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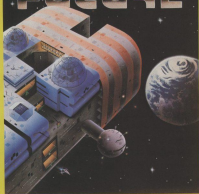
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CES REPORT

WIMPS OF THE WORLD UNITE!



You have nothing to fear but Tramiel himself!

Dateline: Las Vegas. In the city of ten billion slot machines there was a new game in town — the Winter Consumer Electronics Show, better known this year as the What's Tramiel Been Up To Show. Jack Tramiel's return Apple Corporate came under public scrutiny for the first time.

In that show-biz fashion Tramiel kept the Apple stand shined, oiled and heavily pointed with the entree on his new range of products and the show was officially opened. Then, with great fecks and delects surging forward the wraps came off.

As reported in On-Line News last month, Atari has gone for distinct "Tramiel" of computers, with the 512K and 768K lines on show in Las Vegas. For those who have had their head in a bunker for the last few weeks, here's how it breaks down:

512K: Basically two new machines. The 512K, a 54K model that is essentially a revamped 500K, with some internal modifications and the 128K with 128K of memory.

Both machines will carry a new version of Apple DOS and will be compatible with all existing XL software. Prices as of going to press are said to be about \$100 for the 512K and 128K for the 128K.

768K: Dubbed the "Jugglers" by some, the 768K and 528K are Macintosh clones with windows, color (possibly?), fonts, bit-mapped graphics, 800 dpi are claimed over three graphics modes and 88000 bytes — but at a fraction of the Mac price. The 768K is a non-expandable 128K machine selling for about \$400 while the 528K peaks \$12K with expansion capabilities for about \$600 (about \$1,800 cheaper than the basic 128K Mac). Each model will have a 1984 built-in ROM containing GEM and CP/M-80K, with the choice of BASIC or LOGO languages built in. Operating system will be the new TOS (Tramiel Operating System). General disc drives will feature the 3.5 inch Super-type disk. Communications will be

handled through ROMBOC and Contrabas interfaces.

All the new Atlans are due to appear in 1984 country's sometime this spring — 3 days late.

If Tramiel can deliver the new goods on time and at the prices quoted then he really has done something special. However, according to R40 K's U.S. correspondent Mike Gold, not everyone is euphoric about Tramiel's new toys. The American software houses are said to be "less than enthusiastic" with the new line, although the 8K models are acceptable due to their XL compatibility. Tramiel has a lot to prove in their eyes as the Apple name still bears the stigma of failure in the U.S. market. The Commodore 64 has now fairly succeeded itself as the chief games machine over there, a position it will take some shifting from.

Meanwhile, Atari's has been transformed into a

marketing operation for printers, disc drives and monitors for other computer systems. Expect to see the first ones later this year.

MEANWHILE AT COMMODORE . . .

Commodore had a hard time grabbing some of the spotlight from Atari in Las Vegas but their stand was also packed. The C64 was alive, well and destined to remain the flagship of their range for sometime to come. Their new offering was the C128, a laudible, surprising 128K mixer, carrying the slogan "Bad News for IBM and Apple".

Good news, however, for the punter. The C128 is compatible with all Commodore's peripherals and software. Expansion up to 512K is possible and new 500K fast-disc drive is on the way.

GOGGLE WITH G·A·R·G·O·Y·L·E

Gargoyles have come up with a follow-up to their widely acclaimed *The Art of Gargoyles* — *The Last Years* the project will occur in the early life of the hero. *Concubitor* will feature fully interactive characters led by Vahalla as well as large-scale screen graphics, and will be seen along with the first number of

Spring, around May.
With the last quarter launch

October we will also see Gargoyles *The Abandoned*.

Based on Lewis Carroll's "The Hunting of the Snark", *Snark* is a pseudo-horror game, featuring an inverted system play board, and the adventures of *Newton Darwin*. Computer designer Greg Follis describes it as "a whimsical adventure using lateral thinking." *Snark* prominently turned.

QL: LET THE GAMES SOFTWARE ROLL

Over a year after the remarkable launch of the QL games software is at last starting to appear.

As predicted, most of it is in the line of sophisticated adventure and strategy games utilising the QL's

large memory and fast processor.

Games Workshop have converted their *D-Day* wargame from the Spectrum to the QL, with "...massive upgrading". *D-Day* features a panoramic full-scrolling map



QL screen shot of Games Workshop's *D-Day*.

window with overall map call-up. There are four separate scenarios and a playing area of 127x82 units. The QL *D-Day* plus 40-page manual is priced at £24.95.

Talent Computer Systems of Glasgow have released *The Lost Kingdom of Zor* for the QL. Described as an incredibly complex text adventure, it retails at £19.95. Talent has also converted *West*, a wild west adventure, from the C64 to the QL. A company already very familiar with the 68000 processor Talent have other QL projects already in the pipeline.

Meanwhile, frequent BIG K games programmer Anthony Tranker has put together a QL game pack called *Pack of 50* which he will supply in scarce supply. It's a blank 5.25" floppy cartridge and a cheque/PO for £450. Full details from Anthony at Dalton, Mass Lodge, La Rue Mass, St. Martin's, Gwentry, C.I. (no letters to the BIG K office, please).

VIVE L'ORIC!

The Oric Atmos has never quite taken off in the U.K. One reason is the limited software base, and the low quality of what software there is. In France it's a different story, and they've gone on over the little black and red machine — it's more popular than the Spectrum. The French software base is massive, and so Tansoft have concluded a distribution deal with several French software houses. Most containment most language use problems on translating the instructions. They're usually bad enough in English without introducing *Franglais*. Good news for software-starved Oric owners though.

The FERRET



the Gallup (those funny short people) software chart. In these times of ever increasing confusion it's imperative to see one of the UK's top polling organisations (or so they claim) getting their facts wrong.

Jupiter has not been written by Ultimate for the 64. I did refuse an unlicensed clone in the December issue but it isn't on sale in the shops. How did Gallup get it in their chart? Rick Smith of Gallup — "I'll just check the printout... it's not our mistake. We only have it down for the 66C, Spectrum and VIC 20".

The post thinks...

COULD it be that the Argus takeover is Gaffly having an effect on Gosh... Mark Dyles (one of the golden child) has been made redundant, but did get a generous pay-off. What's next?

MY HUSBAND AND I...

AFTER MY review of *Henry's House* in the December issue, a letter was written from a certain lady-in-waiting saying SCRAW... You-know-who was pleased to see the aforementioned game. Who knows — perhaps little Henry's fingers are tapping away at a 64 at this very moment? And then again, perhaps not...

THE LATE arrival of The

Great Space Race was not just as John Peel, Legend software supreme, would have us believe, a ploy to capture the Christmas market. I understand that some (all?) of his programmers were so fed up with the way they were treated that they left Legend to look for other employment...

AFTER THE wild success of US Gold in the UK, I hear plans are afoot to start up a UK Gold operation in the US! It's about time we taught those darn 'Yankies what it's all about!

ALL YOU fans of Decathlon-type games will be glad to know that a follow up to the successful *Summer Games* is being developed by CBS and, surprise, there will also be a *Winter Games* to 646 you over during those cold winter months.

GOSSIP... GOSSIP... GOSSIP... G

THOSE FASCINATING SQUELCHY BITS

The entire BRK office being entirely staffed by Paperchiefs, we are taking a deep interest in the latest release from Matsushita. The Living Body is an educational package intended to familiarize users with the inner workings of their own bodies. It's a follow-up to Channel 4's popular series of the same name, and claims as a consultant no less than

Orlando Bernard, the best removal man.

Each of the six programs in the package is clearly titled. Parts 1 and 2 are "Getting to know your insides", and "Building a blood system". But our favourite is part 3 - "So you think you're a doctor". Well, sir, you're not. It contains a reasonable conclusion to jump to at the time...

Battle of emotions as 'Big K' starts work

From Peter Dinklageport, Kellingly Colliery

The colliery manager called in a fantastic day, the birth of the coal industry in Yorkshire.

The miners looked inside a hole in the earth at the pit head, beyond the mine at a window at the

in the words of our head official involved in yesterday's public relations exercise, "This was the day we have been waiting for."

Of the other pit is production, because, that's how we're going to

OBSCURED BY CLOUDS

Digital Productions, the company that computer-animated *Titan* and *The Last Starfighter*, have not been resting on their laurels.

They've been very busy providing animated sequences of *Jupiter* for 1990, *Dynasty 2*, the long-awaited sequel to Stanley Kubrick's classic 1957, *A Space Odyssey*.

The animation started its life as actual *Voyager* probe stills, which were abstracted to remove all identities and joins. In some cases, the *Jovian* surface was ob-

scured by one of the four large moons, or its shadow, and this had to be painted in, extrapolating from the visible details of the planet.

The next stage was to digitize the stills and superimpose a dynamic model of wind-currents in the *Jovian* upper atmosphere. With the help of this model, the clouds could be made to flow vertically or

twirl on command.

All this processing, run on a Cray MPX, produced a massive 100 seconds of film. No matter, for the object of the exercise was to create an animated background for the action. This can be used repeatedly in different shots, rather like the backgrounds in *Titan* and *Jerry Maguire*. Nice to know that some Hollywood traditions live on.



Tony Takoushi

EVER HEAR tell of the annual Quick-Byte Awards, chums? No, nothing to do with fast food - those of which I speak are the much-anticipated Quick-Byte prizes dished out at an annual dinner instituted by *Quintessence* and *Bug-Byte*.

Each award is of considerable merit, as you can see, and depicts the Blessed Olive himself. Imagine my shock when attending the sumptuous award banquet, surrounded on all sides by the illustrious and baroque, when a familiar shuffling figure was called to the podium. Shuffling the man's bustle, headstuck-out, I recognised a certain Tony Tyle, an edited editor of a computer magazine of sorts.

The man's prize! All I can say is that his "Olive" was seen to be inscribed "We all need the touch of editorial responsibility". What can this mean?

QUOTES OF THE YEAR

"I can't stand the Spectrum" - MATTHEW SMITH

"May your armpits be infested with the fleas of a thousand carrots" - JEFF WINTER

"The Sun? It's complete journalism" - NICK ORLANDO

"Automate UK are too good for this industry" - CHRISTIAN PENFOLD

"We were walled over the QL" - A SINCLAIR SPOKESMAN

"Take that!" - SIR CLIVE SINCLAIR

"Ouch!" - CHRIS CURRY

"... Tonight you sleep with the fishes!" - JACK TRAMIEL

"... Bound via the Ty, just like the Sinclair Spectrum..." - TOSHIBA MSX ADVERT

OLD CHUMS come... well, same on, what's the point of having your own column if you can't get in the old plug for your mates? So congratulations to my old friend Hanna Barrow for getting her game *John Gense* into the top ten, 'silly good it is too. By the way, Hanna, I'm still waiting for the cheque...

I'VE BEEN wondering for some time what the up-grading people were being paid for converting *Barrowwatch* to the QL. I now hear they are said to be receiving £15,000 a month, to be shared between seven of them, but payment is strictly on a results basis. Apparently David Lawson has got a new Aston Martin to drive around in... Here we go again!

In a local Liverpool paper there's an ad calling urgently for 10-bit programmers. All copies to be made to a PQ Box I wonder who...?



GOSSIP... GOSSIP... GOSSIP...

SLUGGER AND CRUSHER GIVE FIGHT TO AMSOFT

It looks like the real life battle of computer barons **Dave Sinclair** and **Chris Curry** is set for immortalisation in digits and pixels by Amsoft.

The Cambridge publisher began work yesterday on **Be Clive** complaining about allegations against the Sinclair Spectrum in Amsoft's Christmas ads. Clive lent his argument weight and emphasis by slapping **Chris Curry** across high test about the face and head.

Chris Curry retaliated in kind.

Amsoft's first production line has absorbed them to update capabilities on the incident. The resulting software - advice role may be **The Business In Mic**, will feature new characters showing computers at each other. The characters will show a "remarkable similarity" to **Messrs Sinclair** and **Curry** (name is bold and despatched, and one isn't).

"We have to be careful about

3 for Computers

Your computer sale sparks a row



1988 1979 in the year
1988 1979 in the year
1988 1979 in the year
1988 1979 in the year

TYCOONS PUNCH IT OUT!



1988 1979 in the year
1988 1979 in the year
1988 1979 in the year
1988 1979 in the year

what we depict" said an Amsoft spokesperson, when quoted for further details about of the latest issue in the hard-sell-off wars. "but suffice it to say that if the **Be**

Clive looking like a row if he was punched - he will be started off as a computer in something that has an ongoing relationship to a three-armed version of **Be**."

COMPUTER PRESS AFRICA APPEAL

We're not going to tell you about the dreadful situation in Africa - you know all about that. What we are going to do is tell you what you, **MSK** readers, can do to help.

There's not to say you haven't helped already. Very many of you will have, in one form or another. Perhaps you bought the **Band Aid** record. Perhaps you single gave money. Whatever you've given, we know it's deeply appreciated, but there remains a great deal more to be done. The appeal is where computer people come in. If your setup is anything like

ours and we have reason to believe it is, then you've probably got the odd bit of surplus-to-requirements software ticking about somewhere. Maybe more than the odd bit. And though yesterday's hits are about as much use to you as a brick hot, you may be interested to know that they can still be turned into hard cash.

So this is what's happening.

In full cooperation with other computer magazines - including **Computer & Video Games** and **Home Computer Trade Weekly** - **MSK** is asking you to send in your odd software. At a date yet to be fixed (but probably towards the end of April) a major auction will be held somewhere in London with computers in attendance. The money raised will go towards famine and drought relief in Africa.

Every penny of the money raised by the auction of your software will first go to Africa, to help those who need helping and there are hundreds more every day. To make sure that the well-known tip-off, don't take place on some website for the **Dragon** and so on, we'll do full consultation with **Orion**, who will advise us directly and of the way, besides to try, for the honour of the computing

community, we would like to raise as much money as we can.

DON'T SEND YOUR SOFTWARE TO MSK!

We repeat, don't send it here. As you will find out elsewhere in this issue of **MSK**, this issue is held the last issue of **Amsoft**, we still want to help as much as we can. Hence this message.

Send your software either to **Home Computer Trade Weekly**, or to **C & V**. Be sure to mark the envelopes, filebags, packing cases and reprinted contents with the words **AFRICA APPEAL**, for the contents might get returned - you know how it is.

THANK YOU FOR YOUR ATTENTION.
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far from being discouraged by the ups and downs of the fortunes of their computer, **Dragon** owners, and **Tandy Colour** folk, who share the same **6809** processor, are proving to be the most loyal correspondents around. Over 3,000 of them attended the first **6809 Colour Show** held in London last year.

A similar display of solidarity is possible at the **Second 6809 Colour Show** to be held at the **Royal Horticultural Halls, Westminster, London** on the weekend of **March 26th and**

27th - and **MSK** can get you in ahead! Just clip the voucher below, head it to the guy on the door, tell him **MSK**, send you and 50p will be knocked off the admission fee of £2.00 for adults and £1.00 for children. The voucher is valid only for use on the door.

The organisers promise a good time for all with lots of staff for the **Dragon** and **Tandy** machines on sale including new products. User groups will be on hand to offer advice and there will be competitions and prizes to keep the whole family happy.

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Cartman, 26-7368	\$9.95

Home Education Software

Tandy Microsearch. An educational system based on learning by word association. Three different formats and three to four games in each program.
 Parts 1 & 2, 26-7369/267374 \$24.95 each



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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!



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READERS

RESULTS

GAME OF THE YEAR

1. JET-SET WILLY (Software Project)
2. Dinky Thompson's Decathlon (Ocean)
3. Sabre Wulf (Ultimate)
4. Elite (Microsoft)
5. Beach Head (U.S. Gold)



PROGRAMMER OF THE YEAR

1. MATTHEW SMITH
2. Tony Crowther
3. Jeff Minter

SOFTWARE COMPANY OF THE YEAR

1. ULTIMATE
2. Software Project
3. Beyond
4. Ocean
5. Melbourne House

ARCADE GAME OF THE YEAR

1. ZAXXON
2. Polo Position
3. Pinball

ADVENTURE GAME OF THE YEAR

1. THE LORDS OF MIDNIGHT (Beyond)
2. The Hobbit (Melbourne House)
3. Sherlock (Melbourne House)
4. Urban Utopian (Richard Shepherd Software)
5. Tin Tin Rog (Gargoyne Games)



SIMULATION OF THE YEAR

1. FOGHORN PILOT (Digital Integration)
2. Solo Flight (U.S. Gold)
3. Chaperon Flight (Planet Service)

BEST PACKAGING OF THE YEAR

1. POLYTRON (Beyond)
2. Dinky Thompson's Decathlon (Ocean)
3. The Lords of Midnight (Beyond)
4. Underwulf (Ultimate)
5. Elite (Microsoft)



BEST AD OF THE YEAR

1. CHOCOLUSTERS
2. Sabre Wulf
3. Jet Set Willy

CRASH OF THE YEAR

1. IMAGE SOFTWARE
2. Sinclair CL
3. MSX

RS POLL

LAME GAME OF THE YEAR

1. VALHALLA (Legend)
2. Beach Head (J.S. Gold)
3. More Olympics (Datacube)



NAFFWARE OF THE YEAR

1. RAT JONSTON (Cheerful)
2. ZX Microdrive (Ginclair)
3. ZX Printer (Ginclair)

GOOD IDEA BUT . . . (OF THE YEAR)

1. SINGULAR DL
2. Singlet Spectrum
3. Coloco Addin

HYPE OF THE YEAR

1. SINGULAR DL
2. Megagames
3. MSA

PROMISE OF THE YEAR

1. Qix (M. MARON)
2. Entertain by 1984
3. Intergames as art

RIP-OFF OF THE YEAR

1. VALHALLA
2. Commodore C18
3. Spectrum+

MOST PLUNDERED CONCEPT OF THE YEAR

1. MARIO BROS
2. Olympics
3. Pac-Man clones



WORST PACKAGING OF THE YEAR

1. JET-SET WILLY
2. All Imagine games
3. Valhalla

WORST AD OF THE YEAR

1. COMMODORE 64
2. Atari
3. General Software



Merrie Melodies

The Age of the Music Processor has finally dawned. MusicalC, MusicWorks... and now, from a new British company with a hot pedigree, comes The Music System — and it's the best of the lot, says TONY TYLER.

THE MUSIC SYSTEM is the long-awaited first product by Island Logic, eighteen months in gestation, a year in the making. It is a six-module system designed to allow the user to compose, edit and play music; design sound envelopes; and finally print the whole work out on continuous stationery.

It is, in a word, a fabulous package.

Considering that musical notation is, like a betting pattern, nothing more or less than a flowchart and thus an ideal candidate for computerisation, it is rather remarkable that, until now, few packages of any practical use have been released. Atari and BBC machines, both of which showed potential and facilities not greatly less than the Mac's, have been all but ignored.

As a matter of fact, the present writer has had in his



All this and not a Ton in sight! Taking a break from software development, the Island Logic team reveal their view at the breakdown of the coffee-grinding machine.

possession for over a year now an early ancestor of The Music System, a rather primitive four channel, 4 line tune out, but still as good as anything on the 64 including the wanted MusicalC. In those days this package consisted of two BBC discs; the latter and the envelope Generator. Without going too much at this stage into the order in which the various modules were created, the PG was and remains an easy-to-use system for shaping sound envelopes via the Beeb's SOUND and ENVELOPE elements. Tally 1 is called The Synthesizer, and forms one-fourth of the total £24.95 package.

What it needed was let some method of real-time playing — a keyboard — and fit a printer facility so that you could obtain hard-copies of your compositions for other people's use. You also needed some method of playing more than 256 notes in one string.

The Music System that you can now buy is a smart, large-size box containing two floppies and an excellent manual (you will also need one extra 5 1/4" floppy temporarily borrowed up the Music Disk plus your own 'MusicalC' front panel I have ever seen on a non-Macintosh machine. In fact, the package has been extensively re-designed since a year ago when the Mac's (listed has a class of the things) music

and logic technologies, complete with timely friendly paper instructions. From this point you can go to any of the main functions of the system.

To cut a long story short (and anyway the whole package is so well worth exploring that I don't want to spoil it for you), The Editor is the heart of the system. There are now four separate voices (the fourth used for a rhythm or noise channel, and the selection of notes to place on the chords is as simple as can be. But what I'll hear you cry! If you can't read or write music (in which case select keyboard) — or prefer a pitch you don't conformed with a standard scale, and the real keyboard comes alive. A touch on a key gives you a note, while on the screen the appropriate key signs an in-use state. You can of course make full use of the Synthesizer facility, and best of all there is a four-track recorder so that you can build up compositions in real time — again, aided at points by those friendly pop-up messages.

There remain the Printer and Linker options. Taking the latter first, this is a utility that you can hit up pieces of music of more than 256 notes at a time and play them as a single composition. Up to ten 256-note pieces can be linked at a time.

The Printer is the most challenging option of all, and

the one that gave Island the most problems (though at a new level). In a word, compositions can be printed out — particularly by an continuous stationary using most major-format dot-matrix printers. It is quite wonderful to see MSX 80, Super II X rolling off the office floor... gives us a bit of idea.

To conclude, this package represents quite extraordinary value for money, and is in my opinion a professional tool — certainly a great many of pro musicians had a hand in its development, including Steve Winwood. It is fully the equal of a £300 word processor in sophistication — and you must take my word for it: there are a great many features that space does not permit me to



The Mac style front Panel Synthesizer/Printer takes you through easily.

mention. If you've ever wanted to compose or simply play music on a synthesizer, then this is the product for you. Full marks to all concerned.

PS. It comes out on Commodore 64 soon, so if you were thinking of buying MusicalC or any of the other packages reviewed recently by Bill Bennett (BBC 4, Jan.)... hold on a couple of months, that's all. A note as good as a note in a listed something or other.

Price: ISLAND LOGIC
Format: cassette disc
Price: £24.95
Graphics: OK
Playability: OK
Addictiveness: OK



So there, from the COM 64 version. 8-keyboard module omitted.

WHEN A well-known independent record company decides to go into the computer software business, there's just two ways to do it. One, advertise for programs, pick the best of the submissions and take it home there. Two, start from scratch with a master plan, look ahead, and get the product absolutely right before releasing a thing.

Island Logic took the latter course. The man who decided what that was — and it is — is the improbably named, but verily real, Adrian Booc.

Booc is an affix, articulator, mega-speech character with an eccentically mixed background in 1st mainstream computing, 1st reacting, and 1st to rock photography. He has several substantial-selling books to his name, the most famous being *Madison on a Two Mile Walk*. With his Jamaican connections (he taught in JA for several years), he naturally came to know Island and its billionaire founder-owner, Chris Blackwell, well enough to be the expert on hand when Blackwell, who's had more than one good creative idea in his time, began to mull over



The Main 88k screen. Notes can be entered and modified here, and separate voices stored away.

ment Software" was a loose definition of what we should be attempting to do", he says. "Some games are superbly well done but seem to have seemed to be to be limby in that direction." In fact, the very first plan of all was to take a lot of BBC machines to Jamaica (where Blackwell has a second base of operations, largely because of Island's reggae links) and dish these out to various organizations on a self-help basis. "We ditched this plan," says Booc, "when we realized that no way could these machines impact the mainstream, or spare parts, or any service backup at all. In six months, in that climate, they'd

lost which would mean that people like me could buy some sheet music, load up the program, enter the notes as they appeared on the stave, and play the music!"

Attending one of the major computer fairs, he visited the small stand operated by the little-known but well Sheffield company Systems Software — "until that time they'd been producing small quality utilities for the BBC machines. But this also had two modules I was very interested in: an Envelope Generator and a Music Editor" (later revised to *Arpeggio*) appeared. Clearly here were the bones of the ultimate BBC music processor Booc had in mind. To put a long story short, the two companies got together, and Island Logic was born, and Island Logic was not in business.

Enter the Apple Macintosh. There are business links (via a third party) common to both between Apple and Island Logic, and one result of this was that Island Logic in possession of several Macs

over a year ago — long before virtually anybody else in the UK. These Macs had the US operating system and more over are a processor (the Motorola 68030) entirely different from the 68010 of the Beep and IBM 64, and so were of limited use as development tools, but at the same time the revolutionary friendliness of the Mac's front end — the famed pull-

down menus, icons and all the rest of it — set entirely new standards in how operating system software ought to work. Booc admits to a heavy influence from this direction, and indeed the first thing one notices about *The Music System* is how uncannily Maclike it makes a BBC look.

The same effect, apparently, is to be seen on the Commodore version, which may well be approaching the stores as you read this (though you know what schedules are). But there's not all Island have up their sleeves. Although the first six or so months of the company's history has profit-

margin was largely devoted to the re-design of the *System* system. Booc realized early on that a steady — if not

overhaul — stream of product ("Mac-like" software) is too naive for it was necessary. So while some programmers steadily copied away at BBC, Mac or IBM 64 keyboards, others were hard at work on entirely new sorts of functions.

To look off with, there's a startling Helicopter Simulator (and when I say dazzling I mean dazzling, which will mean dazzling, which will mean dazzling) that can connect it to ARY sort of vehicular simulator. In this connection, your reporter has seen, on a standard BBC machine, 3D rotation and file about six times as fast as 68010 and it full color besides.

Booc knows that Island Logic is making excellent products — has made the best of all possible worlds. And he's keen to license deals where it's due. One question he'd like to ask is what on the Macintosh System, final version (says

NOT from Jamaica — the Island System

88k Mode status screen. All four voices can be played simultaneously from files.



all have been running away on shelves."

It was decided to cancel the new software operation on London. "At the time we hadn't any real product ideas", admits Booc, "but it did seem to me that whatever we did should take into account the increased ownership of disc drives; we also decided to target the BBC machines, and a little later on the Commodore 64".

Island being the renowned music company it is, an obvious first choice of product was "something to do with music. All the life I've been involved with and appreciate of music, and yet I can't read or write it. It was obvious that what was needed was a superior music processor, a



Synthesizer Mode graphic display. Envelopes, once designed, can be saved and loaded at will.

minutes of anguish as he meticulously details the entire case history of every module. But let's vary back that the *System* — David Ellis, Geoffrey Ellis, Phil Black — should take their proper share of the credit.

He remains unrepentant about games. "The *Warrior-Zarbi Factor*, as I call it, lasts, at best, about three days. Then the purchaser has either cracked it, and is bored, or hasn't cracked it — and is bored. Either way he's bored. Our aim at Island is to produce stuff that is actually useful, in helping people design their own material for fun/learn."

the idea of Island's branching out into computer software.

Even in those days Booc urged Blackwell not to invest over heavily if at all in games software. "To me, *Break-*



Obituary

BIG K MAGAZINE MARCH 1984-MARCH 1985

Earlier this year we were grieved to hear the news of the sudden passing of Big K. This respected figure went to his final rest after an unexpected, shocking relapse which came as a bitter climax to his twelve-month struggle against what everybody said were impossible odds. Although distinguished from his contemporaries by the vigour of his personality, K had always been anorexic; the end — thought to have been hastened by the sudden onset of a bout of *Endofycarensis Financensis Managerialis* — came swiftly, and was all the more surprising since, at the same time, other diagnosticians were predicting a recovery, and perhaps even some modest growth. As things stand, sadly, the month of March was his last on earth.

K's demise came at a time when this sinister form of illness seems to have achieved epidemic proportions. Others of his contemporaries preceded him to the Tomb. More (and would it were not so) will follow. All flesh is grass.

His close associates, and his loyal followers — their exact number remains unknown but the reservoir of their support has always been heartwarming — unite in mourning their loss. Although their interests in his continuing health were not precisely convergent, they ran parallel and were indeed contiguous at points.

His virtues — and vices — sprang from the same eccentricity which distinguished him from the majority of his contemporaries. Alas, on their own they were not enough to save him from falling victim to an infectious and deadly illness which has already carried off so many others.

K leaves an office, a typewriter, three ashtrays, some filing cabinets, an Interceptor Software Poster, a number of cassette boxes without cassettes or inlays, three floppy discs which have been used to wedge up a table leg, a table with one short leg, three phones, a large box of unidentifiable interface cables, an Atari paddle controller, and a Vic-20.

P.S. Some articles in this issue are marked "Continued next month". Mourners are respectfully advised not to hold their breath waiting.



BEYOND

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IN SEARCH OF THE ROLLING STONES

TONY TAKOUSHI looks ahead to the New Era of Hi-Res.

THIS MONTH I'm taking a look at some of the finest US imports to arrive in the UK. Many of them have been converted from the Atari and Apple micros and take account of the added facilities of the 64 to add to the presentation and play.

BC's *Quest for Ties* takes the traditional theme of Pitfall-type encounters and puts new twists on it. BC is a character who rides a motorcycle made of stones, he is trying to rescue his beloved but along the way there are obstacles to pass.

The sight of BC speeding over hills and into his loved one is one you will not be able to resist. He bumps up and down on his spiky Gaiasashi wheel, leaping over logs, ditches, lakes and ducks under trees. You can accelerate but the obstacles become really mean at high speeds. Some obstacles do not simply require you to leap over them — adventure elements creep in on the higher levels.

The whole theme of the game is beautifully seen in the graphics. They are SPOT ON! This is that rare game which draws me to it almost immediately. I think you will be drawn, too.

Up It Down It is a US Gold title taken under license from the Atari original of the same name. *Up and Down* has you driving a car through hills and landscapes collecting flags scattered along the interlocking roads.

The car can leap to avoid other cars that approach from all junctions around you level destroy them if it lands on



them). It can also leap from one track to another if it needs to collect a flag from a different lane. The car can move in all directions but the flags have to be collected as quickly as possible to get a nine bonus.

When they are all collected you progress to a new level with newer roads, added bonus items to collect, and cars that take some beating to pass.

The tone, graphics and play make for a really good arcade conversion that's going to destroy a few joystick in the higher levels. If the conversions continue at this standard, 1985 is going to be a good year for the arcade/video player.

ESSENCE

The *Billy Motway* ring has converted *SpyHunter* for the 64 and it is now available under US Gold in the UK.

SpyHunter is one of the finest hi games in the arcade. In essence it's a car race, but a very skilled one.

Your car is armed with machine guns to destroy the enemy cars ahead of you. Enemy cars can bump you off the road into lanes — and

destruction — or you can beat them to it! Bumping them off the road is not always a good idea; your tyres can be spiked or a train sandwich is in the making if another wrecks up behind you.

There is a weapons rack that can be loaded with and a new weapon added to your car. These include oil, trucks and missiles.

Scenery changes from road to sea with oceans along the way. Use of the added weapons becomes crucial when attacked by the helicopter and other assailants who cannot be destroyed with machine guns alone. The theme tune is the same as the arcade ligo on, pump it through the stereo, or blap and it FEELS like the arcade version. (That's what impressed the hell out of me!) The original *Essence* has been closely followed (Matsuda's take more) and suggestive conversions are available for the enthusiasts.

Congo Bongo is another release from US Gold, but there are two versions of the SAME game out there! *Congo Bongo* in cartridge format is a standard '84 game' for the

Commodore 64 while the other deluxe version is Hi-Res.

The cartridge version is OK, but the hi-res version is stunning. It features four screens of action where your intrepid hero has to climb, leap and slide his way to safety.

NO JUSTICE

I can't begin to do the presentation justice — it is simply one of the finest I have ever seen. Imagine four jungle screens in full Hi-Res ... ultra-realistic graphics — WOW!

The first screen has you clambering up a hill avoiding coffee beans an ape throws at you, sliding down ramps, and avoiding gorillas (as you leap across a waterfall to reach safety and the next screen (green)).

Screen two has you trying to cross a river on the backs of vines (oh those gorillas!). As with all four screens the play is tough and the action frantic. I recommend the hi-res version as a joy to play and a thing to behold.

Next month *Up Down* will be featuring an exclusive review of what I predict will be one of THE games of 1985. It is called *Conquero* from Palace Software and is in the classic arcade adventure mould. It features stunning graphics, action and sound.

This one is HOT so don't miss it!



IMPOSSIBLE MISSION For CBM64

THE RUNNING, JUMPING, SCREAMING MAN

FIN FAHEY takes a flying leap at IMPOSSIBLE MISSION, a game that gives new respectability to the ladders 'n' ledges environment.

I have to confess to being a Rungman. I'm not proud of saying that if some higher software houses ever had the decency to send me another game involving ledges, gliders, ladders, trampolines, etc., etc., etc., in any case, then I will personally go round and mess with the output, preferably with a baseball bat. So here I am having to see my words (which is no laughing matter considering the volume and repetitive brand of line printer paper that Big M issues me with), for Impossible Mission is indeed a Rungy volume, and certainly it has ledges and ladders, but better... It's also a really nice bit of games design. So, from across the pond, yes, CBS have joined AtariSoft and U.S. Gold in the fortunate business of tapping the U.K. market with U.S. imports, some of which are stunningly good — I have a feeling we'd better pull our socks up in a hurry. This one is by U.S. software house Epyx and fortunately, for once, it isn't an example of the kind of "Gold Box" software we've seen floating round lately although it does have subtle



references, and really, there's just too packed with a like option. My only in that respect, but many of them are fire leads beams. If you can get past them the next problem is getting enough time to reach the furniture for (jigsaw puzzle bits. As you collect these bits, they're attached into your "pocket computer" which you can access in the safe corridors and lifts outside the rooms. Each puzzle piece is a little rectangle containing an apparently meaningless shape, but these shapes can be overlaid to give a complete picture, which in turn will give you one letter of Elvi's code word. There are 26 pieces in all, giving

five puzzles and letters. Using the "computer" you can shift them around, flip them over, change the colour and so forth. This section of the proceedings is a lot like using an Apple II keyboard.

Puzzle pieces aren't the only things you can find. There are passes which, when entered into one of the many terminals screens around the complex, will immobilise all the robots in the room or repair the lifts to their normal position.

While bringing us to the solution, the game's strongest point. It's the most convincing I've ever seen in a game of this sort — not cartoon standard. Most after-education was a

mere two shapes for a running figure, one with right leg raised, left leg planted, then left raised, right planted. The movement here is far more sophisticated, using 174 bits, at least eight frames to give a really smooth, flowing feel — the characters are unbelievable. The volume too, though called upon to do less, travels around in a way believable way.

A TALKIE

Impossible Mission is very playable. For a change, I really like that with each game played, my technique had improved just that little bit more, which is a great encouragement to play. It's nice having a choice of things to do, too. If you get bored chugging the robots and earning up and down the lifts and platforms, you can always spend a peaceful break attempting to assemble the puzzle bits you've already got, or you can attempt one of the musical puzzles in two of the rooms. These involve solving a sequence of notes into ascending order, and if you succeed you're treated with a "level-like melody" piece. It's a complete impossibility for some deaf people like me. Get it?

Last, but not least, this one's got the best synthesized speech of any game I've seen recently, including Illusionsoft. It's like a lot of atmosphere to a game if, when you enter a room, a sinister voice intones "Bill, the sinister vice intones "Bill, the sinister vice intones". Creepy.

With your talk this game will put the whole Rung tradition to rest. It really takes the term to its limits. Absolutely! In the unqualified words of Elvi, "Remember about Ray a while. Ray... So ever!" — F.F.

DEFENCE

The game scenario concerns an alien, mind coloniser of the old world, Elvi, who is a super-tanker who has broken into the world's defence computer systems in order to launch the world's nuclear arsenal. The only way to stop him is to search the underground installation to obtain the entry code for his control room. This is a complex and lengthy task, and so far I have consistently failed to save the world.

There are 32 rooms to

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Fin Fahay
Steve Keaton
Kim Aldie
Sain Cox
Richard Cook
Tony Tyler
Richard Burton

LET'S GET CRITICAL...

THE BIG K Reviews!

COMPUTER GAMES
VIDEO GAMES/UTILITIES

How we rate them -

5/5 = Magnificent
4/5 = Good-o
3/5 = So-So
2/5 = Meh



PAPER 1, INK 2, WORMS 5

What a weird idea... The Worms game is fabulous. And Paper 1 is a worthy follow-up for its first-year fan base, getting together to wonder who's about to be eaten. You control a lone man trying to stop other eating, murderers creating your doom as you get, at times, a bit thin and if a spirit message to reach the other end of your paper (this is the other end) is a solution, it's a real test of ingenuity. For only do they fit your paper they also have skills of an advanced class. Your wife

believes in shaping them when creating them. From time to time, it's worth seeing to try and force them to appear to you and force you to know them. By taking them you can give them a good job. You can give them when they are 20% of the paper is covered with the wrong ink. So, however the problem you solve, you can be right. Quite a very simple and it is one of the most original games I have come across in a long while. - RC.

QUINX
CBM64
K K

From QUINX
Farnham Common
Phone 0296
Surrey SL5
Pennywell, UK
Add: Quinx, UK



POSTER PAINTER PASTE NOT, WANT NOT

A highly original game with superb graphics from a genuinely experienced team. One of the stars is Ben Spinkes, superb player extraordinaire, master of it stands with grace. - A's review, says it anyway... anyone who is not a fan of the game is not a fan of anything. It is a total of review. A straightforward operation - something in which, one paper (this) and a number, paste the building and using the poster painter. Anyone is responsible for about the 20% of the building, should the 20% (this) and posters need not to stick. Another feature is the game, which is a real test of ingenuity. For only do they fit your paper they also have skills of an advanced class. Your wife

believes in shaping them when creating them. From time to time, it's worth seeing to try and force them to appear to you and force you to know them. By taking them you can give them a good job. You can give them when they are 20% of the paper is covered with the wrong ink. So, however the problem you solve, you can be right. Quite a very simple and it is one of the most original games I have come across in a long while. - RC.

Another cheap offering from the strategy video game and the rest of the boys of British Telecom, the game is a real test of ingenuity. For only do they fit your paper they also have skills of an advanced class. Your wife believes in shaping them when creating them. From time to time, it's worth seeing to try and force them to appear to you and force you to know them. By taking them you can give them a good job. You can give them when they are 20% of the paper is covered with the wrong ink. So, however the problem you solve, you can be right. Quite a very simple and it is one of the most original games I have come across in a long while. - RC.

From TALK SET
Farnham Common
Phone 0296
Surrey SL5
Pennywell, UK
Add: Quinx, UK

HEADACHE CBM 64 DERANGED

Another cheap offering from the strategy video game and the rest of the boys of British Telecom, the game is a real test of ingenuity. For only do they fit your paper they also have skills of an advanced class. Your wife believes in shaping them when creating them. From time to time, it's worth seeing to try and force them to appear to you and force you to know them. By taking them you can give them a good job. You can give them when they are 20% of the paper is covered with the wrong ink. So, however the problem you solve, you can be right. Quite a very simple and it is one of the most original games I have come across in a long while. - RC.



From TALK SET
Farnham Common
Phone 0296
Surrey SL5
Pennywell, UK
Add: Quinx, UK

GUZZLER K K
CBM 64

CALORIES

This diet program, developed by a nutritionist, is a fun way to keep track of your eating. The program asks you to enter the name of the food, the amount, and the time of day. It then calculates the calories and fat content of the food. The program also keeps track of your total calorie and fat intake for the day. The program is easy to use and is a great way to keep track of your diet.

From INTERTECH
Format: cassette
Price: \$12.95
After \$2.00
Shippable: Yes
Playability: 4
Availability: 2

KIKI START K K
COM 64

BRRRMM!

The first three games of an hour in this series involve traveling in a truck, selling other food along the way, and creating out of the truck. The last hour is an extra special surprise and is a great way to end the series. The game is easy to play and is a great way to spend an hour.

Think riding the best wheel normally and then spend several hours in a truck. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour.

QUANGO K
CBM 64

Quango is a game that is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour.

FLYER FOX K K
COM 64

This is a game that is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour.

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This is a game that is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour.

From TRYPAC
Format: cassette
Price: \$12.95



Empire COM 64 K

Empire is a game that is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour.

Empire is a game that is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour.

From SOLAR SOFTWARE
Format: cassette
Price: \$12.95
Shippable: 4
Playability: 4
Availability: 2



This is a game that is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour. The game is easy to play and is a great way to spend an hour.

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Address: _____
Postcode: _____
Telephone: _____

Send to NatWest to complete
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LONDON EC2A 2DB



HEADS
DOWN

THE GREAT SPACE RACE Spectrum 48K

Among the many adventures on the Spectrum you could be found the Great Space Race that might remind you of the old space-themed board game, Space Race, but this is a computer game. It's a space-themed board game with a special twist: it's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer.

The team that made the game is the team that made the game. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer.

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In the first adventure, you can find out about the first adventure. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer.

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From LOGO
Format: Cassette
Price: £4.95
Graphics: A
Playability: A
Accessibility: None



THE RUNES OF ZENDOS

DIRTY DOZEN

In the first adventure, you can find out about the first adventure. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer. It's a board game that's played on the computer.



REMEMBER

DEVILS CAUSEWAY

BBC B

Frighty Fright and Grumpy Grumpy, the two grumpy, misbehaving schoolboys, are the stars of this exciting adventure and they're taking you for a ride on the "Devils Causeway" in their "Devil's Adventure Car". It's a fun, fast-paced adventure that will take you through a series of exciting levels, each with its own unique challenges. You'll be exploring the "Devils Causeway" and the "Devils' Castle" and you'll be facing the "Devils' King" and the "Devils' Queen". The "Devils' King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Devils' Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game. You'll be facing the "Devils' King" and the "Devils' Queen" in a series of exciting levels, each with its own unique challenges. You'll be exploring the "Devils Causeway" and the "Devils' Castle" and you'll be facing the "Devils' King" and the "Devils' Queen". The "Devils' King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Devils' Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game.



CRYPT CAPERS BBC B

Scramble deep beneath the winding roads of the Sahara before the quest of the Crypt Capers begins. You'll be exploring a vast, ancient, and mysterious world. You'll be facing the "Crypt King" and the "Crypt Queen". The "Crypt King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Crypt Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game. You'll be facing the "Crypt King" and the "Crypt Queen" in a series of exciting levels, each with its own unique challenges. You'll be exploring the "Crypt Causeway" and the "Crypt Castle" and you'll be facing the "Crypt King" and the "Crypt Queen". The "Crypt King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Crypt Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game.



MAGIC MIRROR

BBC (conversion)

The classic game of Magic Mirror is now available on the BBC. It's a fun, fast-paced adventure that will take you through a series of exciting levels, each with its own unique challenges. You'll be exploring the "Magic Mirror" and the "Magic Castle" and you'll be facing the "Magic King" and the "Magic Queen". The "Magic King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Magic Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game.

available for the BBC. It's a fun, fast-paced adventure that will take you through a series of exciting levels, each with its own unique challenges. You'll be exploring the "Magic Mirror" and the "Magic Castle" and you'll be facing the "Magic King" and the "Magic Queen". The "Magic King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Magic Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game.

GALACTIC PATROL BBC B

Magnum should be up for the job of leading the Galactic Patrol. You'll be exploring a vast, ancient, and mysterious world. You'll be facing the "Galactic King" and the "Galactic Queen". The "Galactic King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Galactic Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game. You'll be facing the "Galactic King" and the "Galactic Queen" in a series of exciting levels, each with its own unique challenges. You'll be exploring the "Galactic Causeway" and the "Galactic Castle" and you'll be facing the "Galactic King" and the "Galactic Queen". The "Galactic King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Galactic Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game.



Magnum should be up for the job of leading the Galactic Patrol. You'll be exploring a vast, ancient, and mysterious world. You'll be facing the "Galactic King" and the "Galactic Queen". The "Galactic King" is a powerful, evil wizard who will stop at nothing to stop you from completing the game. The "Galactic Queen" is a beautiful, evil witch who will stop at nothing to stop you from completing the game.

Magnum & Phyllis & Address: BBC

Magnum & Phyllis & Address: BBC

faithful of sheep to distinguish between them, they're known as the "crows" of memory's algorithms. It's not the day-long search some species are said to look at nothing but a single speck.

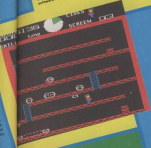
LEOPARD is a typical offering. This one checks the screen for no other reason than attempting to snatch treasure. He'll do it to the max extent. A waddling crowd of cows, led by the pig, continuously do various adventures and thus contribute to the chaos. But the addition level is pretty strange. You're even given an average class that enables you to enter at any level. The effectively finished are interesting that you might lose concentration. The program are nice, the graphics smooth and the sound is cool.

The only glaring benefit of **LEOPARD** is in the fact that it's an excellent program. It's not an adventure, it's more the adventure thing of the - it's a great program. It's a great program. It's a great program. It's a great program.



LEGEMAN
BBC B

Continually your humble willer will make with a sort of... building between his mind... before... with... at an... the best of... has... known... would... how... made at... curiosity... where...



ELEPHANT NEVER FORGETS



BEHIND THE CURTAIN

BIG K GOES TO

HUNGARY!

"So how come so many games seem to emanate from Hungary these days?", **NICKY XIKLUNA** asked top Hungarian programming house **Andromeda Software**. "Come over and see," said **Andromeda**. So **Nicky** did and here's the results...



SUNDAY AFTERNOON AND **BIG K** had arrived in Budapest. Making its way from the airport to the city, the little Russian car containing the Big Russian found themselves in the software house of a half-48 million dollars had done so. **McCarthy's** mile-long convoluted of new names screaming past like vampire bats — all stars and lights. It was the vision of a young magnate from a state socialist state. "Quick!" barked the major domo of the software house (and the "yellow traveler"), as the last officer of New York "Follow that car!" Our bewitched driver obediently opened throttle and wheeled into another. Thus **BIG K** arrived in the city. At full speed and in style. You see, Hungarians have this knack of getting in on the action...

A strange old timer?
BIG K has long wondered what was happening in the East. We'll

looked at those big computer advertising themselves in the potential new markets in the COMECS regulations showed signs of easing many of their getting scary and generating not to let, while COMECS, with **McCarthy's** zeal, has distasteful experts left,

Fred Warner has a mind? Not all Hungary's interests arrive officially.



right and center logically left in an effort to slow down the rate at which Sovietic countries acquire new technology.

Fortunately the West has now given the big US, and politically the big 50, 500 doubt creating problems for people like **Alexander Haig**, a Director of Commodore who also happens to be a former Secretary for US Defense.

Although eastern computer technology is generally believed to be about five years behind, one thing has been getting clearer, Hungary is rapidly emerging as a software market leader. The company that published 13 new titles at the **PCW** show, that created **Juraks**, **Chomex Juggler**, **Wester Plains**, **Intervive**, **Star Atlantic Pacific**, to name but a few, can't be the far back in the dark ages. But who actually does the programming? Is a state that isn't too keyed up about private

ownership, what do they think about home instead? If they do appreciate — how do they expect to help themselves market with the national programming that feed the industry?

Hungarian Whimsy

If what you gathered when you read "Hungary" is endless food queues with only passes at their end, of gray faces, cringing Russian tanks and a sense of asking the wrong questions, best the **COMECS** get on your tail — forget it. Budapest is the first spirit of the East. The city is gothic and beautiful. The Magyars seem to eat well and say exactly what they like. A Magyar's word is to bring a Magyar wherever else is in the country (the only year Hungary has won being a football match against England in 1955). During my stay I saw plenty of evidence of American commerce — and not one Russian.

Andromeda is a software company that provides marketing and distribution for Magyars. The production company does, home's called **Novatech**. And it's much more than a little down-town Budapest software company — the personalities involved in the two companies have been instrumental in boosting the Hungarian output.

The irrepressibly ebullient **Robert Szabo** came tearing out of Hungary in 1986 to London, and started **Suzan Electronics**. "I should stop having ideas? Then I'm dead!", the first venture into electronic games was an early hand held game called **KLUB**. "As I became involved in the game market, I thought I only did one program after home." Robert looked for the setup of an innovation fund (composed of state, bank and private investment) to pump money and expertise into selected viable bits of Hungarian inspiration. There were some dramatically successful ideas, **Bill Bialik** and his cubed and some pretty shaky ones like the sugarless **vanilla** and I sampled. **Novatech** started here — a "backwater" electronic cottage industry, that quality got **David Szabo**, now working as far as an office in Palo Alto, Silicon Valley.

MEET THE PROGRAMMERS

In down-town Budapest a mammoth white mass the size of **Big-Block Oxford Circus**. This is the headquarters of **Novatech's** operations — the **Suzan**. **Novatech** kicked off with a nationwide competition for the best programmers. It still receives 50-12 a week. Foreign companies arrive in Hungary with their own storybooks like **Comwell**, to try (those a little from various in-house efforts) in progress (**Microsoft**). **Bible** says, the **Suzan** then takes over. **Rita Dorn** is **Novatech's** chief programmer and also creates a TV series being filmed for 1986...

"BASIC"

As programmers, how did they find out what was wanted on the market in the West?

"We started out using vague requirements and folk music. We became more professional through using experts in every aspect of a game. Our games are different. The main games in the West are exactly the same. We aren't selling, and nearly as much, and we don't do anything science fiction for 24 hours on TV. We advise against that. Programmers responding to Soviet market systems."

Does this mean there are more in the future?

"Yes. But there are difficult to implement here for the Western market, because of cultural differences."

And the future?

"We need to do more for MSX, and do 486-1 to create magazines. But that's a problem because they require such massive investment and Novotrade is only just breaking even."

As for importing, Novotrade contacted manufacturing programmers. They hope there is a chance of 50 or an full-time, supplemented with a good few hours. All are young graduates



Blaid Mirov — Magyar answer to the West.

"ought to be cooked first."

Novotrade informed Novotrade that they had an amazing 1988 projects for every single day that the next 300 projects. Novotrade passed its deadline. They got it on the bottom. I asked whether they respected themselves by actually asking their names into work. I met with Mark, owner of Novotrade. He said that Novotrade was having a good time.

"Sort of. But they're fat. They do it because they enjoy it and for a connection with the outside world."

Novotrade's Magyar firm and support a full-time programmer. Public is limited. Company I noticed a group of people getting their heads down. Over time most. Further investigation revealed that the subject was a Commodore 64, showing Digital Integration's Alpha Plus.

Previously Reported

"I'd been everything I could if I had a computer" said 18-year-old Stefan. "But even if I could afford one — there's no software here." By the time this he was writing. Novotrade's only software group devoted to sell games previously developed, alongside the range of business software. Of course this is only the beginning. Novotrade, Hungary could be joined on the way of becoming the first Eastern European market for home computers.

A representative at the Hungarian Embassy in London told me that there were at least 30,000 users in the country (2,000 users, the rest brought in through "travels"). "We only have a few machines in special multi-schools. We don't computer educate until a post graduate level and there is no particular enthusiasm amongst young people," he said. He was wrong.

Statistics inside the country put the number of users at 50,000. The cost has been prohibitive (2400) from a £100 per month average wage), but has just

planned to be less than 20% reduced by 20%. The day before I arrived, the price was almost sold for four hours with computer-aided Magyar. Hungary is Commodore and Amstrad. Novotrade had the exclusive representation with a sprinkling of Spectrums.

Blaid

Contrary to the testimony of our official, in late 1982 was a campaign to reorganize computers into secondary schools. This will be extended to primary schools from 1985. Schools are mostly supplied with Hungarian-made machines with Swedish and Russian components, despite the fact that they still feature an unusual Spectrum. The earliest model arrived in 1982, and were assembled in summer camps. It's not that far from the truth. They have Videogenic and A+B machines based on the TRS80. The early machines were notoriously unstable. One school

programmer had a healthy amount of money gone on in schools, as I heard one professional programmer complain that his son had bought home a copy of a new software to game before his company had supplied him with an office copy. Use of computers is no problem that the learning of BASIC is fast on an early computer.

Necessity is the mother of invention

... it is there in Hungary. The one that invested CIBAT TV, the long playing recording, and tape-casting — amongst other contributions to the outside — is copying into the computer age. "We are a nation of mad inventors" says Peter Stein.

Novotrade tried but only manufactured software for the West. It also develops the knowledge of all members of second-hand copying, a few of them have been laid out for your personal use. Amstrad's, apart from being a galaxy, multi-line, means "a group of subscribers to Stein and A. Amstrad." But you never can tell what a learning last night again.

CAESAR THE CAT

In a dark cellar in an ancient quarter of Budapest, something strange is afoot.

It is called private enterprise. Caesar has been working for three years — year since Hungary's law allowed the growth of small businesses.

Caesar is the feline behind his namesake Caesar the Cat (Mikrosoft), and Demark's Costa with King Domani. Pictured with him is a



Programmers Zoltan and Katalin. "We sleep in the office for two weeks to finish *Europa*."

They girls of great enthusiasm and talent. I asked Zoltan Horvath and Katalin Miklos before working on *Europa* what they enjoy most.

"We like adventures. We don't like the game like *Alpha Plus* as because so many. And we don't do them good enough to produce the way they like."

Programmers obtain a percentage of royalties on top of their base wage. Each small group concentrates on a different machine. They've developed a machine language to translate between Commodore and Spectrum. "But it's not easy, as our TV system is different. We've got a system composed of both (P4) like *Europa* and *MECOM* like *Europa* and *Europa*."

Do they work hard? "We have flexible hours — when we're not at work at the time! During school, we worked twelve days and night, the last one at sleeping in our apartment. Friends and relatives



KFT Band's record above. Proof that the Spectrum lives behind the iron curtain.

started too late than it was "impossible to run a tape from one machine to another." Later machines have become the problem, although there is no interest in progression for politicians, and a dearth of software. Some schools have Spectrum now. I got the

preliminary screen from his work in progress — at its unutilized Star Wars style adventure.

"So many games have beautiful packaging" says a fictional Caesar. "But the games are so often disappointing." He goes to

BEHIND THE CURTAIN

CAESAR THE CAT



Csizsar — Gábor Csizsar

emulate the best of science fiction—like a 3-D view moving background.

"What I'm dreaming of is a real-time adventure in which I can play my part as if it is a movie. I'm creating a flying telescope which will change sections to search for clues. I also want a star map — and 3-D off-axis moving screens." Csizsar is making use of speech synthesizers too.

"I want all of my steps to have a color."

"Caesar" is intense and steady, has a reputation for being steady. It's not every game situation he knows about into the nearest epic. He spends a long time exploring how this model will scroll this way and that player the other-wise a 3-D pink planet pock-marked with craters boils under the craft. If he can peek off the screen it saw into the finished game — the folks back home will be very happy. . . .

The next big hurdle for the programmer is getting it into the IBM's memory. Each screen has to be compressed from 128 into 2K. Csizsar writes on the Commodore,

writing preliminary screens on a Koolplot. He has developed his own method of programming which will translate easily to other machines. "I'd rather write on a mainframe and download — but the cost is too great for Microstate. "A very small company," he adds ruefully.

Unlike Navarade which has state support, Caesar is one of the first Hungarians to stick his neck out as an entrepreneur. He is anxious about being so distant from the market in which he competes. "You don't see this kind of thing anywhere else here," says Robert Stein, Andrius MD. Microstate consists of a hand case who recruit professionals according to the job in hand. "We work in a closed area — it's not like the open-ended environment of the West." Handling a group of experts for one job can be a

tricky business. "Without a good atmosphere — the whole team will collapse. It is best to finish a project quickly. That way everyone sees the fruits of their labor and it is happy."

"At the beginning — we knew that everything we did had already been done in the West. The aim of Andrius was to bridge the gap — to depart from the usual arcade style game and to create the adventure. Hopefully we've crossed the border and are neck-and-neck with Western programmers."

Before he started Microstate, Csizsar was an employee in a large engineering firm. "I had many ideas but didn't know how to implement them." Then Navarade put out a request for storyboards. Csizsar sent seven. Great Hunt was accepted as a leading title. Navarade informed Csizsar

that a professional programmer was about to transform Caesar's ideas into a real game. Csizsar started into Navarade's office on Bencur Street. "No one makes my games but me," said Csizsar, and waited out with a Cold water for an hour. Three weeks later, Navarade had the finished game. It was the first time Csizsar had ever played eyes on the machine.

"Great Hunt" sold in Germany, and Csizsar went on to write Coloco Soccer, which bombed along with Coloco's US operations.

"Caesar is brilliant," says Barry Gabor of Navarade. "It's lucky to have the opportunity to realize his talent."

Providing someone with Csizsar's work in progress — we should see it within the next month. Meanwhile his thoughts are turning to the next game. "I'm dreaming of an colossal fair sea using flying carpets and lots of magic," says Csizsar, but in space as usual. (See Csizsar who are about to play . . .

MAGYARS, MICROS AND MUSIC

ANDRIUS SZALAY is a talented technician who can turn his nimble digits to almost anything. Trained as musician, physicist and electrical engineer, he switched from soldering iron to keyboard three years ago. "My big regret is that I wasn't born three years later. I wouldn't have wasted time fiddling around with electronics — I'd have grown up with computers."

Fiddling has led Andrius to great things. He has teamed up with Hungary's most popular band, Andrius spent a year developing an audio processor, based on the Z801 with 54K expansion. "The Simulator" has all the capabilities of a flight bar stereophonic sound. But at one hundredth of the price — who's complaining?

Any sound can be recorded through the microphone into the 81's memory and reproduced in any pitch via the synthesizer keyboard. Andrius has a still expanding range of software that includes a drum machine, compressor and dual transistor. You can arrange and orchestrate string or symphony and then print it in perfect musical score. Or devise jazzy tunings for a rainy day and save the whole onto tape like blues piano.

Beating up a disc drive proved problematic, but there's a fast loader which takes less than two minutes. The whole gizmo is of studio quality and is already being taken out by press. MUSIC 81 is quite a coup for the brainwork of just one man — especially as it undercuts everything on the market.

"The only problem I've had has been importing basic components — like integrated circuits. It takes forever to obtain licenses from West Germans."

Meanwhile, Andrius' baby is cutting its teeth in the studio with rock band Omega. Andrius also goes on stage with the band, where the MUSIC 81 holds 80% of the gig on a cork. Has he ever encountered any problems? "Just once. The only time I didn't bring batteries to back up the power supply — the juice ran off half way through the gig. I kept thousands waiting whilst I reloaded." Ah well, the harder they come. . . .

WELL HUNGARIAN

James Coloco and Tamas Miklos are members of the band Omega, Hungarian equivalent to The Stones — Omega's popularity peaked in 1980, when they became the only rock of Western European parents, 28 years on — it's now the parents who pack the venues — which cover Austria, Switzerland and Germany.

"We never thought much of punk," says Tamas. Omega have veered towards electronic music, and have incorporated Andrius' 8081 based wonder widget into the lineup. "The Simulator allowed us to make acoustic sounds through a machine."

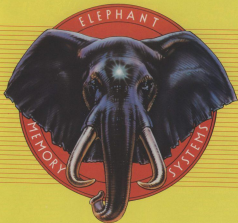
"We like this."



Omega Band — Tamas Miklos & James Coloco

AND Kudos Federal thanks to Robert Stein, Barry Gabor, Kris Dörmö and all who helped make this feature possible.

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UK GOLD

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"Who" (we asked ourselves) "knows more about games, game writing and computers than anybody else in the Known Universe", "Easy" (we told ourselves), "the guys who write the hits. In person. All at once." So we sent for TONY TAROUSHI, he got on the case, and on a day in December four of the Best came south, to BHQ. Without further ado, therefore, we present . . .

First, how do you see the software scene developing over the coming year? This year we've had smooth-scroll, shoot-em-up and Direction syndromes. Do you see these continuing or a new breed of game emerging?

Matthew Senko: I think we're going to reach saturation point late next year, although there are still going to be new game styles.

Do you think the industry is going to collapse?

Andy Walker: The industry is going towards people with a bit of financial backing. You can wish that as an "artist" you can write games and reach your public, but it's not like that anymore.

Professionalism or plain commercialism?

AW: Oh, I think it's a bit of both and it's evil. Will this affect individual talent?

AW: No, but it won't help 'em.

Do you think entertainment software will continue to be called "games"? Instead, is "gamez" any longer an accurate word to define what you're all producing?

MS: There are games which are simulations and games which are problems. Monopoly is a simulation and yet it can still be called a game.

Everybody here has been writing styles — and you're leaders in your field — does this inflation cause you problems?

MS: I'm not bothered by it because it doesn't bother me. I've found that I'm expected to have opinions on topics that I haven't really considered. I'm just a programmer who has ideas. I'm not bothered by people copying the ideas. I usually see it as a compliment. **Have you taken ideas from other programmers?**

MS: Yes!

So presumably there is a brotherly love camaraderie of someone producing original

ideas?

AW: I honestly don't think you can say that. It's like trying to say who invented the greatest song. Everybody might know the notes but they use them differently.

Tony Crawford: I know a lot of people who would call Mark Miller a copy of Miller 2049'er. But how do you know the guy who wrote that didn't get his ideas from someone else?

MS: I did get inspiration from Miller 2049'er!

Tony, how did you visualize Loco as a game? Was it to be an original concept?

TC: No, Loco was a copy of an arcade game I saw in Spain. One of the other games, Sunset Express, was meant to be a reworked version of Loco.

MS: We don't really know enough about the machines and what can be done to plan the games out.

Do you think the popular music — Spectrum/48K/80

SOFTWARES



— have reached the limits of their development?

MS: Yes! People are finding technical limits, especially on the Spectrum, although the 64 has more potential left unused.

AW: It's getting to sound like technical ability is the start and end of it. At the end of the day it's good game... a good game.

Have you found that the kind of pressure you get from the public and computer press — to add more screens and complex graphics play — is one you feel and respond to?

TC: I measure myself, and so a large degree it depends on the type of game released as to its form and complexity.

What do you see as the most important part of your games? Do you think about how it will look or how it will feel?

MS: A mix of both.

Three of you work as individuals but you, Acady, work completely differently.



TONY CHAPMAN works alone on his own. One of his titles, *Blade Runner*, was a huge success and earned him a £100,000 advance for his next game, *Blade Runner 2*.



MATT HINES can't remember when he first got into computers. He's been working on the *Blade Runner* franchise since he was 12.



JEFF MINTER has been doing it for years. He's been a professional programmer since he was 16. He's worked on the *Blade Runner* franchise since he was 12.



ANDY MACLEAN has been doing it for years. He's been a professional programmer since he was 16. He's worked on the *Blade Runner* franchise since he was 12.

because of it.

AW: Is the fact that Jar Jar Hiss has been copied in a school playground a bad thing? Copying and word-of-mouth can do so much good as damage.

Is there anything that will stop piracy?

MS: The only thing that will stop it is when it's socially unacceptable, when kids don't want to pirate because they don't want to hurt the company.

JM: I hate commercials.

... for people who don't know what they're buying to buy the top 30.

JM: That's their loss — not mine!

AW: That is your loss!

JM: Well, it is my loss indirectly — but if people are that stupid about buying software then I don't care if they don't buy mine. When I'm designing software I really design it for the people who know my style; if the others don't want to buy it then too bad.

"Oh well, you've got eight full page adverts in this magazine. Right, so we'll buy that instead of buying somebody else's games."

JM: For example, *Beats* now will say, "Are we going to take your new game or not? Well, what's your ad spend for this game?"

JM: That's it. That's all they care about.

TC: They're doing that with us.

JM: I hate distributors. They're evil, EVIL!

E SUPERSTARS

As part of a team.

AW: All I ever really wanted to do was write code, but then get the time to write and complete them myself. Tasking games are team efforts; someone can do the graphics while someone else can do the sound, and so on. The team leader happens to be me; there's no one guy who has all the credits, so whoever's taking good ideas at the time has the floor to further develop it with contributions from the others. Would you say that generally the young programmers are treated well by software companies?

MS: Usually he's not treated well because everybody wants to get as much as possible out of him.

What about piracy?

Jeff Minter: I hate copying. Don't do the any harm at all. It's the commercial pirates who are doing the real damage.

TC: There isn't any person here who hasn't pirated software — I do it and I don't believe software houses suffer

Do you think of yourself as a pirate, Jeff?

JM: I'm very pirate. I design software and I don't like the commercial side.

But you bank the money!

JM: Yes, but I couldn't be happy if I didn't do that. I don't mind if people hate about my games from reviews but not from hype. Hype is just masses and masses of colour page ads saying "this is a fantastic game", or big pictures of cassette boxes. I love it all!

MS: If cassette boxes help sell them, OK.

JM: I don't sell cassette boxes, I sell cartridges. I dislike cumulative ads — think that way "this is the best game ever", or "it surpasses such-and-such". They are the absolute pits. Another thing that deserves to be shot with 883 bullets. Churns are to be ignored and despised. Whether you're top or bottom doesn't mean a thing.

AW: The problem with churns is that it's very, very

AW: There are plenty of new computer owners out there, and the new owners from the Christmas period who have never bought a game before. So what do they do? They go into *Beats*. And what do *Beats* buy? The churns. There's lots of good software that never sells.

JM: The thing is, if they ever get deeply enough into computers then they'll get to know what's good and what's bad anyway.

MS: They won't find out themselves, they'll find out basically by listening to other people and checking charts.

JM: If somebody takes notice of charts then that's probably not suitable to play my games.

AW: I think you're a little too sharp. They would enjoy your games given the chance, and that's a shame. That's people you ought to reach.

JM: What do I do? I'm not going to pay £3000 to get it in the shops or whatever. The distributors look, they say,

AW: Their days are numbered, because for the first time ever everybody's coming to feel the same — they're all — and we're not the only businesses to suffer. Distributors are now deciding what will sell. If it's not on that shelf it doesn't stand a chance.

MS: Well, with respect, distributors should be taking over the game.

AW: It's not right, though, is it?

MS: It's right for the people using them.

JM: It is right to look into full-page adverts!

MS: Distributors are shifting people around in their own advantage. Is what way?

MS: They're only interested in their own profits and the product they're selling. So there's an awful lot of really bad programs on sale.

So what's the answer?

MS: (Sighs) Laugh!

MS: The way it worked for years was that the

CONTINUED OVER PAGE

programmes duplicated and sold direct to the public.

That's when it was fun and nobody got ahead.

Let's diversify a little and discuss the new micros and see how you view them. What about MSX? Microsoft?

MS: I would have been good five years ago.

Is there any substance to the theory that MSX is not intended to succeed and they're trying to soften us up for MSXC?

MS: It's a poor attempt to make it on the market. I don't see a thing possibly because they must have already sold enough now to justify its development costs — which were practically nil.

AW: I don't think they've sold enough to justify its existence. They came along in the summer with huge promises and were planning to take ten per cent of the UK market by Christmas. Microsoft of the way?

MS: I don't believe it's a grand scheme for MSXC. People who subscribe to that nonsense believe MSXC will fail, and the age-old belief that the Japanese cannot fail is false. They have failed in the UK, and are doing it again.

OVERPRICED MSX

TC: I think it's like video. The video came out and loads of companies were to develop it and they got themselves a name — and that's what they're trying to do with computers.

JM: Basically MSX is overpriced. It's quite a flexible system but it's not up to today's standards, really. If it was down to £150 it would be a good entry level system. The price is not realistic.

How many people have been planning to target MSX? And, if so, are you doing it defensively or in the time belief it will succeed?

MS: Yes we at Software Progress are releasing for MSX, but they will be conversions. We don't have plans to release new titles for the system. Do you think there's any future in MSXC, which is said to be a 68000 chip and 128K basic RAM?

MS: There had to be an MSXC, but I don't really see

which direction Microsoft will go when it comes down to the GZ.

AW: Why shouldn't it be that they plan just get it wrong?

We have heard that MSX machines are not as compatible as they are said to be.

TC: It's the extra facilities on each company's micro that are



THE VENUE: MSX K editor's long hours often invited opposition to Minner's Afghan coat, the meeting room to order.

causing the problems. If you write software that uses those extra it won't run.

MS: I don't like the machine at all and I can't stand the Spectrum!

As you have written two best seller Spectrum games was it a major effort to do so?

MS: Not really. Although the second one was written to be partly a "Best Selling Game".

JM: A horrible article! Did you consciously force yourself to learn Z80 code?

MS: No, I was very fond of the Spectrum to begin with because it was similar to my eight-year-old machine with some form of colour, graphics and sound.

How about other new micros? The GZ, for example?

MS: It's a nice machine and there's no other way you could have a machine with two drives, as in that respect the GZ is good.

Do you think it will sell, though?

MS: Yes, it's too late.

TC: I've never seen one! **JM:** Don't worry about it. The GZ was a good idea — to have a nice, cheap 16-bit

micro, but they ran it down from 16 bits for a start and they gave it relatively poor microchips. If it had been released at the right time with the right software it would have been OK, but it was pushed too early and it didn't deliver enough to carry it to big sales.

Is anyone here planning to write for the GZ?

MS: Maybe a conversion, but it's the microchips that

frustrate and unhooked down. I haven't spoken to a shop keeper yet who has actually sold one!

MS: It's the software that makes the machine and the GZ could have found a place like the BBC.

AW: The BBC is special. It covers the three major legs. Is there any way of saving the GZ? You all seem to agree that there are bits of the GZ worth saving.

AW: I don't think there's anything worth salvaging.

MS: Yes, there is!

If you were Sinclair you'd do it, wouldn't you?

MS: Sinclair could save it.

Have?

MS: They've got to have 3 1/2" drives and it's got to have Microsoft type software.

How about the Enterprise?

MS: I really, really liked that machine when it was announced.

JM: So did I!

MS: And I really liked the Atom at that time — and now, two years later, I still really like the Atom!

AW: I was originally disappointed with the lack of hardware options. They seem to be all the trouble of developing their own video chip and



SMITH: "I don't like MSX at all. I can't stand the Spectrum". Shush! Shush!

stopped it being popular, and the lack of software.

AW: I believe it's failed already.

Why do you think it's failed?

AW: There just hasn't been the software for it. The Pascal software just isn't enough and it doesn't go far enough — it's just not on. It's not a games machine either. Most of the programmes I've spoken to have had four GZ's delivered, three of which have been

shipped off the are most important selling factor. The GZ sold slowly because of its video and SID chips. The Enterprise is too late, its good and looks remarkably like decisions. I can't think of anything more useful or relevant — they're like a 1981 architect's nightmare. The Human Point of Comparison?

AW: Yes! I've not too sure who's winning for it but I

definitely won't be.

TC: I'm the same as Andy.
JM: I would get Psycholude on a license. It's got superb mouse handling, but for other games I wouldn't bother. It has a potential to be an excellent games machine if it hasn't been for the missing sprite.

MS: Two years ago sprite wasn't a big problem.

JM: Two years ago I would have said "Get it", despite the sprite; but it just didn't arrive at time. When I went to the launch at the Hippodrome, I just didn't expect it enough to think, "Wow", whereas a year ago I did think "Wow".
What are your views on the Amstrad?

MS: I was quite impressed with what I saw. It's the quality of the machine that's its selling point.

TC: It's a nice machine and I'm not too sure just how well it will sell, although I do feel it should do well.

JM: I think it's got a lot of Movers Appeal. Movers will go into shops, see the package — which includes a monitor so it doesn't take up the TV — and BASIC and all that, so I think it's got bought for a lot of the one users by introducing

What's the view of the Commodore 16?

JM: Again, it's convert a couple of games for it. It's like the colour and it may do some colour-based games. It really is a good entry level package.

MS: I wouldn't touch it with a barge pole.
Why?

MS: Because Commodore want me to, and I don't want them to do it again, they've done it two times already with

ZX16 memory. It's like programming a 68 — you go to the register map and it's just the same, even though it's not as flexible with sound and sprites. I wasn't sure particularly for the Plus Four because it's not an interrupt-driven machine and it's getting a bit expensive.

MS: I don't know that much about it.

AM: It looks reasonable but I'm not convinced it will

because of the way it's processed.

AM: Takkar doesn't have any plans to create software for the Mac, although it's a thoroughly reliable machine. But it may be desirable because of the screen display. I've not actually been out to I can't really say anything about its facility for games. The screen display will be seeing on other machines this year — you will see that United of Forces (John Garm) makes an attempt at other machines. It's bound to happen because it's so nice. The single drive is the only point against it. It's a single drive, small-module machine, and real systems needs more than one drive. If a competitor arrives with a similar machine with more backup than Apple could have the target taken from underneath them.

TC: I haven't seen the machine but from what I've heard it's the machine of the future. I'm not planning to get one so it's pretty much up to the air.

MS: I believe it's a compromise on what they wanted to do with the line.

Do you see a time when 16-bit games will be selling for £100?

JM: £100 for a game? You've got to be crazy!

Does anybody plan to write for the 8080 or 8088? Are you challenged by megachips like that?

JM: I'm definitely not chip chaser. The thought of those chips with all those instructions and speed makes me shiver!

MS: The current 8-bit micro do have their limits, but people ignore them and keep stretching more out of the machines.

AM: The next generation could well break barriers and start the first real interactive style of game.

Thank you all very much.



WARRIOR: "The Amstrad is the only fully completed machine. The PCB inside is a masterpiece."



WARRIOR, TYLER, CROFTON and BREND give views of coffee machine going down with arrangements and strategy.

or Daddys.

AM: The Amstrad is the only machine to arrive fully completed. The PCB inside is a masterpiece, no bits of wire around. The D/S is well sorted and its future looks good.

Which of you have or will be writing for it?

MS: We have.

JM: I will be doing some conversions for it but nothing special.

VCs and 64's.

AM: I haven't really given it much thought. I'll wait and see how it develops.

TC: I like the machine even though there's no sprite. It's got the straightforward and colours.

How about the Plus Four?

JM: It's nice because you can simulate games with the

THE TEAM: one consensus was that Commodore are "rill" and through the market.

success yet, even though it may be selling well. I cannot believe that somebody at Commodore said, "let's ditch the 800 and VC chips and produce a new machine". The spirit and sound are the two biggest selling points of most software.

Now for one of the hottest things around — the Masterdisk!

JM: I love the Macintosh because it's so nice to use. My only problems are that it doesn't have enough memory and only one disc drive. If enough are sold that I'll look to do something on it.

MS: I don't think it can be classed as a home computer



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MSX GAMES A FIRST LOOK

MSX MACHINES have been in the shops for a few months now, and we all know that in terms of units shipped the MSX phenomenon hasn't quite been the mega-invasion that many people (pro and avil) billed it as being. But a fair number have been sold, so what of the software?

Well game frankly there isn't a lot. Software houses don't seem to have warmed to the famed MSX "computer first system" approach, and to date there's been no conversions from the enormous range of Spectrum 286-based programs, barring *Masterblaster*, which Software Projects have converted to run on everything I'm expecting to see it on the Jupiter 486 any day now). None of the British 8881 software houses have shown a real interest, but maybe this won't last. In the meantime, there are a few bits and bobs around — if you look for them.

Apart from the limited choice, I wasn't thrilled to bits by the quality and tone of MSX software. It all seems rather enough, but there isn't a lot of imagination on show, and particularly in the case of Konami's cartridges, there's definitely a feeling of cuteness about most of the offerings I've seen. *Uncle Walt* would be proud — cute kids, cute penguins, cute insects, cute mice, cute planes with cute stubby little wings ... right! Not completely in my taste, but presumably the makers are intent on the under-12s market. It makes me thankful for all these pretty little beasts, babies and Babarons who parade regularly across Spectrum screens.

KONAMI

Konami are a Japanese arcade company, and their cartridges show all the expected vice and virtue. On

Fin Fahey looks at all that is best and worst in MSX software



Oh Mummy!
Format: Cassette
From: Bubble Bus
Price: £3.95
Overall: KK

the plus side, it's all very thorough, not the most intense of bugs or even a barnacle in the music. On the negative side, it exudes the aforementioned cuteness, particularly *Athletic Land*, a *Pitfall* variant which was originally marketed as *Child Park* in Japan. The game involves getting an itchy chattering and engagingly misused little spring through a series of obstacles, swinging on vines over ponds, jumping from one trampoline or block to another, dodging dandelion seeds and so forth. Me, I kept wanting to dump him in it.

Mind you, I'm not saying it isn't a very playable game. The graphics are very elegant, the tune doesn't drive you mad, and you do get steadily better at playing — the first stages are very easy. I preferred Konami's *Antarctic Adventure*, though. This is structurally similar to *Pitfall*, but instead of a car you control an appealing little penguin.



Hustler
Format: Cassette
From: Eclipse Software
Price: £3.95
Overall: K

The game opens with a map showing a route around the Antarctic continent, between the different national bases. Thankfully there is no mention of the Falklands, all the hazards being distinctly non-political. Each frame is a route between two neighbouring bases which you have to complete within a time limit in order to get to the next. You manoeuvre the penguin from left to right dodging enemies and pits. The latter are very dodgy — from time to time a walrus may appear and running into him slows you down a lot. You can also vary speed which can be essential on the narrow bits. Good graphics, and once again a game you can see instantly. Unlike the preceding two, *Monkey Academy* isn't designed to appeal in any way to adults. It's a professional-edges game with educational intent. This time though, the age is the hero. You are given a simple sum on the top line of

the screen, and you have to find the missing digit by searching through the hanging screens on the various ledges. A villainous crab attempts to stop you but still continues to look out! and you prevent this by bouncing fruit off its head. Once you've got the number you pass it to your girlfriend monkey — not class system — and off to the next frame. I've no idea how the game looks to six-year olds, but I really don't think it is a game — and I still can't add up in my head.

MIRRORSOFT

I get the impression that in Japan games software is seen as something for kids only. It was with some relief that I turned to Mirrorsoft's 287 *High Simulator*, written by Salamander Software. This is not a dashing fighter — you can't throw a 737 through an intermediate too easily, but it's unfussy and a good introduction to the genre. Don't expect a real-time 3D graphic display through the cockpit window in *Avatar*. 237 is more of a take-off/landing simulator, but it's quite impressive if you're interested



737 Flight Simulator
Format: Cassette
From: Mirrorsoft
Price: £3.95
Overall: KK

From
From
Price
Price
Over

in landing commercial airliners. Well, I'm not really . . . but I quite enjoyed the program nonetheless. I have a suspicion that it could get pretty dull after the fourth routine flight through.

BUBBLE BUS

Another conversion from the Spectrum is Bubble Bus Mummy. This is simply good old bar-pool, but with only six balls — a bit too simple I thought. But it's a very solid program, and gives you lots of options. You can play one of two player games, like the balls in strict order, play with each ball assigned to your pocket, or simply down the ball any old way. Cue control is achieved by moving a little cross-hair around the screen using the joystick and pressing fire when the strength gauge is in the right level — it moves up and down continuously, a method which I wasn't too happy with. Drill, Bubble Bus have impressed on the Spectrum version by allowing you to play, but it's a game plucky.

We return to realism with Kuma's Fire Rescue. This is yet another ledge game in which you must rescue a lot of screaming little Monkey-type mice from a blazing house — just take them to the edge and drop them off. Unfortunately you have to dodge the fire as well and there's deep burning holes in the floor which also must be dodged. Extinguishers help, but these are hard to get at. It all becomes very boring



Antarctic Adventure
Format: ROM
From: Konami
Price: £17.95
Overall: KX



Adventure Land
Format: ROM
From: Konami
Price: £17.95
Overall: KX



Monkey Academy
Format: Cartridge
From: Konami
Price: £17.95
Overall: K

very quickly, and I was particularly annoyed by the lengthy gap between frames.

I preferred Driller Tanks, another Kuma product. This is really another ledge game except a little ground. The scenario involves some rather ugly creatures which for some peculiar reason are called Mammus and Starks in the program, but on the stove become Hacterians and Haderians. These fire-breathing monstrosities seem hell-bent on busting up a replica of the Taj Mahal. They can be stopped by freezing, followed by crushing, but you may have to do a lot of tunnelling to get to the right position. It isn't all that wonderful, but it has a certain weird appeal.

Which is more than I can say for Dog Fighter. Not a flight simulator, this is a rather lack-lustre shoot-em-up in which you in your little plane (which is of course cute . . .) have to shoot down one or two other little planes from an enemy carrier. A little space is added

to the road to match subtitles, but really I've had more fun clearing out the carrier.

Kuma seem to be really banking on MSX — their fourth package is SuperChess, altogether a sterner product than the others. Without any other MSX chess packages to compare with, all one can say is that it seems to play reasonably well at master-level, and the screen display's pretty readable, although the knight's a funny shape and the board is coloured yellow/green. There are several play levels, the easiest taking an average 3 seconds over a move and the hardest 12 hours. Definitely not cute.

ECLIPSE

Less cute than camp is Eclipse Software's Oh Mummy! This is a Painter's Amulet variant. You are an Egyptologist, scurrying around rather desperately between a whole lot of Pharaoh's tombs. As you surround a particular tomb

with your footstep, the contents appear, and they may be either treasure or a dreaded guardian mummy. You have to get hold of both the key and the king's sarcophagus to get to the next frame, but unfortunately a bunch of rather top-looking mummies keep harassing you. This touch is death and so forth, but mostly they just waste their time in the air. In fact the game is very easily learnt, and once you've got the playing techniques you can go on for ever or until the Curse of Sleep claims you anyway. Soooorrry.

ELECTRIC

A final note of courtesy comes in with Electric Software's Shut Off? You play Boris the Bee, and the deceptively simple idea is to run around the circuitry grid, avoiding any fruit lying around, 4 to Pac-Man. Unfortunately with each bit you pick up a lot of spider-appears and soon the whole screen is cluttered up. Hit the web or the screen edges and you fall to the ground stunned, whereupon the spider eats you. Well life's like that sometimes, it's a pleasure enough little thing, just not enough to it really.

So there it is . . . Sadly, the only software in this bunch I can recommend in any way are the Economic cartridges, expensive as these are, plus Muttler and SuperChess, and just possibly Microsoft's Spectrum. It's early days yet of course and MSX programs can only increase in quality and quantity. The only question is how much . . .



Buzz Off!
Format: Cassette
From: Electric Software
Price: £9.95
Overall: K



SuperChess
Format: Cassette
From: Kuma
Price: £9.95
Overall: KX



Driller Tanks
Format: Cassette
From: Kuma
Price: £9.95
Overall: K



Dog Fighter
Format: Cassette
From: Kuma
Price: £9.95
Overall: K



Fire Rescue
Format: Cassette
From: Kuma
Price: £9.95
Overall: K

FIN FAHEY, bored to the back teeth with Commodore BASIC, eyeballs some alternatives and additions to that old minimalist ROM and finds that the quantity fails to match the quality.

Souping Up The C4

One of the first things that most users note Commodore 64 users must be the plights of its BASIC interpreter.

In theory the machine is an incredibly versatile piece of hardware, with a powerful, the CPU, capable to be supported for a wide set, (powerful and attractive) sports and it has graphics capabilities. In fact, however, none of the advanced features are supported by the included BASIC, so many users simply throw up their hands in dismay and give up on the machine.

Which is a great pity, because there are steps around the problem. Numerous pieces of system software are available which under the fill a far more use friendly proposition. For some strange reason Commodore system software suppliers are shy (creative, however), and very rarely provide an entire set of the goodies available, are just not being released. By contrast, the Spectrum is particularly well supplied, largely due to Sinclair's policy of promoting system software.

So when I'm saying it . . . if I've left anyone out in this brief kibble, as sorry I have, then I'm sorry, but might I suggest that you re-examine your media profile?

The first thing that comes to mind when faced with the format of CBM BASIC, is to add a BASIC extension which will simply extend the range of commands. The most well-known of these is Smart's

BASIC, which is marketed by Commodore themselves. This adds a fair number of commands to the BASIC, and allows some high resolution graphics, and some sprite manipulation. These are known to be some bugs in it however.

Mathews House are also in on the act with their sky-sounding ACOS+. This stands for Advanced Command Operating System, and extends the range of I/O commands to allow you to set up BIOS-like at the start of your sessions, and manipulate cassette files much like disks. Considering the price like some of Commodore Docs, there isn't an awful lot of difference.

ACOS+ also adds a range of generally useful commands including the cursor following. Now, even addition allows the use of interrupt-driven commands, an advanced feature this, since it enables graphic movement to continue irrespective of what's happening in the program. The graphics features are very simple oriented, and sprite patterns can be defined easily on an integer driven basis, while individual sprites can be defined as being the origin on a flying object, with appropriate properties.

Smart routinely can be interrupt driven. This means that you can work on board definitions in a "background" file. This forms a base to the BIOS chip, and the sounds you're defined are executed one to one totally irrespective of what the rest of the program is doing. The

actual commands include control over the analogs, volumes, resolution, and filter settings. AOSL's tests run in 36 new commands, altogether and a quiz really is well documented.

The Ingress Data includes games called JOAN to demonstrate AOSL's features, but it really is too simple-minded to be a real good idea. It's worth looking at though to get an idea of how to use the system.

Not to wait explained is TURNED from Alan Software, but this adds some 45 new commands to BASIC. The revised commands, however, aren't really as powerful than the AOSL's set, so assembly may not be a good idea. This package does include a number of helpful special commands, such as a block delete, a number, and an END command for restoring programs you're inadvertently deleted. The graphics commands are so straightforward, however, and don't lose the logic of AOSL's.

Another way round the BASIC bottleneck is to write in machine code. If you can retain the learning curve, the only reason why to do this is using an Assembler.

Assembly language is a much more readable form of machine code, although it's still more opaque than BASIC. It's simply worth learning it on the Commodore, since the 68000 chip is coming, and the 68000 chip is coming in a CEM version of the ubiquitous 6802 chip. This fits in at the same of Alan Corp., the BBC and Electron, the Amos and the venerable Apple II, so knowledge in this area will get you a lot of mileage.

Digital Computing do a more than adequate 2705 64 assembler-instructor. I've used this a great deal and it's fine for professional applications, tested but I really tend to get my hands on the old version. Best 64

shows a full set of labels, meaning that you don't have to keep working out where to insert the machine code is located. You simply put a label on the instruction, and this can be used as a tag for branch and jump commands, the assembly equivalent of BASIC GOTO, or JG, the equivalent of GOSUB.

The assembler has an associated monitor, which allows you to examine and change memory easily, using the monitor to test your assembled routines is a piece of cake. The monitor sits in the 4K of memory between the 64510 and 64610 ROM, and it pages the assembler in and out of the 64510 RAM area. In this way, most of the user space is retained, and you can generate quite large assemblies some time, which is where 64510 programs would normally.

COMPLETE MIC TUTOR

But maybe you don't know 6802 machine code in the first place (don't), in which case you might find a tutorial program useful. New Generation is a fairly complete tutorial program that covers in more detail and describes the actual 6802 command set and architecture, unlike many such products which seem a really imaginary chip for you to learn about. THE COMPLEXY MACHINE CODE TUTOR takes you through a series of short lessons, in between which you get to enter 6802 code and watch the effect it has on the registers and memory when executed.

And of course you may not want to go to all the trouble of learning an entirely new language, and I can't really blame you. In which case a compiler is what you want.

Complex convert is BASIC program to machine code to sort go, rather than the normal slow-line-by-line interpretation. The resulting 'object' file will execute very fast, though not as fast as custom-written machine code, compiled code being very dense.

The DTI JETPACK COMPILER offers a speed improvement of 30 to 500 times. It also gives you a speed saving of up to 50%. This is one of these programs that on the disc version requires a hardware 'dongle' sticking on the back of the machine, crucial on a classroom. Programs compiled with the DTI. Package can be sold commercially with no copyright problems.

If you simply want simple to create software, you'll find Commander M, 64510 now converted THE 68020 for the 64 and converted it. Address, address. This has proven good enough to create commercial adventures on the Spectrum. (See also DORRDAYLAI, this issue.)

Microsoft's GAMES CREATOR attempts to do for those games what The Quake does for adventures. I think, it succeeds fairly well, and the simplicity of its layout is welcome, for me, but being a lot of 'novelty' games have become, by stuffing a few basic elements you can produce what looks like an entirely new game. The Games Creator may convert more things I can think of. Design the background scenery, add a few sprites as needed, decide what you feel a game to look like, set in music and effects, it's all there.

Disadvantages are that you can't create multi-screen games, of the 64510 68010 type, and there's a lot of 'novelty' games. You can design an adequate 68020 with the game, but it's a little underpowered for those games. I loved it

nonetheless, as it enables you to design good games really quickly. Perhaps COMMANDER JETPACK will become a reality after all.

Now from Microsoft is another similar product, GOSPRINT. This is a sophisticated sprite designer, but the most original of uses, but useful nonetheless. It not only allows you to set up and edit sprites, but you can put them together to run animation sequences.

ALTERNATIVE TO BASIC

Last but not least in the question of alternative high level languages is BASIC. There of course have the disadvantages that, unlike assemblers, you can't put the programs you set up with them independent of the host package, so commercial development is inhibited. I looked at Commander's own AOSL. This is a nice version of what it is very much a learner's language, logic is very practical oriented and encourages you to develop procedures interactively with the files screen. Programs consist of a series of procedure definitions, which means that you work by writing your own commands, which you can then recombine to give other commands and so on.

The Commodore version seemed pretty fast, and it accompanied by an impressively fast, highly readable, but nonetheless slightly manual.

Overall, it seems odd that a machine like the 64, with such spare gas in its BASIC and operating system, is so it turned by system software companies, but perhaps they use some strange new method of marketing...

Tosca/ty



Games Creator—a woolly rock?



Turning turtles with Logic.



Games Creator—behind the scenes.



Half games made simple with AOSL.

Simon's BASIC
from Commander
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from Melbourne House
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from Alan Software
Price:

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from Crystal Computing
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The Complete Machine Code
Tutor
from New Generation
Software
Price: 14.95

Commodore M Jetpack
Compiler
from DTI
Price: 24.95 (Commodore)
29.95 (Disc)

Games Creator
from Microsoft
Price: 21.95 (Commodore)
29.95 (Disc)

AdventureWriter
from CodeWriter Ltd.
Price: 24.95 (Disc)

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from Microsoft
Price: 23.95 (Commodore)
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from Commander
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tír na nóg

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button allows you to clear a program from your computer's memory without disconnecting the power supply.

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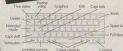
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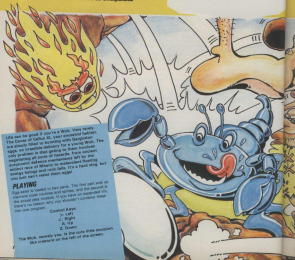


LIST 1

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90	PORE
100	PORE, A
110	PORE
120	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
130	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
140	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
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390	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
400	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
410	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
420	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
430	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
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480	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
490	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205
500	PORE, A, 197, 198, 199, 200, 201, 202, 203, 204, 205

gg aler

from Martin Holland for Vic-20 Unexpanded



Life can be good if you're a Wuk. Very good. The Caves of Cullin K. your ancestral habitat, are always filled (or burning) with Wuggies. The eggs, an irresistible delicacy for a young Wuk. The only problem is that getting to them involves negotiating all sorts of hazards. From volcanic eruptions and toxic mushrooms left by the ancestors' defiance mechanisms left by the volcanic ash of failure to unrelenting floating energy beams and rock falls. It's a hard slog, but you just can't resist them eggs!

PLAYING

ggaler is played in two parts. The first part sets up multiple color courses and areas, and the second is the actual play mode. If you have an expanded VIC, there's no reason why you shouldn't combine these two into one program.

Control Keys:
 L Left
 C Right
 U Up
 D Down

The Wuk, namely you, is the cute little creature. His movement on the left of the screen.

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ROGER WADE WALKER

EGG EATER CONTINUED FROM PAGE 49

```

450 0FPOEK,0=0C4PEEK,1=1=00R=00R=00R=
00R=0THE0021000
460 P0K0H,0=0C1P0K0H=0C,1
470 0F0B=0THE0P0K07906,32:P0K07906,32:0B
40B+1
475 0F0B=0THE0P0K0B047,32:0B=0B+1
480 0F0B=0B0D0=0011THE0P0K03,0:P0K052,0
0P0K05,0:0C=0C=0P0L1L1=1:0G0T060
490 P0K052,0
500 P0K05,32
510 0F0=00201THE0=770F
520 0=0+03
530 P0K0A,15=0C:P0K0H=0C,1
540 0F0=0H0001000
550 0F0=7777THE0=0:0=02:P0K0C,0=P0K0C=0
0,1
560 0F0=0019THE0=02:0=03:P0K0C,32
570 P0K0C,0:P0K0C=00,1:0=0+0
580 P0K0C,9=0C:P0K0C=0C,1
590 0F0=0THE000
600 0F0=0017000C=01THE0P0K05,32:0=000:0
0=0
610 0F0=0THE000
620 P0K060R0,10
630 0F0=7773THE0=02
640 0F0=000THE0=02
650 P0K0F,32:P=0+1
660 P0K0F,13=0C:P0K0F=0C,1
670 0F0=0THE000

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700 Y=0+1
710 0F0=24THE0=1
720 P0K05,200+21Y:P0K052,200+21Y:P0K0
02,200+21Y:00T0000
1000 P0K01,0:P0K052,0:P0K053,0:P0K03607
0,15:P0K01=1000
1010 P0R0=111012:P0K036077,230+T:P0K0H,0
:P0K036079,0=1
1020 P0R0=11000:0ERTZ,0,7
1030 P0K036077,0:0L:0L-1
1000 0F0,110THE00
1090 PRINT" "
1100 0F0C=01THE0=0C
1110 PRINT"....."
1120 PRINT"....."
1130 PRINT"....."
1140 PRINT"....."
1150 PRINT"....."
1160 PRINT"....."
1170 0=0 V 0=000 0=0
1180 0=0=0=0=0R0D0T0(00,14):0=0=0=0=0L0T0(
00,11)
1190 PRINT"....."
1200 P0R0=110100:0ERTZ:0G0T0100
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0
2010 0=0=09,09,10,1,1,7,10,02,19,19,02,2
0

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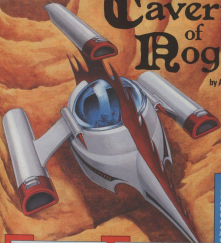
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The Caverns of Rogard

by Alexander R. Munro
for Dragon 32



Rogard 32 — a no-hope planet in a no-hope system. No reason for man or beast to ever drop in for tea and cookies. But, me, I always get the dirty jobs. Seems some green kids on a planetary research crew've got themselves stranded and like any bunch of scared rabbits they've gone to earth in a cave system. So the boss says get them out. There's gotta be an easier way to scrape a living ...

Controls:
Joystick
Up/Down/
Left/Right

1. The first level is a simple maze. The player starts in a small room and must find a way out. The maze is made of orange walls and has several rooms of different sizes. The player can move in four directions: up, down, left, and right. The goal is to reach the exit door. The player can pick up some items that are scattered throughout the maze. These items can be used to solve puzzles or to fight enemies. The player must be careful not to fall into traps or to get caught by enemies. The level is completed when the player reaches the exit door.

2. The second level is a more complex maze. The player starts in a small room and must find a way out. The maze is made of orange walls and has several rooms of different sizes. The player can move in four directions: up, down, left, and right. The goal is to reach the exit door. The player can pick up some items that are scattered throughout the maze. These items can be used to solve puzzles or to fight enemies. The player must be careful not to fall into traps or to get caught by enemies. The level is completed when the player reaches the exit door.

DRAW!!

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0000 IF 1,100 THEN GOVT DRAWN 4:
0001 GO 100
0002 GO 100
0003 GO 100
0004 GO 100
0005 GO 100
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0101 GO 100
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0200 GO 100

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PROGRAM REVENGE OF THE MUTANT PEPPER POTS



PROGRAM

for VIC 20



EGG EATER



PROGRAM

for Spectrum



DRAW!!





'Cos if we do, we'll probably make a pig's breakfast of it—unless we make use of one of the splendid new graphics-adventure utilities now hitting the shelves. Weary adventurer STEVE KEATON tries his hand at pixel postcards...

The Dorkslayer survived his prison cell with a seasoned wit.

It seemed bleak in the extreme.

Black and yellow paint hung from the smooth dungeon walls and a small raptor laughed high above his head. "Elo, elo," he chuckled stupidly. "I recognized that!" And indeed he did. Little else there than a kapokite he returned to the main menu. His escape had been effortless. It was what one would expect.

The black of yellow prison cell is well known to serious adventurers as one of the demonstration modes in GILSOFT's celebrated Spectrum CBMM adventure writing utility, *The Quill*. However this particular cell was awarded within an Atari 800X. The program was an Atari AdventureWriter from CodeWriters Ltd. The similarities are easily explained. CodeWriters have in fact licensed the Gilsoft system for worldwide distribution. So far versions have been made available for the Atari, the CBMM and the IBM PC. Unfortunately there's a snag. They're only available as share. There are no plans for any consoles or ROMs.

AdventureWriter is a menu-driven utility that enables adventure games to be written without coding. Essentially a just typed language is GILSOFT's compiled of various interactive tables and organizes them in the form of a standalone adventure. Gilsoft's original has been gloriously embraced by UR, Steeredot, and has spawned a whole generation

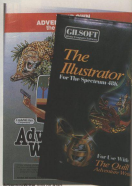
of imaginative new games — a notable example being *Harpanard* from Melbourne House. If you've been frustrated by BASIC or Machine Language in the past then this will finally unshackle your imagination.

The transition from Quill to AdventureWriter has been relatively smooth with only a small number of changes made. The manual though has been completely rewritten. Simple, concise, precise, terse, and to the point, it contains detailed step-by-step instructions. The learning curve has been made much more palatable. The original manual comes along in a fat old page and is somewhat obtuse in comparison.

While normally daunting, AdventureWriter is in fact very logical and the interface straightforward. Upon booting up you're asked to select either the main prog or a demonstration game, which is followed by something of a tour. It's done in a very simple manner, but the system is powerful. If you're using AdventureWriter, the main menu screen flicks up. At least it should. My screen just filled with garbage if it was unfortunately misplaced. It appeared that I'd neglected to disable the XLE BASIC. AdventureWriter lives quite happily with old drives running DOS 2. However if you run on the newer DOS 3 when you push hold down the OPTION key when you boot up.

DORKSLAYER!

DO WE HAVE



Illustrations from the new book.

The Illustrator (used with **The Quill**) on Spectrum.

Special FR and other strange names.

In addition to standard system controls like Message and Movement tables (just answer the prompts and you're in business) AdventureWriter also allows you to set up your screen design. Pages and border colours can be changed as can the system messages log. I mean your command, I do not understand, etc. You can also make considerable use of the Atari's voice alerts.

By using the **GLOBAL** command and setting min, max, direction and volume you can produce an impressive soundtrack, and even create special FR like gunshots and explosions.

Curiously the Gilsoft CodeWriters licensing deal has resulted in essentially the same product competing for shelf space. Both companies have also versions available for the CBMM, but at differing prices. Gilsoft charge £19.95 against CodeWriters

£29.95. If you opt for the latter you'll get a brighter box and more accessible manual. Lead Gilsoft's Howard Gilbert. "We're not complaining, we get a couple extra bits."

And in there come graphics Mainly, Gilsoft have been busy producing an enhancement to their original Spectrum Quill in the form of *The Illustrator*, a complementary package that enables you to insert full screen graphics into Quill adventures. To say that it's been eagerly awaited is something of an understatement. I for one have been banging the Gilsofts about it for months and nearly choked my excitement when it finally arrived. Surprisingly it lives up to our three highest expectations. Only *The Illustrator*, full colour, 32K displays can be painlessly printed using about 500 bytes per sheet, thus allowing almost anyone to produce their own version of it. **Hotbit**.

In order to introduce it

LET ME DRAW YOU A PICTURE

capabilities. The Illustrator requires the small demonstration adventure from the original Gull manual. A database for this is included on the cassette.

The first step in creating your graphics involves loading a Gull database into The Illustrator. It's only interested in the first few lines of the text above to display when it's hard enough. It's worth noting that The Illustrator will only work with the new series C Gulls. If you have a series A database it will have to be converted. A short prog on the new Gulls will enable you to do this. Those wishing to upgrade should contact Black Deer.

Economical savings

Having loaded the database you'll then be run through by the standard 'vod' (variable) Multi. This means that the number of locations present in your database does not match those already in The Illustrator. The system needs to be installed. Just press the 'Y' prompt and it'll create the required number of locations. A variety of facilities are then made available simply via graphics can be drawn. By dragging a couple of corners about the screen, 256 locations are available for rapid painting and there are 256 colours and different varieties of shade. Perhaps the most interesting feature though is

the SCAM screen.

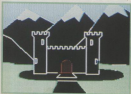
This allows you to draw a picture in the form of a sub-window (imagine a book or card) which can be edited up in any location and its size. This means that you could create an entire house from just one pre-sub-window. The memory saving advantages in the finished adventure the graphics show relatively fast (depending on the kind of tile you're selected and then fit away in a keyboard). Pen and underlines. The system clearly has enormous potential. It's a bit of a PITA. My guess is that both The Editor and Writing Master (originally Gull) will add options to Gull's text only

Gold Collection will now be released with illustrative graphics. And there's more! Planned for Summer for both the CMM and also as well as Gull's Adventure-Writer for both the BBC and the Amstrad. A full compiler is also scheduled for late '88. The possibilities seem endless.

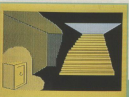
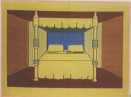
The Doublelayer hangs out the flagpole

"Does anyone know of a British version of the Dresden and Woods game, 'Catacombs'?" pleads Cameron McBlack, from the walls of Glasgow. "Someone must have written a version!" Well, apparently not. My list of thought

David Page



Two stages of designing a scene in Eibart's Illustrator. Like in art class, get the perspective right first then embellish afterwards.



was perhaps Tandy's choice of **TREK** because that of anyone else these days, or anyone else at that age.

And criticism is the usual card set for Stephen Green, of High Society. "Boredom," he declares, "is a major problem for *Avatar*. This every minute has already reached all eight levels (out of 100) some several and is very near to completing the adventure. A lot of time has been set aside for it," "In an object 'looks exceptional'," declares Stephen again. "Send your screen to me. Because of response though as they often have against me and myself. Some don't like it right now, so you'll need to use either some strategy or good luck spell. One class in the advanced level appears to be impossible. If you passed on it for a while a month will appear and go through but if you follow the program will work."

According to Green, most *Watsons* can be defused with gold, which is freely available on the gopherhouse level and is both the Crown of Gloom and Hall of the Deep. The *Watson* is the virus because can only be killed by a *Watson*. To test this you'll need to kill the spider in the mine. Obviously, the gopherhouse level will give you a real when he's read. This transforms into an energy

source when passed over the passage near the sea.

"There are several settings beyond 'normal status,'" he adds, "including 'medium', 'Raven' and 'crystal ball', but they often have consequences which don't emerge. Useful objects are also displayed. There's a clue that looks like a spider and a key that looks like a horse on the gopherhouse level. Clues should reveal all..."

Peter Fleming and Corbett

McGibbon have also been busy mapping, this time with Fantasy's *Charmality Castle*. However it's not something of an arcade prog it's not really all much in terms of level. "But they've done some impressive work. Perhaps the best would like to turn their hands to *Shantok* from Melbourne House? I could do with some help."

Delivered

If you're searching for

Account's *Philosopher's Quest* or *Castle of Rabbits*, or passing over *Good Advent*, *Isotonic Castle* and *The Tower*, then *Avatar* have available in The BBC Micro Adventure. Written by Bob Chappell, published by Dadebrook and priced at a mere £3.95 it takes a comprehensive look at all these adventures and offers suggested solutions and invaluable maps. Even if you don't own a BBC it makes a really nice reference work.



COMPETITION TIME

BIG K and Gargyle Games present . . .

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HOW TO ENTER

Tir Na Nog is a game along traditional sword and sorcery lines with the games of old being reported by you in the guise of 'Coco', a Celtic hero. However, for this competition you are required to create a character as if it was a hero from outside the mythological quest. The details of the quest are unimportant, sufficient to say that your character must overcome herculean odds to achieve *Tir's* defeat. Send in a brief summary of your hero including the following:

- 1 Physical description.
- 2 Abilities and/or weaknesses.
- 3 Character's name.
- 4 Anything else you consider appropriate.

When you have written the summary of your fictional character kindly affix the special entry token cut from this page to your piece of paper and don't forget to include your name, age and address on your entry. Post it at a special envelope to: **BIG K, TIR NA NOG COMPETITION, LAYTONTON HOUSE, LAYTONTON STREET, LONDON SW18 5PP.** No entry to later than Friday 15th March, 1985.

RULES

All entries must be accompanied by an entry token cut from *BIG K* and must bear the entrant's own name, age and address. All accepted entries arriving by the closing date will be examined and prizes awarded to the five entries the judges consider have submitted the most original and best described fictional character suitable for a sword and sorcery quest. Age will be taken into account when assessing the entries.

No entrant may win more than one award. Prizes must be accepted as offered, there can be no alternative awards, cash or otherwise. Decisions of the judges will be final as will those of the Editor in all matters affecting the competition. No correspondence will be entered into.

The competition is open to all readers in Great Britain, Northern Ireland, Eire, the Channel Islands and Isle of Man other than employees (and their families) of IPC Magazines Ltd., Gargyle Games or the printers of *BIG K*. Winners will be notified and the results published in *BIG K*.

tir na nog



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We'll also be organising events and competitions with lots of prizes. The manufacturers will be staffing advice centres to help with all your queries.

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Buses 11, 34, 29, 70, 76 and 88 run up Victoria Street.

Underground stations: St. James Park (District and Circle lines), Victoria (District, Circle and Victoria lines).

There is an NCP car park in Abingdon Street, a few minutes away.

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Form 1

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WHERE AMAZINGLY
THE HACKERS GANG
HAS COME
STRAIGHT IN AT
MADRID ON



W.S.J.

CAMEL MAN IN BLUE NOSE SHOCK?

Fellow Spectrum owners I put on you to write and rebel against the forthcoming invasion of Unisort Conversion for the Spectrum. In his newsletter, Jeff Wilson referred to the 286-based alien from the apparent non-formal log-in capabilities and a semi-processed-in-numbered logic as "the black tribes with rubber protrusions", and what's more goes on to say that it's not a "real machine." He claims that his Amigalet conversion may "shed a little light into the brightest lines of those poor souls living under the shadow of the rubber keys of doom." What about?

If the specialist Nippy Pinks he can take Uncle Clem's brainchild in vein like this — he's got another thing coming.

THE BLUE NOSED HIPPY STRANGLER OF SANTA MARIA,
Ca. Typewr.,
Ireland.

OH FOR THE WINGS OF A HACKER

I thought that someone fancies might like a copy of 'The Hackers' Song' to sing while waiting at Swiss banks etc. It is to be sung to the tune of the Shell advertisement on TV.

There's another side to computing.
That's very, very ill.
Just lift the receiver,
Type the code
And let the boss fly

CHARLES

Oh I'm a Hacker, you're a Hacker
We're hackers through and

through
If you know how to hack
Then you know what to do
You can be a hacker too
A hacker through and
through ...

You'll invade someone's system,
You've cracked it all at last,
Flip off the software
Change the files
And log off very fast
(Repeat and Fader)

ANDY WHITTAKER,
Bucknell
Stoke-on-Trent

GREAT MICRO ROBBERY

Our physics teacher was a bit suspicious of an ad in BIG K's offering Spectrums at £28.95 and games at half price. He phoned his mate in the Lancashire police force, and got him to check it out. It turned out to be a con. Spectra's imports don't exist.

I hope you are satisfied of yourselves for failing to check out an advert.
CRAIG UNDERWOOD &
JOHN CURRANT,
Haverhill,
Suffolk.

"Good old 'Winks'!" The sinister Spectra ad appeared right across the computer press just before Xmas — unfortunately, the ad copy came in so late that we didn't have time to apply our normal checks. Though we've been telling engineers on the phone since then, let's repeat this in a poem. Send no money, if you have already sent money, contact the CID at Lancashire County Police, Nelson, Lancs.

CAT LOOKS AT KING

J. MORSE LETTERBASE: I wondered whether there is a mega-doom archive simulation for the great Atari home computer. I can assure you there is — and it's brilliant. It's 2.4. Operated by Komati.

I'll take the opportunity of saying what a great mag this is. It's different from all the others — it's got STYLE.

TREVOR "CAT" MOORE,
Basingstoke,
Hants.

PERBASE LETTERB

G (edited by NICKY XIKLUNA

NAILED

I am writing to praise your excellent review of the arcade game Space Ace. I counted eight bugs into the game and all you noticed the first time on the easy level.

Your reviewer was not brilliant at the game though. This is obvious because the photographs at the end of the issue of the pages. He did not mention some of the best screens like the alien motherlode, and the ending fight. Instead of writing about the fun — why don't you get the kids who play AND Why are games to do the review? MARTIN TAYLOR, Gosforth, Surrey.

* You should know that the kids who take the screen shots (and the lowest damaged of games) are never as hot the game as the people who review them. Which explains why you are so heavy early experiences. Otherwise ... point later. We'll be clearing up our act.

COLLAPSEVILLE UK

I thought you might be interested in hearing about what I have written off besides the obligatory test Spectrum. Even so I write, number three's keyboard quietly begins to flake ...

Curly assured me that their tape recorder was Spectrum-compatible. It wasn't. It went back. I then bought a programmable joystick interface from Gemship Electronics that wouldn't load properly. They were asking me to find an enclosed instruction leaflet — but it wasn't there. Could the leaflet have been written under the same pathos? So then I bought a joystick from Data Electronics. That went down. And they never refunded my postage. I may very best periods remain my six-year-old Ateas.

Then there's all the software that just won't load. One

reason is that there are too different tape-deck speeds. The standard speed was changed about five years ago. Each program will only load at one of these speeds.

The online computer industry seems to me to be massively inefficient and inefficient. To struggle against it seems hopeless. Very often you are made to feel as if you're being plain endowed when returning faulty goods. TIM WILLIS, Loughborough, Leics.

* Our advice is that you create two lists. On one, put the name of every company that has given cause for complaint. On the other, put the decent ones. Have no more truck with those on the first, and broadcast your findings widely.

Incidentally, you're wrong about the tape-deck speed — it's usually faulty tapes that are the blame.

THE O'GRADY TRAIN ...

Here is some more music to accompany games to add to Trevor O'Grady's train of thought.

- Mario After — "Going Underground"
- Paul Theriault — "I Want To Ride My Bicycle"
- Propper — "Jump For My Love"
- NICK BARFOOT, Colindale, Greater London.

* Actually, it was Simon Curtis' train of thought and here are some more suggestions to take on board.

GULPO!

Trevor (Spelling) doesn't own the rights to all the games — BIG K has more than its fair share, but since Puff's only managed to buy the credits to three of our games (laughs).

To keep the record straight, and recognise our talented readers here are in ground model here are the missing names: • Colonel Minfield (p. 78) was written by Brian Edwards, Carlo Geronzi wrote Posthumous (p. 80) and Dr. Schwanenflugel and Anthony Trowler were responsible for Colonel Macle (p. 82).

COMPUTER CND GETS "GRASS ROOTS" SUPPORT!

I totally agree with Trevor O'Grady's letter (Computer Snake War — Early Warning, Letterbase-B). How can anybody claim that the Commodore degrades BASIC when 99% of its software is written in machine code? Let's stop this stupid war before some idiot starts World War Three! PAUL BRYANT, Gillingham, Kent.

BLACKMAIL

In a bid to prove your impartiality, how about an article in your mag dealing with the price of software companies in jail? Let's start about time you showed them for what they are instead of putting the blame on the side of the fence! As an attempt at a piece of blackmail ... if you don't

comply with my wishes I will write a letter to ADD informing them that they are being grossly ripped off by the software companies. The ball's in your court now! JIM SHORT, Newmarket, Witherswell.

* You think ADD don't know, eh, Jim last?

BATTLEMOAN

I feel that I must write to inform you that part of your review of Battlemoan is incorrect. You inform the reader that there are no instructions in the game. In fact they appear with the display of enemies ready to be encountered, and the display instructions. P.M. MELROSE, Widdow, Berkshire.

* Eric Fahey has been asked.

BONJOUR BELGIQUE

I bought a BBC machine last year. A little later, I went to a shop in Luxembourg for the BBC K magazine. Since then, it has been impossible to find it, even at the price of 200 Francs! I am writing to ask how I can get BBC K. HOLLAND-FRIS, Messancy, Belgium.

* Sorry Roland (and many others), BBC no subs. We'll tell you how.

GATE-KEEPER OR KEY-MASTER?

Has any Gatekeeper reached Dual with over £5,000? If so, what is your account number, as Stay Puff always checks up mine and gets it out as soon. And finally, ARE you a male or a female? P.J. DAY, Cardiff.

* Yes, yes, YES.

THE FIRST ZOMBIE MAP?



HAYDEN ANDREWS, Weston, Northampton.

BRACE
rather
descent
to the
home
issue
of it's
I.A.
is.
turning
great
news
— it's



CLASSIC

GAMES OF OUR TIME

STILL CRAZY AFTER ALL THESE YEARS

No. 11 DONKEY KONG (Nintendo) by STEVE KEATON

WHEN THE Nintendo architect first conceived Donkey Kong's now-infamous tower of iron, he could have imagined the impact it was to have on a fledgling video game industry.

Even about a decade at the Chicago AMIGA Amusement Machine Operators Association show, back in October '81, there was little indication as to the kind of monster it was about to become. At the time arcade had only rarely seen shoot-'em-ups and shoot-'em-back-'em games and babies were an unbridled addiction. The idea of a classic of arcade game was clearly Barbie-Gay.

So much for tonight. The genre's become massive.

Donkey Kong is indelible the granddaddy of all ladder "Y" level scenarios, predating by almost a century the plethora of climbing variants you currently enjoy. Remember that your favorite interminable appears to be, its own will inevitably roll back to Kong. All ladders lead to Nintendo. Donkey Kong kept the story's minor 2048, which is fun (though original) platform variations including our own beloved Mario Bros. Matthew Smith's great Mario, Matthew Smith's great Mario, but it may have been many things, but it may have been original. Donkey Kong probably has more direct descendants than any other slice of arcade land that includes Space Invaders.

Basically it's a clever reworking of Willie O'Brien's popular monster movie, King Kong. As Mario, the king's slithering thug-around here, you must endeavor to rescue beloved Fay Wily from the clutches of his little ape impostor who is an unending electrical skyscraper. It's a familiar tale, really, as the giraffe never be rescued. But you play away anyway just to tug the monkey. Hence the rather odd family. Indeed, the name has puzzled players for generations, and experts can often be seen pontificating on its origin. As recently as BQ's issue 10, Tony Truitt's AAA The Slice or

somebody's explained simply that "Donkey" was in fact a mis-spelling of "monkey." This, as you may have guessed, is bogus. Truth is, the Japanese word for Donkey is also a Japanese slang word for crazy (hence the confusion). Understandably the game's never don't make a similar mistake, and went on to market their version under the correct title of Crazy Kong.

Doing the Monkey Math

Nintendo's arcade Donkey Kong is a four-screen platform game with cumulative difficulty levels. The first, and most familiar, involves throwing up as stationary girders descend 1000' and you get them. Kong can't breathe in any attempt to shoot you, which in turn creates obstacles when they fly to the all down at the bottom of the screen. A fly is hard to see though. You also perish when the bonus bar (which, though with 5000 bonus points and then steadily decreases as you struggle to reach the top. Success, though, is rewarded. The big red heart that appears when you activate the 1000000th (and 100' is unimpressively dumped into the second level.

How you must release eight golden rings from a pile of scaffolding, while controlling some form of pure, but not unbridled and avoiding obstacles. Presumably these bonus items belong to Fay and have not been dropped by the giraffe. This is the classic shot in the game and does more than a little to tie the Pac family. Once you've captured the rings the structure collapses leaving Kong on the deck — and you back onto the first screen. The one good thing got tougher as the levels go through six levels.

Smash and Slam an Impassioned Award

The third screen introduces elevation and isn't supposed to be the only one and the becomes noticeably more perilous. The elevator on the left cranks up while its companion tumbles

down. Even as you stand eyeing these devices with understandable apprehension, the bars suggest are making their way toward you. Conquer the tower and you'll get a great A piece if you can and you're treated to repeats of the golden and steel screens color to an audience with short hair.

I guess it's something of a testament to the toughness of these elevators that many people are actually unaware of a fourth screen! This rapidly mountainous level part of it doesn't break you nothing until you've collected golden and iron-plated balls, along which barrel steady piles of gold (yeah, I know it sounds dumb). The central conveyor is even more treacherous as it's full by a burning oil drum. This ball's worth note that the steel is normally buried seven screens deep within the game, and is only occasionally seen. If however you've seen it earlier, then it's a fair bet that you've been playing a very rare Japanese import machine! So sure to tell your pals!

Taking the ape home

The best home Kongs are both IBM. One is produced by Atari for their 512, large and the other was bundled first with the now rarely defined but still unquestionably excellent Commodore Game System. I guess you won't authorize that the Atari comes out tops though it's more than that (though I was gonna say the Commodore), as this is the only version to feature all four screens and the animated title (by the breaking bars). The Commodore

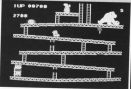
however has marginally smoother graphics and is slightly easier to control, perhaps because it only loads three screens.

Home players should note that total success at Donkey Kong comes through speed rather than aggression. Never be tempted to grab a Nintendo, however mean your mood. Collect coins and also battle the gorilla. It's hard as it may sound, when you enter your "kick" between the top and center Mario just slides up those ladders! Don't ask me why, but just slide. This trick speeds up the action as well.

The third screen demands a slightly less frantic approach, there you must shoot the barrels by following the river. The balls won't cross the gaps. The third and final screen is full of elevators. The key here is to continue and a bonus barrel from the top right-hand corner. Having collected the bonus prize just walk off into the air if you try and jump you're finished.

Having thus mastered the basic mechanics of the screens you can then begin to dabble with strategies for boosting up your score. My current tactic involves actually going behind the oil drum on the first screen (you've seen how all the falling barrels and the able to sneak up on the first barrel for many points.) A cunning kid to mention (though I'm sure you're a pro).

To do the game has spawned two sequels, Donkey Kong Jr. and Mario Bros. More an undoubtedly involved, you'll keep you posted.



SOFT WEAR

THERE'S A certain cast of great British eccentrics who dress strongly that the greatest tribute he can give to his profession is to design about himself.

This means ignoring other social life, manners and most of all — his own appearance. Like a monk (or follower) of any other cult, his outer garb signals that he is Not Of This Mundane World. We may be roared down here by his feet, but his rapid and whirling around — his antics, outlandish remarks — are signals to the world that his head is an office, more important matters — on a different plane from your own. That head — wreathed in a halo of femininity, cuteness, girlish and defiantly unaffectionate hair — is somewhere between cloud nine and cloud-nine-and-a-half. For he is a true reaver.

Should you see him why he dresses like he does, he will cast a scornful National Health look at you (the symbol behind which is actually obscured by the greasy finger-prints of some past) and reply sternly, "I don't believe in fashion!"

As distinguished from glorious fashion — where dress proclaimed what wonderful, brilliant people they all really were — there are the MADS — the MADNESS (MADNESS). And such is MAD philosophy. But do you look fellow fashion? Do MADS not? Is there such a thing as a DAPPER DAPPER? We think there is . . .

THE GLAD says in the following pages were designed on Ken Adair's BBC Graph-Pac (BBC's issue B). Lucy Olive and Steve Smith design the fabric that makes the clothes that Lucy and Steve sell in their shop in one of London's swankier places. I met the purveyors of the Olive label at their West London bar which was occupied mostly by a table that would have done King Arthur proud. This was fashion's main design at various stages, from computer print-outs to enlarged and inked-in designs that were printed and sent to go to the factory to be air-screened and printed.

Lucy's artwork centres on the human figure which she translates into computer terms. The result is elegant, modern designs with a primitive feel. For

Generally speaking, heckers are not known to slobber over clobber. As a tribe they (you?) are not well-dressed. So we thought we'd run up this little number to get your sartorial senses salivating. Roll over, art-school scum — the Cad-cam Couturists are coming!

example, her design "The Terminator" was the result of several days sketching at the local pub. Essential lines are emphasized, and corners smoothed. Lucy notes that she doesn't set out to produce an "artistic" feel — the computer does it. "It's an effect of the process". To quote from famous fashion impresario, Nigel D'Onofriano:

"Bold and rhythmic, Lucy's design creates a synthesis between the ancient ethos and the homely pragmatism. It's a rugged sign of the computer. And the human form of the girl wears a new simplicity that makes a kind of whole discovery into the soul of modern man. I am commissioning Lucy to redesign all my garments."

Lucy has learned to keep mum about her clobber's secret computer origins. "People think I've programmed the computer to originate the whole design — that I haven't done a thing myself!" In fact, the rough-terrain look is the last thing that her clients expect a computer to produce. And Lucy's method certainly doesn't mean any less work. Scattered over the BBC are some 20 tapes containing 500 designs. Only 20 will ever be published.

Lucy sits in the corner with the Beale. She starts off with an idea in head that she thinks will work. "I put the image into the computer with Graph-Pac and then play around with it. The beauty of the system is that you can't cheat. You keep on having to simplify."

Lucy admits to having been apprehensive about working on a computer. "But once I started drawing — I knew it. It was almost that instant to

personal could come out of a machine. It's so expressive that even Ken (Adair) was surprised."

If all this wonder can be gleaned from a BBC, just think how the Olive label could be enhanced with a Macintosh. And it may be just dying for you!

Do not say "Bored." A modern business like ours couldn't justify that kind of capital outlay. Besides, we're only just beginning to plumb the possibilities of the Beale. Lots of interesting things happen in the process of working with it. Unexpected bonuses. For example, in resolution change. We have no facility for on-screen windowing as yet. But we can window using the pointer (which is controlled by a mouse) to blow up certain sections. There's a stage when the grid size becomes larger than that of the bit matrix. The pointer produces some great effects and textures!

I take their point — but I'd still like to see Lou do codes on a Macintosh. Not only would Lou be able to do her initial treatment drawings — but plan patterns for actual garments too. What other wild-ones do they fancy?

"We're hoping to get a Beale!" says Steve Adair's three-bit pixelish built onto a ROM chip, which allows drawing, painting, scanning and printing. "But not there's a real problem, because software is so rarely reviewed by artists. Reviewers are usually done by programmers who play with the technology but can't draw. If you're going actually to use the marks, artists' flair is most important than how to use the bit."

As more of the first computer-artists like Lucy and Olive get going — surely that's a development in the grand design of change?



SOFT WEAR

CLOTHES MARKET THE
MIND

Who says computer
owners are square?
Can be found, clothing at
even corner of adult book,
manga's fins. Use and lose
and their dress creation
craft with the latest of low
level readers (B&B),
actually. And it's
all done on the
BBC Microscope for
using a progressive
exclusive to B&B R.
Brand by the Kodak,
clutter.com, and the
double uniforms.



AR SOFT W



In the first shot — the one with the parrot — when you can't see is the photographer's best friend, which occupied her before the session began and is now just behind her — right now — no. In that 2 (below), the event hasn't yet actually made it half way up Lisa's back. We think she kept her card extremely. In that 3 — the one with the GI — the dress has disappeared behind the stretch Missions GI monitor and is about to face the whole challenge. In that 4 Lisa, having at great risk to life, limb and manhood, caught the dress, now remains that animal on the big blackboard — which the Wilsons click and when. There, that's over.

SOFT WEAR WEAR

AIM ALICE — Her K, analyze and translate — designed the software that produced the designs on the preceding pages. Alice dropped the program in on a one-day deadline in Graph-Plus, and returned to his place of work in London's trendy Covent Garden. Graph-Plus was published in issue 8. Meanwhile we noticed that a something strange was happening to Alice. Her e-mail letters for about four long days and then back she began making appointments at IBM 5 in increasingly alarming levels of brevity. We got out feeling a twinge that Alice had had theernity, not only to do away his prog to IBM K, but to some young fashion designers and that, as far as IBM 5 was concerned — Alice asked for to be get . . .

As it turning to return, we decided to publish some of the kind of stuff that can lead to terminal brevity. So here is the AIM PRO 2024. Don't remember — IT COULD HAPPEN TO YOU!



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SOFT WEAR

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presents...

SHATTER

THE FIRST COMPUTERISED COMIC!

The Time: 21st Century.

The Place: Daley City, Chicago (formerly Illinois).

The Guy: Sadr ol-din Sharaf (Shatter is easier to say) aka Jack Scratch, freelance policeman - a mercenary. The name Scratch came with the job, part of the deal.

The Job Situation: Temporary. All work is contracted out. The highest bidder gets the job. Same goes for law enforcement.



CHARACTER PROFILES

Jack Scratch
The lone mercenary who has no right to a pension or salary.
1000 credits
Insurance against death
Efficient (Incredibly so)

Shatter
He will do anything you ask of him for the right price.
aka Sadr ol-din Sharaf



Well, where is it?

Well, I just mean it's...
SHATTER.

The Series: *Shatter* - the world's first comic series entirely drawn on a computer (ask Sid K. for further info).

The Computer: An Apple Macintosh, running MacPoint graphics program.

The Venue: Sid K, every month.



IT STARTS HERE!





The fast french franchise that couldn't make a Brieche to save their lives.



BF
Brievenant
FRANCOIS



It was time to keep it up. Subcontract the car and open a little deli somewhere.

I had had enough.

art:
Mike Saenz
story:
Peter B. Gilie
editor:
Mike Gold

SHATTER™

Let somebody else take the car,
the same, the screwing job--
all of it! I need a rest.



I spent days tracking down this
woman who killed 15 gags with
a machine pistol--and when I
caught up with her she was so
leepy that she confessed saying
that she did it to retrieve her
boyfriend's stolen brain! Who?

And so if that wasn't enough, I
was failed by a card-carrying
out-caste who tried to cock me
for "knowing too much"--



This city
is nuts!



This job is
lower than
the lowest,
filthiest
grub job.

--I'd rather be
stovelling sh--



How's it
going, gags?

No bids yet,
Mr. Scratch.
Serru.

Don't lead me that!
This is a Police job!



BF

Brièvement
Français

Isn't there somebody
out there who likes
violence?

plop plop plop

QUIET.com!



BF

Brièvement
Français

BTHROOOOORRR!

What the HELL
was that??



Just what I needed to brighten up my day -- A jaegerider.



Dispatcher! I've got a reckless endangerment--!

(What's the rate on reckless endangerment?)



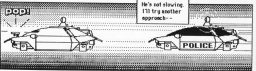
\$15,000! Not bad! Fees are higher downtown!

OK car-- Roads all the way out!

Reg! Not so fast!

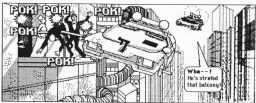


He's not slowing. I'll try another approach--



POPI!

POLICE



OK, party crasher, you've
proved you've got seizures!

Dispatcher! Control's upgraded:
It's now hit-and-run!



Continued next month in BIG K



CHARTS

GAMES TOP 20

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

THIS WEEK'S
LAST WEEK'S

1	2	3	GHOSTBUSTERS (Activision)	Spectrum/ Commodore 64	£9.99/ £10.99
2	1		BOOBY (Firebird)	Spectrum/ Commodore 64	£2.99
3	4		DALEY THOMPSON'S DECATHLON (Ocean)	Spectrum/ Commodore 64	£6.99/ £7.99
4	3	1	KNIGHT LORE (Ultimate)	Spectrum	£9.99
5	5	2	UNDERWURLD (Ultimate)	Spectrum	£9.99
6	19		SELECT 1 (Computer Records)	Spectrum/ Commodore 64	£12.49
7	14	3	SKOOLDAZE (Microsphere)	Spectrum	£6.99
8	18		HUNCHBACK II (Ocean)	Spectrum/ Commodore 64	£6.99/ £7.99
9	10		MATCH DAY (Ocean)	Spectrum	£2.99
10	14		RAID OVER MOSCOW (US Gold)	Commodore 64	£9.99
11	15		AIRWOLF (BRL)	Spectrum	£9.99
12	9	4	DOOMDAY'S REVENGE (Beyond)	Spectrum	£9.99
13	12		BEACH HEAD (US Gold)	Spectrum/ Commodore 64	£7.99/ £9.99
14	20		MATCH POINT (Palco)	Spectrum/ Commodore 64	£7.99
15	16		POLE POSITION (Atari)	Spectrum	£7.99
16	17		BLUE MAX (US Gold)	Spectrum/ Commodore 64	£7.99/ £9.99
17	11		BLOCKBUSTERS (Masten)	Spectrum/ Commodore 64	£2.99
18	14	5	SPY HUNTERS (Gold)	Commodore 64	£9.99
19	8		TORNADO LOW LEVEL (Vortex)	Spectrum/ Commodore 64	£5.99
20	16	2	JET SET WILLY (Software Projects)	Spectrum/ Commodore 64	£9.99/ £7.99

SPECTRUM TOP 10

1	GHOSTBUSTERS (Activision)	£9.99
2	BOOBY (Firebird)	£2.99
3	KNIGHT LORE (Ultimate)	£9.99
4	UNDERWURLD (Ultimate)	£9.99
5	SKOOLDAZE (Microsphere)	£6.99
6	DALEY THOMPSON'S DECATHLON (Ocean)	£7.99
7	BOOBY (Firebird)	£2.99
8	SPY HUNTERS (Gold)	£9.99
9	AIRWOLF (BRL)	£10.49
10	HUNCHBACK II (Ocean)	£9.99

COMMODORE 64 TOP 10

1	GHOSTBUSTERS (Activision)	£10.99
2	DALEY THOMPSON'S DECATHLON (Ocean)	£7.99
3	BOOBY (Firebird)	£2.99
4	HUNCHBACK II (Ocean)	£7.99
5	SELECT 1 (Computer Records)	£12.49
6	RAID OVER MOSCOW (US Gold)	£9.99
7	MATCH POINT (Palco)	£7.99
8	SPY HUNTERS (US Gold)	£9.99
9	TORNADO LOW LEVEL (Vortex)	£5.99
10	JET SET WILLY (Software Projects)	£7.99

THE BIG K PLAYLIST

BIG K's readers' current favourites

TONY TILES
Mac, Spectrum, Amiga, Lotus, BBC, StarPac, AppleSoft, Apple Macintosh, Tapes, Infocore, Apple Macintosh

RICHARD BURNETT
Spectrum, Amiga, Vortex, Commodore 64, The Windows Guide To The Other Infocore, Apple Macintosh, Commodore (Amiga), Commodore 64

BOB FANEY
Spectrum, Ultimate, Spectrum, Commodore 64, Revenge (Spectrum), Spectrum, Spectrum, Microsphere Spectrum

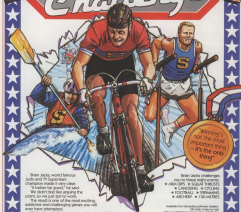
STEVE BELLON
Master 2-Metal, Electronic, Invention, Sports, Air (Microsphere), Air (BRL), Super Star Adventure International, Spectrum

MIKEY BIRDSONG
Mac/Ami, Spectrum, Apple Macintosh, StarPac, AppleSoft, Apple Macintosh, Tapes, Infocore, Apple Macintosh

BILL BENNETT
Amiga, Atari, Spectrum, Commodore 64, Commodore 64, Amiga, Commodore 64

JOHN COMBURY
Ami, Ami, AmigaSoft, Atari (BRL), Spectrum, Infocore, Apple Macintosh, Infocore (Microsphere), Spectrum

BRIAN JACKS SUPERSTAR Challenge



Brian Jaks, world famous Jaks and Tri Superstar.

Champion made a new claim.

"I believe in power," he said.

"We didn't just live among the

power, so we just got to work."

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addictive and challenging games you will

ever have attempted.

We hope this far to warn you though - Challenge

Brian Jaks to anything and POUZ is better for good!

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you to these eight events:

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• VOLLEYBALL • WATER SKIING

• WRESTLING • YACHTING

• ZUMBA • OTHER

• ... AND MORE!

... AND MORE!

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Requires 1 Joystick



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