

No.11 FEB 1985 85p

GAMES FOR:  
SPECTRUM, BBC, VIC-20  
and COMMODORE 64

GAMES  
REVIEWERS PLAY

**MAMA LLAMA**

Exclusive Preview



NOW INCORPORATING  
**GAMER**



# GOATBUSTER!

The JEFF MINTER interview



Australia \$1.70  
New Zealand \$2.00  
Malaysia \$3.25

# AIRWOLF

**SURPRISE RELEASE!**



### Airwolf

Bring back the Airwolf to a former Vietnam pilot's past and the only man in the world known to fly the fastest, deadliest helicopter in the world. Airwolf! You get 30 minutes of action.

MSRP \$6.95  
Special Price \$7.95

### Fall Guy

20th-Century Fox's super-stuntman Clint Eastwood stars in this fun and hilarious comedy movie.

### Dukes of Hazzard

It's the fall of July and Bo and Luke Duke are planning their next annual party. But when Hoggbacker attacks the Duke boys' plans and has sent Bossco and company out to put a stop to their revelry.

### Excelsior War

An arcade adventure worthy of comparison with Top Gun, only.

MSRP \$6.95  
Special Price \$7.95



Coming to your Micro early 1985



20th CENTURY FOX

PRESENT LEE MAJORS in

# FALL GUY

elite

ARCADE

Every single ELITE product carries the unique ELITE Holographic 300 for. Make sure your code zooms in your guarantee of quality.



MSRP \$6.95  
Special Price \$7.95

AVAILABLE IN NOVEMBER

Mail Order: Just send a check or P.O. payable to ELITE or quote your credit card no.

48K Spectrum and Commodore 64



Editorial Address: 800 K (2000)  
IPC Magazines Ltd., King's Reach Tower,  
Stamford Street, LONDON SE1 1LS.  
Telephone: 01-261 5018/5249  
Advertising: 01-261 9680

## PRESS FOR MAIN MENU

Well, we finally did it. Ward invites. Grabbed a piece of the telecommunications revolution. Sold out to Pressed. Whatever you like. What this means is, we bought ourselves a slice of Microsoft — not the first computer mag to do so, sure, and you bet we won't be the last. However, anybody out there — and there may be as many as 100,000 of you — who wants to get in touch, do so. Our mailbox is in the marketplace. Actually it isn't that easy. Here's a sample of the vital dialogue:

Editor: We want to go on Microsoft.

Publisher: No chance.

Editor: This object in my hand is a beautiful hat.

Publisher: Start next week OK?

Needless to say there's a lot of other hats we want to subscribe to. Computer . . . Brotherhood . . . The list is endless. Wave of the future? Well, one of them, that's for sure. Fly about the word 'Modern', though. Ugly. We seal. Can anybody think of a better one? If you can, write — no, wait! Mailbox us. Save a tree!

Speaking of which, you've no doubt noticed a new branch to our logo with this issue. TV Gamer has joined forces with 800 K to further the cause of futures for the masses. Welcome indeed to all TV Gamer readers who are experiencing the 800 K style for the first time. Nice hair, isn't it?

TONY TYLER

# CONTENTS

## GAMES PROGRAMS

SmallTalk for SPCTalkers .....	38
Victorian An SO-OS for Mac .....	40
Life of the Pirates for PC-50 .....	46
GALACTIC MINEFIELD for CIBRIX .....	76

## SOFTWARE REVIEWS

Pick of the Month .....	33
Review Pages .....	35-50
Up Front: Mega Games EXCLUSIVE .....	14

<b>QUARTZTALKING: The Complete Jeff Minter [4.9]</b>	
The Interlude .....	38
Origin of the Species .....	39
The Limestone Playlist .....	37

## FEATURES

Games Reviews Plus .....	44
--------------------------	----

## REGULARS

On-Line News .....	1
The Panel .....	12
Archie Alley .....	48
Conkards: Advertising with Games .....	58
Classic Games of Our Time .....	60
Charts .....	69
Zip Code .....	89
Literature .....	98
800 K Intro Cards .....	75

## COMPETITION

Win an Amstrad from Software Projects .....	8
Win a trip to Hampshire .....	13

Cover: Animal Magic by Robin Smith.



At the  
Microsoft  
store the  
mines are 20!

Animal  
MAGIC  
is the  
best  
called  
the  
greatest  
individual  
soft  
titles  
in the GC.  
After an  
Amstrad  
Challenge.  
Page 34



Design a game and win an  
Amstrad CPC 464

Editor  
TONY TYLER  
Assistant Editor  
MICHAEL SMITH  
Art Editor  
ANDREW  
Features  
MICHAEL SMITH  
Reviews  
JIM HARRIS  
Contributors  
Simon Jackson  
Ken Allen  
John Consani  
Bill Burrows  
Gary Hoban  
Brian Cox  
Brendan Hayler  
Alan Ford  
Robert Cook  
Chris Green  
Tony Tiddwell  
Erik Lindqvist  
Tony Brown  
Steve Wro  
Roger Webb  
Advertising Manager  
Erica Vickers  
Advertising Executive  
Sarah Cooper  
Group Advertisement  
Contributor  
Lucy Fairhead  
Publisher  
Sally Gower  
Production Director  
John Purdy  
ADDRESS  
IPC Magazines Ltd,  
King's Reach Tower  
Stamford Street,  
London SE1 1LS  
Editorial Room (017)  
Tel: 01-261-5018  
Advertising Room (013)  
Tel: 01-261-5215  
Facsimile: 48005555

# System 3 Software

## PRESENTS

### Multi Arcade Activity From America

• 100% OF PROFIT  
Reinvested in new  
software

# MOTOCROSS! SUICIDE STRIKE JUICE!

for the Commodore 64

SYSTEM 3 SOFTWARE  
EXCLUSIVE OFFER! FREE  
BOX CARDS  
with £1.95

No.1  
USA  
TITLES!



AVAILABLE IN STORES: 1000's of shops in Great Britain, Scandinavia  
and throughout Europe.

COMPANIES: 1000's of shops in Great Britain and Scandinavia.

At the start of the year you may not know if you're going to buy a new computer, but you know you'll need a new game. And that's why you'll be looking for a new game to buy. And that's why you'll be looking for a new game to buy. And that's why you'll be looking for a new game to buy.

But what if you can't find what you're looking for? Well, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for.

That's right, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for.

Higher scores, faster and more exciting. Higher scores, faster and more exciting. Higher scores, faster and more exciting. Higher scores, faster and more exciting. Higher scores, faster and more exciting.

At the start of the year you may not know if you're going to buy a new computer, but you know you'll need a new game. And that's why you'll be looking for a new game to buy. And that's why you'll be looking for a new game to buy.

But what if you can't find what you're looking for? Well, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for. Well, you can't find what you're looking for.

Higher scores, faster and more exciting. Higher scores, faster and more exciting. Higher scores, faster and more exciting. Higher scores, faster and more exciting. Higher scores, faster and more exciting.

#### HOW TO ORDER

To purchase any of the above games, please call or visit nearest stock exchange for a price of £1.95 (including postage and insurance) plus £1.00 for each additional game. Please allow 7 to 14 days for delivery.

Postage and packing: add £1.00 per game ordered.

System 3 Software  
1000's of shops in Great Britain  
and throughout Europe.

## System 3 Software

South Road House, Black Prince Road, London SW17  
Tel: 071-487 0875

100

## JACK HITS THE MASSES

BY JACK Thomas, front-runner of the new look Atari Expansion, takes into London one week in December. "I've got come to meet you guys," he greeted at the hotel, enjoying masses of the computer press assembled to see him. "So it's then, those fuddled and dripping that most, was there."

By Jack had his plans for Atari at the audience in a machine-gun style. "I'm going build a new line of computers for the masses!" He invited \$15m of his own money in the operation and says looking to raise \$250m by the summer of '85. "MS-DOS is a very nice machine." "I don't compare with IBM. I build computers for the masses."

These 'masses' will be seeing if Jack has put his money where his mouth is later this month at the game Computer Electronics Show in Las Vegas when four families of Atari products will be revealed.

The first will be the video games division, still centered around the VCS. The new 7000 system has \$30 & Neo-Geo has been scrapped.

Family 2 will be a line of \$40 machines comprising 680, 685, 688, music, still, portable machines. The 6000's services with new styling and all software for the \$40 line will be

compatible with it.

A new 1600 series featuring the 68000 processor and high grade graphics centers is presumably to challenge Apple's highly successful Macintosh. It will have a new operating system developed by Atari and Digital Research and will also contain IBM, DR's "MasterWIMP" (Windows Like Macintosh Personal) system.

Top of the family tree will be a line of \$200 "Workstations" for professional users featuring CAD/CAM capabilities.

Atari's will continue to answer software for education and will also be used as an editor for publishers. Video game ROMs will comprise about 50% of the market in '85.

By Jack had a few last words for the country he was visiting. "The U.S. is one of the strongest countries of developed software," he said. Atari would be looking for a lot more support from outside in the software area.

Tipped that lot of been leading the hottest masses in no more doubt that 1985 will see Atari heavily on the offensive, eager to return its former name and image. \$90 & a year, still dipping on the luxury shopping of the conference room, was made of owner staff, however "Will see," he said emphatically.



## "EUREKA" CRIES THE WORLD

EUREKA! the multi-part audio adventure (costs with the \$5,999 and in retail price, is set to become a worldwide hit. Eureka! the game, written by adventure craftsman Ian Livingstone and programmed by Hungarian software house Andromeda, has been converted into French and German editions. Eureka! publishers Dorland have already got their feet set up with the U.S.A., Canada, New Zealand and South Africa. Even Hungary is in line for its own edition.

50,000 copies of the game have sold in Britain alone, 11,000 have gone in France and a further 50,000 will be shipped to America next month. The French edition has been converted for the Dos (through Dorland have no plans to market an Os2 edition) and contains some changes to the game. The French have put up a separate 250,000 price for the first edition to solve the expense of Eureka! imports, the rest of the world are competing for the same 120,000 which, unless demand to December 1985 this year, will be shared out amongst those who came closest.

Dorland has already been contacted by plans to help. The man even claimed his work interest in Eureka! has been transferred by the game and his subsequent improved dramatically.

As for what will follow Eureka!, Dorland would say little other than they had a "biggie" lined up for this summer.



Interconnected computer terminals, caught in the process of learning, refuse to show their features.

## REALLY, WE DO OUR BEST, HONEST . . .

MARINA CLAIMED that her two

computer operators in both an educational context than anyone could go on one of their training sessions to use any one of it.

But includes journalists — we're not getting any social machines used we used might be used.

This might be used — the new machine, the CYBER, is an MS-DOS machine, designed as a main software in 1987 intended for conversion to other various distributions, and a separate menu featured. It's only a 2K machine, but it includes 100 pages of info specified by MS-DOS. It contains a more advanced model used in the 1987 version of computers. It's all around 100 lines of around 1985, but you do

get a whole new generation.

As for the education of journalists

Google News, editor of the first online magazine, a Small World's Guide to the Program, from

computer. 1985, my articles (single) included "look back computer" and "how to use the line for the use of things. Besides, I know everything about computers. I don't they think people in their attention up for work regularly."

Remember, considering that the best in computing is always available that can be understood with a minimum of documentation, such as the online Apple Learning, we're it a lot (checked) looking to expect people, usually, to read a document following any generation.

## BOOTS IN MSX BLUNDER

OSCAR STREET wasn't the only road to London to be lit up to bright lights this Christmas. Had you wandered down Fleet Street you might have noticed the bright red glow of unbranded faces. Sometimes the price of the Toshiba MSX video featured in the Burns advertisement which appeared in the Daily Telegraph and the Guardian had been cut by a hefty £100.

Great Street's (London) head Spinkings by a couple of days, entering the rest of the

Japanese video from the standard £25 to an attractive £15. At the price even the most dubious hackers might be tempted to dip a hand into the MSX waters.

Disappointed customers were being told by Boots staff that it is a mistake, and that they were sorry but the £25 price tag stays. Maybe they would feel happier if they were told that Boots' advertising department was queuing up for a mess that week.

## HACK IN LUCKY DIP DRAMA

THE MUSIC '82 made a point on the software list just before Christmas. Aristocrat, proprietor of Arise Records, set new standards for games when it invited 10 million stony heads to a majestic launch event in London's West End. Aristocrat are majoring on US buy-ins — heading

their debut list is the CBM version of Lone Runner; they also present such other American classics as Murder on the Zimbrard, M.C.C. 2, Spyankee, Realm of Impossibility and the venerable ChopAfter, all finally on CBM 64, though conversions will follow shortly.

To celebrate that arrival in the snakepit, Aristocrat organised a prize draw. And guess what? First prize — a CBM 5-64 (suggested — went to the Oliver Hardy lookalike in the picture, none other than BIG K As. G. Richard Burton. (That's his first second from right, eyes a glimmer with lust.)

BIG K: "Frankly, I'm over the moon with regard to this one. How much do you reckon I could get for it?"

## LAST GASP FOR THE VIDEO ROM?

WITH THE news that both Parker and Coleco are pulling out of the dedicated video game cartridge lot in this country, the party tends to be all but over for the video game firm. The computer is king. Those antiquated consoles with their ageing ROMs are just a thing of the past. Only Atari remains to support its ageing VCS system.

A spokesman for Parker Video told BIG K that the decision to withdraw from the British market was taken in the U.S. where the parent company is based. Parker was, "... all ready to go" with a line of computer conversions of their top-selling titles when the plug was pulled. Earlier last year the company had announced a line of ROMs for Interton's ZX interface (see BIG K Feb 25) but these never saw the light of day.

However, three of Parker's most recent releases for the Atari

2600 VCS will be available in Britain through a special arrangement with the Glasgow-based Blue Sheep. Popper 2, Pter Dope, Star Wars — The Arcade Game and Circus can all be obtained through Blue Sheep, who purchased the rights to a wide range of the late game Marketing Manager John Austin took BIG K that the exclusive distribution deal meant that the games could be sold for £12.95 each, as opposed to the £26.95 price tag that Parker put on all previous releases.

In addition to the Parker titles, Blue Sheep added Phoenix, Strategy 2 and Marine Miss to their range of over 300 VCS titles. The latter three came from Spinks and retail at £9.95 for Phoenix and £8.95 for the other two. Blue Sheep can be contacted on 01-206 1151.



## BBC UNDERWATER SERVICE

The world of computing can now claim the biggest water shock-drum since the April Fool's Day broadcast about Italian spaghetti trees, or A.S. M.M.'s date plan War of the Worlds.

Answering what he believed to be a "spoil" "error message" query on his Micro-Lite problem page, Mike Cook suggests: "Take your computer immediately back

to the dealer as the error message indicates that it is about to explode".

Some readers did not see the joke. Dealers certainly didn't, in the weeks that followed hundreds of 660s were being sent back countries up and down the country, while once proud owners faced heavy repairs, satisfaction and swearing. And the

strange thing was that they all had their fingers wedged firmly into their ears.

Finally the dealers tapped the water, when one customer stood long enough to explain — a customer holding a large set of water containing an Acorn BBC Model 'B' computer. Some people will believe anything they read.

## INTERCEPTOR TAKE ON THE MIDDLEMEN

HEARD ABOUT A great new game but couldn't find it on any shelves? Before you curse the software house involved, stop and think. Chances are you're a victim of one of the many distributors around — those feeble middlemen that actually control what reaches the shelves in your friendly neighbourhood software store. At least that's how Interceptor Software, among many other companies, see the situation, they are constantly frustrated by being "kicked out of the store by the bigger gun" of the game editors.

To counter this and get their games out to a wider audience Interceptor have launched their own software club. Members receive new titles automatically each month and, if they buy, get another game from Interceptor's range absolutely free. There are also benefits for authors, artists and other special offers. Started in September, the club had over 10,000 members by Christmas.

Interceptor said Big K, but their real order sales has gone up dramatically in recent months, a response, they claimed, that was a direct result of authors being able to find a wide selection of games through the major retail outlets. Unless distribution is improved, they felt us, many small companies will face a bleak 1985.

In an unrelated incident, Interceptor is helping of Commodore leaders who are having problems finding turbo-charged programs due to last year's hard alignment. The 64000 word Alignment Test (costs £7.95) and comes complete with a manual and instructions. The user loads the program and uses the on-screen instructions to adjust the tape head position of the cassette unit with the convenient formula like a recipe for pie in a tin.

If you want to find out more about this or the software club, Interceptor can be contacted at London House, The Green, Telford, Shrop.

## WHEN THE WRITS HIT THE FAN . . .

ATAPI ARE going in for the kill on plagiarists of their games. The first company to tremble under the threat of the judge's hammer was MMB Software. Atari observed that MMB's game *Castle of Gaea* bore quite a lot more than a passing resemblance to their own *Crystal Castle*. Atari claim to have lost "substantial sales" in the past due to copyright infringements. And holding exclusive rights to classic games such as *Duckery King*, *Atl-Mat*, *Defender* and *Miss Pac-Man*, who can blame them?

Does their latest move preclude the arising of the

Atari White Army across the vast game-shuffling wastelands, under the leadership of new General Schindler?

"Yes" say Atari's P.R. "This is just one of the changes we're seeing under the new philosophy." Atari wouldn't disclose their exact line of fire — but our guess is that many are the stars that are burning, and many are the unbreakable copies that soon will be.

The writs are also down for Ocean — for whom Elton have shown no mercy — only stunning silence in bowing Ocean with retaining legal claims immediately upon the release of *Amos*.

Elton have the official licence to create a computer game based on the TV series, the hit following their success with *The Fat Guy* convention. This test wasn't big enough for the two of 'em . . . and while one of their leaves, write two of *The Hit* is due to be broadcast next month.

## AMERICAN DREDD HITS BRIT-CIT!



Judge Dredd, 2000 AD's top cop of the future, will now be dispensing justice monthly at a newsagent near you.

The *Judge Dredd Monthly* is a 32-page colour comic featuring classic Judge Dredd adventures from the 2000 AD memory banks. Previously sold only in America, the *Judge Dredd Monthly* costs 60p and goes on sale in this country from issue number 15. Adventure No. 15 include 'Block War' (Prog 182), 'Ungpy Candy' (Prog 180), and 'The Age Gang' (Prog 20).



**JUDGE DREDD MONTHLY ON SALE NOW-PRICE 60p**

# WIN AN AMSTRAD

## CPC464 Computer

In our super BIG K Software Projects Competition!

5 Runners-up win the complete Software Projects Catalogue for Amstrad and Spectrum!



HOW MANY times have you bought an arcade game, loaded and played it and thought "Great! ... but if only I could do this or that to make it better!" Or perhaps got frustrated because the third screen was "impossible" and you'll never see the other 4?!

SOFTWARE PROJECTS have produced the player's dream, a great all-action arcade game ... which YOU can change. Based on having only five lives? Okay, have more. Don't like the order of screens? Alter them.

You move around screens using letters and drilling through barriers to collect resources. Meanwhile you're being chased. Can you succeed where others fail and move on to the next screen? Can you get on to the hi-score table? Play it and see.

The game is **LODRUNNER** and is available for the Spectrum 48K or TR 80. We have only mentioned a few of the features. Read on and find out more! And just look what you could win if you enter our simple competition!

## HOW TO ENTER

We have listed eight features of the fantastic new game by Software Projects, "Lodrrunner".

What we want you to do for this competition is place them in the order you consider that would most appeal to a computer user seeking value for money.

Write the key letters of the eight factors — in italics — in the spaces on the entry coupon. For example, if you think that "Joystick/key-board option" would be the most appealing of them all then put "J" in the first space. The letter of your next choice goes in the second space, and so on for all eight.

Complete the coupon with your name and address and don't forget to fill in the second coupon if you wish to know more about Software Projects products. Post your completed entry to: **BIG K LODRUNNER COMPETITION, LONDON, SE20 6YF**, to arrive by the closing date which is **Thursday 28th February, 1984.**

## HOW DO YOU RATE THESE?

- A. 100 screens — a mammoth task with plenty of variety.
- B. Joystick/Keyboard option.
- C. Moving screens — keeps the pressure on.
- D. Highly addictive — fear yourself away if you can!
- E. Redesign each screen as you wish — unlimited challenge.
- F. Screen progression option if you're stuck.
- G. Dual your own escape route — try different ways.
- H. All user-design changes can be saved to tape.

### ENTER COUPON

#### BIG K LODRUNNER COMPETITION

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

In entering this competition I agree to abide by the rules and to accept the publisher's right to limit and legally binding.

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

My computer is \_\_\_\_\_

I am interested in knowing more about Software Projects products.

Name \_\_\_\_\_

Address \_\_\_\_\_

My computer is \_\_\_\_\_

## RULES

There is no entry fee for all entries must be in an entry coupon and have this ID and must have the correct name, name, age and address.

Entry is required only will be accepted and the first three entered in the month when it is closed at the end of the month. The rules will not be changed in order to meet them in the order of appeal to a computer user seeking value for money. Changing entries will be accepted for the first three entries on days of week. The winner will be chosen from the first three.

In the event of a tie or in the case of an untied draw a further set of 100 will be conducted for each factor in the competition to determine the overall winner of the game.

All entries must be accepted as written. There will be no correspondence, except by letter or telephone. Other winners will be chosen if the competition cannot be held due to the number of entries received.

Any user-design changes can be saved to tape. The game is highly addictive — fear yourself away if you can!

The "Lodr" feature and that of the future is all other screens after that the competition will be held weekly. The competition is open to all readers in Great Britain, Ireland and those of the future in all other countries who may be interested in the game.

The competition is open to all readers in Great Britain, Ireland and those of the future in all other countries who may be interested in the game. The game is highly addictive — fear yourself away if you can!

All entries must be accepted as written. There will be no correspondence, except by letter or telephone. Other winners will be chosen if the competition cannot be held due to the number of entries received.



# Tandy Let Your Computer Play Host To A Hero!

**Proger**  
\$7.95  
26-7314

**Parrot**  
\$7.95  
26-7317

**Wizard Blue**  
\$7.95  
26-7311

**Cartoon In The Mirror**  
\$7.95 26-7314

**Keys Of The Wizard**  
\$7.95  
26-7311

**Watch It Fly**  
\$7.95  
26-7355

The adventure games you love! See the extensive range of colour software available from Tandy. Some games require Extended BASIC, 32K memory, joystick. Check with your local store for details.

## Get A Fantasy Factory!

Is it a bird, is it a plane? It's the 134 Colour Computer 2. And with its exciting choice of adventure and educational software it's everything you can imagine. Add to this its complete specification and Tandy's lowest cost! Colour Computer is the ideal introduction to computing. **26-3134 \$119.95**

**14K Extended BASIC Colour Computer 2.** The advanced capabilities included mean an even bigger choice of software, more exciting graphics and action, and added capabilities for your own programs. And the bundles are even better! **26-3136 \$129.95**

**64K Extended BASIC Colour Computer 2.** When Proger's topped it, Cartman's wife is abducted and somebody's after the Penguin, it's time to get back to work. The professional-standard facilities of the 64K option give you advanced computing power. Until it's yours it's just a game! **26-3137 \$199.95**

*Adventure That Plugs Straight Into Your TV Set!*



**Take A Look At Tandy, Today!**

Visit your local store or dealer and ask about our expanding range of microcomputers and software - we service what we sell!

See Yellow Pages For Address Of Store Nearest You!

**ULTIMATE  
ULTIMATE  
PLAY THE GAME.**

**48K SINCLAIR ZX SPECTRUM**



**BBC MODEL B 1-2 OS**

**48K SINCLAIR ZX SPECTRUM**



**48K SINCLAIR ZX SPECTRUM**



**COMMODORE 64**



"KNIGHTLORE", "UNDERWULDE", "SABRE WULF", and "STAFF OF KARNATH" recommended retail price \$9.95 inc VAT. Available from W.H. SMITH, BOOTS, JENNINGS, WOOLWORTHS and all good software retail outlets. Also available from ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU (P&F inc included). Tel: 0530 410465

# 48K SINCLAIR ZX SPECTRUM



"ALIEN 8" recommended retail price £9.95 inc VAT

Available from W.J.SMITHS, BOOTS, J.PENZIES, WOOLMORTHS  
and all good software retail outlets. Also available from

ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JQ  
(P&P included) Tel: 0530 411485



# I·E·R

Doubtless, you have been frequently questioned by the sporting set and asked those notorious questions: how many copies of our newsletter have been sold at \$95 K. By special permission of our noble and gracious editor, I am empowered to inform you that our output is now almost entirely automated.

After all, computers have lots of better things to do, rather than go through vast heaps of fanily printed nonsense trying to lift a few words from the dross. Just imagine a combination of computers, printers and psychoanalysts. That's the sort of person who would be ideally suited to the task. We do not happen to have anyone to fill the bill, so rather than waste vital purchasing time, we rely on SHAFTEK (Simulated Tasking Alleviating Fear Throughout of Electronic Research).

The masterpiece of software engineering runs on the Spectrum 48K super-computer. It is a fully flexible system, and output can be "mod-stacked" according to the user's wishes. We recently installed version 2

based level, which contains the ultimate in user-friendly, advertising features. We don't even have to look up all those comex-type game files and software house names any more, since the system constructs them for itself.

We're sure that you lot out there have never noticed the difference. But just in case you don't and as far as the Reader Service Department at your local outlet, they're more than likely to tell you that it's not of stock rather than asked questions. A case of the editor's new clothes. The object of the exercise is to block out entertaining and plausible-sounding news, and this is what SHAFTEK does really well. Type it in and you'll see that being a reviewer is simplicity itself. You may even want to start your own magazine as a result. Should you do this, please take great care not to include in our articles any or a very nice line in contact addresses, and our office is very comfortable placed for the driver...

SHAFTEK (Simulated Tasking Alleviating Fear Throughout of Electronic Research) is a fully flexible system, and output can be "mod-stacked" according to the user's wishes. We recently installed version 2 based level, which contains the ultimate in user-friendly, advertising features. We don't even have to look up all those comex-type game files and software house names any more, since the system constructs them for itself. We're sure that you lot out there have never noticed the difference. But just in case you don't and as far as the Reader Service Department at your local outlet, they're more than likely to tell you that it's not of stock rather than asked questions. A case of the editor's new clothes. The object of the exercise is to block out entertaining and plausible-sounding news, and this is what SHAFTEK does really well. Type it in and you'll see that being a reviewer is simplicity itself. You may even want to start your own magazine as a result. Should you do this, please take great care not to include in our articles any or a very nice line in contact addresses, and our office is very comfortable placed for the driver...

SHAFTEK (Simulated Tasking Alleviating Fear Throughout of Electronic Research) is a fully flexible system, and output can be "mod-stacked" according to the user's wishes. We recently installed version 2 based level, which contains the ultimate in user-friendly, advertising features. We don't even have to look up all those comex-type game files and software house names any more, since the system constructs them for itself. We're sure that you lot out there have never noticed the difference. But just in case you don't and as far as the Reader Service Department at your local outlet, they're more than likely to tell you that it's not of stock rather than asked questions. A case of the editor's new clothes. The object of the exercise is to block out entertaining and plausible-sounding news, and this is what SHAFTEK does really well. Type it in and you'll see that being a reviewer is simplicity itself. You may even want to start your own magazine as a result. Should you do this, please take great care not to include in our articles any or a very nice line in contact addresses, and our office is very comfortable placed for the driver...

SHAFTER for Spectrum 48K

# The FERRET

## Tony Takouski

IT APPEARS that someone out there shares the obsession (from the last issue of Big G) over Uncle Clive hiring the Imagine hierarchy to do development on the G2.

I hear that Clive received a

parcel of Imagine games including such classics as Fantasy (Pedro) G4 and Solitaire with a note saying something along the lines of "You hired the artists of these games to do your conversion?"



Thank heaven for little girls? Two girls, to be precise, Heather (Lemon Ice Hobby) and Bruce (Carter's Ice Imagined) will have joined forces in a company called Softwarebits which will distribute software to retailers.

As for Bruce he's now a leading force in Taseoft. He is said to be on a salary of \$6k with a Mercedes company car and credit card.

FRANK'S MOTHER and there's anger. But Dean is a little too firm these days. Dean seems so sure they could get the contract for Amsoft from the old TV series that they had full colour ads designed and printed in the computer press saying they had the license and the game was

available. Now I know for a fact that Life Software (Simon Wilson and Co) have definitely got the contract from MCA (The Merchandising Corp of America). P.S. Stop Press: The are using Dean along the line mentioned above!

I recall the prospect of the launch of the Spectre from G2. It is said to have a G2. It is said to have a special video controller chip with very high resolution and with very high RAM, multi-16 colours, 64k RAM, multi-directional scrolling, 2 ROM sockets and 320x200 pixels.

MARK BUTLER will soon be back in the software industry. He will be launching a new company called Retail City early 1988.

ALL YOU budding Spectrum software houses will be happy to hear that a conversion ROM is rumored to have been released in the US. It will allow bog-standard US Spectrum games to run on the US Times 2800. Could this give the Spectrum a new lease of life?



AFTER THE recent announcement by Rodsoft that they had various music copyrights and they were enforcing them against software houses (Maderford's Chiff being a prime example), I wondered who Rodsoft are.

Could they be part of the Performing Rights Society? Or The Mechanical Copyright Protection Society - both of whom represent various music interests? No, no no no no. I found that the backing force of Rodsoft is none other than the Spectrum Group. It would appear to me that they are buying music copyrights and changing software houses (amongst others?) for use in their games. Who is one of the biggest forces in UK computer distribution taking a fee from many companies they supply to and distribute for?

Let me put it another way. Who else you can't have it both ways!



Jack Frenkel, ex-Committee boss, now heading the revitalised Best Comp.

WITH THE arrival of Jack Frenkel at Atari, there are about to stop converting arcade titles for the G2. After seeing the official Statement on the G2, all I can say is THANKS GOD! (Someone has to mention that terrible so-called Outlander is one of the most disgusting games I have seen this year. It is slow, the graphics are awful and the bits, and it plays like a real clod. Stop well clear of this one. It's a strong contender for Worst Game of the Year.

# GOSSIP...GOSSIP...GOSSIP.

SHARDS SOFTWARE PRESENTS  
**AN EPIC TWO CASSETTE FAMILY ADVENTURE IN FOUR PARTS**



# THE PETTIGREW CHRONICLES



Selected Shows

AVAILABLE NOW AT ALL GOOD STORES & MAIL ORDER  
 from SHARDS SOFTWARE 35000 Home Center Road, Basking Ridge,  
 New Jersey 07005. Call 1-800-354-3333 for more information.

COMMERCIAL  
 SPEAKERS  
 \$19.95



# Ramalama! It's Mama Llama!

Camel Ye Faithful and knuckle down to a session of JEFF MINTER'S newest smasherooni—and a continuation of the Ungulant Saga. TONY TAKOUSHI reports . . .

JEFF MINTER'S pilgrimage to Peru last October was the inspiration for his latest game called *Mama Llama*. It features a (surprised!) mother Llama and her two babies, all of whom are being attacked, in the best Minter tradition, by aliens.

The game follows the Minter style of a good alienism: up but seen smooth scrolling backdrops to good effect. The scrolling backdrops are a first in that they are very colorful thanks to Tony Crowder who adds lively to four background scenes.

The overall aim is to survive and protect the baby llamas, who mirror their mothers every action as do the legs and spots as the aliens so do they! You have many sectors to patrol, with sensors within each sector to help you locate any approaching nasties.

Following on from *Sleep in Space* and *Ungulant Minter* has further evolved his gravity routines to allow incredible permissions on the alien attack patterns and on the movement of the llamas. If you manage to close a sector a warp gate will open to another sector, but you can choose to stay where you are a little longer.

Other sectors include the Iron City, Eggonet City, Space City, Rock City and lots

moreworld — the gravity and vibrations of the aliens being subtly stored for each.

One of the most outstanding features of Minter games is his increasing ability to make the game feel good to play. When you pick up the joystick it beeps. This, Minter gamers will know what I mean (the rest of you will just have to work at it).

At the time of review the game was only half complete and had to be reviewed as such. Due to prior deadlines but even more complete its quality stood out and I look forward to seeing the finished item.

*Rescue From Fractalus* could be the finest 2D game in existence—that is said hard on heart. *Defend Jagger's* new (as it is otherwise called) was written by an Alan Lussell, a name who based it on the *Return of the Jedi*.

## MOTHER

You are played in a cockpit looking out of your mothership preparing for launch. Press the fire button and the screen explodes into a cascade of colour (thrust) as you zoom on through a launch tunnel and directed to the planet on a rescue mission for stranded pilots.

As you fly around the planet your instruments show where



the stranded pilots are and you have to get within three lengths of them before you cut out your engines to land and rescue them. After you land you must switch off your boosters and wait for the pilot to run toward your ship from his wrecked craft.

As he runs you open the airlock to beautiful suitless bits of air that will wait for him to be captured in. You then fire the boosters, pull the ship's nose up and fly around to rescue the other pilots.

Life is not exactly easy as there are enemy posts positioned around the mountain tops firing on you—and the pilots you try to rescue could be aliens who bundle up

in your ship and smash your viewing screen.

I cannot really begin to do this game justice in a written review as it has to be experienced to be believed. The way your craft swoops into valleys and climbs up the sides of mountains and drops down over them gives an incredible feeling of exhilaration. There is a game called *Encounter* on the market from Navigator (a *Starboard* clone) that offers very fast 3D graphics, but this *Ami* game handles it.

## MASQUERADE

*Rescue From Fractalus* has 20 levels to choose from, with anything from three to 20 pilots to rescue, accurate and fast enemy laser goals and even in passing always masquerading as pilots.

It is officially available in the US now and Atari plan to release it in the UK, although no firm date is available at present.

I can think of no better reason to go out and buy an Atari than to play this game, and I promise you won't be disappointed.





# Howling Through The Rooms

Gun-loaded with silver bullets freely to hand, **FIN FAHEY** visits the chambers of Ultima's latest mega-pic **KNIGHT LORE** with the Saboteurs. He finds a game that won't be cracked easily... or so he thinks.

There's no rest for Saboteur. Having emerged triumphant from his encounter with the fabled Zebra What, he must now conquer the animal side of his own nature, for he has now become a werewolf. The only person who can help is the renowned wizard Mekkor, who unfortunately is a tad bit old game. To ensure that he isn't starved by side casters, the wizard himself has outfitted himself with death traps and barriers of all sorts. He'll just take the goods off the hook, but you know how oldies are.

In a time-honored arcade-advance style, you have to get through them, collecting all the components of a potion which will free your soul from the dead curse of lycanthropy.

What makes Knight Lore such a fun-to-play, though, is the sheer style of the animation and room graphics. Ultima excels the use of screens full of bright, shifting primary colors to accommodate the details, and in doing so demonstrates that games can be highly pleasurable and useful simultaneously.

The rooms of Mekkor's castle are displayed in three D from a oblique viewpoint, which makes a change from the usual perspective or plan layout. The objects also have a solid sort of feel. If there's a pile of blocks in the room you can walk out of sight behind it, for example. It's very reminiscent of Quikstar's "Tutted" games, unlike the title, however. Knight Lore is beautifully animated. Even when your character hasn't been



ordered to do anything, he's still at the stove, peering around the room in a bemused fashion, or when in his wolf form, occasionally snarling quietly to himself.

A little moving indicator at the bottom of the screen shows you the position of the sun and moon, and when the moon rises Saboteur goes through his metamorphosis into an animal. This can be very disconcerting if you're just in the middle of negotiating an obstacle. The wolf form seems to be able to jump slightly further than the man, which can come in useful.

The maze isn't really linear, but punting itself guards to simple problems of jumping from ledge to ledge. You may have to move the furniture around to get to objects you want. I don't think that we're going to get a cash of maps for Knight Lore, because the castle plan is different every time you play, although the relationships of rooms in a given section remains mostly the same. Even if you're a self player like me, there'll be rooms you can solve, so it's a game everyone can get into quickly.

The only question is what happens next? The Zebra What saga is starting to resemble the final legend. We can speculate on the crazed wizard Mekkor events for the powerful magic force of Passion, a force which can drive out the dark side of humanity only after a ritual purification full of favors. Surely purged of evil, will Saboteur now set out to save the world? We can only say.

## BIG K Funnies

TONY BENYON









# How to teach your Micro a thing or two

Thousands of home computer owners have yet to discover their microcomputer's potential to help with many of the problems and decisions that come up every day in the home or office.

Perhaps you have always promised yourself that you would teach yourself programming, but have been put off by manuals which seem to assume a lifetime spent studying computer science and mathematics. Maybe you have looked at other computer books, but have yet to find one which is free of unnecessary jargon or where the program examples bear some relevance to real life and not space invaders.

Relax, your search is over.

The 'Learn BASIC' tutorials from Logic 3 are the latest development of a teaching method pioneered by Professor Andrew Collis and perfected

by testing on 3 generations of students at Strathclyde University. The 'Strathclyde Method' has been translated into 8 languages and used by over 300,000 microcomputer users.

'Learn BASIC' is a jargon free, step by step, course in computer programming, which explains everything clearly in English, not computer talk. In a matter of hours you will be writing your first programs.

'Learn BASIC' is designed for people who want to keep abreast of the computer age, for people who realise that understanding computers is a key to future success at work, at school, and as a parent.

Get 'Learn BASIC' and teach your micro how to be useful (Available from major branches of W.H. Smiths, Books, Links, Greens, John Menzies and better computer shops nationwide.)

Please send me more information about  
LOGIC 3:

(Tick appropriate box)

- 'Learn BASIC' tutorials
- Logic 3 Spectrum Club
- Logic 3 Commodore Club
- (64 and VIC owners only)

Name .....

.....

.....



I have a:

- Sinclair Spectrum
- Commodore 64
- Acorn Electron
- BBC Microcomputer
- Dragon

Address .....

.....

..... (Postcode) .....



## SENTINEL AVENGER PROTEUS FIREPLASH

Spectrum 404 | R

Software is being packaged more and more like eggs. The case is a cheap four-pack with disks, and works out to about \$10 each. Spectrum packs had normal four-disk games, but now you can get games on the same or even fewer disks on the same price. So clearly the package isn't the quality either. I have to say and qualify: I have to say and qualify, these aren't the most exciting arcade games in the genre.

'Sentinel' is a sort of Asteroid game, one who can be rotated left and right, or thrust applied. You must avoid obstacles, such as your own rocket station, or the



but just dodge and other variations on the way. The reason is again not for budget reasons though, it's not your own fault. It is a rather spectacular game. On the screen, you see a rocket ship, a variety of asteroids, and a variety of other objects. The game is played in a 3D perspective, and the graphics are excellent. The game is played in a 3D perspective, and the graphics are excellent. The game is played in a 3D perspective, and the graphics are excellent.



heavily published over the last few years in the growing phenomenon of the trucker, the dedicated or even bloody manufacturer, has been driving up new and interesting things to do with long-hauls of Coca-Cola, bank accounts and Big Boy's favorite flower weekend.

More recently, in this country, we have seen the development of the pound to a sensible, what we would call the private parts of France. Royal love letters to the private parts of France. Royal love letters to the private parts of France. Royal love letters to the private parts of France.

I find it surprising that a game of this nature has not been seen before.

System 15000 simulation, with a built in plot to keep the interest and attention on the road. A trip has been ripped off to the tune of 1.5 million by a company called Realistic. Another friend, Mike, has been investigating but Mike has heavy Mafia connections and the man with the white star and red suit is a real character. Knowing a good friend and complete idiot when he sees one he dumps the whole lot in your lap, gets a number one job and heads. Do you head one like them or more like them? Do you head one like them or more like them? Do you head one like them or more like them?

There's no sense in finding the trucks and moving them back in the night. A telephone number, every telephone is minimal. A telephone number, every telephone is minimal. A telephone number, every telephone is minimal.

Challenging is done from the keyboard, in the world of software automatically detects incoming messages. In the telephone company notice something and starts going around. There are automatically not.

A nice game — even if it does take hours to load — plotting Proteus to the Kresler in your state, if good practice for the real thing. — R.A.

From: AYS  
Format: Cassette

Price: £12.95  
Graphics: 4

Playability: RRR  
Addictiveness: RRR



## RAID OVER MOSCOW



PLAY IT LIKE THERE'S NO TOMORROW

## RAID OVER MOSCOW CBM64 R K

### RAID OVER MOSCOW

Now here, I go down to write my review of *Raid Over Moscow*, and John Lennon comes on the radio singing "Give Peace a Chance!"

Some facts: Advisory Rating, Game Rank: Action-Fight; Game Rank: Is back in the White House, and the White House; Danzel and Young up for war in space.

Forgive the marketing, but what else can you say about this game, the first piece of software, the first military technology, there is very little difference between space- and computer screen and capturing them on a made-to-order disk.

If *Raid Over Moscow* were a self-game, then it wouldn't matter. The graphics are great, the graphics are great, and the sound is superb. Though the game is superb, the first analysis, according to the game writer (which is a beachhead, though it is much more sophisticated. The game itself will be

space-themed, but view of the world, and you have to see you must manage this in aerogravity. I found this in aerogravity. I found the physics controls are not easy to use. I then guess that it takes a like a rocket, followed by a screen reaching the last, one in beachhead, and on and on through seven screens.

Like any good game, you get better as *Raid Over Moscow* the longer you play. It is a real time going back to the start with each new game. I don't find it very hard because of this. Though it is hard for the first sessions, I found that I was quickly hit. However, the game is still for people who love the look of all ages, especially those who work on the computer. But, obviously, *Raid Over Moscow* is instructional. **Candy-Proof software. — R.B.**

**FROM ACCESS/US GOLD**  
Platform: Computer  
Price: \$19.95  
Graphics: RGB  
Playability: B  
Attractiveness: E

## FELIX AND THE EVIL WEEVILS

### WEEVIL SWING TOGETHER

The problem of the several computer game characters who is starting to get boring, in the last year, having himself in a factory, working on and down ladder, being the ladder on, replace them with rules and make the characters look a little different. Likewise, the ladder... and Dope! "A

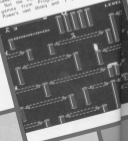
Great new game! It's not bad. Not good either... where you... The new sound the factory has been replaced by weevils, and weevils are also doing some strange things, but nothing in particular. It's a little weird, but getting a better game that space at certain intervals about the screen, and spreading them. One can watch the screen. It's like watching that the touch of a wheel is the touch of the wheel, so in the touch of the ball bearings that cover along the belt and down the tube.

Not the most exciting game. From Program Power's own library and



contains all the most interesting characters. Maybe a more interesting character, possibly involving, possibly in the last bit. — R.B.

**FROM MOSCO POWER**  
Platform: Computer  
Price: \$19.95  
Graphics: B  
Playability: E  
Attractiveness: E





**MICRO OLYMPICS** [K]

**BBC KNEES BEND, GIRLS**

The exciting place which especially attracts the boys here but to get a complete version of DoubleDin, with the unfortunate athlete reduced to a wretched creature with broken limbs and a mind able to work in only one channel. The above track events proved about as fun as you could hope for in the computer world. It's a shame that the game is not available on a more powerful machine. It's a shame that the game is not available on a more powerful machine. It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

A friend and I got to get a great deal of fun from the original. It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

be missed, but the girls to generate any interest. The girls are more and more becoming the leading women here in the world. It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

**INTERVIEW COM 64** [K K]

**PIZZA JOB WACK**

Getting a job can be a right old game. This right old game is all about getting to an interview on time and being in all right shape. You are going to have to get to the interview on time and being in all right shape. You are going to have to get to the interview on time and being in all right shape.

From Runner doesn't appear to be a very experienced programmer. It's a shame that the game is not available on a more powerful machine.

The game has two stages. The first involves a dash down the street to the house. It's a shame that the game is not available on a more powerful machine.

I'm not surprised to see the features which lying in wait for you.

Just you reach the bank, you must interview your boss. It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

**GALAXIA Amstrad** [K K]

**VIOLENCE**

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.

It's a shame that the game is not available on a more powerful machine.



**INTERVIEW Commodore 64**



From GAMA  
Format: Commodore 64  
Price: £15.95  
Graphics: VGA  
Playability: B  
Addictiveness: None



**BRUCE LEE**  
**CBM 64 KIKIK**  
**A KICKER**

Because of a production glitch, this is the original version of the Atari version of this

action-fighting game, which was the original, but now the Commodore version is it's time to draw attention to this real gem.

As Bruce, you have to penetrate the fortress of the evil wizard to steal his fortune, and Dataproct went out of its way to make it more interesting. You can change and not the targets being the Green Warriors, who also kick, but as great as Bruce, and ninjas, transforming hidden ones to get them done, the latter is just their done, the latter to get them done, there are no other problems, there are hundreds of traps all the way before you get to the finish.

There are twenty screens to get through, and, of course, once through them, you start all over again at a

harder level. You can play Bruce against the computer in two-handed, with one player controlling the Green Warrior, or both alternating as shown, or trading places.

The two versions are very similar, but the Commodore conceals a lot better, the Atari is double. The best graphics are much better, the action is smoother and the animation is superior. But this is to compare good with very good — the Atari version is still well worth having. —S.E.

Name: DATAPROCT, INC.  
 GOLF  
 Other versions: Atari  
 Format: cassette  
 Price: \$9.95 (U.S.)  
 Graphics: 224  
 Playability: 925  
 Address: \_\_\_\_\_

**THRUSTA**  
**CBM 64**

The instructions say that you're good if you're afraid the winner showing around the corner jumps at you instead of the other way around the railing steps at the bottom of the river. There are two hand controls. One of them you shoot, the other is tanks hanging under in view of it. This

button can be viewed and pressed on a keyboard and some better exactly help.

Once this is done you can control the tank from the pointing function on the screen and shooting the others, in the same thing. It's a little harder than comparing to you that's because it's.

Thrusta has come to be one of the best games of the week. I would advise you to spend your money on one of the other better ones. —S.E.

Name: SOFTWARE PROJECTS  
 Format: cassette  
 Price: \$9.95  
 Graphics: 2  
 Playability: 5  
 Address: \_\_\_\_\_

**MILLIONAIRE**  
**BBC Electron**

If getting money is as easy as this, then this game of the day at the keyboard secured in the excitement of new prizes, enough leads to money to finance more than a few nights of some drinks, movies, and an entire house of fortune.

Millionaire's based mostly on the notion that computer games are an easy way to a fast buck — once you've won a popular idea but in the light of recent events, one treated with some caution. It's a simulation involving you as a programmer and the big idea which might be a million in your pocket. Starting with a single program, five hundred pounds and thirty prizes, you can get to the point, yes, get to the point—\$1, you can guess the appropriate to make a million. The program is packed in a book which repeatedly displays your short, neat, and then a list of work options programming, leading to results of

approaching Master Harry, a character of doubtful origin.

Following this comes a list of conventional ideas to try — and then a few questions about how much you wish to spend on advertising and type advertising.

Having ruled this lot out, you go back and start again. From now and more profitable presents it your financial status marks it. I always find simulation

compelling to say the least, this one certainly is a profitable and profitable game that presents good feeling of not going much return for cash and it's.

Name: DCENTRAL  
 Format: cassette  
 Price: \$9.95  
 Graphics: 2  
 Playability: 2  
 Address: \_\_\_\_\_

**HONEST HARRY**



Listen Guy, I've got a trick that you might like. It's all good, all right. Now about the £700 for the

Y.A.









# PROJECT FUTURE



**NEW** ONLY  
**£6.<sup>95</sup>**

48K SPECTRUM

**PROJECT FUTURE** - Your mission to teleport aboard, and activate the Self Destruct System, of the dreaded Star Ship FUTURE.

The SS FUTURE is a huge labyrinth of a Star Ship, covering 256 screens of the most amazing high resolution graphics ever seen on the Spectrum.

**FEATURES:** Internal Teleport System, Space Scooters, Lasers, Hyperblasters, 8 Destruct Codes, Energy Barriers, Defence Droids, Arcade Standard, 100% machine code, Amazingly Smooth Graphics.

**THE ULTIMATE** ARCADE ADVENTURE

# MICROMANIA

AVAILABLE NOW FROM ALL GOOD SOFTWARE OUTLETS OR DIRECT  
PHONE 01-83 840 111

MICROMANIA, 14 LOWER HILL RD., EPSOM, SURREY KT11 5LT







# THE GREAT SPACET



THE  
RACE

# RACE

MOVI  
SOFT 2





AME

# You'd better get the hang of this. One day you might be up here for real.



## ACTIVISION

Space Shuttle.  
 The flight simulation program that  
 leaves others earthbound.  
 Developed with NASA's assistance  
 to turn your computer into  
 Columbia's Flight Deck.  
 £9.99 Commodore 64, £7.99 Sinclair Spectrum.  
 Available soon for all popular systems.

**SPACE SHUTTLE FROM**  
**ACTIVISION**

Your computer was made for us.

AVAILABLE FROM SELECTED BRANCHES OF BOOTH, BIRNBAUM, JOHN MENON, LASCOP, SPECTRUM, HAMBELLING, WOLKINBOTH AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.



**ASSIGNMENT EAST BERLIN**  
Spectrum 48K

**BERLIN GAME**

Communist agents spend their evenings with many good meals and one major reason for staying in East Berlin is the fact that they can't go back home. There are 17 major locations of interest along the wall and a few extremely hot spots.

On a night's work, you will have to lead five to ten spies into the city. This is a hard job and you will have to be very careful. You will have to be very careful and you will have to be very careful.

**BARROWQUEST** Spectrum 48K

**GOING UNDERGROUND**

Any adventure game that bears the name of John, author of DCI's mysterious multi-player interactive role playing and interactive investigation. This one drops you into a world of intrigue with a lot of action and a lot of mystery. You'll have to solve puzzles, find clues, and uncover secrets. This is a very good game for those who like to play a role playing game.

right on the highway and if you have a destination, you'll find that you need five to ten spies to get there. This is a hard job and you will have to be very careful. You will have to be very careful and you will have to be very careful.

As a secret agent, you'll have to be very careful and you will have to be very careful. You will have to be very careful and you will have to be very careful.

THE NEW YORK TIMES  
THE NEW YORK TIMES  
THE NEW YORK TIMES  
THE NEW YORK TIMES



**WARP SBC/Electron**

Outside — a game about exploring space with two people. You'll have to be very careful and you will have to be very careful. You will have to be very careful and you will have to be very careful.

On a lot of other levels of playing the game of day, this game is a very good one. It's a very good one and it's a very good one.

Each of the squares represents a sector of space. The number of ships that are in that sector and the number of ships that are in that sector.

But this is a very good game and it's a very good game. It's a very good game and it's a very good game.

This is a very good game and it's a very good game. It's a very good game and it's a very good game.

From 1988  
From 1988  
From 1988  
From 1988

## THE OPEN

Spectrum 48K

## SEVVY SAVVY

Another of CDD's amazingly elaborate simulations, this time you get a different Open course — on each side of Tenberry — on each side of the tape. Decide the wind direction and how often you want to play championly, single or double rounds and the starting hole. Then the real decision-making begins, which club to use, the direction and force of the



K R K

## SUPERPOWER

Spectrum 48K

A fast-moving two CDZ, with almost a dozen different scenarios — two scenarios per scenario — of... (The rest of the text is mirrored and difficult to read due to the image's orientation.)

From CDZ  
Format: cassette  
Price: £3.95  
Graphics: nil  
Playability: OK  
Addictiveness: 12



stroke and finally, most difficult of all, the strength of it. Not knowing the first thing about the game, I later discovered howking and alternate... (The rest of the text is mirrored and difficult to read.)

...and finally, most difficult of all, the strength of it. Not knowing the first thing about the game, I later discovered howking and alternate... (The rest of the text is mirrored and difficult to read.)



# REMEMBER



# Goals

*JEFF "Animal" MINTER is by any standards a Name of Power in the games designing field. His after his has pointed from his keyboard — letterly with a decidedly zoological theme. Camels, chomardaria, sheep, karnas — there's no end to Minter's creative obsession. And seemingly no end to the hits, either. TONY TARKUSHY talks to the Oldest Alpinist of All . . .*

Can you tell us a little bit about your new game?

It's called *Mama Liana*.

What does it involve? And will you be following Tony Crowther's example of a smooth-sounding game?

Well, not so smoothly. It's going to be a strange game . . .

Why *isn't* your game so strange?

Probably because I'm so smart! I've had some experts music especially written for the game by James Levine. It's through a piano wizard.

That sounds like *heaven* . . .

Well, it sounds like *heaven*, yes — but I can't be selling it on the strength of the music. I'm not going to be mentioning it in the adverts and I'm not going to say, Hey, this has got slight falsetto overtones. I'm not going to do that.

Why did you mention eight billion screens?

Because of the current "mega-game" trend, I can translate these terms. For "mega-game" read "game with lots of screens" and for "screen-type animation" read "sprites with little lines around them". They are fashionable things, somebody is bringing out games with loads of playing area but never mind if they don't play well.

Does that matter at the end of the day?

Technically they are doing what they set out to do. What does it matter if cartoon-style graphics are two sprites?

A game is a whole lot more sold on the basis of graphics but some companies do take this line. If a game is a strategic combination of many parts — graphics are just one part of it — they can be used as part of a sale.

You yourself have a style of using sheep and karnas . . .

That's exactly it. When I stalk at the moment in the industry are all that say, This game is better than *Jur Gen 1986*, or *This game is the best*. You can't say "the best" anymore. We've all reached a certain technical level.

What do you mean *THE BEST*? Because it's subjective, everybody has their own taste.

All the programmers have reached a standard where they can produce games that look nice and are "polished", but the thing is you can't say your game is any better than someone else's because people who like my games might not like someone else's games and vice versa. I write

games for people who like my style; if people don't like my style I'm not that bothered. Aren't you producing games to make a living?



**'You can't say "The Best" anymore . . . we've all reached a certain technical level'**

I'm producing games because that's what I like doing, because I'm a video games addict. I get lots of letters from people saying they really like *Animal*, or they didn't like *Animal* as much as *Revenge*. I like to hear what people like and dislike about my games.

On *CompuServe* I get a big kick from putting up a game called *Snuffles* and have people take it for free. I really enjoyed writing it, there was no pressure to produce a particularly marketable game. Aren't you creating your own pressure by saying "marketable"? Why not do your own thing, why worry about it?

Well, that's what I do now, but at the moment there's so much heavy commercialism in the whole scene that it does tend to test your resolve how much I try and resist it. Perhaps I

should take a course in Zen and meditation.

What's the response been like to *Animal*?

The people who have bought it like it a lot, there haven't been any letters saying it's rubbish. To find there's been hints and loads of letters saying *Animal* is driving people mad. They love it.

Right, but most my games it tends to suffer at the hands of casual reviewers.

What do you mean by casual reviewers?

Some reviewers give their reports to review this afternoon, so they try and play each game in five minutes — and for one of the games that's a pretty damn stupid way to try and play.

By your own admission a lot of your games are about ten-ups so why shouldn't they be able to review it in five minutes?

Well, look at *Animal*. It's a shoot 'em-up but with that bit more. Stuff like *Mama* and *Underminer* admittedly could be reviewed in five minutes, but take *Revenge*. If you played it for five minutes you'd only see the first two or three screens, out of a total of 40. Some reviewers of *Animal* don't even bother to read the instructions, they don't know what they're doing. The first time Help screens have been introduced into an arcade game and this doesn't matter much! I saw a review where it said there were 87 screens in *Animal* . . . where it says it loses four times in the instructions there are 90 screens.

Let's move on a little, what is it about sheep and karnas you like so much?

I like them because they're so hairy.

You like hairy things . . . ?

Partly to grab hold of . . .

What do you see in the future?

I hope there's a big crash in the market . . . I really hope the big hairy commercial outfit crash.

But that's the ones taking over now?

They are taking over and it's all so cynical. Is what you're saying?

There is cynicism . . . you get that feeling, isn't it a relatively new thing for software?

It is, it's all going the wrong way. We live in a cynical industry that's going full circle like the olden and roccoco industries! It's not even like the record industry. People aren't being encouraged to develop their own

# atbustester

titles. The distributors buy a certain type of game — a game with pretty graphics and backed by full-page colour ads. They don't look to see if a game is different or original. They buy games with a lot of hype behind them, and programmers with really good games may not be able to get their games sold. That's bad news when a distributor can tell you not like that. I have had the same trouble with *Accolade*. The distributors have gone for something else — they haven't even looked at *Accolade*.

**How can you be sure they haven's seen it?**  
Because they would have bought it!  
**That's a very complacent attitude.**

**Oh, it's a complacent attitude, but it's not a**



**Some reviewers don't even bother to read instructions — they don't know what they're doing.**

**Well, it's original and the response I've had from people who bought it is that they're loved it. So what the hell more do they want?**

**How you can speak to the distributors over the phone, they aren't they buying it?**

It's like talking to a brick wall. They go off doing marketing — which is a waste of time because it's that they buy stuff with hype behind it.

**So they're going to you take '91 number of color page ads and we'll buy the game off you?**

They're not saying that, but just look at the game they're buying! US Gold and Ocean Games have something like 16 pages of colour ads in the computer press. Look at any Ocean game and compare it to some of mine and you can't say it's better. I've got one of the biggest followings of people who like my style of games in the country. I've worked hard to develop it slowly and I like to think I surely them. It shows me when these guys don't get hold of my games because it gives the games a chance to sell.

**Do you have any plans to write for other nations such as Amstrad or MSX?**

We will probably be doing some conversions for MSX and Amstrad.

**So you're talking conversions rather than writing new games?**

I personally wouldn't write on the Amstrad.

**Why — no sprites?**

I don't think I could give it my best. I'd be writing in DOS on a machine that was totally obsolete.

**"Distributors don't buy a game if it's original — they buy games with lots of hype. That's bad news."**

**Applse — no sprites.**

It's not so much that I can't use machines without any sprites, because I use the VIC chips well. I've also used to the style of development using sprites, and I think I write better games with a sprite based machine.

**You passionately believe in games — it's not just a job for you?**

Ohno, it's not really a job at all, it's something I would be doing anyway if I had a "normal" job. I've spoken to many people throughout the industry and I've mentioned Jeff Minter and they've said Jeff isn't well liked. I personally have said to them it's because you have such strong beliefs on games and gaming styles. Do you think that's the reason why people tend to switch off when one says Jeff Minter and *Ultimate*?

Well maybe. I'm just apart from the rest of the industry. I'm not doing what they're doing. **Which is...?**

Look, the main reason these guys have formed a software house is to make a lot of money. Every other software house is run by people who aren't really game fanatics on their own and they don't get a kick out of designing video games. **They're just in it for the money?**

To different levels. — Someone like Taito is different because those guys like games and enjoy designing. What I see is that no other software house (other than Taito) is developing a style of their own.

I tend to be a little more experimental — I do games because I like to do that game. People



**"You always seem into that play and that sort of thing. It's the way I'm most relaxed"**

who like my games tend to be very passionately into them or don't like them at all — there's very little middle ground.

I don't release a lot of titles because it's very cynical just to flood the market.



**"I like *Conquest* — their stuff is really good and pretty original. *Accolade*'s is really done with good ideas — the games are simple and enjoyable to play"**

**You don't plan to release a game very big or three weeks?**

Well I see somebody like my games and suddenly I start producing three games a month — that's the goal I'm going to be able to live off those games?

**So you're talking quality. A game can be produced in a few higher standard over two or three months...**

It's not a particularly big order — I like to stick around with the staff.

**What do you see to people like Tony Crowther who knock out a game in two weeks?**

Well I think he's a talented programmer, but I can't see if he's motivated with his stuff. It's good, it's very competently coded, but there's nothing very original there. Look, was an arcade game when there was *Sea of Rappers*, a scrolling *Manix Miner*, then *Potty Rappers*, *Manix Miner* and *Jazzie Express* — all of which are variations on the smooth-kind theme.

**CONTINUED OVER PAGE**

# Goatbuster

## The ORIGIN of the SPECIES

by JEFF MINTER  
For the first time anywhere in BIG K, the rock-'em sock-'em official history of Llamasoft from the Hairy One himself!



Who else do you like in the industry?

Of the English lot ... very few. I like Taylor because their stuff is witty and really original. I also adore the Activision stuff ... it's very much done with good class — the games are simple but enjoyable. *HERO* and *Top Gunner* especially. *Play! 2* is a great game on the NES. I've always respected Activision from early days when I owned a VIC20; they bought out Activision Games which is about two-thirds as good as Flynn's version, but it was better in 20!

Why did you call your company Llamasoft?

I'd always been notorious at school for being into canals, and llamas were a natural progression, being canal-related. I read about them in a book when I was at sixth form. I know they sounded but I saw pictures of them and thought, 'Wow, those llamas are really cool.'

Why the old hippy style? Why the beard and long hair?

It's just the way I am, really. I've always been into this. Head and that sort of thing. It's the way it's most relaxed. I'm not doing it for publicity or some weird public would be. But you do get a lot of publicity — you have a high profile in the industry!

It's cool, but I don't go out there looking for it.



"There are times when I feel like quitting, but I'll always be writing games."

What about *Interceptor Mirror*? Is it a lot of your recent games that you've been openly courting you by using characters like Jeff the Jolly Jester and Llamaburgers in their games.

That's their bad trip, not mine. For some reason they dislike me. I haven't spent them knowingly. I actually thought *Interceptor* were looking up

when they released *Great City*. It wasn't initially programmed but it was an original concept. I thought they had got their act together — when they suddenly started doing *Mega Man* stuff and more arcade clones. But a lot of companies do clones — they're no worse than anyone else ever doing.

Are you getting to the stage where you want to drop everything and go away and forget it?

Yes. There are times when I feel I like quitting, but I would prefer to writing games anyway. I'm going to carry on writing games but I'm not going to mind if they don't get into this week's mega-happy top 100! In the early days charts were OK because they were put together to give whoever computer shops, like the mainline VIC centre where the guys would show you all the games. It was representative that a good game would do well — what game manufacturers, founders of the charts reflect it, who's got the most efficient marketing organisation or who the distributors have designed to lure from the world. It's not always mean anything.

What games would you personally like to a clear lead?

*Rescue the Princess* *Star Raiders*, obviously, probably *Star Wars* when I earn a more industrial version of *Star Raiders* like a working man's *Star Raiders*.

Should we ban the bomb?

Yes, we certainly should!

Are you in favour of the Greenham Women?

Yes. They're doing an important job down there, while other people down there are playing a soldier.

There is a distinct lack of men though. Do you think men should go down and give them support?

If they want to make a feminist point at the same time that doesn't really bother me because they're making a very important point about nuclear missiles in the first place. The feminist issue is their trip — I'm not really a women's man. Now you mention it, which do you prefer — male or female llamas?

Female ones of course! What do you take me for?

**FREE CONTACT** with a nice 100% as far as I can remember a 100 Form. It was on the PET with the calculator keyboard. Teach myself BASIC wrote game found out games needed open taught myself machine language.

Jeff Minter, want a university in Norwich come only with a 2000 I'd saved for six months so they and arrived I'd got for a three. While I'm there I'll be taught on Easy VIC for did a little bit of teaching in the machine VAX machine in the single and tomorrow I'll be doing machine teaching in spent with a little time on to biology lab's Apple system which were my first experience of the One Drive away to San Francisco probably. Even though I'd got linked out 'see I'm supposed to be doing math and physics. My plan is to followed to transfer — computing I'd spent half in at least I think he was dead.

Get back, obtained a 2000 level, started going to Odn Poly. While some 2000 game which were sold by Odn-Trans. Designed their graphics. For some time while living in the middle of the British Isles in the design and write machine code versions of *Centipede* on *Space Invaders* using said 2000. Got very nicely very interesting in for three months, but leave Poly. Got hold of VIC20. While type of ten little game for Odn-Trans. (There's a collectors' item for anyone who still has one!) Had disagreement with Odn-Trans over the graphics ROM. Decided to a mail!

CONTINUED OVER P



Jeff Minter is also no stranger to the hyperinflation of game prices. You will soon get his first offering of his figure games in Llamas at the Edge of Time from Franklin Dimes. It's Hollywood "When the money goes in one end and a half million is all you can swim" in the future of the West. Llamas at the Edge of Time is a table of high scores for the game. Most of them look like telephone numbers. The game is written by Jeff and produced on an Apple Macintosh using MacPaint and MacDraw. Last year, he published the "Third Party Year", a limited by a MacPainted picture of a sheep.

Llamas at the Edge of Time for the Commodore 64 and the 26. A variety of the games are being translated to the Atari market, generally with better sound and graphics. Some of Jeff Llamas's freeware games are available, probably a version of EndRunner. Certain Llamas games are available in Spectrum versions, converted by Salamander Software and distributed by Quicksilver. All the games work best with joysticks, and can be rough on them if you get hooked on Llamas's options (be prepared to turn out for a heavy-duty joystick). You also need a lot of energy.

## The Games TRAXX

There is a split game, quite being the earliest Llamas CD-ROM. The idea is that you must capture squares while avoiding traps that float about. It is similar to some of the Atari game Dots, though somewhat harder.

## METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

What a wonderful Metagalactic Llamas it can take that is going to play at the same time. Llamas split metagalactic llama split something good, totally disgusting, and better. Picked upon the surviving llama are some really looking "Dystopian cybernetic anarchist mutants". Shooting the spiders will earn you points, but hitting the threads they hang on can be fatal. When a shot thread snaps, the spider falls to earth, metamorphoses and chews the same. You can still get to blast at the spiders as they shuffle overground and terra firma, by launching your llama's split off a horizontal layer first controlled by the up and down arrows of

your joystick. In one way part of the game is all about reverse direction of up, split.

Jeff is a total Llamas at the Edge of Time producer. Metagalactic Llamas does not offer a great range of bonuses to cap. But then the original game was written for the memory game Vix 26. An improved version of the game runs on the Commodore 64. Spectrum owners will find a version of their machine is available from Salamander Software. Simple though it may be, Metagalactic Llamas is an entertaining and to be enjoyed with a clear intention of whether it's worth to purchase the kind of laptop.



## GRIDRUNNER

GRIDRUNNER is best called. Gridrunner is loosely based on the old Atari game, Gridrunner. Minter's influences are as close to spin as Alan Smit's. Instead of being a game of the bottom of a garden, Llamas's update of the grid takes into the action in deep space, so Bill, Ben and Little Wood can take a nap. Once again we see a grid against the evil might of the Crystal Empire. You are in control of a space ship, the Gridrunner, which can move around the lower parts of a big red grid. It allows that space is full of them. Your task is to capture bricks as they bubble from the top of the screen towards and past you.



So far the game is just like a 2-D top-down version of Commodore. The main idea is the B-T appears which period the length of the grid taking part about a year and years. They the

theme games, which are not enough, but when new games come, it's a lot better. Picked upon the best way to represent himself. After a few minutes of variety game and joystick fatigue a wonderful experience is provided with the message, "Grid Runner". The machine is shorted, so within seconds another game starts. A total of thirty levels complete the game in its day. Gridrunner was a masterpiece, it still plays well today, and it is a rare unappreciated. Definitely a game for those to whom their class is.

## LASER ZONE

Laser Zone runs EndRunner on its head. Instead of rotating the B-T appears, you are not placed in control of them. Picked upon a game for per. The program makes progress out of the joystick. B-T appears can move up and down the bottom and right and left of the grid drawing in the zone sensitive that happens to be there. Surely how you can't remember what it felt like. Moving your joystick left or right controls the horizontal appear, and moving it up and



FOR THE 486 SPEEDWAY



down controls the vertical one. Initially the appears only need to be enough forward. Cut into space. However should the alien reach one of the sides of the grid, they will start towards the upper in order to destroy it. You can get around this by controlling your appear to fire a diagonal shot. However you must take care not to blast the other appear. The key to mastering Laser Zone is mastering this diagonal shooting technique.

## HOVER BOVVER

Of all the Llamas CD-ROM games, Hover Bovver stands out as being different. It is a strictly subtraction game, and in a large level game. The aim of the game is to cut a line, it sounds simple. For the whole deal is complicated by the



HOVER BOVVER  
A GUARANTEED TRY BEFORE

purchase, where doesn't you "Hover" to miss the beam. You avoid them, or better still, get your ring on them. Showing "Hover Bovver" doesn't work. This is more a comedy-gone-mad game.

Hover Bovver is available on both the 486 and the Atari market. There is little difference between the versions, yet the game feels slightly better on the Atari. In Llamas's words, the game of the game is that "the more you of the beam, the more like it. The pattern of the machine is atrocious, and the colour effects knock out your eyes."

## SHEEP IN SPACE

Slightly reminiscent of EndRunner, Sheep in Space is set in space surroundings with a planet surface as the bottom and top of the screen, the middle of a huge area of "laughter" which is eight miles round. A number of these asteroids, some built to supply a British charity organization located on the edge of the Quaker Empire.

Remember to use the hands stretched in response the numbers which a number of sheep which hadn't yet been converted into asteroids of little sheep into "meat-lymphatic alien sheepskin". Each only stand-up manner is capable of being "Bovver of Bovver", it





deflects and utilizing "Downward Jump Translation Moves," the excellent capabilities of Superjump.

As with other recent Llamasoft games, there is a wide variety of areas for you to explore, and a total of 40 different levels. The interesting feature of *Jump in Time* is the way that gravity acts on the game. Both the upper and lower surfaces possess gravity. Therefore a jump gets a double effect: the Downward Gravity. So for maximum speed, be in the air for long periods of time between the two surfaces. Bases of Down jump to the lower surface when land. It is important to keep your speed low. To do this he has to periodically land on a platform and wait. Otherwise results in an excessive amount, and can be very messy. Keeping slow throughout the object's ability as you need to make a balance between mobility, gliding and avoid status.

## ATTACK OF THE MUTANT CAMELS

Recapitulate the plot of this game is to include camels and get the hell out of it before the MAFCA catch you! The 32K version of *Attack* has some of the most amazing graphics known to mankind. Few ever come across, in my time, but those those as part of this game are impressive.

## REVENGE OF THE MUTANT CAMELS



At this stage in the proceedings, the Earth + Dinosaur match has gone into overtime. Everything is new, and if one side doesn't make a breakthrough soon, the whole war will have to be decided on penalties. Unfortunately Jeff Miller must have taken for those penalty shots, developing attack, because this time they are back, not as enemies, but as Earth's main defense against the ferocious alien.

Controlled by telepathic messages, the 30 foot high aliens were convinced that the keys to Earth's defenses with eyes work in the background, another Miller

twist, an alienation with which the land spelling of all comes.

Like metropolitan games, mutant camels will be deadly. Targets include telephone books and living kangaroos, all pretty normal eye fare in a Llamasoft game. The plot is very simple. DSD numbers and a Dugone (control) test, a substitute of Eugene Flavin, role of language, in a reference to an obscure piece of music by some dead rock star?

## ANCIPITAL

One way of looking at the latest Llamasoft computer production, *Ancipital*, is to call it an adventure. As soon there are certain elements of adventure to the game, but there is little resemblance to the GO NORTH. Take 128,000,000 moments that make two adventures such a loss. In fact there is hardly any loss at all.

*Ancipital's* action takes place in the "Cyprian metropolitan" world, the nearest place to the side of a Tube station at midnight. The air is filled with a pollution. It is a strange world designed to have the brains of any business who might happen to stray into the area. So they see the *Ancipital*, full men, half good and half evil. There are 100 different rooms or "chambers of defense" is centered with facts that a different type of ready to attack you and requires a different strategy from the player.

In the same way that *Attack of the Mutant Camels* are measured both by the number of points achieved and the percentage of money, viewed. *Ancipital* has a dual money scoring system. One of the rules which helps maintain all a good game from what one is to do you get better the more often you play the game? The answer with *Ancipital* is yes. *Ancipital* is just enough to keep Llamasoft lovers going until the next piece of psychobabble. Miller madness. Jeff said it a "prophetic" inside game. I call it a damn fine one.



# ELEPHANT NEVER FORGETS



1 FROM COLLEEN MOORE  
 2 FROM LORRAINE WOODS  
 3 FROM COLLEEN MOORE  
 4 FROM LORRAINE WOODS

5 FROM COLLEEN MOORE  
 6 FROM LORRAINE WOODS  
 7 FROM COLLEEN MOORE  
 8 FROM LORRAINE WOODS  
 9 FROM COLLEEN MOORE  
 10 FROM LORRAINE WOODS  
 11 FROM COLLEEN MOORE  
 12 FROM LORRAINE WOODS  
 13 FROM COLLEEN MOORE  
 14 FROM LORRAINE WOODS  
 15 FROM COLLEEN MOORE  
 16 FROM LORRAINE WOODS  
 17 FROM COLLEEN MOORE  
 18 FROM LORRAINE WOODS  
 19 FROM COLLEEN MOORE  
 20 FROM LORRAINE WOODS  
 21 FROM COLLEEN MOORE  
 22 FROM LORRAINE WOODS  
 23 FROM COLLEEN MOORE  
 24 FROM LORRAINE WOODS  
 25 FROM COLLEEN MOORE  
 26 FROM LORRAINE WOODS  
 27 FROM COLLEEN MOORE  
 28 FROM LORRAINE WOODS  
 29 FROM COLLEEN MOORE  
 30 FROM LORRAINE WOODS  
 31 FROM COLLEEN MOORE  
 32 FROM LORRAINE WOODS  
 33 FROM COLLEEN MOORE  
 34 FROM LORRAINE WOODS  
 35 FROM COLLEEN MOORE  
 36 FROM LORRAINE WOODS  
 37 FROM COLLEEN MOORE  
 38 FROM LORRAINE WOODS  
 39 FROM COLLEEN MOORE  
 40 FROM LORRAINE WOODS  
 41 FROM COLLEEN MOORE  
 42 FROM LORRAINE WOODS  
 43 FROM COLLEEN MOORE  
 44 FROM LORRAINE WOODS  
 45 FROM COLLEEN MOORE  
 46 FROM LORRAINE WOODS  
 47 FROM COLLEEN MOORE  
 48 FROM LORRAINE WOODS  
 49 FROM COLLEEN MOORE  
 50 FROM LORRAINE WOODS  
 51 FROM COLLEEN MOORE  
 52 FROM LORRAINE WOODS  
 53 FROM COLLEEN MOORE  
 54 FROM LORRAINE WOODS  
 55 FROM COLLEEN MOORE  
 56 FROM LORRAINE WOODS  
 57 FROM COLLEEN MOORE  
 58 FROM LORRAINE WOODS  
 59 FROM COLLEEN MOORE  
 60 FROM LORRAINE WOODS  
 61 FROM COLLEEN MOORE  
 62 FROM LORRAINE WOODS  
 63 FROM COLLEEN MOORE  
 64 FROM LORRAINE WOODS  
 65 FROM COLLEEN MOORE  
 66 FROM LORRAINE WOODS  
 67 FROM COLLEEN MOORE  
 68 FROM LORRAINE WOODS  
 69 FROM COLLEEN MOORE  
 70 FROM LORRAINE WOODS  
 71 FROM COLLEEN MOORE  
 72 FROM LORRAINE WOODS  
 73 FROM COLLEEN MOORE  
 74 FROM LORRAINE WOODS  
 75 FROM COLLEEN MOORE  
 76 FROM LORRAINE WOODS  
 77 FROM COLLEEN MOORE  
 78 FROM LORRAINE WOODS  
 79 FROM COLLEEN MOORE  
 80 FROM LORRAINE WOODS  
 81 FROM COLLEEN MOORE  
 82 FROM LORRAINE WOODS  
 83 FROM COLLEEN MOORE  
 84 FROM LORRAINE WOODS  
 85 FROM COLLEEN MOORE  
 86 FROM LORRAINE WOODS  
 87 FROM COLLEEN MOORE  
 88 FROM LORRAINE WOODS  
 89 FROM COLLEEN MOORE  
 90 FROM LORRAINE WOODS  
 91 FROM COLLEEN MOORE  
 92 FROM LORRAINE WOODS  
 93 FROM COLLEEN MOORE  
 94 FROM LORRAINE WOODS  
 95 FROM COLLEEN MOORE  
 96 FROM LORRAINE WOODS  
 97 FROM COLLEEN MOORE  
 98 FROM LORRAINE WOODS  
 99 FROM COLLEEN MOORE  
 100 FROM LORRAINE WOODS







# ADVERTISEMENT INDEX

Activision.....	31	Quark.....	63
Amiga.....	77	Romik.....	Cover 3
Autosports.....	62	Shards.....	13
Bayard.....	64	Silica Shop.....	73
Cascade.....	80	System 3.....	2
Commodore.....	60	Tandy.....	7
Demolition.....	28, 29, 47	Ultimate.....	6, 9
Elite.....	Cover 3	Viper.....	86
Games Workshop.....	83	Visor.....	78
Gargyle.....	63	D. R. Service.....	76
Interceptor.....	68		
Legend.....	28, 29		
Logic 3.....	58		
Microdeal.....	Cover 4		
Micromania.....	25, 95		
Micronet.....	70, 71, 72		

## THE FARULOUS CASSETTE



FROM 

**50 GAMES ON ONE CASSETTE**

ONLY **£9.95** per cassette

*VALUE that's out of this world*

**NOW AVAILABLE FOR**         

It is impossible to tell you everything about the 50 games on **CASSETTE 50** but they include many types such as action, arcade, puzzle, tactical and logic games, to suit most tastes in computer game playing.

**CASSETTE 50** will appeal to owners of all types and the games will provide three hours of entertainment for all the family at a fraction of the cost of other computer games.

**WE PAY TOP PRICES FOR TOP QUALITY GAMES**

**EXPRESS DELIVERY - ORDER NOW**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Post Code: \_\_\_\_\_

Country: \_\_\_\_\_

Please send me five returns of your **Cassette 50** at £9.95 per tape (included in promotional price) for \_\_\_\_\_ made possible by **Cascade Games Ltd**

**COMMISSION 14**     **10% OFF**     **10% OFF**     **10% OFF**  
 **10% OFF**     **10% OFF**     **10% OFF**     **10% OFF**

Cascade Games Ltd,  
Suite 6, 1-3 Marine Gardens, Harrogate,  
North Yorkshire, YO21 3BB, England  
Telephone: 0423 534423

01 2 00

For almost a year now you've been reading reviews with nothing more to go on than a set of enigmatic initials. But our reviewers have names. They have faces. If you prick them, they bleed. And they like playing games. We present, therefore . . .

## JOHN CONQUEST



After — and, to be honest, during — a long day's slog at those no-Rs and one-Rs, not to mention the no-leads, the time games often win the great JC can take no more. Dropping aside the pile of Daxas waiting to be evaluated he reaches for his fusty . . .

*Over Road* (Atari) is still my favourite. I'm up round the 200,000 (OK, 150,000 on a last day) mark, which may be small potatoes compared to the millionaires I hear about, but please me to end. This game has so much style and



content that even after six months I haven't got tired of it. The initial stages are well-worn grooves now, though I still find the occasional new and more elegant solution, not to mention the odd extra points, while up round bridge 80 it's still relatively unexplored territory. A real classic, on the Atari anyway, which (having seen the MSX version recently) I shan't be passing with.

*Brace Lee FUS Gold* is a visually stunning and mechanically superb action game that I can play over and over. Kicking and punching,

leaping and ducking, it pushes my tired old reflexes to the limit.

*Managers* (Melbourne House) is the current runner ups adventure game, though I suppose I'll stick that last 5% sometime and give it up. Still, at the rate I'm going, that should be just in time to start in on *Love and Jones'* rumoured *Cats* like holiday adventures. I

love *Atariquest's* series of humour and, however much I enjoy playing computer games, it is refreshing once in a while to have one that's aimed in the general direction of my age bracket.

Listen, don't eat.

*Dungeons & Dragons* (Infotulion) is the only video game, apart from *Collection's* *Wardrobe*, that isn't gathering dust at the back of the cupboard. Quite why I still play *OSD* I don't know, as it's been quite a while since I last over it at the highest level, but it has that compulsive quality that makes it over playable.

# GAMES REVIEWERS

## KIM ALDIS



**FOR CHEER** entertainment value the current favourite game is pulling out next door's cat, which inexplicably flamed on around the time it changed its branch on the front doorstep.

On the computer games front poking out a few faces isn't too hard when a game of noughts and crosses is preferable to ninety percent of the dross that passes this way.

The ability to last is important in a game and those that do would leave space in a throne. Several of the classics, particularly *Pig-Man*, *Atariquest*, revisited by *Atariquest*, or *Micro Powers* after *Scoble* got heated off the shelf for an airing every now and then, but maybe it's in the very nature of comp' ter games that they only last a few days before being replaced by some new *Hypergalactic Mega-Monster-Muncher*. Which is probably why some jerk from Croydon who has problems with five plus five can impress a big software house from Little Stanbury with his version of noughts and crosses for extended runs. Hundreds of the things pass through these doors and out the many reviewed only a handful stand out.

Current top of the stack is *Atariquest's* *Wits* which, whether the authors like it or not, is almost going to be stamped in the same category as *Atariquest*. A wonderful piece of programming, mainly because of the expert graphics, but also, I suspect, because there is always further to go, more weaponry to win and more variety around the corner.

Other favourites called from the crop include *Prod*, because the graphics are unbelievable and the humour indicates a genuine mind; *Micro Powers* 'thruout, again because of the graphics, and *Dr. Dr.* in a recent release from *Micro Power* which I can't put down.

## TONY TAKOUSHI



# PLAYERS PLAY

## BILL BENNETT



MY FAVORITE game is *Football Manager* from Midway Games on it comes in versions for the Spectrum and the Commodore 64. I already have the Spectrum version, and would like the Commodore 64 version for Christmas.

*Football Manager* appears to be for less reasons. Firstly, like a lot of sports, I've always enjoyed that American version on the *Body Builder* or *Blue Streak*. But the last thing about the game is that it is possible to be in control of a pile of millions, and spend money when being managed. Unlike *Body Builder* from the team of the Fourth Dimension to be top of the First. Recently, I discovered about how CCG, which is a similar game, involving different tactics, between, having Mark Haddy for your local club gives you a good feeling of power.

Games on the whole don't thrill me, I don't really like adventure games — I find them boring. Adventure has appeal for they stretch your brain, I enjoy other forms of cerebral entertainment, in particular *Paul's Scripture* for the Spectrum, but usually have to be on the top level, and I don't like the way it shows — certain words I use in my own dictionary, but when a humanist opponent set around, the game is great. For the same reason I really like the *Bodybuilder* game.

from *Scripture Research*. Though again, it isn't really a tough enough opponent, but then I like winning. However, Intelligent Software's *Cyber Chess* is another favourite, and it can beat the pants off me.

There is something about *Paul's Scripture* from that fascinates me. Once you master the technique, it is easy to win the game. But about games I like on the Atari games, and when I should be writing, I find a quiet game of *Pac-Man*, or any of the arcade cartridges, will change my feelings. Like *Galaxian* from adds to an Atari computer, though, so to satisfy my arcade game, I play it on the Commodore 64. I am in Jeff Bennett's games. I'm a real fan of "the real" *Mister's* (1st and 2nd) and *Superman*. My favourite was *Strip in Space*, but it was the amazing *Arkanoid* from the owners declared through its letter box had divided 50% of my waking hours to mastering the game. It is the greatest thing in home entertainment since John "Hugh" Band invented the television, when a camera to arcade games. *Pac-Man*, *Jeff* is king. Brilliant though, *Arkanoid* games are, they are not at their

THE GAMES I play cover the Commodore 64, Atari 800, BBC, Vc 20 and Spectrum series.

On the 64 front I enjoy a good session of *Super Pajaro* and *Jarrett's* (Taito), *Sea of Ragnor* (Sunsoft) (All-gated and *Firewing* of the *Midway* Game) (Sunsoft). The Atari has always been one of my favourite series because of its exceptional colours and sound abilities. The games I really enjoy playing are *Star Trek: The Motion Picture* (Atari) (The game is made for 50 efforts in the career format — it even makes *Enterprise* look slow!) *Arkanoid*! *Bandit* and *Pole Position*.

The BBC — well, it has to include *Elite* and *Dark*. The Vc 20 has a few classics on it, *Comanche* from *Microsoft* is still one of the classic titles for me. It has some of the finest sound effects and action I have ever seen for any price. There is also the now famous version of *Pac-Man* called *Jolly Man* from. This version has yet to be beaten by ANY other man.

Finally, *Omega Race* is one of the toughest and most skilled games on the Vc.

The Spectrum has few games I come back to. The latest one I really enjoy is *Robinson* from *Mark III*. Also *Star Wars* (DoubleStar) and *Missile Defender* (Sunsoft).

At the end of the day I really do spend most of my time on the full size arcade machines I have in my flat. They are *Tetris* (Atari) and *Arkanoid* (Sunsoft). There isn't nothing like the real thing!



best on the *Golden Spectrum*. When the Spectrum is out of I reach for *4th Axis* or *Galaxy War* (both Ultimate Play). The *Game* (Sunsoft) games were the most of the somewhat limited hardware of my beloved old Spectrum. All the games mentioned above are classics.

include the best games currently available. The something that sets them apart from the rest is that they don't get boring.

## STEVE KEATON

Being something of a fanatical gamer I'll play pretty much anything that'll come to hand. Obviously if I've got more than an hour to kill I'll dig out an adventure and try my best, but more often than not I'll just slip into a simple shoot 'em up like *Jetpac* or play *Blue Streak* on the *Vortex*. Nothing too complex, I like my fun fast and easy. Alternatively I'll watch some good (usually British) on the *Octopus* or dive headlong into a pile of cards. I'm just an everyday sort of guy really. ...



# GAMES REVIEWERS PLAY

## FIN FAHEY

I recall an unspoken admission for arcade adventures such as King-gan's *Phycentra*, *Secret Base* from Micrograms, and the recent Ultimate version in *Game Wolf* (single 2pm). Having said that, I have to also admit that I don't spend a huge amount of time playing them. This is because I'm a poor loser, and since I'll never be a teenager again, and my reflexes are still to-bls by too many late nights and lunch-time boozing, I spend more time playing games that require a more thoughtful approach. Of course I always claim this is due to my advanced sense of literary aesthetics.

Adventure and strategy games are my real meat, the only problem being that there are very few good ones. So for the adventure game scene has been marked by a profound barrenness on the part of software houses, although I don't feel that will last. Exceptions are the solid men and potatoes approach of *Level 5*, who at least go for sheer scale, and *Melbourne House*, who share signs of *Legend's* originality.

My nominations for top adventure this year would certainly go to *Melbourne House's* strange game set stuck in an even deeper trough of wilderness, and to its rival, *Adventure From Level 5* as the undisputed.

In spite of being a life-long profiler, I've also enjoyed playing U.S. Gold's *WEST Commander* - a claim it offers valuable insights into the military mind-set. For *Inter's* *King James*, *David* and *Sovereign*, and early title graphics effects to gritty adventures in the future: hope of making them more viable.



## NICKY XIKLUNA

Finally, at the moment I'm still trained, ray, obsessed with *Shootouts*. I think it's great. Not only are design and playability first rate, but the combination of the 200 chip into action, has resulted in the most fun and pleasing musical arrangement I've ever heard. The speech simulation is unbelievable. Move to the point, I never could resist a game that made me laugh.

For that's this week, last week *Ultimate's* *Shootouts* and *Knight Love* were earthy systems in *Melbourne's*. I'm a writer for games of course. Here's another favourite on that score. *There's* *Blacks*, and *Melbourne House's* *Blue Sea City* and *Alone* *Mines*. Add *Melbourne's* special features to the rest of the awards. I also admitly confess to having been a rampant *Palms* groupie that now I've grown up, he that I'd get *Melbourne House's* *Adventure*, *Amusement* in its place in my Hall of Fame.

My games preferences are a pretty fickle. Software we love is so quickly superseded. If you want an old time favourite - I'd give you *Super Star's* *Blue Ball*. Now please may I go to the ball?



## RICHARD BURTON

STOP ANY software reviewer on the street (read the temptation to press money on him) and ask him to tell you, truthfully, what game he likes to play in his off-duty moments. Chances are a hell lot - if he's in one of his rare coherent moods - that there are several games he'd like to play more often... if only he had the time, in reality there's a pile of cassettes and ROM's sitting gathering dust on a corner of his desk waiting for the moment when the flow of new releases eases and they can be taken out and used again, then heaven hasn't arrived yet.

Just with a dirty job is starting at me as I write. Do I really have the time to play? Play me, play me? If it do they aren't asking for more than they deserve.

When it's been a long night toiling up tape after tape the introductions of a video game system's ROM stand-up is very welcome. I still consider the *Commodore* to be the finest example of the video game game and some classic game ROM's are contained in its repertoire. *Melbourne House* and *Level 5* still have me pining for more after hours of

play. Both are excellent examples of addictive, challenging gameplay. *Blue Ball*, of course, is good on any system but *Adventure's* *Commodore* edition ranks among my particular favourites. Even the venerable Atari VCS maintains a soft spot in the old gamer's heart by still surprising me with games like *Space Shuttle*, again from *Adventure*. Established favourites like *Ms. Pac-Man* and *Yar's Revenge* are not forgotten when the VCS is trundled out.

Back in the old bad world tape-based offerings it's still the machine that I go for but not necessarily the floppy tape-ups. Games like *Quadrant's* *Art Attack* and *Worrier's* *Anchor 2* rate for their innovation as much as their gameplay. Well, there's always the exception that proves the rule and *Melbourne House's* *Blacks* is great action whichever way you look at it.

Current faves? Well, jockeying for a place in the dust at the moment are *Shootouts* and *Ultimate's* new, *Knight Love* - both classics in the making.

Which is, of course, to leave a lot of great games out in the dust, undeservedly. And I plan to rectify that right now because I've got them all here... well several here nonetheless.





# REMEMBER



## ELEPHANT NEVER FORGETS

Get the best from your computer with ELEPHANT disks. Certified 100% error-free and problem-free, and with quality maintained for at least 18 million passes, ELEPHANT disks are guaranteed to meet or exceed every industry standard and are compatible with virtually every computer on the market.

Look for the ELEPHANT sign at your local Dealers - or in case of difficulty, phone or write direct to Dennison Manufacturing Co. Ltd.



Dennison

**Dennison Manufacturing Co. Ltd.**

Colindale Way, Watford, Herts. WF12 9AT, UK. Watford (0452) 62444. Telex 652221

Frankfurt (049 69) 2400000. New York (212) 289 7977

Germany (049 69) 2400000. Philadelphia (610) 500 8400. Tokyo (03) 6540 01

Other Countries: Dennison International Company 6000 Market L, Houston, Texas 77030 USA

# BARRADE ALLEY



OO OH, give me something easy to do. I'll do anything you want. I'll fight Frank Bruno. I'll swim the Channel. I'll run the Marathon. Just please, please, don't make me play Hyper Sports again.

At first I thought I was really, I have the audacity to believe that I was prepared. I'd spent months in training on *Track and Field*. I'd run for the bus at least twice. I'd plunged my fingers into hot bags of french fries until they were as weak. I'd taken gold medals, scored world record points. I seriously felt that I was in the top flight. But I hadn't reckoned with the cunning or ingenuity of the programmers at Konami. *Con Hyper Sports* is a true Olympian favorite. *Hyper Sports* makes *Track and Field* look like baby.

Now some of you may think I'm exaggerating — well, more is the pity for you. I can assure you that if you are caught unaware by this machine you will need the proverbial oxygen mask before you can say Steve Overt. It may well look innocent resting as it does quite innocuously between *Dragon's Lair* and *Shifter Riller vs. Pac-Man*, but feed the beast *3D* and you are in danger of a total physical and emotional breakdown.

The game itself resembles its predecessor in line and form; the usual excellent graphics are complemented perfectly by great sound effects and hilarious visual gags; judges smile sympathetically, contestants weep unashamedly, and noisy arcade attendants laugh hysterically over your shoulder as you fail to lift 110kg for the third time.



As with *Track and Field* the game is divided into 'events' though there are seven now as opposed to six and your progression through these is dependent solely on your own ability to satisfy the given criterion of qualification. If you don't qualify you're back to the money slot and the noisy attendant's laugh even louder!

The first of these devilish disciplines is swimming. The water gun fires, your man dives into the Olympic length pool

along with five others and the race is on. This all seems quite straightforward really — your fingers press one of the buttons, the little man plunges from the water, the audience cheer — it's easy as falling off a springboard. The attendant tell you that you had to go the middle button when the 'breath sign' appears? No he did not. Did I laugh? Yes he did. You start again. You pound away, your man plunges three

**DAVID DORRELL takes himself**

**to the outer limits (of financial**

**disaster) sweating it out on**

**Konami's Hyper Sports.**

# GOING

ER  
TS

Is it true? Can it be true? Will trackballs, mouses, touch and random access all go out of fashion just as arcade makers perfect THE Ideal Sports Game? Will anyone care?

round, 15, 10 and 50 rounds later I go through... just. All you have to do is hit the sheets as they fly through your sights. You have to hit twenty to gain the necessary 200 points. I've had easier times juggling chain saws... But by the end of the day I could have parted the attendant's quiff at fifty paces. Then it started to get hard.

You're through to the third round, your main eyes along the gym floor, he hits the spring board, flips off the long horse and manages all of one somersault before landing quite unceremoniously

on his head in front of the judges. Someone in the corner laughs. If you're really lucky, and you manage to press the buttons fast enough, you can make the necessary four somersaults and land upright. And of course one day you'll find a game that lays golden eggs.

So now you've sailed through three events and - if you're the average player - you've notched up an overhead that looks like a New York phone number. What better than a quiver or two on the archery field? A bird-eye view allows you to shoot straight at the



CONTINUED ON P. 41

the race is airforward any at the is through - it's as and, then the score al to press a "transfer is. Did he again. You is through

its water, you press the middle button at the wrong time... your swimmer dips on two lines of oblique water profiles. Eventually you learn to swim. Eventually the attendant learns how to walk again...

Congratulations! After qualifying with the two minute time limit you're onto the second round, 'skirt shooting' or clay pigeon shooting as we call it. This is of course totally impossible. You get three attempts to qualify for the

# FOR THE BURN



a diamond can also claim her share of the Royalty Fun!

■ This grows with every copy sold up to a maximum of £1 million.

■ The Spirit of the Stones book is a great read.

■ The Spirit of the Stones software is great entertainment.

■ But they're much more than that.

■ They're an adventure.

■ A fascinating tale of mystery and imagination.

■ A voyage of discovery of the Isle of Wight.

■ A voyage of discovery

# STONES HIDDEN ON THE ISLE OF WIGHT

■ There are 41 of them.

■ 41 real diamonds hidden somewhere on the island, just waiting to be discovered.

■ 40 diamonds set in storeware talismans. And the great Wight Eye itself, the most fabulous diamond of them all.

■ Only **Commodore** COMPUTER SOFTWARE diamonds can be yours.

■ One man knows where they are hidden, and he's not saying.

■ All that he has to say he's said already in the Spirit of the Stones.

■ It's a book and a computer game.

■ And together they reveal the whereabouts of all those diamonds.

■ But - and here's the catch...in the form of riddles and clues.

■ Solve the puzzles in the program and you'll find it easier to solve the puzzles in the book.

■ Solve the puzzles in the book and one (or more) diamonds will be yours.

■ Forever. And ever.

■ You don't even have to go to the Isle of Wight. (Though should you want to, we've put a bargain holiday offer in every pack!)

■ You simply work out where the diamonds are, and post off your claim.

■ Whoever discovers

into an unknown world of pirates, unholy spirits, bandits, manticores and demons.

■ The Spirit of the Stones is as entertaining as it can be rewarding. And, like all of our software, it has been specifically designed to get the best out of Commodore hardware.

■ You can't choose better.

■ Commodore software costs no more, even though there's more to it.

■ SPIRIT OF THE STONES DISK OR CASSETTE WITH BOOK £74.95.



his or  
y Fund.  
every  
num of

Stones

the  
great

more

re.

le of

ery on

covery

N  
T

rid of

and

Stones

it can

all of

been

to get

adore

better

ant: it

though



The strengthman works up to lift-off. Note the authentic flat feet and glove paper jony.

target, taking into account — as you are not doubt aware to do — the wind speed is handy anemometer at the side of the screen helps you with this one! and angle of release is handy anemometer at the side of the machine refuses to help you with this one!

The triple jump has always confounded me, why do people want to do this? Making it much easier and a lot more graceful. You are advised to press the jump button rhythmically for best effect and optimum take-off. That assured — it is easier to put the Space Shuttle into orbit than it is to get your rear through to the next round. If you are still standing, if your fingers are still bleeding, then the notion of retribution against Konard and the owners of the arcade will swell within you — just as the power surges through the weightlifters in the sixth and penultimate round.

By banging away furiously at the buttons on the face you can lift your redoubtable strengthman with enough strength to lift and jerk the dumbbells above his head. The green light goes up, the judges wave and for you have made a clean snatch! Now do it again. And again. You may start with a respectable 10kg lift but from there on it gets harder. And heavier. And heavier etc. Competing as all this is it is as nothing when compared to the pole vault. The pole vault is so hard that even fanatical attendants will sit in awe-inspired silence as you approach the bar.

The instructions command you to "grasp the player's movements", etc./ Would there be a judge's inquiry if I did? No. Press Jump. Thrust the pole into the ground and, concentrating carefully on your timing... release the pole, if you don't release the pole then inevitably you come to a sticky end. Unfortunately I've never known the result. I failed a random dope test just seconds before the start of the strength event. They asked me how much I'd spent on the dope machine. I told them. Then they told me I was a dope and kicked me out for my own good.

While most arcade sports contest themselves with either "harder" or "easier". Hyper Sports takes you "higher, faster, further, sharper and harder". It is no easy game. But it was no mean feat putting it together. No doubt before you can state "Good in '81" they'll have a follow-up. It's not enough therefore that you are quicker... it is imperative that you are trained all round, because Hyper Sports sure dips around the Olympics...

DAVID DORRELL



Getting in the swim. The contestant in Lane Three is not wanting — he's drowning....



AUTOMATA U.K. PRESENTS  
YOURSELF  
IAN DURY  
JON PERTWEE  
MEL CROUCHER  
DONNA BAILEY  
and FRANKIE HOWERD in

# DEVS EX MACHINA

WRITTEN AND DIRECTED BY MEL CROUCHER

AUTOMATA thanks everyone who has taken DEUS EX MACHINA to their hearts . . . reviewers, wholesalers, retailers, the media, and most important of all, our public . . . THANK YOU!

(Samy Norman, Radio 4)  
"Perfection, the aim of all of us!"

(Popular Computing Weekly)  
"a completely new computer experience, rare and truly great!"

(Dave Freeman, Radio 1)  
"You've got to play it to believe it. This will get to Number One!"

(Computer & Video Games)  
"The most original concept since the Spectrum was a gleam in Clive Sinclair's eye. The computer equivalent of Pink Floyd's The Wall . . ."

(Times EMI)  
"The first computer program to inspire a cult following. To be without it is to face social ostracism."

(Crash Magazine)  
"There are few things in life that can be called global phenomena . . . this is one of them! Hypnotic, emotive, noble, humorous, absolute excellence . . ."

(Home Computing Weekly)  
"To call this a game is an insult, it's a stunning and profound audio-visual experience."

Instructions	100%
Playability	100%
Graphics	100%
Value for money	100%*

DEUS EX MACHINA —  
Commodore 64  
version available now

CRUSOE	48K Spec £8	DEUS EX MACHINA	48K Spec £15	PIRANIA	48K Spec £10	
PI-EYED	48K Spec £8	GO TO JAIL	48K Spec £8	OLYMPIRANIA	48K Spec £8	
PIRMANIA	48K Spec £8	MORRIS MEETS THE BIKERS	AMSTRAD £9	PI-BALLED	48K Spec £8	
PI-NERE	48K Spec £8	MORRIS MEETS THE BIKERS	Any Spec £9	BARZ	48K Spec £8	
YAKZEE	... 8pages/48K Spec £5	PIRANIAC T-SHIRTS (youth size)	Price £5	NEW WHEELS JOHN	48K Spec £8	
"BACKCHAT" Speech Synth. CBM64 with Software & Programming Book	£25	DEUS EX MACHINA COMMODORE 64	DOS £16	Coaxite £15	PIAN'S STARRS L.P. Coaxite	£3
					PIAN'S Greatest Hits Vol. 2	£1

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is \_\_\_\_\_ Expiry Date \_\_\_\_\_  
Card holder's signature \_\_\_\_\_ Card holder's name \_\_\_\_\_ Tel. Number \_\_\_\_\_  
Card holder's address \_\_\_\_\_ Post Code \_\_\_\_\_

NO EXTRA! All our prices include V.A.T. and Postage & Package. 24hr. CREDIT CARD NOT LHM 00399 J3502  
Send your order and payment to: AUTOMATA U.K. LTD, 27 HIGHLAND ROAD, PORTSMOUTH, HANTS, PO4 9DA, ENGLAND.

# ORIC & ATMOS 48K Cassettes



**Quark 3D** excites outer invaders with 3D wireframe and 3D color indicator in their trails. It features colour border screens of increasing difficulty with sequential counter 3D laser movement and fire sequences. (Brain required) **£5.95**

#### Orion (Brain) (4K)

More of family fun. Orbits gets smaller the longer you play. Eventually prevent from re-activate. (Brain) what you see **£5.95** Also in Family

#### Wysing Towers

Speed musical arrangements. 47 different notes. 3D and colour make this a unique game and experience. This will certainly get hot, or target where you're going. **£5.95** (Brain or Atmos)



#### Flight Simulator

With expanded, radar ground, vertical flight axis indicators, artificial horizon and altimeter with continuous flight monitor on engine position, stall speed etc. Full colour. 48-col graphics. 3D wire sound. **£5.95**



#### Space Crystal

Great looking adventure game. Fascinating 3D space maze on your voyage in search of the stolen crystal. Black holes, nebulae storms, space probes, etc. Full colour and sound. **£5.95**. Also available for Super 8, Spectrum and Commodore 64



QUARK DATA P.O. BOX 67, Swindon, Wilt. Tel. 0793 40961

Please supply:

.....

Changes for total amount enclosed

Name

Address



£100  
£5  
£5  
£5  
£5  
£5

LAND.

# BEYOND

CHALLENGING SOFTWARE



## WARRIOR

ORIGINALITY 10 • ORIGINALITY 10 • ORIGINALITY 10 • ORIGINALITY 10 • ORIGINALITY 10  
GRAPHICS 10 • GRAPHICS 10 • GRAPHICS 10 • GRAPHICS 10 • GRAPHICS 10  
SOUND 10 • SOUND 10 • SOUND 10 • SOUND 10 • SOUND 10 • SOUND 10  
LASTING INTEREST 10 • LASTING INTEREST 10 • LASTING INTEREST 10 • LASTING INTEREST 10  
ANIMATION 10½ • ANIMATION 10½ • ANIMATION 10½ • ANIMATION 10½ • ANIMATION 10½  
OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11

# COULD IT EVER HAPPEN?



# SWAG

NEW!

For the

COMMODORE 64

The SWAG-man's on the job to burgle the millionaire's mansion. It's full of beautiful, valuable SWAG ready for nicking! Unfortunately, he's gate-crashed a fancy dress party and the guests are in pursuit. Help him through the seemingly never ending maze of rooms to collect the SWAG and find the WAY OUT!

£8.95  
Cassette  
£10.95  
Disk

Amiga! Amiga! - 100% machine code, amazingly smooth, high resolution graphics, multiple sound effects, the totally radical 've concept!

the **ULTIMATE** arcade adventure

# MICROMANIA

SWAG is available now! On high speed loading  
Cassette or Disk from all good software outlets or direct  
from:

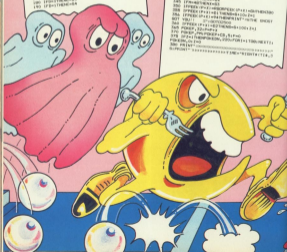
MICROMANIA, 14 LOWER HILL ROAD, EPSOM, SURREY, P & P FREE. DEALERS PHONE: 03727 20152

# FRUITB

Good food is one of life's greatest pleasures, so when it's all trapped in a belly's constraining mass, surrounded by hostile guests who will drain your life away at the drop of a plate, and all there is to do is stare at pills. They keep me going, mind you, but there's something to be said for that juicy citrus stuff that keeps maintaining for me good reason. But — right — how's a P-person to get fat around here.

0 FRUITB...  
 1 FRUITB...  
 2 FRUITB...  
 3 FRUITB...  
 4 FRUITB...  
 5 FRUITB...  
 6 FRUITB...  
 7 FRUITB...  
 8 FRUITB...  
 9 FRUITB...  
 10 FRUITB...  
 11 FRUITB...  
 12 FRUITB...  
 13 FRUITB...  
 14 FRUITB...  
 15 FRUITB...  
 16 FRUITB...  
 17 FRUITB...  
 18 FRUITB...  
 19 FRUITB...  
 20 FRUITB...  
 21 FRUITB...  
 22 FRUITB...  
 23 FRUITB...  
 24 FRUITB...  
 25 FRUITB...  
 26 FRUITB...  
 27 FRUITB...  
 28 FRUITB...  
 29 FRUITB...  
 30 FRUITB...  
 31 FRUITB...  
 32 FRUITB...  
 33 FRUITB...  
 34 FRUITB...  
 35 FRUITB...  
 36 FRUITB...  
 37 FRUITB...  
 38 FRUITB...  
 39 FRUITB...  
 40 FRUITB...  
 41 FRUITB...  
 42 FRUITB...  
 43 FRUITB...  
 44 FRUITB...  
 45 FRUITB...  
 46 FRUITB...  
 47 FRUITB...  
 48 FRUITB...  
 49 FRUITB...  
 50 FRUITB...

200 FRUITB...  
 201 FRUITB...  
 202 FRUITB...  
 203 FRUITB...  
 204 FRUITB...  
 205 FRUITB...  
 206 FRUITB...  
 207 FRUITB...  
 208 FRUITB...  
 209 FRUITB...  
 210 FRUITB...  
 211 FRUITB...  
 212 FRUITB...  
 213 FRUITB...  
 214 FRUITB...  
 215 FRUITB...  
 216 FRUITB...  
 217 FRUITB...  
 218 FRUITB...  
 219 FRUITB...  
 220 FRUITB...  
 221 FRUITB...  
 222 FRUITB...  
 223 FRUITB...  
 224 FRUITB...  
 225 FRUITB...  
 226 FRUITB...  
 227 FRUITB...  
 228 FRUITB...  
 229 FRUITB...  
 230 FRUITB...  
 231 FRUITB...  
 232 FRUITB...  
 233 FRUITB...  
 234 FRUITB...  
 235 FRUITB...  
 236 FRUITB...  
 237 FRUITB...  
 238 FRUITB...  
 239 FRUITB...  
 240 FRUITB...  
 241 FRUITB...  
 242 FRUITB...  
 243 FRUITB...  
 244 FRUITB...  
 245 FRUITB...  
 246 FRUITB...  
 247 FRUITB...  
 248 FRUITB...  
 249 FRUITB...  
 250 FRUITB...  
 251 FRUITB...  
 252 FRUITB...  
 253 FRUITB...  
 254 FRUITB...  
 255 FRUITB...  
 256 FRUITB...  
 257 FRUITB...  
 258 FRUITB...  
 259 FRUITB...  
 260 FRUITB...





DORKSLAYER!



# WAITING

Adventure-meister **STEVE KEATON** looks behind the drapes of *The Wrath of Magra*, rescues a victim of *Teen Kingdom Valley* and finds a book . . . while with his other hand . . .

A **NOTABLE** new Spectrum title is Master Victor's *The Wrath of Magra*, the long-awaited climax to Carroll Robinson's *Magra* Dungeon and Black Crystal Third Continent saga. For a time it looked as if this great, award-winning enterprise would never get to see the light of day, as Magra's software house locked the door just as she was entering the lower stratum. All looked lost until Steve Keaton (*Days Gone at Massacre*) stepped in with a masterpiece. Briskening a cut-price when they created an in-house adventure label, which allowed the processible Magra to live again.

## BOOK AND TAPE

"They arrived like the 30th Cavalry," recalls Magra's co-creator Brian Robinson. "Things started to fall rather in January '84 and then promptly collapsed in April. The game was actually finished at that point. We'd even seen a few screens out. Developing it was straight forward, it was the manufacturing side of the business that finally broke the company's back."

*Magra* is a remarkably accessible adventure. It's a page of only modern affairs which retains more 30 levels and comes bundled with *The Book Of Dungeons*—a roughly 150 page tome that details pretty much the entire history of Carroll's imaginary Third Continent.

Along with a history lesson, it substitutes on Magra's sludge dungeons and even fills a measure of spells to combat them. Delightfully illustrated with Thrift, Photoprinter and the like, it's a great read. Few adventures can go to such a lengths lengths to establish their credibility.

*Magra's* plotline begins deep beneath the earth, in the dark, dank, worm-ridden vaults of Dominar, to locate and unfuse the BIG R object. In your guide as the Knight of the Star Jewel and there of the Volcanic Dungeon, you've been brought here by an evil wizard who claims to have something of interest up his sleeve. Realistic you're correct.

The old wizard guides you to a great spookier door and bestows a tremendous quest for a key. The latter leads to some rather obscure apparatus. With a rusty gear the portal opens and the wizard orders you to. Shattered in a dark slab is the Princess.

Edos, for once beautiful fire affame with some and her hair swash with dewfall. The night undeniably makes you groan but here because you're only just rescued the great woman from the Volcanic Dungeon.

"She's possessed by the soul of Magra!" the wizard declares. This too comes as something of a shock as you thought the old witch had perished in the previous game! That's all right, that you've little choice but to venture back into the Black Mountains and slay it out with the old bat for a second time. Your reputation has to mention the soul of the Princess looses hangs on the line.

As you might expect of a multi-talented adventure you're unable to skip it out of existence. You'll need the stars given to you at the end of episode 1 in order to play episode 2, and in so. There's no chance of jumping the gun. The game commences in the valley below Magra's Black

Mountains, where armed not only a silver sword, shield and a couple of maces you must beg, borrow or steal all the materials you'll need for the mission. When finally entered you must find your way into the mountains. In episode 2 you must negotiate a dangerous labyrinth. A map is provided to help you pursue the journey. Cheers ahead so we hope never could spell *Magra*. Episode 3 takes you inside Magra's fortress, where you'll play a death game of hide 'n seek. Naturally the game is crisscross with riddles and the post-warrior's lightning-like. Save it you go, in the front.

## BIGGER, BETTER

"It's a huge advance on both *Victor's Dungeon* and *Black Crystal*," declares Stuart. "They were originally written in BASIC, although they've been improved since then. I know that *Magra* looks fairly ordinary, but in fact it's very complex. There are little routines churning away in the background all the time. They control your physical state, monitor the ghost of the main, and check the time. They're constantly updating a state equivalent of what you're doing. The interface routine used in episode 3 is particularly sophisticated. It enables the computer to decide exactly what kind of monster you'll meet in any wonder about the fortress."



# G FOR MAGRA



It's very closely allied with the way it's turned out. The Spectrum needs to be a bit quirky for the role as quite frankly, you should never encounter anything resembling it."

The boxes display for each game is quite different. Only one features the familiar status table I graphic window / description mode. The graphics make more of sense, the damage and power with only modest speed. They can be toggled off although there's the one point. The text descriptions are far less sparse to stand on their own. "During the 10 month-by-month we spent quite a lot of time trying to speed the graphics up," explains Koston. "I think the result are perhaps 70% successful. There are a few

disappointments. A certain amount of complexity had to be sacrificed from the original design. We were somewhat condemning the routine but eventually managed to get more items to 128, but it was still a compromise. In some cases graphics have killed adventure development. They've become too important, but I guess you can't expect people to look at one of the ones. Even Tolkien had illustrations. Personally I think the most important ingredients in an adventure is plot. That's what gives it individuality. For [Cornell] and I never intended Magra to be heavily complex. The idea was to make it that to the 15, too long as Joe Hero, rather long and inexperienced, than the one

become more familiar with. The Book of Shadows you give ideas and strategies. It's certainly not traditional in the sense of their only being one position, in fact we estimate that there's more than 10 million copies to compare the game! You can't rush things though it and tell Magra if you can, although you'll be missing the point."

## MAGRA CLONES

Smart money on the Magra is destined to appear on a number of clones. "A version for the M4 is imminent," he claims, "and there are more in the pipeline. Stephen Hill, one of the team, has just developed a highly sophisticated adventure generator. As the push of a button it can produce

customised code for almost any machine. The Spectrum, CEMM, MSX, Apple... you name it. It's a wonderful device, and it's totally flexible. A customised version of Magra is almost the basis of a future engine that it's development may make possible by the illustration that I've spent so far to put it on one might be one could afford to buy in Britain era, a great way opening to develop. Still it's a part of the art and will really push us forward. The amount of time it takes is incredible! And it means we never have to work on the CEMM again! That machine really is a pig to program! The more the publisher has learnt I changed it and will pay for that very quickly."

## BOOKQUEST

Peter Meade, from Westminster, Tyne and Wear could describe it with such a machine language. Apparently he's having trouble with an adventure on his M4 and would like us to recommend a book or tape under £10.00 we put his out. Well Pete, Big Software John Brown's Big Computer recently developed the brilliant Spectrum Adventures on the Commodore M4 to be a cut above the average, and I'm prepared to go behind that. Written by Peter Cornell it'll cost you a mere £8.95. Alternatively if you can stretch your budget for a bit of our finest literary quality for the M4 consider very high recommendations for a program development system written and it will save the £14.95 price tag. It's also worth checking our program listings.

There can be hard to get and submitted for magazine cost, but we know how you get on.

Finally, before I finish in my customary puff of word pressure, a quick word to Philly Miller of Telford, Wiltshire. If you think you can't find your way through, contacting your press... then you're quite persuasive, my friend. Addition to always gratefully received. Ciao for now.

## VALLEY VICTIM

Mike Frost, of Highbury in London, has problems. Frankly, I'm not surprised. Although the stakes a postage stamp only an adventure is bound to have problems. Apparently he's encountered deep within Twin Kingdom Valley from the Byrd, and

wants help. "I can't get past the castle," he cries. "And I can't get past it of the prison and I can't get the gold." Not having much luck on his own, Mike's found his way to a job for the Dandelion! In order to cross the river, you'll need the small wooden boat. Because a complete and then by waving it around. As for the prison, well you've got the right idea but your hero's wrong. Try THE GUARD (GARDON) sample when you know how to get it. That should get you out. Frankly, leave the gold alone! Finally, after have feelings for you? If the problems persist you'll have to invest a £1.00 in the Adventure Player! (More info from the Byrd). This handy little booklet takes a detailed look at the world and people of Twin Kingdom Valley as well as giving you an adventure log in general.

Incidentally Spectrum owners welcome to the Valley as they have recently contacted it for their work. Ideally every day connected to members of the BBC Electron and the Commodore 64.

**TWIN KINGDOM VALLEY**  
Big-Word Commodore 64, £9.95  
S. Freeman, 18-22, Spectrum 485 17-20

**THE WRATH OF MAGRA**  
Master/Video Spectrum 485 £8.95

**THE GULL GUILD** Spectrum 485, Commodore 64 £14.95

**EXPLORING ADVENTURES ON THE COMMODORE** is published by Dandelion 18-20



# MAIL ORDER ADVERTISING

## British Code of Advertising Practice

Advertisements in this publication are required to conform to the British Code of Advertising Practice. In respect of mail order advertisements where money is paid in advance, the code requires advertisers to fulfil orders within 28 days, unless a longer delivery period is stated. Where goods are returned undamaged within seven days, the purchaser's money must be refunded. Please retain proof of postage/despatch, as this may be needed.

## Mail Order Protection Scheme

If you order goods from Mail Order advertisements in this magazine and pay by post in advance of delivery, BKG K will consider you for compensation if the Advertiser should become insolvent or bankrupt, provided:

(1) You have not received the goods or had money returned; and

(2) You write to the Publisher of BKG K summarising the situation not earlier than 28 days from the day you sent your order and not later than two months from that day.

Please do not wait until the last moment to inform us. When you write, we will tell you how to make your claims and what evidence of payment is required.

We guarantee to meet claims from readers made in accordance with the above procedure as soon as possible after the Advertiser has been declared bankrupt or insolvent.

This guarantee covers only advance payment sent in direct response to an advertisement in this magazine not, for example, payment made in response to catalogues etc. received as a result of answering such advertisements. Classified advertisements are excluded.



# CLASSIC

# Secrets Wait

## No. 10 SPACE INVADERS (Taito /Atari) STEVE KEATON delves into the inner complexities of THE Classic Game . . .

["THUMP THUMP"]

Four video games have been awarded the accolade to become part of contemporary culture.

["THUMP THUMP THUMP"]

Hardly any have been so totally absorbed that their handles are now part of the English language.

["THUMP THUMP THUMP THUMP"]

Only one can claim to have a soundtrack that's better than the theme song.

["THUMP"]

FOLLOWING ITS creator's path to Japanese developer Taito, and its distribution via Atari Midway, Space Invaders has become the generic term to describe any kind of electronic entertainment. Just think: could that be a laser? For a game to have that kind of monumental impact is simply staggering. It turned serious entertainment intractable on its head and unintentionally led to a much repaired misconception in the end.

Today there can be absolutely no one that doesn't recognise a Space Invader when he sees one. The screen blinks and whirs with a transparent colour palette, cho-

ic logic with bomb-dropping alien marauders relentlessly rained four rows tumbling green forwards and one scurried, armed and unscathed backwards, a victory earned in all our minds. The object of the game (apart from not losing) itself was to crank up as many points as possible by waiting on alien Mother Ship that occasionally flares across the top of the screen, registering the theme was the infamous thumping heartbeat that builds to a crescendo as the steadily alien move in for the final stage.

Compared to popular belief though, Space Invaders was NOT a mindless shoot 'em up. If it was, its impact would never have been so huge. No, it was a game of wit and strategy that could take the advantage of any player (remember this was born in the good ol' days when people usually had to fight for their points instead of just banking it without invincibility POWs).

Go on to 22 . . .

Forecast amongst these energies, as every Space Invader fan will know, was The Count. Mysteriously in Space Invaders were not earned through rapid fire points (as many or even greater) digits, they came from counting on the rear stars. Space Stars would count and their score until they reached number

# ts of a Space Jock: It Trim and Count

So, then wait, parents, carefully until the Myster 330 appears. Don't then be tricked and topped with the mighty 23rd shot, thereby making up a massive 200-point loss, the maximum possible for the Big M. Quite a score when you consider that the standard pay-off is either 50, 100 or 150 points. The script would appear again 18 shots later. Bag the Myster with two 150-shot and your points would begin to go through the roof. After the first shot there's another round of 25 before your next shot is one only out of 50. If you think that this sounds like you may not be counting down under the relentless pressure of an alien, it should be only when one fails to fuel the vehicle straight down the job.

## In the Ties

Something easier is The Ties. The idea here is to slow down the descent rate of the entire invading army. Besides to say it's not achieved by simply going off of individual shots but by subtly keeping the group from reaching the screen edge (which causes them to descend and thus reset that point). The Ties involves removing an entire wing at a time thus effectively lessening the damage that they have to travel. This tactic, undeniably the most obvious anti-invasion move, realizes even the most cash-handed space-jockey in the same scenario.

The third strategy — and the easiest to execute effectively — is the Ties. It works on the premise that if invaders, however small and feeble, will knock you out the best to last long (that's the one down your head). Even they'll drop bombs if you're only looking, but that's usually just a bluff! So

search 'em and get your teeth and they'll go as soft as butter. It goes, theoretically, that it's possible to take out an entire army this way, although I've never seen it done. Most nerds would doubtless crumble under the strain. Assurance of course is paramount as you'll get no second chances. As you might imagine, those Strategists capable of

view. While down the invading army to one of those divisions and you'll be treated to the extraordinary sight of an attacking alien leaving a white light (the brief) flashes to say the effect is nearly done because the requirements are so difficult to meet. If you don't believe me, go against a Space Invader and try and knock out the top row without losing the



erasing all three strategies were pretty much assumed of invader invulnerable. The Cans often bulldozes right through, while The Ties and The Way are more long-term (if a word).

A rare (and little known) tactic in the game involved in a real graphic routine buried deep within the machine's code. It was thought that the invader hits from the Ties program. The routine would only occur if the first invader left another was a second from one of the bottom two

bottom. It demands master skill and perfect anticipation. You'll need to lead the advancing alien line and time your shots in such a way that they collide with the gun while on the upper tier. Manic Mover? Pah, that's kid stuff compared to that!

Space Invaders was only revolutionized the arcade scene, it also brought the video game home with a resurgence. The news that Atari was to launch it as a VCS cart caused a rush on 2800 consoles. Indeed this was the

game that finally forced me to dig deep into my pocket and get out for me. Even today I regard it as one of the most successful conversions. The subjective measure of the original is authentically converted even though the two games actually play very differently. In VCS form the invading army has been reduced from 50 Ugs per shot to 25 and at twice the cost. Only their table manners remain the same. Neither the Cans nor The Way carry much weight here, which leaves only The Ties as a workable strategy. The alien attack lines and your base shots are slower. Arcade players were forced to do a decent job.

The cart focuses on paralyzing and eliminating the entire army and rearranges such things as moving aliens, engaging and rapid fire bombs and low forecasts all these variations (which I've always thought that anybody who willings it before a total score to begin invulnerable invaders is rather more than just severely shocked). And obviously topped up by their success then seem to produce the ultimate home version for their 400,000 computer range. Once again the computer strategies didn't amount to a hill of beans, but the play was ... slacking.

Since then Space Invaders has gone on to become the most shamelessly ripped off game of all time. Greatly inferior clones proliferate for almost every machine (I'm up those with a Space Invaders mini-version) and this has caused it to be frequently and undesirably imitated by the less enlightened sort of society. As Big M, Invader, re-remember, and that's about it.

(PPPOORR PPPOORR PAPP)

# tír na nóg

NOMINATED For  
**G.T.A.**  
GAME OF THE YEAR  
award



GARGOYLE GAMES

£9.95

48K ZX SPECTRUM  
Soon for CBM64

Tír Na Nóg - the land of youth, the other world.

Tír Na Nóg - the kingdom of the sidhe, the home of legends' castles.

Tír Na Nóg - a vast and complex adventure, in a magical Celtic landscape.

Tír Na Nóg - a most stunning visual experience, with state-of-the-art film animation.

Tír Na Nóg - a true computer movie.

ALSO FROM GARGOYLE:  
THE STUNNING SPACE GAME  
**AD ASTRA - £8.95**

WINDS - DEATH BLAZERS  
BEST 16001 - £8.95



# The New Force in Software

THE GAME OF DEADLY DRIVING  
**BATTLECARS**  
FOR 48K SPECTRUM



**DDAY**  
FOR 48K  
SPECTRUM

**Tower of Despair**  
FOR 48K SPECTRUM



**GAMES WORKSHOP**

GAMES WORKSHOP is the UK's largest fantasy and adventure games company, with ten years experience behind it. Now we're using our expertise to create the best in computer games, and the first three are **BATTLECARS**, **DDAY**, and **TOWER OF DESPAIR** - each with over 90K of programming!

**BATTLECARS** is the steady sport of the future... arm your battleship with your chosen weapons, and enter your battleship, a glowing speed circuit in a never-ending labyrinth. **BATTLECARS** is a one or two player game of skill, nerve and cunning.

**DDAY** is a superb graphic wargame based on the Normandy landings of 1944. Two players take the Allied and German sides, battling through four separate scenarios. **DDAY** offers an exciting tactical challenge to players tired of simple arcade action.

In **TOWER OF DESPAIR**, Games Workshop has used its ten years of experience in role playing games to create an outstanding adventure. It includes two entire 48K programs, and a guide containing a history, map, and illustrated clues.

FOR 48K SPECTRUM AND SHORTLY FOR THE COMPACTORE 64  
£7.95 EACH FROM ALL GOOD SHOPS OR DIRECT FROM  
MAIL ORDER DEPARTMENT GAMES WORKSHOP LTD,  
27-29 SURREY ROAD LONDON SW15



NEXT MONTH IN BIG K...

# SOFTWARE SUPERSTARS

What have MATTHEW SMITH, TONY CROWTHER, AMY WALKER and JOE PINNER (yes, two Ayling) got in common? Each of these Hardware Heroes is sitting around a table in the BIG K office, sparring about computer games, that's what! And what they make the best read you'll get all year. DON'T MISS IT.

ONLY IN MARCH'S  
**BIG K**

Order from your newspaper TODAY!  
Thanks about baseball bats if necessary.

12-111 NEWSWEEK  
Cover BIG K Monthly from now on 95p

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_

# THE WRATH OF MAGYAR

BIG K goes behind the Iron Curtain to Hungary, unlikely but muscular source of Brillware.

EXCLUSIVE  
IN BIG K  
**CAD-CAM  
COUTURE**

You won't believe this feature.  
You won't believe this feature!



# S\_iM

The greatest animated graphic adventure yet, with over  
70 screens to discover and conquer.  
For the BBC and ELECTRON



Play with Fire!  
The best about 'em up, ever written for the BBC.

**VIPER**

C.S.M. (Consolidated Software Marketing)  
Suite 40, Strand House, Great West Road, Brentford, Middlesex, TW8 9PX. Tel 01-860 4151

# LETTERBASELET

Wanna win  
a fiver?

Letters to BIG

Yes, you too can join the formidable team of letters assembled on this here double-page spread and end up RICHER by FIVE WHOLE POUNDS! (If we publish your letter, that is.)

Send your Scenario to ...

Letterbase,  
Big K  
Room 2038  
IPC Magazines Ltd  
Kings Reach Tower  
Stanford Street  
London SE1 9LS



One of these two is our feature writer, working for free. Who is it? Write to Peter Slinn at The Editor, Big K, which is what? Tell us soon please!

## FLEE THE FLOOD

Here's a game I wrote for SHARC, for Spectrum 128K. The idea is that there has been a flood and your house is drifting towards a house. You have to pass 100 lines before you reach dry land.

LIZ MACK,  
Harrowford,  
Essex



Here's a tip for Commodore owners everywhere. While loading, type in the normal load procedure. After a couple of lines and press BREAK and F1 to STOP. Your program will not successfully RELOAD. WATERWELL, Glastonbury County, Calif. P.S. And it is top of the list, isn't it?

\* I've thought that one wasn't much better than a PONG in the dot with a sharp stick, was it?

LETTERBASE is contained a request from A. Galtier for unlisted lives in Ocean's Moon Alert. The closest you can get to 99 lives! Enter the following in the bank program at the beginning, just before the Rand (SP) POKE command.

In this way, 99 is 99X for 99. You can have one number of lives before this number.  
BRYAN JOHNSON  
Surrey/Bedford  
Dun and Blair

## PROTECTION RACKET

The "Protection" feature in issue 4 was very clever and useful. But it being two, if you set the lines in the bottom half of the screen back to 1 before CLS or INKEY statements it is possible to get a STOP statement in INKEY and then see the listing on the screen. The "Protection" was supposed to stop this. So how do you stop anyone putting the STOP command in INKEY?

PAUL JOHNSON,

Preston

Minneapolis.  
\* It's closed away, PAUL! You can't "Protection" is intended to keep out the casual money hunter. And a lot can be done to cut off the fully fledged subscriber - like you!

## MINER LIVES

Please advise me on how to go extracting lives in Miner Mine Spectrum. Also, which is the best Star Trek game for the Spectrum? ALBERT FINLEY,  
Chesham,  
South Bucks/Bucks

Please send me POKE commands for extracting lives in Miner Mine for the 128 Spectrum. Please turn every day in this column.  
PAUL RICHARD TAYLOR,  
No address - no 007's!

Oh, all right then. Showed at the Miner's leader just up to line 70. The top is POKE 20000, New year 20000 and 999, and then the top again. Oh?

## BRING ME MY PEDESTAL PLEASE

Tell Steven Coley LETTERBASE that until he has read "The 34 of Home Computer Course" he is too tight to call Big K having the does read the above, he may feel himself compelled to point all to Big K gold, which then is a pedestal, and wearing that accordingly.

THE BLACK PUMPKIN,  
Walsingham,

Nottingham

\* I don't think, Coley's point was that he actually LOVED Big K. Incidentally, have you tried Gile Galtier's 1,000 Floating Mirrors of Excellence in Machine Code? Published by Moore's Kraus and Jenkins, it's a really good read. Write and tell us about the best release and buying computer that you've ever had the pleasure of buying about.

LETTERBASELETTERBASE

# LETTERBASE LETTERB

G (edited by NICKY XIKLUNA

## "WE CAN'T WIN" CORNER

I typed *Jet Set Willy - The Last Poets LETTERBASE 7* - Mark Deaton lets me friend's Spectrum. When the game loaded, we discovered that it does not work you up walls or give infinite lives. Is there a statement that does that?

SABBY ADFOCE  
Bipino,  
North Yorkshire

I am writing to see how pleased I was to see *Jet Set Willy - The Last Poets* - in the October edition. I've been looking for something like this for ages. Has anyone got a similar

code for *Amstrad Altair* or the Spectrum?  
JACK DOOLAN  
Marlboro Abbey,  
Ayleson

## SNOBS FIGHT BACK

I am writing in response to Trevor O'Driscoll's in LETTERBASE 8. I am writing in response to Trevor O'Driscoll's in LETTERBASE 8. Computer Snob Wars - Eric Warning, Why shouldn't the Spectrum be presented for its useless features? Or the IBM 84 for its soft BASIC? Incidentally, should the figure '84' be taken as representing its MSX RAM? Moreover, the 84 has only roughly half of that available in BASIC. The figure must surely represent the year that the 84 was designed? I do agree with old Tex on his point about the BBC, though I get the best BASIC - when it came out. And now? It's surprising that it doesn't use values! Thank you for letting me get this off my chest.  
MARC REAR  
Footpath,  
Buxford

## TONY BENYON



## UPPER CLASS TWITTER

Let a line to say that after being idle for 18 days (well, not all of them) I have now reached the end of *Elite*.  
BETTY J. WRIGHT,  
Salisbury Wood,  
Redhill

## GRID STUNNER

Fred: Want to know how to play Spectrum screen layouts? Bring out your graph paper and Procris 'N' Plot pad and get a "Gridster" exercise book from W. H. Smith's educational arm.  
It has 40 pages, gridded both sides with a fine grid of 23 x 28 squares. Size of page: 205 x 165mm. Size of squares: 6x6mm. Price: 25p. Best that  
Wilton

## DEFEND SMALL MICROS & FROGS

It's been reading *MSX 2* since issue two. It has lots of colour, and is concise and interesting. Many computer publications on sale are only fit for use as toilet rolls (and even then, are rough and unimproved). I expect to TT's readers on PROGRESS (issue 8). I'm quite good at it, but I'm not an "obsessive 8 year old". I, too, like pond life, but with the added bit to save frogs, and squash them!

Probably a few years back I seem to remember seeing a machine info a Commodore Max in a mail order catalogue. As far as I can remember it had a 28 inch, colour and sound and a touch-sensitive interface like the *Intellivision* hand controls. It sold alongside the 2880. Also, I definitely saw the *Amstrad 508* in another catalogue. You said it was never sold in the U.K.  
DICK DOORNS,  
Rushden

To MSX never was sold in the UK - although, then, I think you say the Commodore Max (and the *Intellivision* hand controls) were sold in the UK. I made you were looking at a 2880 catalogue. As far as I know, I hope you've been getting the wrong message of this one. T.T.

## OR DO THEY?

I completely agree with Trevor O'Driscoll's state of the "computer snob wars". I've fed up with "Spectrum" and "Commodore". I want to see some more about a few Commodore games than *Jet Set Willy's Adventure* (Part 2). It is the most boring game I have ever heard of and you can't progress at all. What use is Commodore's absolute and sheer bluff - are you thoroughly bored?  
BARRY WILSON  
Stamsted,  
Devon

## SORRY - YOUR INTERFACE WON'T FIT

Is it possible to use my Amstrad monitor with my Spectrum? I want to do it! I need! Where can I buy it? How much will it cost?  
S.A. SCHROED,  
Cambridge,  
Sussex.  
- No. Nothing. You don't, it doesn't. Your only option is to find someone who knows what he's doing with a computer. Am.

## ShOrc HORROR!

I decided to buy *Dr Attack* after reading your review (August issue, no. 8). I was told of the disease, waited 21 days and sure enough, through my complete lack of Dr Amstrad care, after a few hours handling, I thought to myself "What a disease, it is the same. Oh Amstrad as that of the Big K review? Wrong, I'm right it. I checked the cartridge, Yup, Oh Amstrad on this one. It says Oh Attack on the box and instructions. It says Oh Dr Attack on the screen."

So who have I got rocks instead of spores? Why don't I have a letter to buy? Who have I only got one screen? Who is it that's written many times I get, I get murdered in round three!

P.S. Sorry have you got such a long address?

SHARON SHARON,  
Middletown,  
Maine.

A job, I don't know how to tell you the *ShOrc*, but "buy the Amstrad" is a piece of slang that Tony (the editor) has the MSX, since Amstrad told it in their advertising journal! This was the last time - it being the last time you and don't get it the disease. However, you're right about the screen. There isn't one. Glad to see you're on your toes.

There is only one screen in *Dr Attack*, but different areas of overlapping attacks. As the getting added on level nine - the full of Commodore Specta can "keep trying".

P.S. "Oh" with a name as long as mine - you deserve it.

# FREE POSTER OFFER

INTERCEPTOR MICRO'S

London House, The Green, Tadley, Hants, England  
TEL: (07286) 71545/2711 TELEX: 849101



COMMODORE 64



BENEFITS ON JOINING INTERCEPTOR  
SOFTWARE CLUB

1. Up to date information on new releases.
2. Free posters & other promotional aids.
3. Special club member discount.
4. Help club for Interceptor adventure players.
5. Special offers on blank data cassettes.



## FREE MEMBERSHIP

VIC 20

SPECTRUM



## INTERCEPTOR SOFTWARE CLUB

Please tick your Computer

- COMMODORE 64
- VIC 20
- SPECTRUM
- AMSTRAD
- M S X

When you join Interceptor Micro's new software club you will receive free posters. We will also keep you up to date on all our new releases, and include a list of special offers on some of our latest games. Available only to members.

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_

DON'T DELAY! POST TODAY

Interceptor Software, London House, The Green, Tadley, Hants, England

BACK IN THE USA...

# ZIP CODE

... Who will be the survivors?  
**MKE GOLD**  
5555555 . . .

For 1988, most micro-outs have stayed closer than Christmas toads, and the only question left is "Who is likely to survive the Apple-IBM of 1988?"

Well, the answer won't be convincing for a while, but we can take this opportunity to check the water.

The big word in software this year is "win" (as in the realm of licensed games, and those companies that bet on the right properties just might make it to 1988).

It isn't easy. In 1987, Apple led the parade on such monies as *Heroes of the Lost Ark* and *3-D*. — One of the most successful titles in history. It seemed like a good idea at the time, too, but they became the biggest casualty of videogame history.

So Atari's corporate players are being a little bit more cautious, and are backing their bets with huge promotional budgets.

Two likely winners — First Star's *Eye To Eye*, based upon the long-running feature in *Mad Magazine*, and Activision's *Shogun Warriors*.

What makes these games successful is that they are extremely fun to play. That doesn't seem like a major revelation, does it? Well, later try to play Atari's *3-D*, or *Heroes of the Lost Ark*!

*Eye To Eye* follows the lead set by the popular *3-D* *Clash of Kings*. Both games successfully simplify various line art that set up a nice amount of BAM. The directions you see on the screen actually resemble the one's you've seen in print.

## TOP DESIGN

*Shogun Warriors* is another winner. It is Activision's first entry into the world of media licenses, and they put David Dink — their top designer — on the project. Not too complicated but not differently simple. *Shogun Warriors* is better than the movie, in my humble opinion.

If *Shogun Warriors* survives the *Peak Out*, it will be destined to fill highly popular games: *Seven Seas First Star* and the *Warrior* — all successful licensed properties. *Warrior* has shipped \$100,000 down on a game with that gallery dead and they're hardly likely to lose.

# License Those Wash-out Blues Away

Down another \$20.00 every time the Junior gets a fancy bit of software... unless Junior is playing the first time. So far, these licenses have kept the *ColorVision* in line.

Not all licenses are created upon media properties. For example, Atari licensed from *Warrior* three of their very best selling games — *For Man, On Day* and *First Position*. *Bob Johnson* Jack turned bought the company, these licenses automatically expired — I wonder if it stays that! — and the rights were washed up to *Color Soft*.

## ARCH-RIVAL

*Warrior's* loss is *ColorVision's* gain. As previously reported, when *Warrior* bought up Atari, the license to future all products of *Warrior's* games for the *ColorVision*, which just happens to be Atari's individual. Well, you'll never guess what *Color Soft* started manufacturing the minute they got the license to these three winners.

If you're keeping a running count, the latest score is *ColorVision* 2, *Atari* 0.

*Atari*, by the way, claims to be continuing production on the *ColorVision* despite massive price reductions. They are maintaining full manufacturing facilities in the Asian and Irish plants, even though the selling price in the States is dropping to around \$100.00.

*ColorVision* is experiencing a low headache. They're suffering this year's big Wash-Out, but the two new units haven't

really set the word on fire, and sales of the *ColorVision* have dropped to about 50%. People simply aren't more power than their minds, and for now they're looking to Apple and Tandy — and to IBM, if they're really motivated by enjoying a lot of home business use out of their machines.

## NOT MOVING

The lack of power is likely to do *ColorVision*, The *ColorVision* unit is still well liked — a recent survey in *Eye's* *Life* magazine put the CP on top of the popularities chart with 46.4% second place the Atari 1000 with 28.8% — but the Atari simply is not moving.

The first clear indication that *ColorVision* might be giving upon the Atari came in early November when *ColorVision* got out of their contract with a licensed firm that made cheap noisy, tedious and desirable offensive printers. *ColorVision* has yet to replace the printer with one made by a different company, and without a printer, the Atari is useless.

It would be a shame if the Atari takes *ColorVision* down with it. *ColorVision* is still doing well when compared to that of other dedicated computers — it outsells all other brands except the *Star 1200*, and there's a more than sufficient software support base for the TV-like for any price and except the aforementioned 1000.

If you're looking mad, I'd say *ColorVision* will be out of the computer business by mid-1988... if not sooner.

# STAYESIDE CHATTER

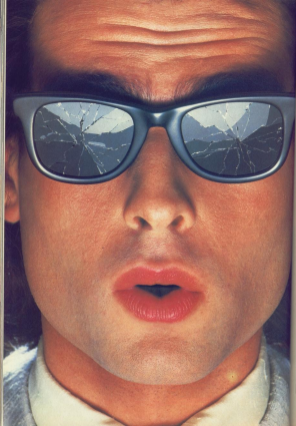
Among the healthy old timers still selling strong are *Planet 3* and *Planet for ColorVision*, *Order and Progress*, and for general use novels, both *Eye's* *Smoking* packages continue to be blockbusters.

Newscomers in the heights of popularity? *ColorVision's* *Warrior* game is doing in the States but *Warrior* is a hot word by UK standards, so if you look on to this game, be prepared to ship into a whole different market and American's like *Shogun Warriors* the Atari 1000 can't hold.

And the innovations on the home computer front? The adventure game *Seven Seas of Gold* from Electronic Arts and *ColorSoft's* *Shogun Warriors* are the strategy games that *Order and Progress* from *Electronic Arts*, and the arcade adaptation *Planet 3* from *Electronic Arts*.

And for it's the only game that is up there alongside such classics as the two *Flight Simulators*, *Order and Progress*, and *Moving*, all of which have been coming out for more than a year. But *Star Wars* *Movie* was the *Warrior* — 2 new received game that might take an heightened popularity with the re-election of President Reagan.

After all, there are all kinds of new games.





# You should see what he's just seen.

## Micronet 800.

Stretching the mind of your micro far beyond its limits.

Micro-evolution continues with this unique communications, information and software system. Set on our mainframes nationwide.

Includes 30,000 pages and access to ProseP™ with its full range of services.

A timeless Communications section that networks you to thousands of other members across the country. Send and receive electronic messages and graphics at a touch of a button.

And thank the Charities service, Sweepstap and Teleshopping.

Check with daily updates on the very latest computer news.

Micronet also has its own huge text data base.

And a choice of up-to-the-minute software to download absolutely free.

For only £13 a quarter and just a local telephone call whenever you want to connect up (that's only £22 per half hour at cheap rates) you could be part of Micronet.

The only accessory you need is a Modem.

A small price to pay to join the other visionaries on this exciting new system.



Fill in the coupon for more details and send to Micronet 800, Durrant House, 8 Herby Hill, London EC3R 5JF.

But be warned, Micronet 800's features are almost limitless and constantly updating. So maybe you'd be better to call in at London, John Lewis, main Books or your local Micronet 800 Action Station.

To test your eyes on all the amazing things it can do.

To: MICRONET 800, Durrant House, 8 Herby Hill, London EC3R 5JF. Telephone 01 278 3843. Please send me the full Micronet 800 kit.

Name \_\_\_\_\_

Title/Model of Micro \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Telephone \_\_\_\_\_

£13.00 per quarter plus postage and packing. **£39.00**

© 1988 Micronet 800. All rights reserved. This is a trademark of Micronet. The information on this page is subject to change without notice.



THE FIRST 64K COMPUTER FOR ONLY £129!

# ATARI XL

THE NEW ATARI  
**64K  
 800XL** **£129**

## EVERYTHING YOU WANT FROM A HOME COMPUTER

- 1. 64K RAM** - 64K RAM (128K available) for 64000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 128K of data in memory. This is a feature not found in any other 64K computer.
- 2. 800KB DISK DRIVE** - 800KB disk drive (1.6MB available) for 800,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 3. 5.25" DISK DRIVE** - 5.25" disk drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 4. 800KB TAPE DRIVE** - 800KB tape drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 5. 800KB DISK DRIVE** - 800KB disk drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 6. 800KB TAPE DRIVE** - 800KB tape drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 7. 800KB DISK DRIVE** - 800KB disk drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 8. 800KB TAPE DRIVE** - 800KB tape drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 9. 800KB DISK DRIVE** - 800KB disk drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.
- 10. 800KB TAPE DRIVE** - 800KB tape drive (1.6MB available) for 1,600,000 bytes of random access memory. This gives you the flexibility and speed of a mainframe computer. It also allows you to store up to 1.6MB of data in memory. This is a feature not found in any other 64K computer.

## SILICA SHOP ARE THE No1 ATARI SPECIALIST

Silica Shop are the No1 Atari Specialist. We have a large stock of Atari computers, monitors, keyboards, printers, disk drives, tape drives, and software. We also offer a full range of Atari accessories and peripherals. We are the only Atari specialist in the UK. We have a large stock of Atari computers, monitors, keyboards, printers, disk drives, tape drives, and software. We also offer a full range of Atari accessories and peripherals. We are the only Atari specialist in the UK.

**SILICA SHOP LTD, 1-4 The Mews, Hatfield Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111**  
**ORDER NOW - OR SEND FOR A FREE COLOUR BROCHURE**

To: SILICA SHOP LTD, Dept 800X, 205, 1-4 The Mews, Hatfield Road, Sidcup, Kent, DA14 4DX Telephone: 01-309 1111

**1. DELIVERY REQUIRED**

Please send me your FREE colour brochure and a page price list on Atari Computers.  
 I want a ..... Monitor  I want a ..... Computer

My Name: ..... Initials: ..... Surname: .....

Address: .....

Postcode: .....

**2. ORDER INFORMATION**

800KB DISK DRIVE	£129.00	800KB TAPE DRIVE	£129.00
5.25" DISK DRIVE	£129.00	800KB TAPE DRIVE	£129.00
800KB DISK DRIVE	£129.00	800KB TAPE DRIVE	£129.00
800KB TAPE DRIVE	£129.00	800KB TAPE DRIVE	£129.00

ALL PRICES INCLUDE VAT INCLUSIVE OF DELIVERY AND PACKING IN CASE OF DAMAGE

I enclose Cheque P.O. payable to Silica Shop Limited for the following amount: £.....

CASH ON DELIVERY - Please add the following amount: £.....

Source: [www.computers.com](http://www.computers.com)

# GALACTIC MINE-FIELD



```

10 PRINT " " : POKE(256,0) : POKE(256,0)
15 PRINT " " : POKE(256,0) : POKE(256,0) : POKE(256,0)
20 POKE(52, 48) : POKE(54, 48) : CLS : POKE(124, POKE(125, 256) : POKE(126, 256) : POKE(127, 256)
30 FOR Y=0 TO 211 : POKE Y, 12288 : POKE Y+1, 82248
  40 POKE Y, POKE Y+1 : POKE Y, POKE Y+1
50 FOR Y=0 TO 255 : POKE Y, 12288 : POKE Y+1, 82248
60
70
80 DATA 24, 24, 60, 128, 256, 24, 16, 128
90 DATA 128, 60, 24, 216, 128, 60, 24, 24
100 DATA 24, 24, 208, 256, 60, 256
110 DATA 160, 208, 208, 208, 208, 160, 16
120 DATA 24, 24, 60, 128, 256, 208, 176
130 DATA 160, 208, 208, 208, 208, 60, 128
140 DATA 24, 24, 24, 60, 128, 256, 208
150 DATA 208, 208, 208, 208, 208, 208
160 PRINT " "
  
```

The latest news flashes through on the PFI receiver. The war is over! Five years of life or death struggle against the Scargoids, and at last you can fly home in your pocket-ship to the welcoming arms of Earth. There's only one problem — both sides have seen every quadrant between here and Terra with neutron mines. You have a scanner which shows you how many mines surround your current position, it just doesn't show you exactly where they are. You can run a quadrant scan, but it'll only give you a quick look. Can you get across the quadrant map to the hyperspace tunnel (shown by the cross) without being vapourised? Don't forget to re-plot at stars for extra points.

Controls: W: Up Z: Down A: Left Z: Right M: Quadrant scan



# dktronics

## The Spectrum Connection



## Need we say more!

DK Tronics Ltd., Saffron Walden, Essex CB11 3AG. Telex (8799) 26150 Telex: 817812 DKTRON G

# Battle through Time

## ANIROG

Two Engines ANIROG SOFTWARE  
18 VICTORIA IND. PARK, VICTORIA,  
ROAD, DARTFORD, KENT.

0323 32513-18

Mail Order: 8 HIGH STREET, HORLEY,  
SURREY 24 HOUR CREDIT SALES  
HORLEY 02934 8083

Payment by P.O. - ACCES - VISA - 50p  
POSTAGE & PACKAGING



In the year 2025 A.D., time travel is finally perfected. Scientists of the project send you into the time void equipped with an armed, all terrain vehicle. Your objective is to assist mankind in his various battles: from the prehistoric age to the aftermath of the final conflict. Only a successful mission can assure your return. Features include 10-Score table, two player option, two skill levels and continuous play facility.

Commodore 64 £7.95

# Visions



**SNOOKER** - £8.99  
 0850279104 - BBC - VHS 99 - ELECTRON - 034

Written for T20 Int. A full-on recreation of the classic table game. Can be played on your own or against an opponent. All with superb atmospheric music for all the family.



**GALAXY RAIDERS** - £5.99  
 BBC

Cosplay features has charmed other children with the seductive environment of a Galactic mission. You may think to stop when...



**DARK DEVIL DEMO** - £7.99  
 BBC ELECT. 034

Witness the Super Pink Cross (an invention of the best motorcycle program system) now built for more difficult... a... into anything to avoid... and then return... necessary.



**HENRI** - £5.99  
 AT&T 400/9001200 with any  
 VHS2E Pack.

Witness the Great Billiard Hand in a world for... but in his quest for... to... for... necessary.

Available by mail order

# Visions





# INLAY CARDS

For your Type-In  
Games Progs

Customize your BIG K general program. Just install fully full out the numbered lines and leave an. Make a field overlap on over the existing lines used in your software base.



FRUITBUSTERS



for VIC 20



PROGRAM



GALACTIC MINE-FIELD



for C64 64



PROGRAM



SHOOT-ER



for Spectrum



PROGRAM



OCTONOM



for BBC



PROGRAM



by TONY BRYSON



## WANNA GET YOUR PROG IN OUR MAG?

Yes, kudos and Fiches can be yours. If you've written a masterpiece...we're interested! Send the *masterwork* to:

FIN FAHEY, BIG K (PROGS)

IPC MAGAZINES LTD.,

Kings Reach Tower,

Stamford St., LONDON SE1 9LS



# CHARTS

## GAMES TOP 20

KEY **1** - NEW ENTRY **2** - RE-ENTRY **3** - BIG K RAVE

THIS WEEK

LAST WEEK

1	1-1	BOOTS (Firebird)	Spectrum/Commodore 64	£2.99
2	2-1	GHOSTBUSTERS (Activision)	Commodore 64	£10.99
3	3-1	KNIGHT LORE (Ultimate)	Spectrum	£9.99
4	4-1	DALEY THOMPSON'S DECATHLON (Down)	Spectrum/Commodore 64	£7.99
5	1(5)	UNDERWORLD (Ultimate)	Spectrum	£9.99
6	2(3)	MONTY MOLE (Gemsini Graphics)	Spectrum/Commodore 64	£8.99/£7.99
7	3(2)	EUREKA (Domark)	Spectrum/Commodore 64	£14.99
8	1(10)	TORNADO LOW LEVEL (Vortex)	Spectrum/Commodore 64	£9.99
9	1-1	DOOMDARK'S REVENGE (Beyond)	Spectrum	£9.99
10	1(2)	PYJAMARAMA (Microgen)	Spectrum/Commodore 64	£6.99/£7.99
11	1(18)	ELITE (Accessoft)	BBC Electron	£14.99
12	1(1)	BEACH HEAD (US Gold)	Spectrum/Commodore 64	£7.99/£9.99
13	1(2)	COMBAT LYNX (Marschi)	Spectrum/Commodore 64	£9.99
14	1-1	RAID OVER MOSCOW (US Gold)	Commodore 64	£9.99
15	1(1)	AVALON (Hewson)	Spectrum	£7.99
16	1(1)	JET SET WILLY (Software Projects)	Spectrum/Commodore 64	£5.99/£7.99
17	1(1)	KOKOTINI WILF (Elite)	Spectrum/Commodore 64	£5.99/£8.99
18	1(1)	FULL THROTTLE (MicroMega)	Spectrum	£9.99
19	1-1	SELECT 1 (Computer Records)	Spectrum/Commodore 64	£12.49
20	1(1)	MATCH POINT (Palco)	Spectrum/Commodore 64	£7.99

Compiled by MRB (Computer)

## SPECTRUM TOP 20

1	1-1	BOOTS (Firebird)	£7.99
2	1-1	KNIGHT LORE (Ultimate)	£9.99
3	1(1)	UNDERWORLD (Ultimate)	£9.99
4	1-1	DOOMDARK'S REVENGE (Beyond)	£9.99
5	3(1)	DALEY THOMPSON'S DECATHLON (Down)	£7.99
6	1(1)	EUREKA (Domark)	£14.99
7	2(1)	MONTY MOLE (Gemsini Graphics)	£7.99
8	1(1)	AVALON (Hewson)	£9.99
9	1(2)	PYJAMARAMA (Microgen)	£9.99
10	1(1)	TORNADO LOW LEVEL (Vortex)	£9.99
11	1(1)	BEACH HEAD (US Gold)	£7.99
12	1(1)	COMBAT LYNX (Marschi)	£9.99
13	1(1)	FULL THROTTLE (MicroMega)	£9.99
14	1(1)	JET SET WILLY (Software Projects)	£9.99
15	1-1	CYCLONE (Vortex)	£9.99
16	1-1	FALL OUT (Elite)	£9.99
17	1(1)	THE RA RAG (Gemsini Games)	£9.99
18	1(1)	KOKOTINI WILF (Elite)	£9.99
19	1-1	SELECT 1 (Computer Records)	£12.49
20	1-1	SKOOLZ (Microgen)	£9.99

Compiled by MRB (Computer)

## COMMODORE 64 TOP 20

1	1-1	BOOTS (Firebird)	£2.99
2	1-1	GHOSTBUSTERS (Activision)	£10.99
3	1(1)	DALEY THOMPSON'S DECATHLON (Down)	£7.99
4	1-1	TORNADO LOW LEVEL (Vortex)	£9.99
5	1(1)	MONTY MOLE (Gemsini Graphics)	£7.99
6	1(1)	PYJAMARAMA (Microgen)	£7.99
7	1-1	EUREKA (Domark)	£14.99
8	1-1	COMBAT LYNX (Marschi)	£9.99
9	1-1	RAID OVER MOSCOW (US Gold)	£9.99
10	1(1)	JET SET WILLY (Software Projects)	£7.99
11	1(1)	BEACH HEAD (US Gold)	£9.99
12	1(1)	MAGIC MEN (Software Projects)	£7.99
13	1(1)	KOKOTINI WILF (Elite)	£9.99
14	1(1)	SELECT 1 (Computer Records)	£12.49
15	1-1	JERRI BONE (MicroMega)	£9.99
16	1(1)	DAKRON (Accessoft)	£9.99
17	1-1	MATCH POINT (Palco)	£7.99
18	1-1	BLUE MAX (US Gold)	£9.99
19	1-1	STAFF OF KARLATH (Ultimate)	£9.99
20	1(1)	INTERNATIONAL SOCCER (Commodore)	£14.99

Compiled by MRB (Computer)

COMMODORE 64

BEYOND YOUR WILDEST DREAMS



©1987 Fox. UK

Nightmare for the CBM 64 is now available from good stockists, IBM dealers, or direct from Romix Software, P.O. Box 478, Slough, RG7 3JH (4491)



Available for  
**DRAGON 32**  
**TANDY**  
**COLOUR 32K**

# Worlds Of Flight



Not a Game..... A very realistic Flight Simulation!!!!

Worlds Of Flight (W.O.F.) is a "view" orientated flight simulation for the Dragon 32 and Tandy colour 32k computers, - written entirely in machine language.

"View" orientated means that the pilot may determine his or her position by actually viewing the surrounding landmarks and features as opposed to flying on instruments only.

The craft is a light weight, low winged, single engined aeroplane, with a nose which is both steerable and retractable.

Most instrument manoeuvres

and procedures may be practised, as well as aerobatics which include, stallon rolls, spins, stalls and sustained inverted flight.

100% machine code with high resolution graphics.

Requires 2 Potentiometer/Floating Joysticks



Tandy Colour Version requires 32K

non-extended basic and is available only at Tandy Stores.

Mail Order Sales from  
Microdeal Mail Order 41 Truro Rd.  
St. Austell Cornwall PL25 5JE

Credit Card Sales     
Phone 0726 73496



Dealers Contact  
**MICRODEAL DISTRIBUTION**  
0726 73496

100% FASTER DELIVERY  
THAN ANY OTHER  
COMPUTER  
SOFTWARE  
401 200 0000

## MICRODEAL

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

