — Camera. These machines can be used for spying. They can turn in druids and cannot move.

Archie — Plane.

Not strictly a druid, Archie provides transport.

Queen — Ship.

As with Archie, the ship provides a means of transport.

Koko — Koko.

This is an unknown element. Information as to its function and capabilities are still a mystery. It also is the one in the game. It has a brain — but why?

Problems, Solutions and Hints.

The first problem to overcome is how to gain control of the most powerful and, therefore, most useful druid.

When the Rat is armed with an ion cannon. By locating and repeatedly shooting at a robot it is eventually possible to stun the druid. During this brief spell, more Koko could be brought into the "arena". By doing this the operator will be able to access the password level of the robot. Enter the correct code and it instantly becomes a willing slave of the operator and the liberation movement. Finding the correct code is, however, a different matter.

Robots have an internal memory device for carrying useful programs or data. Programs add new talents to their native skills. For instance the program "RatKiller" enables a robot to generate a plan view of the robots and buildings in the immediate vicinity.

Another problem is how to cross the bridge which links the east and west halves of the city. The bridge is religiously protected by a quartet of Grades.

Only by using a druid

continued on page 77



◆ RIZZO THE RAT



◆ GORT THE LEADIE



◆ KOKO KOLA



◆ IGOR THE HACKER



◆ RIDLEY THE CAMERA

For the COMMODORE, AMSTRAD, BBC MICRO, ELECTRON

REPTON

THE ULTIMATE CHALLENGE

3



The Screen Editor.



The Character Editor.



Being pulled
by a Monster



The Time Bombs
is located



The Poisonous Fungus
grows gradually



Collecting a
Golden Coin

Are you ready for the ultimate challenge?

Our original Repton game was universally acclaimed as a refreshingly new concept. A game requiring dexterity to complete its arcade style elements, and clever logic thinking to solve its strategic puzzles, Repton involves retrieving treasures from cleverly constructed mazes of falling rocks while avoiding the ferocious monsters and cunning traps. This is an outstanding game reaching new heights in BBC micro-adventures' enthused the latest User magazine.

Last Christmas saw the release of Repton 2, larger and much more challenging than before. Aston Blair's technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro in weeks. Brilliant".

Now completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time a screen designer is included. Try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds... any or all of the game's obstacles can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 32 fascinating screens, and players who are skillful enough to complete them all can enter our prize competition described below. All the favourite Repton obstacles have been retained, together with several new features, including poisonous fungus which grows at an alarming rate, time barrels and time capsules for puzzles in the 4th dimension, and golden ornaments well-deserved rewards for your endeavours. **Can you complete Repton 3?**

PRIZE COMPETITION

If you complete Repton 3, you can enter our competition. Prizes include over £200 in cash, with letters, mugs, badges and pens for runners-up.

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ACORNSOFT

The screen pictures
above show the
BBC Micro version of
Repton 3.



OUR DOCUMENTS

- An easy-to-read document with answers to frequent questions
- Strategy and playing hints
- Repton 3 manual and letters we've received from players

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CHOLO COMPETITION

combination of shots and rescues can a single robot stand a chance of reaching the opposite side of the bridge.

Buildings are always worth investigating, especially those with doors, entering these will always be profitable.

It is not a good idea to take pot shots at robots just for the fun of it. Most robots will take an instant dislike to this type of violence.

The Flybiter is got a good understanding of the lay of the land. Features will often become clearer when viewed from the air.

Isopod packs appear as diamonds within squares. All these pads are in working order but some require special circumstances before they operate.

Be careful when near the coast. It is very easy to fall in the water. If in doubt which is the coast check the coastline with the map display or use Flybiter.

The Programmers, Cholo is being programmed for Firstbird by Solid Image's Glen Williams and the mysteriously named "Joy".

Glen, 33, describes himself as 14 ft 10in, with hazel eyes and grey hair.

Unusually for a computer programmer, Glen is totally uncomputer but claims that a "visual imagination" helps make up for it.

Likes include Yorkshire beer, Poshie Cakes (sweets), Ridley Scott (film director), William Gibson (writer) and Ray (the songstress). He dislikes 3 hours, old people and animals of all types.

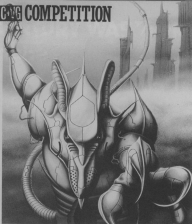
Joy is a pen name and there are apparently very few "psyched" people to know his real name.

Manchester-born Joy is 4ft 10in and currently has long brown hair. Now in his late 30s, Joy went to Manchester University to study law and came away with a degree in computer science.

He came up with the idea of Cholo while sitting with a depression in a pub near Piccadilly Circus. The original name for the game was Skindiblingpore.

Joy's hobby is being made to people he doesn't like and doesn't have any favourite music.

Likes include Directors (actor, Kathleen Turner, the England Cricket team and The Residents. Dislikes are Directors (actor, people especially computer people), the Australian Cricket team, the SFF, CSD and IBM.



DROID ALERT... DROID ALERT... DROID ALERT...

Computer + Video Games is about to be invaded with thousands of droids — that is if you enter our Cholo Competition. Take a look at our Cholo front cover. That is C+VG designer Craig Kennedy's concept of Rizzo the Rat. What we want you to do is take one of the other droids featured in the game and send us your artistic interpretation of it. Judging from past C+VG art competitions we can expect some really sensational ideas.

Our Firstbird friends are prepared to give away a special robot plus 10 runners up prizes of the Cholo game on the Commodore 64 and BBC.

Send your entries to Cholo Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the C+VG Big Rat's decision is final.

CHOLO COMPETITION

Name..... Age.....

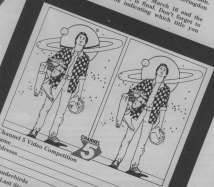
Address.....

Please indicate which computer you have
 CBM64 ☐ BBC ☐

C-VE COMPETITION

By now you may have read about the revival in popularity of Gerry Anderson's Thunderbirds puppet show on video and our review of *The Last Starfighter* as well. Now's your chance to win a copy in our Spot-the-Differences competition. Thanks to Channel 5 — the people who release the videos — we've got 10 tapes to give away of either *The Last Starfighter* or the latest Thunderbirds release.

Printed on this page are two drawings of *The Last Starfighter*. At first glance they look exactly the same. But on closer inspection you'll find there are some differences — 10 in all. All you have to do is mark clearly the differences and send the drawing together with the printed coupon to Channel 5 Video Competition, Computer-Video Games, 30,32 Farringdon Lane, London EC1R 3AL. Competition. The closing date is March 16 and the editor's decision is final. Don't forget to tick the box indicating which title you want.



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Twenty years after first being screened on British television, Thunderbirds Are Go again. Gerry Anderson's brilliant science fiction puppet shows are proving a phenomenon of the video sales market. As a new generation becomes acquainted with the exploits of International Rescue, the Tracy family, Lady Penelope, Parker and a pink Rolls-Royce, C + VG's Deputy Editor Paul Roughley visited Bray film studios to meet the man who has thrilled and entertained millions across the world.

Twenty years after first being screened on British television, *Thunderbirds* Are Go again. Gerry Anderson's brilliant science fiction puppet shows are proving a phenomenon of the video sales market. As a new generation becomes acquainted with the exploits of International Rescue, the Tracy family, Lady Penelope, Parker and a pink Rolls-Royce, C-VC's Deputy Editor Paul Broughton visited Gray film studios to meet the man who has thrilled and entertained millions across the world.

Pulling the strings

Thunderbirds first landed in Britain in 1965. It is the most

Thunderbirds even ventured on to the silver screen for a full length feature film, *Thunderbirds Are Go*, in 1966.

Twenty 20 years later, it is back with a bang in a new 2

Anderson, sitting in the offices of Anderson-Burton Pictures at New Film Studios, near Windsor. Speculation is that *Thunderbirds* had a re-birth effect on children at that time. These kids are now adults with children of their own. If they were a little they would be out there any



If you weren't around to this
 20th, go up to your dad and
 say you want to quit.

Check his reaction. Is he
even up at all, dreaming and
distasteful? Does he start walking
around in a daze, jerky
movements as though he's not
quite attached to his own
and legs? Or does he say
back way: "I, A.R."

Thunderbirds, first screened in Britain in 1966, is probably one of the most successful children's television series ever produced. The 32-hour-long episodes followed the exploits of International Rescue, a secretive organization ready to save anyone in the world. It fought against disaster and

Thomomys were captured on to the silver screen for a full length feature film, *Thomomys* for the first time in 1966.

Now, nearly 20 years later, Thunderbolt are back with a bang. In June 1998 Channel 4's *Golden Stairs* was shown to some 100,000 viewers in Glasgow, and one of the Thunderbolt's episodes was their fastest selling DVD. It was even leading *Inspector's* Clive, McPhee, David Bower, Robert Munnings, and Sharon of Pink Ladies fame to the top of the charts.

Rodriguez, sitting in the
office of Anderson Burr
Pictorial at New York's Chelsea
Hotel. Rodriguez had a
great effect on children
that time. These kids are
skilled with children of the
city. If they see a little
change, they're on their
feet."

For more than 50 years Gerry Kautzman has been a constant factor in the lives of children brought up with television. His success and reputation really lies in his support show series. The last to be screened was *Karamazovs*.

The latest project in Space Force's effort to launch, launch, launch is a space station. It will have a command, control, and communications center, a science and technology center, and a research and development center. It will also have a crew of 12 people, and it will be able to support a variety of missions. The station is expected to be launched in the late 2020s.

...control...
...suits here up...
...sawards. One said Tom...
...over the state of a...
...and tonight gave a whole...
...x. The game wasn't...
...with a flourish but it did...
...a international business...
...and...
...of Thunderbird...
...small

Further Thunderbolt releases from Channel 5 proved equally successful. Thunderbolt's Outer Space took into the video charts. Thunderbolt's The Rescue entered the charts straight at number one.

Locally composed of the fine
containing masses of
Thunderbolt in their crusts

“The talent we’re recruiting are people who are ready to work,” says



Gerry Anderson

The puppet characters, the Ten Twin brothers — Scott, Trigg, Alan, Gordon and John — Lady Penelope, her manservant Patsy, became stars in the 44 countries where the shows were screened.

These films were the magnificent Thunderbirds themselves. Five brilliant technological creations designed to cope with any disaster on land, in the air, underwater and in space. And, of course, the Lady Penelope's huge pink Rolls Royce. Quite nice, never imagination.



- Garry's latest project is Space Pilot.

Pulling the strings



Thunderbird Two



Lou Piniello and Tracy — Thunderbirds



Martha from Shogun

proof of," he says, "but you can't get credits to back you. There's not a Hollywood attitude here."

Even though all Anderson's credits are produced with the main aim of getting onto the American network, Anderson has never seriously considered leaving Britain and settling up on the other side of the Atlantic. "I don't think I'd like life in Beverly Hills, suddenly proving you can make millions."

Gerry Anderson was born in London in 1929. His first job in the film industry was as a trainee with the Colonial Film Unit. He was just 14.

Later he joined Gaumont-British Pictures, first as an assistant editor and then making editor. He worked on films such as *The Wind*, *Madame Butterfly*, *Conquest of the Heavens*, and *The Long Walk to Nowhere*.

In the mid-1950s Anderson had what he calls "the crazy notion I could turn my own company."

In 1956 he convinced MP Films with Arthur Penn "and mentioned about the hell to me."

And Anderson became involved with puppets. He was asked to make *The Adventures of Pinocchio*, a 52 programme series for Associated Television.

Anderson about a puppet character who could change his arms and legs, at all. "It's not me," says Anderson, "but we would have said yes to anything. Frankly I was terrified at the idea."

What a way to spend so much of my life. We took a puppet series to pay the rent. I deliberately tried to make the pictures as good as possible, as we would make pictures with people."

Pinocchio was a success and Anderson agreed to make another puppet series, *The Story of the Little Prince*, for Associated Television. It ran for 26 episodes.

After Pinocchio, Anderson had "made a few bits" and produced his own puppet series for Granada Television, *Four Feather Falls*, starring Shadrach Fox. It was a success. It also marked a step forward in the art of marionettes. Tucker was

Continued on page 62

Pulling the strings

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Technology: "In 1967, another big year followed in 1967, Ford's F150 (2000)..."

The following year came 25ingray, the first colour television series made in the UK. It sold worldwide.

Next came Captain Scarfed and the Mystrant (1947), Joe De Vries and the name year was a return to Thunderbolt's with a new Ingmar film, Thunderbolt (1948) and last year.

Over the years the 1945 Anderson tried to break with the proper format. The Secret Service in 1968 featured the action although it remained mainly proper. (SP-11968)



1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26



1991, and The Protectors (1991) — starring Robert “Man from Sausalito” Wagner — and Wayne Davis Foster — continued the trend to live action, although he also found time to produce an experimental puppet film, called The Investigator.

The area of prompts in Anderson's productions, culminated with two series of Space 1999 (1967-1968). For me, Space 1999 is probably the best science fiction series. Technically and in plots, I think it made Star Trek look earthward. (I still can't believe it.)

The MTV networks for some strange reason failed to give a regular slot in the programme schedules. Each week it seemed to be on at a different time, sometimes a different day.

"...the father," says Anderson. "They didn't intend to wreck it, they just didn't care. There was a hole in the windshield so they fixed it."

may come to their senses, and give the series a re-run. Don't miss it if they do.

In 1962, Anderson returned to puppetry with 20 episodes of *Terrahawks*, the last of the

Now the future of the
Andersen legend rests with
Space Pilot. Creating a new
concept in science fiction is
extremely difficult, he
Andersen says. "The future
must be futuristic, but it must

also be responsible for the
responsibility. **Source: First**

Superficially, Spence
is just fluff.
Meanwhile, if you fancy
trying to break into the
business, Gary Anderson has
somebody. "The
two pieces of advice I don't
first give to artists is don't
come into the industry at all.
This industry is becoming too
saturated and dead by
Christmas. It's tough to
survive it. The only way to get
in there is through a gift
in those days by saying 'I don't
school or by saying 'I don't
care what I do or what I can
pull. It someone comes in
the doghouse and they're
bright they will be receptive
and showed up the industry
and to sample

If you want to sample Jerry Anderson's work, on video Channel 5 has the following on offer at £6.99. **Thunderbirds** — Countdown

Countdown
Kamoharui
Kamoharui 2: The Invisible
Monsters from Mars
The Incredible Voyage of
Alvin

Revenge of the Mysterians
from Mars (Captain Scarlett)
Torchy Blane in Danger Space

Thunderbolts in Outer Space
Other titles are also for
release to check out your
local video store.

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• Captain Scott.

and his work is minute. Detail, it's well worth buying his magazine. It's run by a 20-year-old Blackpool politician called Dave Nightingale, and is packed with information, news, photos, and interviews. It costs £2.50 plus 40p post and packaging, per issue and can be obtained from Angela Marking, 1/6 Freeman Avenue, Spinney Gate, South Shore, Blackpool, Lancashire, FY9 2LJ.

or you dad wants to know what I A.B. — the initials — who Thambiard pilots signed off messages with — it means just about for 5 billions. I A.B.



in Scotland's South-East.

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WHO WANTS TO BE

£

If you had all the money under the sun what would you spend it on? What bits of hi-tech would you fill up your home with? Our American correspondent Marshall M. Rosenthal has been daydreaming.

££££££££££

You're all read about the fun you can have at real live sports on the games floor, but photos and videotape, blasting away at each other with the intense light

Myll, located in a San Francisco-based company, you can either spend a couple of hours on your own or

Letter Tag is a portable version of those games and duplicates the experience anywhere. There is the suspense, the guessing and measuring. Adjust the focus of the beam of infrared light from wide (used to narrow target skills). First is the silent kill — or a few-year appointment to hear the howl of immediate doom.

That means, however, as different
but from the human body, in which
we could see anything, everything
shows of itself, even the light.

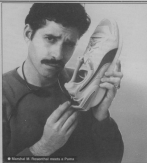
The range is about 50 feet. An alternative counter can be adjusted so that a specific number of hits will award the bonus and encourage the winner in a burst of multi-colored lights.

As I noted, however, ratings for the other countries have declined in the opposite direction, and are now

Each bed consists of a springless, coil-mattress and heavy cloth, requiring little care. There is no outside lighting and light apertures in the canvas top provide for

■ A show with a brain. That's an apt description for the Penna H&C Comparative Show. There's more here than meets the hoof. A highlight: rules piggy-back behind the hoof of this specially-adapted running shoe.

Inside is a sophisticated circuit board powered by a lithium battery. A monitor measures the width between teeth, shows it on the screen, and electronically records information for use with a personal

[illegible]

100

There is an old proverb, and indeed

A programmable timer will inform you when you've reached your training goal for the day or week.

Turn off your shoes and return home. Attach one end of the connecting cord to the other's interface, and the other end to our computer.

With the required software and hardware now effectively implemented, the program will help us to measure and evaluate the

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Journal of Internal Medicine 247: 105–112

I find that, how many adjectives
were featured up to is
personalized repeat indication
just how well you're doing
overall.

The entire unit is modular, so if the door wears out, — just remove the top panel and slide it in a new one. They come in an assortment of colors, are a milky silver-gray with reddish-brown stripes, and retail for about \$10.

Please do not use the following e-mail address:



lévi'athan (lívai'áþán), ME.

[a. L. (Vulg.), a. Heb. *lwyððán*. Ult. origin unkn.]

n. huge ship; anything very large of its kind.

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V.I.D.E.O.S

THE LAST STARFIGHTER • ROCKY IV • IRON EAGLE

Welcome to C + VG regular video page hosted by Feedy Hamilton, the computer world's answer to Barry Norman. (And why not?) He'll be telling you about the latest video releases heading your way. Stay tuned to this page for Feedy's favourites.

THE LAST STARFIGHTER. Channel 4. CERT PG

Alex Rogan is an average teenage boy who shows video games. His level video arcade machine is "Starfighter" which he's excellent at.

One night Alex breaks the previously unbroken Starfighter record. Driven from the depths of space comes Centauri, who introduce himself to Alex as an inter-galactic talent scout, who has come to recruit Alex because of his Starfighter talent.

Alex is then flown up to space to become a Starfighter and defend the planet Rylos against the evil Xar and Ki-din armada.

At first he is reluctant to become a Starfighter, but soon

learns that he has no choice as Xar has sent some guards down to earth to kill him if he returns. Alex battles the fiend-looking creature Grigg.

Together they go on a seemingly impossible mission, to single-handedly defend Rylos and defeat the powerful armada.

The Last Star Fighter is very similar to the Star Wars trilogy. Great effects, loads of space battles and good ol' Alex Rogan—every bit as cool as Luke Skywalker.

The film is not in the special effects, the plot is extremely weak, and could've been written on the back of a cocktail napkin.

The acting is mediocre, although Lance Guest, who plays Alex Rogan, could be seen in a lot better films than this. Most of the cast made the best



FEEDY HAMILTON

they could out of the weak script, although no-one was outstanding.

As I previously mentioned, the effects are excellent. The colossal Starfighter ships are great and the blasting scenes with the armada are the best we've seen this side of Star Wars. The effects however do not make up for the weak storyline.

I enjoyed this film up to a certain extent, although I got bored after the first half an hour. I'm sure this film will be adored by younger viewers but most people over the age of ten will probably expect more than just good effects and a lameable line.

ROCKY IV. WARNER VIDEO. CERT PG.

Take two men, one good, one bad. Make the good one come from America and the bad one from Russia. Call the bad one Drago and the good one Rocky. There you have it, the complete plot of Rocky IV.

The film gets in its stride when Rocky's boss claims to would show him Apollo Creed is going to happily in his swimming pool. On the TV, shows the national TV news that Russia are about to enter the world of professional boxing. In the form of Russian champion, the gigantic Ivan Drago Apollo who is patient, naturally wants to fight him. Despite strong protests from Rocky the fight goes ahead.

Four old Apollo, to say the least suffers a severe defeat. This is where the action. Stallion Rocky battles, steps in. Rocky wants to average bulky



THE LAST STARFIGHTER



LANCE GUEST

continued on page 99



■ IRON EAGLE

Applis and wants to fight, this is a visible giant. Rocky's will is against this light, and gets his mighty doesn't want to see his husband/brother to death in Moscow on Christmas Day. But despite this Rocky fights him and... well, I won't spoil it.

This fourth-grade in the Rocky saga has bettered the lot. Better acting, better fight scenes, and probably a lot more of each to make.

The only problem with the film are the political morals (by three or so all).

The film is actually based on the U.S.A. on Russia concept. Remember Rocky I when the only moral Russo had was not to punch below the belt. One can hardly decipher his speech, what chance can he have of becoming a politician?

Apart from Stallone, the two actors that shine are the Russian that Drago and his wife. Drago is played extremely well by Swedish newcomer Dolph Lundgren and the delicious Brigitte Nielsen, who recently wed the.

The high points in the film are it would be expected from the Rocky series, the training and fight scenes. Especially that with great sound effects of someone's brain being rattled about. Great camera work catching the shots on Rocky's gun-shield, just right. There is a great scene to beat along with it, and you have an almost perfect bit of action.

IRON EAGLE, MCA/COLUMBIA PICTURES. CERT 15.

Drugs Masters is a teenage boy who runs fly his better than most of us can take a joke. All he's ever wanted to do is become a fighter pilot like his father, Colonel Ted Masters.

Director strikes the Master's

home, when Ted is shot down while on air exercises when he accidentally crashes a small Middle Eastern country's airplane. This young little country impresses him and sentences him to death.

The United States Air Force seems to be doing nothing of any value about this, except "negotiating".

An upset Drago befriends pilot son "Chappy" (Stallone) who together with Drago and his gang "the Eagles" plan a raid to get his father out. They acquire two fully-armed F16s, and in go Drago and Chappy.

About six months ago I mainly remember seeing a TV for his Iron Eagle, but it never made any serious impact in the cinema. A great pity really, as the film would have had much more atmosphere on the big screen.

Although the script is abysmal in parts, this is quickly overruled by some excellent acting, especially by outstanding Kevin Costner (as, who plays the big-hearted Chappy Master). He gives the sort of performance that earned him an Oscar for his brutal role in an Officer and a Gentleman. James Belushi also shows a credible performance as the heroic Drago Masters.

Another prominent picture is Drago's personal drives routine, which Drago is extremely attached to. This gives the director an excuse for the dynamic soundtrack, including Queen's One Vision, which Drago enjoys on 40,000 feet.

Iron Eagle has all the makings of a blockbuster; many perfectly executed fight scenes, great acting, great music, and it obviously cost a fortune to make. It is very much in the Hammer mould of films, in which "the good" goes in to get a loved one imprisoned by "the badies" killing all "the badies" on his way.

C+VG COMPETITION

Two lucky people will find themselves with a copy of Iron Eagle, MCA/Columbia, by just answering the three questions. Ready film buffs?

- 1) Name the two stars of recent Air Force Blockbuster, Top Gun. Was it?
A) Fred Astaire and Ginger Rogers
B) Henry Fonda and Meryl Streep
C) Tom Cruise and Kelly McGillis

- 2) Name the character played by Kevin Costner Jr in An Officer and a Gentleman? Was it?
A) John Rambo
B) Sergeant Leroy
C) Sergeant Foley

- 3) Name the title of the tacky American film in which a group of teen-agers defeated the Russian army after the holocaust? Was it?
A) The Golden Pony
B) The Fourth Protocol
C) Red Dawn

Send your answers on the coupon printed below to Iron Eagle competition, Computer + Video Games, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date is March 19th and the editor's decision is final.

IRON EAGLE COMPETITION

Name _____

Address _____

Each month I'll be telling you about my favourite videos. But I also want to know what yours are so we can compile the C+VG Video Top Ten.

Just fill in the form printed below and send it to C+VG Video Top Ten, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU.

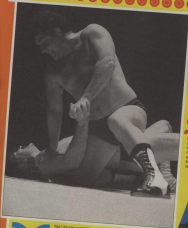
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My video vote is for _____

Name _____

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Screens as seen on the left screen

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ALWAYS ASKIN

Just how good are you on your favourite game? Just think! Wouldn't you like to know whether you're King of the Joyfields? Well, here's your chance. Cast your eye down the following list and let us know if you could do better, or if you've got high scores on games we haven't even mentioned. The nearer the game the better, but keep sending in your scores for all those golden coins.

Hall of Fame

Isari Warriors	1,750,500 Keith Brooking, Lancaster
Bubble Bobble	2,870,000 Paul Clow, Lancaster
Quarterflit II	4,748,000 James Wadhams, Essex
Quarterflit	8,579,750 James Wadhams, Essex
Yin An Kung Fu	1,698,900 Dick Searry
Outpost	1,537,800 Keith Brooking, Lancaster
Out Run	16,246,900 Bernard Lockhart, Amsterdam
Space Harrier	27,104,800 Joseph Root, Windsor
Gun Smoke	1,628,450 Mark Viner, Devon
Solomonisler	1,099,100 Michael Clark, Walsfield
Green Beret	795,700 Keith Brooking, Lancaster
Momoko	845,500 Dexter Stein, Leicester
Conquesto	1,143,800 Colin Atkin, Penkridge
Samurai	12,692,710 Mark Viner, Devon
Defender	1,384,400 Alan Medford, Cambridgeshire

BUBBLE BOBBLE

Bubble Bobble is a fairly new game to the arcade and is proving very popular. Paul Clow from Lancaster has sent in the following helpful descriptions of the many objects you'll encounter in the game. He reached Level 34 with a high score of 2,870,000. Can anyone beat that? And can anyone tell Paul what the Red Ring, Purple Ring, Jack and Chest are?

With and Tip for Bubble Bobble

OBJECT	DESCRIPTION
Tallies (small)	— Power-Up
Blue oval	— Speeds Bubble up
Purple oval	— Increases distance between bubble
Striped	— Increases distance between
Gold ring	— Gives you the power of all three coins
Purple ring	— Destroys all enemy
Walking ship	— A large ball will appear on the wall of the screen then one will fly between 118,000 and 20,000 points
Pinkish octopus	— This will fill the screen with octopus then octopus depends on when colour the bubble is. If all of the octopus are collected in the time limit then you get 100,000 points
Various colours	— Fill the screen with water. This will fill all enemy on the screen
Blue oval	— This will shoot bubble instead of bubbles. These fill on screen
Red oval	— This means filling which will fill all enemy on screen
Tallies (small)	— This means filling which will fill all enemy on screen
Blue	— This means filling which will fill all enemy on screen
Striped	— This means filling which will fill all enemy on screen
Headless	— This means filling which will fill all enemy on screen
Circle	— This means filling which will fill all enemy on screen

- This will give you 100,000 points for every step you take
- This will give you 100,000 points for every step you take
- This will give you 100,000 points for every step you take
- This will give you 100,000 points for every step you take

Paul also writes: "If you reach screen 20 without losing a life then you will come across a door which takes you to a secret room. There you can collect 360,000 points. These don't occur every ten screens after screen 20 until you lose a life."

PAPERBOY

Knowing how to cheat on Atari's Paperboy can give you some pretty mega scores — in fact, Jeremy Wall from Cornwall claims to have scored an impossible sounding 1,079,855,881 using the following method:

"On the 'Easy Way' in Paperboy, first complete the day and finish the training course. At the end of the training course you'll see a bush and next to it a small fence at the right hand side of the screen. Taking the middle lane, cycle as close as possible to the bush and turn right. This will take you past the fence and onto another training course. Cycle straight through the Spectator Stadium and you'll come to a third training course. This time cycle for the bush and fence and onto more training courses, alternating your route each time. If you get tired of cheating, just crash and then carry on the game as normal."

SPACE HARRIER

After much practice (amounting to some £18), Keston Price reckons he knows just about all there is to know about Space Harrier and has decided to pass on a few morals on keeping alive in this fast-paced game.

The trick of the game is to keep moving — everything else of your present position as if you keep on the move, nothing should hit you. This is particularly true of the dragons at the end of each level. While they're coming at you, circle the screen, moving round each corner, the moment it turns its back on you go to the centre of the screen and blast it as fast as you can.

When you're on a screen with indestructibles like plant towers or rocket turrets, make it top priority to blast the skulls, planes, giant frogs etc as soon as they start firing at you. If you're not quick the huge towers will zoom in on you making your task even harder.

The spinning skull wheel at the end of some levels can be fairly easily avoided, if you find you can't defeat all the sections, decide which side it's going to go to do its final swing and go to the other side of the screen. It should pass without harming you.

On spinning diabolical levels, you always get one phase on the top of the screen with the second phase following at the bottom.

Just double between top and bottom of the screen to let them pass above or below you.

If you can map out difficult sections of your favourite game, showing routes and hazards, all the better.

We'd like to print a few maps as well as your tips. Send your maps to Chris Maguire, Arcade Action, C110, Priory Court, 20-22 Farringham Lane, London EC1R 3NU.

EXTRA BITS

BY IAN DUERDEN

Welcome to **E + VQ's** Extra Bits column which again will give you the low-down, not only on any new hardware that's around but will keep you informed about any specialised software that's either an general release or seen to be released. Not only that, the column will sometimes include review of hardware or software items such as the **The Artist II** released this month, which is out for the Spectrum, there is talk of producing a Commodore version.

So watch this space for any further news.

I must apologise in advance for this month's offering, it might look to some of you like a page out of an *Amstrad* magazine but most of the new material around is for the Amstrad machines, although I hope to rectify this in the future.

PROGRAMMING HELP

Probably the most useful item this month is the new **Firmware** manual for the compact **OPC** (size 440684) 6128. Before you had to buy an individual manual for each machine now one manual covers all five. The manual describes the "Firmware" or program resident in the lower ROM of the machine as well as details of the **Disc** controlling ROM. It is possible to use the **Firmware** commands within a **BASIC**

program as well as in machine code, for example typing 'call 4800c' will swap the pen and paper inks over. Simple! The manual is full of such wonderful information and if you have any plans to write software the manual is a must. At £19.95 it's not cheap but it could save you many hours work and should be available at any retail outlet, otherwise contact **AMSOFT** on 0760 675894.

SUPER CALC 3

Next something for Amstrad **PC** owners, **Super Calc 3** which is released through Amstrad, produced by **Deane** and claims to have over one million users worldwide.

SuperCalc 3 is a powerful tool for solving all types of financial, business or mathematical problems and allows you to manipulate data either in the shape of graphs, bar charts or pie charts or just as a column of numbers.

The manual contains nearly 400 full packed pages of information, hints and appendices, what else would you expect from a package costing £14.95. There is no doubt that this is a true

business package which will not only run on the Amstrad **PC** but on any IBM compatible machine with 5 1/4 inch disc drive and **CP/M**.

SPELLING PROGRAM

Next comes **LocalSpell** for the Amstrad **PCW 6254** and **6612** machines and as you can well imagine is a spelling checker for **LocalScript** containing two separate dictionaries one with 52,000 words the other with 77,000 words. The program looks similar to many on the market and retails at £28.95.

THE ARTIST 2

Just released for the Spectrum are two new drawing packages. The first is **The Artist 2** from **Softchica** and is available for any Spectrum. There are four individual programs. **Artist 2** is the first and allows the user to draw, design or create any type of picture using either a series of icons or menus, or a mouse if you have one. The other programs include a **Sprite** and **Font Designer**, a **Page Maker** and a **Screen Compressor**. There is also a fairly comprehensive 38 page manual to go with it. I don't know how much it will retail at but for further information

contact **Softchica** 30/38 Southampton Street, Covent Garden, London WC2E 7HE.

The second of the two programs comes from **Rambold** and is called **The Advanced OCP Art Studio** which is quite a mouthful.

It is available for the **128** and **128+2** machines and is basically an upgrade of the **OCP Art Studio** released for the Spectrum in 1985. It contains a few additional features such as multiple sets of fill patterns, define and save any window, define own brushes, paints and scribbles and save them for future use. **Rambold** facility for superfast access to name but a few.

The original version received a number of awards so it has quite a good pedigree. It isn't cheap at £24.95, but what is these days, and is out now. **Commodore 64** 128, Amstrad **6128** and **Alan 57** versions will be released early in the new year. For further information contact **Rambold** Software, 74 New Oxford Street, London WC1A 1PS.

PLAN IT

Finally, again returning to the Amstrad, **PLAN IT**, nothing to do with **Patrick Moore**, from **Database Software**. Their last claim to fame was **Mini Office 2** for the Amstrad and BBC machines now they have released a program to manage your personal accounts, sort out your financial diary and finally create your own calendar.



THANATOS



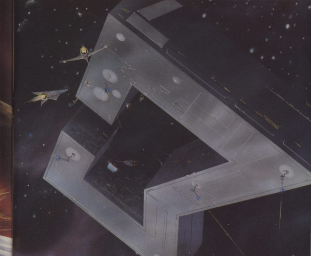
Spectrum in October, Amstrad in November, Commodore 64 in December.

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• • • • •



7

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C+VG STREET SEEN

If this page could talk it would scream "Scoop" and "Exclusive." Here is the cream of the crop of short contenders waiting to turn your series. Let a course for Boiling, turn the spotlight on Shadow Schneider, get mixed up in a Feud, sit down on the Throne of Fire and get hatched to the Bride of Frankenstein. Don't gaze too long, you'll annoy the neighbours.



Down in Wolverhampton the folks are foppish and frothy. Old Lennie and Lorraine — isn't that the name of a water colour? — are battling it out to decide who is the top W of all time. It's a battle to the death as the winners test their knowledge of social, speed and strength. You have to collect objects to make up the death-dealing spells required to beat the Ws! There are sideways and the random partner Bixie who also get in the way of your magical combat. Villagers can be transformed into Wolverines to combat your opponent. Find out its available for the Amstrad and Spectrum on the Festival issue at £2.95.



The Edge, well known for their classy arcade adventures, make a bid to back about 'em up fans with Shadow Schneider, a nice looking, fast scrolling, Spectrum spectacular. The Edge say Shadow features "astoundingly smooth and extremely fast graphics, the like of which have never been seen before on the Spectrum". Oh yeah? What about Uridium? Manamie, back on the scenario. As second light officer on an interstellar liner, your life is usually pretty crap. With the exploitation of the ship's computers, and advanced defence system, a light officer's lot was more one of keeping comfortable in plush quarters than of actually being involved in the process of getting from North to the Cosmos colony. But you do have some responsibilities as an officer, and one is to take your men in checking the outer defence and control systems, in your Shadow Schneider, a personal scout vehicle. And on this trip things have gone very wrong. The ship's computer has malfunctioned and trapped you outside. Your own defence systems are treating you as an alien body to be destroyed! Your only chance is to fly through all these surface sections of your liner to reach the main entry-point near the ship's control room and safety. The shoreline can pass under and over the different structures, but to get past some, it's necessary to flip your craft over, in order to fly lower. While you are inverted your fire power is lowered, and you can only move half as fast as usual! Schneider should be out now for the Spectrum, at £7.95.



It's not much fun being an Elf. Everyone who rates himself as a bit of a good guy wants to take a swipe at one to prove just how irritatingly GOOD they are. But now is the time to fight back and strike a blow for the kind thanks to Lord's and their new adventure Knight. In this same kind of adventure you can wander? Knight, released by Spectrum, is an interactive adventure. Each of the many chapters lead totally independent from and their action with other you and the adventure of the adventure. Learning spells and communication with other characters are that if you want to escape the mystical world and average yourself on all possible-things everywhere. Knight the features an improved language interpreter with multiple command windows and a huge 1000 word vocabulary, that the thing that will strike you first are the amazing graphics. Lord's have taken a leaf out of Magicsoft's book and produced some really neat "impressionist" style pictures to accompany their new adventure. Knight the will be available on the Amstrad and Atari ST in March, both at £12.95. Versions for the ZX Spectrum, Amstrad, Atari 800, Apple, IBM PC and Mac will follow.



Problems for Luke "Gondie" Gondors. His walkman has been confiscated by his and his mum will kill him. Not only that. The school's closed and there is only one way to get it back and avert mum's wrath — visit in Waltham to the world of Gunge BEE, the Alpha Prime Software game based on the BBC TV series. The game is an arcade adventure based on the book Gunge BEE After Bion by the creator of the series, Phil Redmond. You have to find a way into the school, negotiate the maze of heating pipes and avoid dangerous situations.

C+VG Mailbag

COMPUTER + VIDEO GAMES
38-39 PARRAGON LANE
LONDON, EC1N 3JF

Right, I'm here to cut the Small-talk, Mailbag is Big-Talk. Okay? But before you get to grips with the letters, here is an I.D.E.A.S. Central Public Service Information Message. A few months back C+VG ran a competition to find the Paperbox of the Year. The winner did not give us his full address. So if your name is Randsleep and your newspaper is Mr Patterson write to us, and tell your story again. That's to make sure we got the right Randsleep. And don't forget to include your full address. Omit the letters. . .

■ It has been a few months since I last bought your magazine, mainly due to the fact that my telly broke down and Atari don't work very well if you can't see what's going on. But, I was bored and wanted something to read.

Lo and behold, C+VG almost jumped off the shelf and into my arms. I think I was the first dickhead to get the issue (indeed it was the December issue and it had been in the shops since mid-

November). Why do you do this? If a magazine says December on the front, shouldn't it be released on the 1st of December and not on the 14th (November)?

But, enough about that. Over these few months, the magazine has changed — even if my telly situation hasn't — and not for the worse (I hope) sir?

Time machines, more Mailbag pages (that girl is my cousin), more of everything. Apart from

that mention, I think I saw the word twice outside advertisements and letters. But overall it is great, except only the few Pavlovian. So much so that I might start buying it again.

Oh, by the way I am looking for a friend — female, male between 17 and 20

Arnhem, London
Cattle Daughter
Island?

It appears it can be a little confusing, seeing the December issue on the magazine stands in mid-November or indeed the July issue in mid-June. It all comes down to our printer's schedule, distribution date. Most magazines tend to appear a few days if not weeks before the date on their covers. What you consider the three weeks of magazine available it would be impossible, for instance, for all their December issues to appear on December 1. Just imagine how confusing it is for you. Right now I'm taking this reply into it C+V's office should in January for the March issue which will be out in February.

■ I have just been accused into buying the Space Harrier and Gamebit also for my new Atari 68010 with a built in disc drive (long, long) and in my house I find a major fight with Gamebit and a minor but clear only Space Harrier. With the intellectual levelled my own knowledge having checked with other users, there is a fault on all Atari 68010 disc for Gamebit.

As you know, after local review all the systems are random, but some of the reports have some sort of detail on them which causes them to input data or not input. I know this isn't the fault of my computer and I know it isn't (just one faulty disc has caused I have replaced it seven times and the shop is getting fed up with this. As for Space Harrier what happened to the giant robot and the spaceship from London's report? What's the point of spending £14.95 on a disc just to find out that you can complete the game and then it is up to you? £14.95 and not most even a baby robot with a pump gun?

C+V London.
Lamarckine
Looking out £14.95 on a game which contains some pretty serious bugs is infuriating. Writing to Mailbag about other potential buyers to the problem but you should also write to the software house concerned and mean to them. They are the people responsible. Try and get your money back. You wouldn't accept a new car that doesn't go or a music tape which has one track chewed up, would you? Software houses would soon get the message if everybody wrote to them.

■ I have watched and enjoyed the like Top Gun, and performed the training, shooting the enemy up and saving Dad. I ended up being awarded by Orion.

When I first loaded the game onto my Spectrum and saw the graphics of the aircraft carrier, my heart surged with delight. But the more I got into the game and a black and white game produced to watch.

Maybe it's me but after playing Ace and Ace at Ace, I find it is a bit and not my doing.

My last comment, which I hope Orion takes on, is that the game was released for too quickly and slightly caused the computer game public into putting with their money.

All the people (those who have bought it) in my field it is a Texas person, have told they have not only been content, but ended on a very impressive game. It should have sold for £2.99 not £9.95. I hope in the future big companies do not take the computer public for a ride.

C. Turner
London

A lot of what you say comes down to personal taste. I might like something which you don't. That's life. What you really should try to do is see the game before you buy it. I know that's a little bit of a hassle but a lot of the big shops would refuse to let you see the game before you buy it. That's the way it is. If you're lucky enough to live near a small specialist computer shop, they may not stop there. They should — if they're any good — have more time for you.

■ In your last issue I wrote about the Atari 68010 and told you that it was a good thing that it was not a bad thing. I was probably right that you told



in the limousine mine and our friends Arlene. Well, secondly some friends and I would be across the plane and they had Gaudin, Space Harrier, Ramp On, Run Machine, Buggy Run, and many more (keep this a secret from my friend—cause me and my friends spent around £10 on Gaudin).

Now it's late, but I have a complaint, when will you print a Melissa poster like the gangster. Here are our ratings for the mag, Rate 4, Quality of Pages 5, Entertainment 4, Bug Hunter 4, Tips 3 and Reviews 1.5. Haydn Jones, Newcastle.

You spent £10 on Gaudin? I've checked but don't worry I won't tell your mum, then as I write, please are underway for a Melissa poster (Pete the Poo is going to advertise at her flea fairs, looking inspiration. When he's back inspired we'll kick him back in his old-world pens, patios, bins and a few scraps of paper and see what happens).

■ So, Hannah Smith, who can be remarkably impressionable by a TV screen (having the double message "bawling-crying" in coming to London to visit Melissa out once and for all, is that?)

Don't worry, Hannah, travelling one, for as much as Spanish-Club makes the big City Sheffield place to the hotel/restaurant and see that shows overseas country bumpkins when they visit anything larger than the great collection of mail that they emanate from in London. Hello.

The poor deluded creature will be far from as smart with the members of civilization in London now. Hannah's mag will be running taps on and off, trying to work out where the water comes from. She will uncouple lightbulbs and expect them to still glow when out of their sockets. She will indeed, probably become lost on the underground, thinking it is a real £1.99 budget outergame dungeon and happily disappear for all time.

Should this happen (please don't take mercy on her and give her the tip that will get her out of the situation) in front of the mag that would help her—the London Transport one. No, you think she's the tipster, let her mail it all out.

In the case of Haddock's Owl, well, there's definitely something they about her and she's places whinging about her nubby clogs, I advise you to paraphrase the words of a very wise man and say to her — "I guess, tip though. Probably at a very high rate". I mean, quite seriously, a fall from a great height, ending in being brought back to earth with a bang is only a physical version of what the world expects a woman to do. She should do more you intimacy and in her more mental, in the long run, than letting poor old Haddock's Owl return to the silly little-clog of

Over the two-line wires to have said that now, yes, I hereby give it to you, Melissa. In one answer you like, how it's changed. Look again it is a line (Haddock's Owl from a friend last time).

You see the true difference between your grand self and Haddock's Owl is that where as Haddock's Owl is only a Haddock's Owl, you are a Haddock's Owl. I am sure you know enough about this line this should be made this compliment when it's paid to you but we must remember that state of Haddock's Owl knows something of the music world, being the subject of a recent film about — "Haddock and his Blues".

If the wheelboats of these blues are, at present, unknown to me perhaps that they will soon be upon her knees for that what she'll be providing in the second she is delivered into your august presence.



I also enclose a photo of myself from the last time I was in Carter-Potts land. You should photos of your tip supplies and as you know I have given you a few useful ones. This is one of that bank of Anna Carter, Colchester.

Right the goodnight Ben V. Jones, Essex.

Look, that I find that I always thought Haddock was really the chief of civilization. Ironically, Melissa remains above all this, that another thing, Ben, I know from Anna Haddock must feel having a permanent cold. My idea is to send a suffering from possibly the of the micro-organisms. Sometimes it takes me down as if I've got a cold and a little bit of a cold.

■ I think your mag is quite hot, cool, warmish... warmish, etc. But I have no more complaints. It is the lack of page numbers. They seem to be on every page at the bottom and at the top, but they don't. Then they come back at the end of the mag. Continued. I am/any explanation? Matthew, Midland, Nottingham.

■ It's too good, I cannot hold back any longer. Ahhh, that's better. Right, New Knight (Gaudin is. What was the point of having an index, when none of the pages had any numbers on it? Well, of course, in

the last issue. And why I have your attention, where are those amazing glimpses of sticking top that I mentioned in my last letter? That's a shame you don't look out Melissa, we all this evening about it is a help out.

Hiagon, Farnham, Dorset.

Yes, Matthew, there is a reason and it's quite simple. A 100 is printed in several sections but not all at the same time. The size of these sections can change virtually overnight, so these virtually is a random mix of computers waiting to put advertisements in. You can imagine how difficult it is trying to keep all the page numbers right.

And as for you, T.H. (L.H.), don't worry that things are out this year and page numbers are in.

■ Consider yourselves as T.H. computer magazine at the present time. As it is, soon as the most adult to clean and the best informed, but leave out the boring. Use other magazines to that.

One more important station. One that is quite important is that computer is becoming anything and it is getting quite noisy about. No, don't let it be having trouble making their programs up.

Anyway I can't do a mail order company expecting to wait a couple of weeks to maybe a

month's delay in the game is not available.

So here it is January and no game from C.R. It seems to be continuing for the most Hyper Games of the world now. Okay, so maybe they're having problems with the program, but shouldn't they, through mag such as yours, keep us informed?

No, better, please call, send or any attempt by the mail order company to tell me about the delay. Okay to the amount was only £4.50. I can handle keeping that amount, but I am going to start making time and money in the meantime.

But, what about the kids who are wanting, game like Gaudin, a better than to those who. So this is it. Your mag, must have some say in the industry that are located in, then a poster should be checked by you, not?

Something can be done by you then I can see the advertising Standards Authority would be interested why companies are selling items that don't even exist? Their address escapes me at the moment, so, if they, the managers, of companies are reading I'll give you and I use the letter published to give you at together.

You have either option one — some form of letter or postcard explaining the delay or two — allowing after a time limit an alternative game of wonder chair.

(continued on page 10)



Mailbag

COMPUTER & VIDEO GAMES
38-32 HARRISON LANE
LONDON, EC1R 3AB

If this service is already covered not by any companies I apologise for double-posting your names. I hope someone will see the sense in my argument. Sorry to moon football's head it is. This is not an open argument from outside.

Consider your intention to write some gentlemen. Consider the Gazette to be the same case.

A Pined
Dated

It really is amazing when a software or a small order company takes your money and then it sends the game or further to tell you there might be a delay. That's bad, from bad. Let me try and explain about the advertisements. C+VG — and all the other monthly computer magazines — work a long way in advance. In Feb already said, I'm writing this in January for the March issue. Companies wishing to advertise games due to release around late February and March have to book their ads a long way in advance. In that time something might go wrong with the games production. For example, the programmers quit, or they physically can't consider the game in time, the result is the advert appears for no game. These delays can go on for months.

■ In your review of the C&VG (Feb) you remark that some "could have been a really ratty game if the prog writers had the idea to make it a real instead of using an existing screen flying on screen".

All three versions of *Force* on the multi-channelled, C&VG (Special) are continuous smooth sailing with no "screen flipping" whatsoever. Nice job you, Brian Deane, Manchester.

Two looks good. "It's not what I call a ratty." he says. Oh yes, dear game, dear game of *Force* should settle the issue.

■ I write regarding January 1987 edition's mistakes about the computer game based on the film *Top Gun*. The question in the *Top Gun* competition asked "What is the difference between a F16 and an F16 aircraft and...". I answered page 147 "except 'You will learn to cope with flying on the F16 at higher jets' only."

Later again in the review you remark "the number of the F16 is

armed with cruise missiles".

I would like to point out that the aircraft which the film showed on was the F14 Tomcat, not the F16.



because as there is no such aircraft but there is a F16 Fighting Falcon in a certain edition it might be you put an F14 Tomcat. What happened this time?

Paul Billars, Hull

It was a mistake, okay? Sorry. A certain member of the team is sitting in the corner hanging his head in shame. The lad's standing around yelling and trying to look looking away because it wasn't his fault. Once again, sorry.

■ The software market is currently in a sorry state, where games are recommendations from the audience and so are mostly graphics of those who are. (I have a friend "Chris" in London who has very little software and so he does not remain informed.)

Some games are original and being (by name). I've C&VG but why should someone pay £8.95 when he knows that in a few months the game will be on a compilation with several others for the same price?

Other games are imitations of good games as the author is so good he cannot think of an original.

Big companies who are more selling are more reliable than smaller games (B&B, etc.). They can afford to.

So it is not surprising that more people play games. They know that the games are not worth the money they would have had to pay. They've got people prophesying that these games will bring the end to the market (I think). What rubbish! The companies are ensuring their best clients. Certainly at this rate the software market, like the Wall Street, will collapse. No doubt the main companies would have thought "The Long, Sad" and cleared all long-term.

We must also look at other points of view, let us imagine that everybody stops playing (maybe because a more useful anti-piracy system will be developed). The games would, as many say, get better but that would only happen if the companies got more money. They would not — people would stop buying games — only a

drastic fall in prices would prevent this. Softer companies would not go bust, if the prices remained stable nobody would buy, if they stopped the companies would not make enough money.

It appears that only the companies themselves can stop the current state. And how? By producing B&B and C&B games, and bringing it about it.

To create or not to create — the choice is yours, make the above will help you to decide. I now send my case in the hope that half of the authors of the letters on this theme in the large Mailbag section will, Ben Mulligan, Harrogate.

■ There really is no argument which can defend or justify piracy. The case is clear. Piracy is theft. Theft is a crime. Pirates are thieves.



martech....
LIVE THE GAME!



NIMITZ



Coming Soon

PEP PEN PAL AGE

Here are the latest batch of Pen Pal letters. Here is back through and see if you find the pen pal you are looking for. If not, why not drop us a line, just let the other readers know what computer you own and some of your other interests. Who knows, you may still be writing to each other at the end of the century and it will all be due to C+VG's Pen Pal pages.

If there is not a complete address, just write to the reader via C+VG. When could be simpler.

■ I am interested in corresponding with a Commodore 128 owner with other drives. I am 13 and like any good games. I also like Queen and Dire Straits.
James Laurie
Northampton.

■ I am a 31 year old Commodore 64 owner and I would like to hear from any other C64 owners around the world with views on talking, joking and just general computer talk. Write to:
Damon Jardine
PO Box 897
Ingham, Qld 48540
Australia.

■ I am a boy from Holland and I would like to write to everybody who is the best in arcade machines in his city or town. My favourite game is Gauntlet from Atari. We could write about tips, tricks and his scores for every game.
Romano Limhout
Breda/steenhof 100
1054 HJ Amsterdam
The Netherlands

■ Benn Laidler is seven years old and would like to get in

touch with any Spectrum owners from all over the world. His other interest is swimming.
Ben Laidler
Newcastle.

■ We are two Commodore and MSX owners in England and would like a pen pal from anywhere in the world. We collect all kinds of software on disks and cassettes.
Hermann and Sonja
Vahrmann 18
2220 Hylten Pflöjer
Island

■ I'm a 14 year old Spectrum owner and would like to have a penpal from England. I have many programs and 40/50 top games.
Shari Collier
13c Shonia Marshall
Sonolink
Cairo
Egypt

■ I'm a 15 year old C16 owner and I would like to get in touch with other C16 owners for swapping games, items, software etc. If you write to me please enclose a lot of your games.
Barry Calk
Ramsbury/erweg 80
1047 14
Amsterdam
Netherlands

■ Rees and Wilson, 2 MSX-2 owners in the Netherlands would like to get in touch with other MSX users all over the world. If you are interested please send them a letter and they promise to reply.
Rees Maas
van Rindshof 14
5622 AG Eindhoven
The Netherlands

■ Calling all you lovely ladies out there, don't stay out in the cold. Why don't you communicate with me using the mail-office word processor for the Amstrad CPC 464. If you send me your introductory tape I will reply using the same tape which can be re-used for future correspondence. Don't forget to write the full name on a piece of paper with your name and address.
Arlene Norman
Rt. Humberdale

■ Are there any other Electron users who read C+VG, if you are an Electron owner and you are looking for a penpal then write to me!
Valdie Worral
21 Cloughall Road
Stratford upon Avon
Warwickshire
CV37 0DP

■ Would like to swap all kinds of programs for the Atari, — adventures, discs, books etc. So if you want an Atari penpal from Iceland write to me.
Anvar Thor Oskarsson
Alfheimur 3
104 Reykjavik
Iceland

■ I own an Enterprise 128 and I want to find a friend with an Enterprise to swap ideas, games etc. so if you own an Enterprise 64 or 128, please get in touch.
Kathie Parvizi
London

■ I am a 14 year old boy with an Amstrad CPC 6128. I have over 50 games on disc and cassette and am getting more. If you are 14-18 male or

female then write to:
Chris Glen
114 Parnesse Road
Chesham
Aylesford
New Zealand

■ I'm a 14 year old boy and I own a C64. I would like to have penpals all over the world. I have many new titles and would like to swap software. Write soon — all letters answered.

Joel van Halbeert
Kalkstein 3
2000 Lillooye
Holland

■ Calling all Enterprise owners who want to get in touch with other owners and join the Enterprise club. Write to:
JESSIE
60 Haddenham Ave
Stokeley
London
N12 0RX.

Don't forget to enclose a stamped addressed envelope.

■ I'm a lovely 14 year old C64 64 owner who has just moved from America to England. If anyone is interested in trading games, etc get in touch with me through C+VG.
Chris Brown
Worcester

■ I'm a 13 year old Spectrum owner living in Spain and I would like to have a penpal from any country. Please write to me.
Carlos Fernandez Arco
7 F. Jimenez de la Espada 461
Castellón (Murcia)
Spain

■ I'm a 15-year-old Atari owner who would like to swap games and tips. So if you have a cassette player, write to me.
Dorran Hind
Leeds

■ I am a Spectrum owner from Finland. I am interested in finding a pangol who would like to swap software. I have ever myself to write to me with your software but I'm waiting for your letter.
Jukka Kosunen
Kumpi
58700 Salo
Finland

■ I am 14 years old and I would like a pangol who owns a C64 or as I do a C128. I would like to trade games, hints etc.
CH McBrige
48 Rossville St
St Helier
Jersey
C.I.

■ Does anyone know of a hint club which specialises in finding games for Intermach MX 513 and also wants a pangol from Malta then get in touch with
Alfred Pappas
Alo 4 St Christopher Place
Kallithea Street
38 Athens
Malta

■ I am a 15-year-old girl who owns a C64 and needs help finding pangols. If any were nearby wish to exchange views or just want to chat, get in touch. All replies answered, from any country.
Diana Kemp
Hear Parkside

■ I have recently bought an Amstrad CPC 6128 and I would like to correspond with other Amstrad users. Here in Portugal there is no support at all for the Amstrad and I would like some people to swap software hints and ideas.
Sergio Vazquez
Rua General Silva Freire 151-40
1400 Lisboa
Portugal

■ I am 12 years old and looking for a pangol who owns

a BBC Mic and a 40 track disk drive. I am looking for someone around my age who speaks English and lives in the Channel Islands or France.
David Ince
Rue de l'Allee
Fancy
Jersey
C.I.

■ I am a 14-year-old arcade addict. I own an Atari and a C64. I would love to hear from a male or female who lives abroad, especially American — a blonde female American would be great.
Phil Chambers
Wardle

■ We would like to draw the attention of your readers to SNUB — the Southampton Micro Users Group. This is a new group for users of Atari, Amstrad, Acorn and Commodore machines, who live in and around the Southampton area. We intend to have the group running by March '87, so, if you are interested then, please get in touch with our most SNUB, c/o C+PC. A reply post envelope would be appreciated.
Mr I Campbell
Southampton

■ I am a Commodore 64 owner who would like to exchange programs, cheat codes, hints etc. If you are interested write to me at—
Barry Compton
Belfast

■ Hi, my name is Irene Webster and I own a C18. I would like to get in touch with another C18 owner from anywhere in the world. I would also like to swap games and tips.
Irene Webster
Hilbire

■ One Amiga Frank looking for other friends all over the world! I also have the newest stuff available. Please write to me.

Markus Lueke
Münster 17c
4000 Bielefeld 7
Germany

■ I own a C64 computer with disk drive and would like to find pangols from any corner

of the world who would like to swap hints, tips, programs etc.
Dariusz Piatnik
68 Rue du Premier
53240 Beaulieu
France

■ I own an MSX and where I live there are not many people to swap games and ideas with. So, if you're lonely in your area and own an MSX please contact me.
William Hoang
Chertsey
London

■ I am an Atari Electron owner and I would like to hear from other Electron owners in the world. I would like to exchange games. I have over 150 games and I am 12 years old.
Shaun Flannigan
Northern Ireland

■ I am a Spectrum 48k owner and I would like to hear from other Spectrum users anywhere in the world. I have 250 games and would like to swap games and codes. I am 14.
Auranne Dobson
Northumberland

■ Hi I'm a C64 owner and would like to trade games, hints and codes — cassette only. I am really looking for Karate games. All letters answered.
Barry Roberts
Claydon

■ I own an Amstrad 6128 + 514k drive and I would like to hear from other users who would like to swap software, hints, tips and codes. I have got a 1541 disk drive and a 1000 cassette.
Tom Fiers
Berkendrecht 3
8-9120 Dordrecht
Belgium

■ I am a Spectrum 48k owner and I have all games apart from text adventures. I would like to make contact with other Spectrum owners anywhere, to write about games, maps, codes, high scores anything about Spectrums. Please enclose a list of all your games.
Darrick Hobson
Cheshire

■ Hello Atari owners, I have an Atari 900 with disk drive and over 1000 titles of software on disk. Willing to swap with anyone interested. Please send a list with your letter.
Robert Dwyer
191 Rinkley Road
Melbourn
Essex
Australia

■ I am an Amstrad CPC 6128 owner who would like to have pangols from all over the world. I also have nearly 200 files and would like to swap cassettes or disks.
Amir D Farman
PO Box 447
Jeddah 2141
Saudi Arabia

■ I am a 14-year-old British Spectrum owner who would like to swap letters, software, hints and codes, preferably with overseas readers.
Alan Spencer
Glas

■ I am a Danish C64 owner and I would like to get in touch with someone who would like to swap software, hints, tips and codes. I have got a 1541 disk drive and a 1000 cassette.
Jacobs Stoffers
Engshøjvej 40
2920 Charlottendal
Denmark

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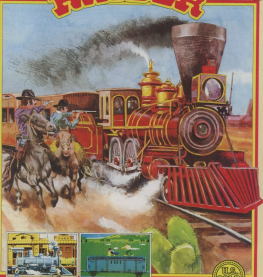




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Screen shots taken
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