TV GAMER

THE PLAYER'S GUIDE TO CASSETTE AND CARTRIDGE GAMES

SEPTEMBER **85p**

INSIDE THIS ISSUE:

INFANTRYMAN 2000
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CONTENTS

COVER STORY
Infantryman 2000 14
The difference between real-life and fantasy computer games is disappearing for the modern soldier.

CHEAPER GAMES
The electronic treasure chests 18
New inventions which can copy cartridge, cassette and disc games will bring prices down.

THE ARCADE SCENE
Flicky, Punch-Out, TX-1, Pit & Run 21

COMPETITION
Complete Adam games system 24
We rate the Adam, its games and peripherals. PLUS a chance to win a complete starter pack: computer, keyboard, memory module, and daisy-wheel printer.

WRITE A GAME
You don't need any programming skills 28

THE FUTURE
Games arcades in space 30
When NASA sells off ageing spacecraft, they'll be snapped up by games entertainment companies.

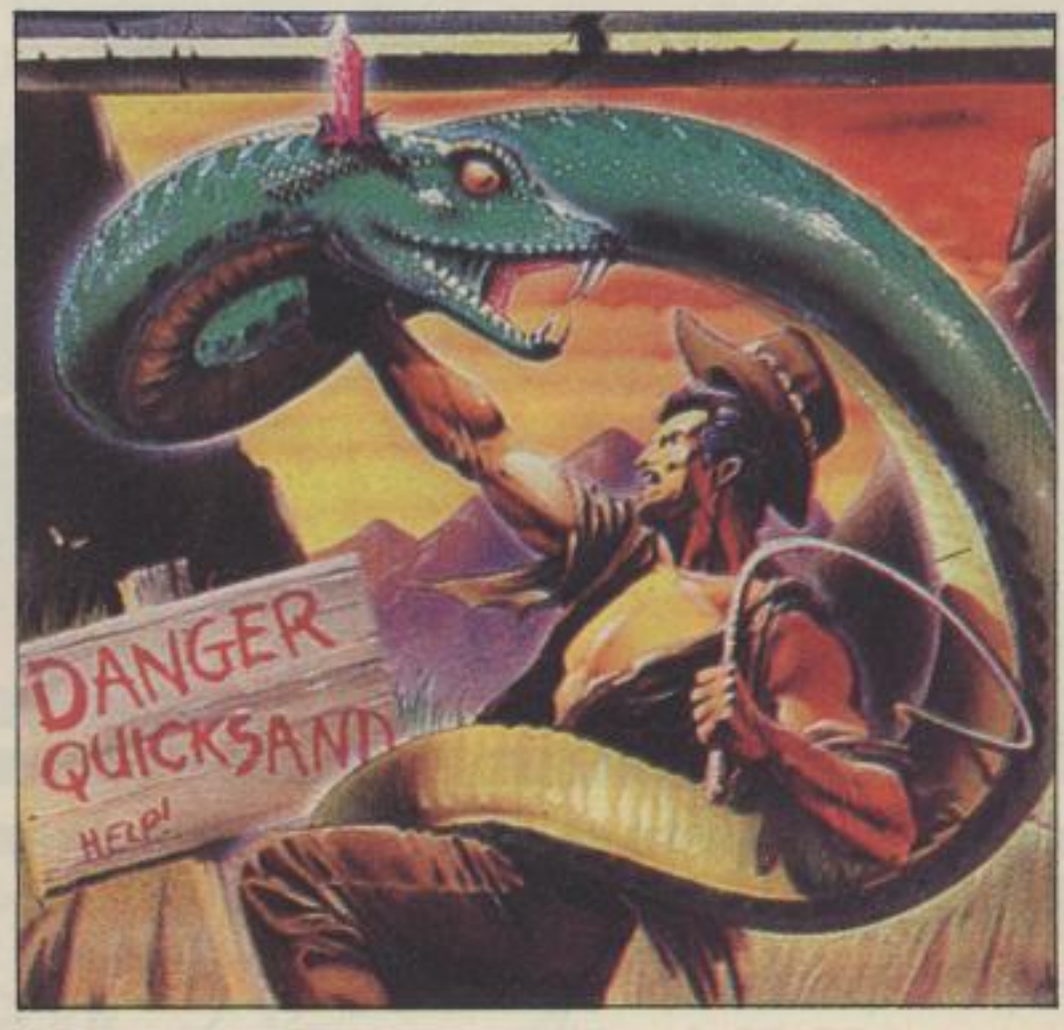
IN DEPTH
Exclusive! Montezuma's Revenge 34
Panama Joe blazes through ninety-nine perilous scenes
Donkey Kong 36
A guide for beginners to the grandaddy of them all.
Front Line 39
UK premiere of the new Coleco game.

HEROES INC.
The TVG heroes battle to save the world 42

DAVE RAVES 45

REVIEWS
The latest and most popular games 46
A look at what to buy – and the people who help you choose.

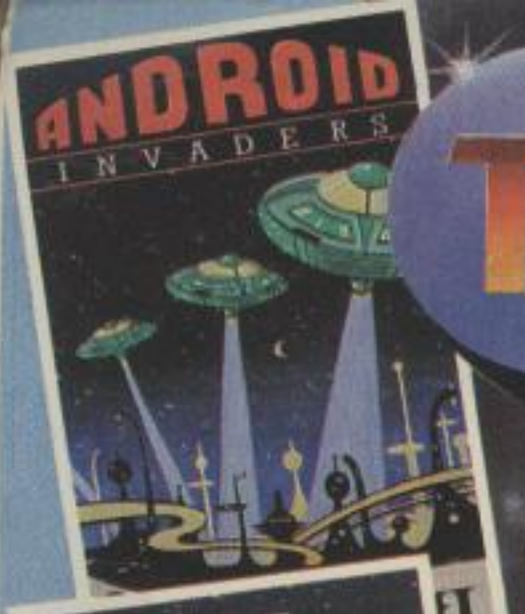
SPECIAL OFFER
VCS and Intellivision cartridges for only £9.95 65



REGULARS

Editor Online 5
News 6
Top Twenty games 61
Top Twenty Scores 62
Tv Gamer Club letters 63
and eggs 66

THUNDERHAWK



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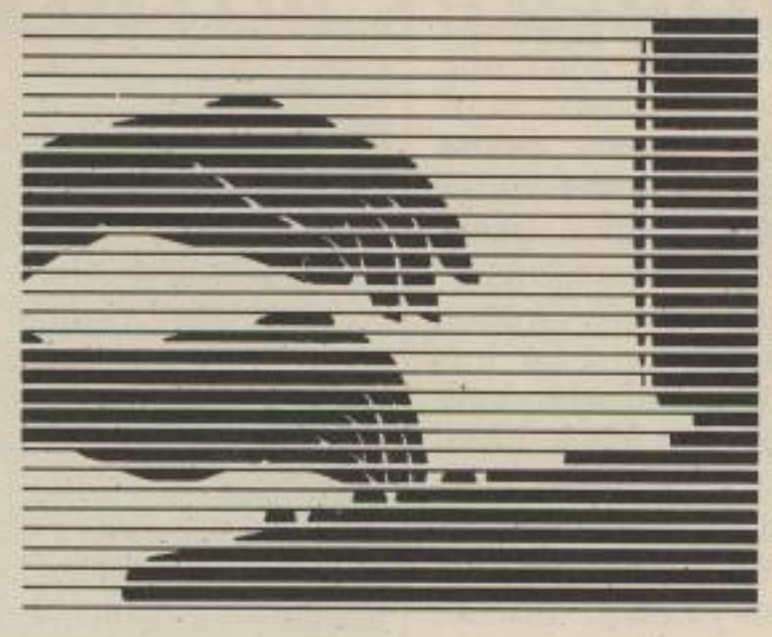


EDITOR ONLINE

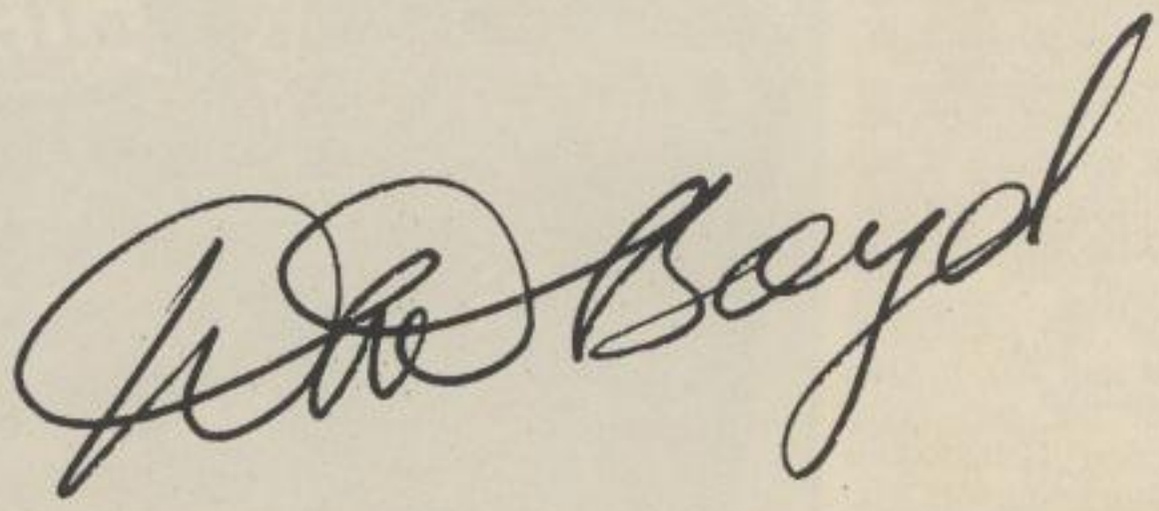
Scoops, scoops and more scoops. You'll read them in TV Gamer. *But no other computer or video games magazine has caught up with us.*

In July, our cover story was the only one in Britain to tell of the new cable games channels. Our 'futuristic' look at playing adventures in the 1990s was the first to print the ten-year plans of arcade giants. Our in-depth feature on Pitfall II *was the UK premiere, as was our insight on* The Lords of Midnight. *And* Space Shuttle *programmer Steve Kitchen chose* TV Gamer *as the only UK magazine to reveal tips for surviving his program.*

Then, in August (spare our blushes), our cover story unfolded a games exodus to the sea in the 21st century as post-industrial cities grew more dangerous. We were the only UK magazine to reveal the latest games prototyped in Chicago – and expected here for Christmas sales. We gave the only full-screen treatment to chartbuster Jet Set Willy – *now also on Commodore 64. AND we were the first to give an in depth coverage of* Blue Max *and* Jungle Hunt.

In this issue, we're proud to say we've done even better. We've got a world exclusive on Infantryman 2000 – written by the designers. We've got the UK exclusive on cheap high-street games through electronic publishing. We tell you how to write games with no programming skills. We give the first map, and the first screens, of Montezuma's Revenge. *And we open the UK premiere of* Front Line.

Not bad . . . but we've got even more in our October issue.



The king is dead. Long live the king.

Telephone Atari and you may recognise a Commodore voice. Owner Warner Communications has sold Atari to Commodore founder and ex-president Jack Tramiel. And ex-Commodore general manager John Baxter may replace UK MD Graham Clark. Simon Westbrook is acting MD.

The moves have brought axeing of both products and staff to an already-slimmed company. The 7800 games ProSystem, for example, will not appear here. And Atari products will probably be sold through distributors as well as the sales force.

Atari US would not answer TVG's questions on these issues or the Futuremaker series (TVG, August) or its educational games. 1984 sales of hardware and software – except the 800XL – had been disappointing. US software companies, who had written games for the Atari machines, stopped doing so.

"We're not selling any of it – at one time Atari and Apple was all our business," one disgruntled New Yorker said. But he added that "should it turn around, we can go back in". Tramiel must do just that.

"One of the most important things about the move is that we will be more autonomous. And we will be more aggressive," Atari said.

Meanwhile, the exodus of Commodore staff to join Atari has brought the two companies to court. Commodore claims that four engineers who made the move took designs for a new computer – hoped to grab the Apple Macintosh market share – with them.

CUTHBERT'S PITFALL

Activision has taken Microdeal to court for its *Pitfall* lookalike game *Cuthbert In The Jungle*, which runs on the Dragon 32 and Commodore 64. It is the first UK software company to win on the issue of software piracy.

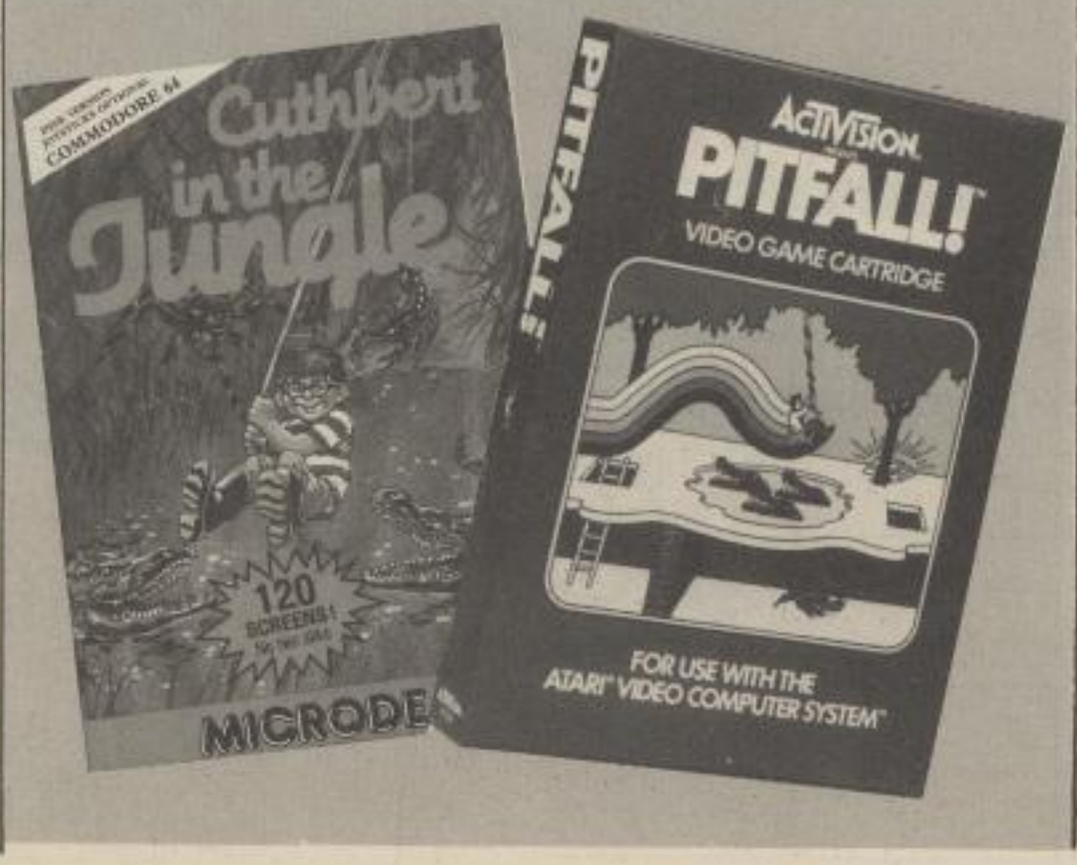
Microdeal must stop sales of *CITJ* immediately. "Activision views the infringement of copyright very seriously and will not hesitate to take action again," Activision UK MD Geoff Heath said.

Michael Dryan, Microdeal solicitor, said the company was "happy to withdraw". It had acquired the *Pitfall* licence from Tom Mix in the US – but after Activision had done so. Activision will now take action against Tom Mix.

PITFALL VS CUTHBERT IN THE JUNGLE

In winning its case against Microdeal, Activision stated the following points were identical in both games.

* The player controls the explorations of the hero as he moves through a 100-screen jungle, which must be mapped out.
* The flat, horizontal jungle floor is lined with dark green trees against a light green background. An underground chamber runs parallel to the floor throughout.
* Access to the underground chamber is by ladder or falling through holes. Fatal scorpions appear spasmodically in the chamber, and your way is often blocked by red-brick walls.
* Both heroes must avoid fires, snakes, crocodiles and disappearing tar pits.
* Both heroes must jump over logs which roll from right to left only. Points are deducted if you trip over a log.
* Three consecutive crocodiles appear in a swamp. Both heroes must jump from one crocodile head to another, to cross the swamp. All jumps must be made when the jaws are shut, with the hero resting on the bulky portion of the head.
* Tar pits and swamps may occasionally be bypassed by swinging on a vine. To grab a vine, you press the fire button while moving the joystick left or right.
* Points are deducted if the hero falls down a hole.
* In *Pitfall*, Harry must collect gold bars, money bags, diamond rings and silver bars. Cuthbert must collect gold bars, money bags and a diamond.
* Gloomy music plays when both heroes die.
* There are two replacement lives, which appear from the left.
* Joystick controls are identical.
* A rolling log will nick both heroes' heads if above the surface of the jungle floor, and they will fall slightly down the ladder.



Newly formed Brother Computer peripherals division has released its first home computer aid.

Priced at about £200, the Brother M-1009 is a small dot matrix printer. Gamers will find it useful for screen dumping high scores, as well as getting a high-quality printout. And it's compatible with most home computers, including the Spectrum.

John Carter is the newly appointed head of the computer division. He told TVG that Brother is investigating the possibilities of launching its own computer – possibly an MSX.

Above: *Zeta-7* by Mogul is a shoot 'em up with a difference for alien zappers. A horizontally scrolling screen with arcade graphics orbits the threatened Zeta-7 defence sphere. Line up enemy ships through gun sights, and fire before their high-energy plasma destroys you or Zeta-7. But shots are in real time! You must fire at where you think the enemy ships will next move – it can be in any direction.

Zeta-7: CBM 64, £7.95.

Acorn launched its widest range of new products at the Electron & BBC Micro User Show. The long-awaited second processors – the Z80 for business and 6502 linked to the Bitstik graphics system – were on show. So, too, was its Econet network with File Server 2 software. And in the robotics field, it displayed a robot arm and buggy.

The Magic Roundabout and Thunderbirds have been signed up by London-based software house CRL. Expect to see the games soon.

The film of the game: *Star Trek III – The Search for Spock*. The Starship Enterprise has spawned many TV and computer games – mostly unofficial. Sega's vectorscan coin-op game has been licensed on Atari HCS format, and will soon be on the Coleco. The happy timing coincides with the release of the third of a very successful triumvirate.

Star Trek III carries on from where *ST II* ended. The Enterprise comes in for repairs, after narrowly escaping the Genesis bomb detonated by Admiral Kirk's arch-enemy, Kahn. Kirk is refused permission to search for Spock, who may be alive on the surface of the planet Genesis. But that doesn't stop James T Kirk and his crew taking NCC-1701 out of space dock to begin searching.

All the familiar characters appear. And there is a cameo performance of Yeoman Janice Rand, seen only in the first series and first film of Star Trek. It is nice, too, to see some of the lesser characters in the crew getting meatier parts: Mr Sulu and Commander Uhura are two.

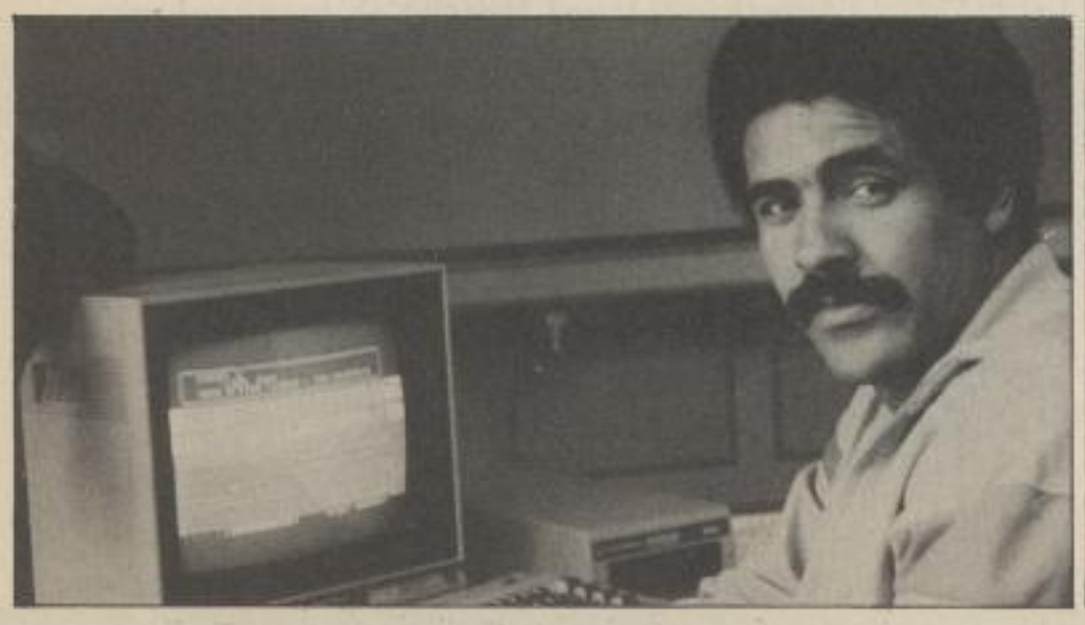
The special effects are masterfully done by Industrial Light and Magic. This is George Lucas' effects unit, responsible for so much in *Return Of The Jedi* and *ST II*. Many effects are achieved with computer graphics – including a scene where footage from the end of the last film is digitised. Kirk manipulates this to analyse the moments before Spock's death.

You may get some clues for a future game from *ST III*. In any case, it is thoroughly recommended for enjoyment.

Below: "I'll have to run faster than that." Decathlon gold medallist Daley Thompson tries out Ocean's *Decathlon*.

Coinciding with the 24th Olympics at Los Angeles, the game simulates Daley's ten events – down to tests to check if a player is fit enough to compete. A speech synthesiser gives scores, intones "on your marks, get set, GO", and lets the crowd roar.

The game retails at £7.90 for the CBM 64 and £6.90 for the Spectrum. Royalties go to the British Amateur Athletics Board.



Disc drives work on the Electron, thanks to Le Box from Pace. It is an interface which allows 5.25" BBC-type discs and 8K sideways Roms. Le Box, with 100K disc drive, costs £299 plus VAT.

Granada latches onto the 1984 £400 million home computer market. Through its high-street shops, it will sell the Spectrum, BBC, Electron, CBM 64 and Vic 20 micros, with related games and peripherals.

Wrath of Magra comes out at last. Those Mastertronic directors who broke away to form computer adventure games company Innovation have signed up rights to ailing Carnell's *Wrath of Magra, The Black Crystal* and *Volcanic Dungeon*. "We will be financing further development of the adventure games and bring them out soon," director Alan Sharam said.

Front Runner is K Tel's new name, and its first game is the epic *Storm Warrior*. The K Tel name will be used to import and distribute games from other software companies.

Electro Freddy, too, has changed his name. Now he's Micro Micky and the name of the game is *Uncle Claude*. The changes come with the move from Softspot to Alligata of programmers Marcus Altman and Chris Butler.

Originally running on the Amstrad CPC 64 and BBC, the game now also runs on the CBM 64 (see review, page 53). Alligata's Mike Mahoney said that the company will concentrate on these three micros plus the MSX.

Activision turns to CBM 64 and Spectrum. First UK titles for the CBM 64 (as TVG first reported in August) are *Beamrider, Decathlon, Hero, Zenji, Toy Bizarre, River Raid, Pitfall I* and *II*. *Beamrider, Hero, Pitfall II, Zenji, Space Shuttle, River Raid* and *Enduro* have been converted to the Spectrum. All games retail at £9.99.

There will be an In Depth review of *Zenji* in October TVG.

Games for the CGL M5 home computer! The six single-game cassettes – *Bomber Run, Devil Bird, Intrigue, Slots, Stranded* and *Wheels* – are priced at £5.96. Two triple-game cassettes – *Simon/Granny/Spiders* and *Squash/Lander/Raiders*–are £12.95.

A UK distributor and service company for Intellivision have been appointed by the new owner of Mattel's inventory (TVG, August). The distributor is Mastergame Ltd, 31-32 High Street, High Wycombe, Bucks. The service company is HiTech Electronic Services, Mattel House, North End Road, Wembley, Middlesex.

Titles planned for UK release include *Masters Of The Universe, Pinball, Bump 'n' Jump* and *Advanced Dungeons and Dragons – Treasures of Tarmin*. TVG got an advance copy of *Treasures Of Tarmin*; there'll be an exclusive preview in the next issue.

The excellent but poorly supported Texas TI99/41 received two games from Scorpio Software. These are *Tomb of Myclops*, selling at £6.95, and *Minefield*, selling at £5.

Scorpio has also reduced the price of its first four Spectrum titles – *Ruby Runabout, The Code Book Caper, Star Searcher* and *Decor Wreckers* – to £1.99. See October TVG for reviews.

£30,000 for solving a game. The famous golden hare awarded to the solver of Kit Williams' *Masquerade* book has trebled in value from £5,000 in 1979. It has been bought by Haresoft, which is offering it to the first person to solve two games tapes: *Hareraiser-Prelude*, available mid-June, and *Hareraiser-Finale*, available mid-September.

Each tape costs £8.95 and is available on BBC, Vic 20 ext, Oric, Atmos 48K, Dragon 32/64, CBM 64, Spectrum 48K, Amstrad CPC 64 and Electron.

The hero returns

The film of the game. *Indiana Jones and the Temple of Doom* is not a sequel but a prequel to the hit film, *Raiders of the Lost Ark*.

Harrison Ford remains in the role of the swashbuckling archaeologist/grave-robber Indiana Jones. This time, he has a young sidekick called Short Round, played convincingly by newcomer Ke Huy Quan.

After a few little misunderstandings in a Shanghai nightclub, Indy and Short Round team up with singer Willie Scott, played by Kate Capshaw. This is a bit unimaginative: she plays a Goldie Hawn-type role in which she is always complaining about the poor conditions, and is more worried about two of her nails being broken than half of Shanghai's underworld chasing Indy.

Equally traditionally, she is usually the one that needs rescuing. A far cry from the entertaining character of Marion Ravenwood from the first film.

Director Steven Spielberg and executive producer George Lucas have obviously scored with another winner which will go alongside *Raiders*, *ET*, *Star Wars* and *Return of the Jedi* as one of the best ever fantasy feature films.

But what of the game? Well, Atari has no immediate plans to bring out a *Temple of Doom* game. But it hasn't ruled out the possibility for the future. There is, after all, great potential for several games based on the thrilling chase scenes that make Indiana Jones films the success they are.

Arcade-style racing games could be based on the chases in the Shanghai marketplace, the race down the mountain side in the life raft, or the rollercoaster-style chase in the mining carts near the end of the film. What is more likely is a game similar in concept to the first game. There you must guide Indy through the temple labyrinth to find the sacred stones, and get out again. Maybe you could rescue the children of the mine for bonus points.

In short, the film is great and worth seeing at least twice. You won't be able to take it all in by just seeing it once – there's too much going on. There's an enormous potential for a game, or even a series of games, based on this film. Atari would be crazy not to bring out such a game, bearing in mind the success of the first Indiana Jones one. It continues to sell well after more than a year.

Diary

SEPTEMBER

Electron & BBC Micro User Show
UMIST, Manchester
Entry: £3 Adults
£2 Children
Saturday 1st 10:00-18:00
Sunday 2nd 10:00-16:00
Group tickets available, contact: Database

Games Day
Royal Horticultural Hall, Victoria, London.
Entry: £1.25
Saturday 1st 10:30-18:00
Sunday 2nd 10:00-17:00
Organised by: Games Workshop

Video Software and Computer Games Show
CANCELLED

PCW Show
(Personal Computer World)
Olympia 2, London
Entry: £4 single,
Family group of 4, £10
Wednesday 19th 10:00-19:00
Thursday 20th 10:00-19:00
Friday 21st 10:00-19:00
Saturday 22nd 10:00-17:00
*Business tickets £3 (Wed. to Fri. only)
Group tickets available, contact: Montbuild

Fifth International Commodore Computer Show
POSTPONED

OCTOBER

Electron &BBC Micro User Show
Alexandra Palace, Wood Green, London N22
Entry: £3 Adults,
£2 Children
Thursday 25th 10:00-18:00
Friday 26th 10:00-18:00
Saturday 27th 10:00-18:00
Sunday 28th 10:00-16:00
Group tickets available, contact: Database

NOVEMBER

Leisuretronics
Royal Horticultural Hall
Victoria, London
Entry: £1.50
Thursday 8th 10:00-18:00
Friday 9th 10:00-18:00
Saturday 10th 10:00-18:00
Sunday 11th 10:00-16:00

Your Computer Christmas Fair
Olympia, London
Friday 30th 10:00-18:00
Organised by: Reed

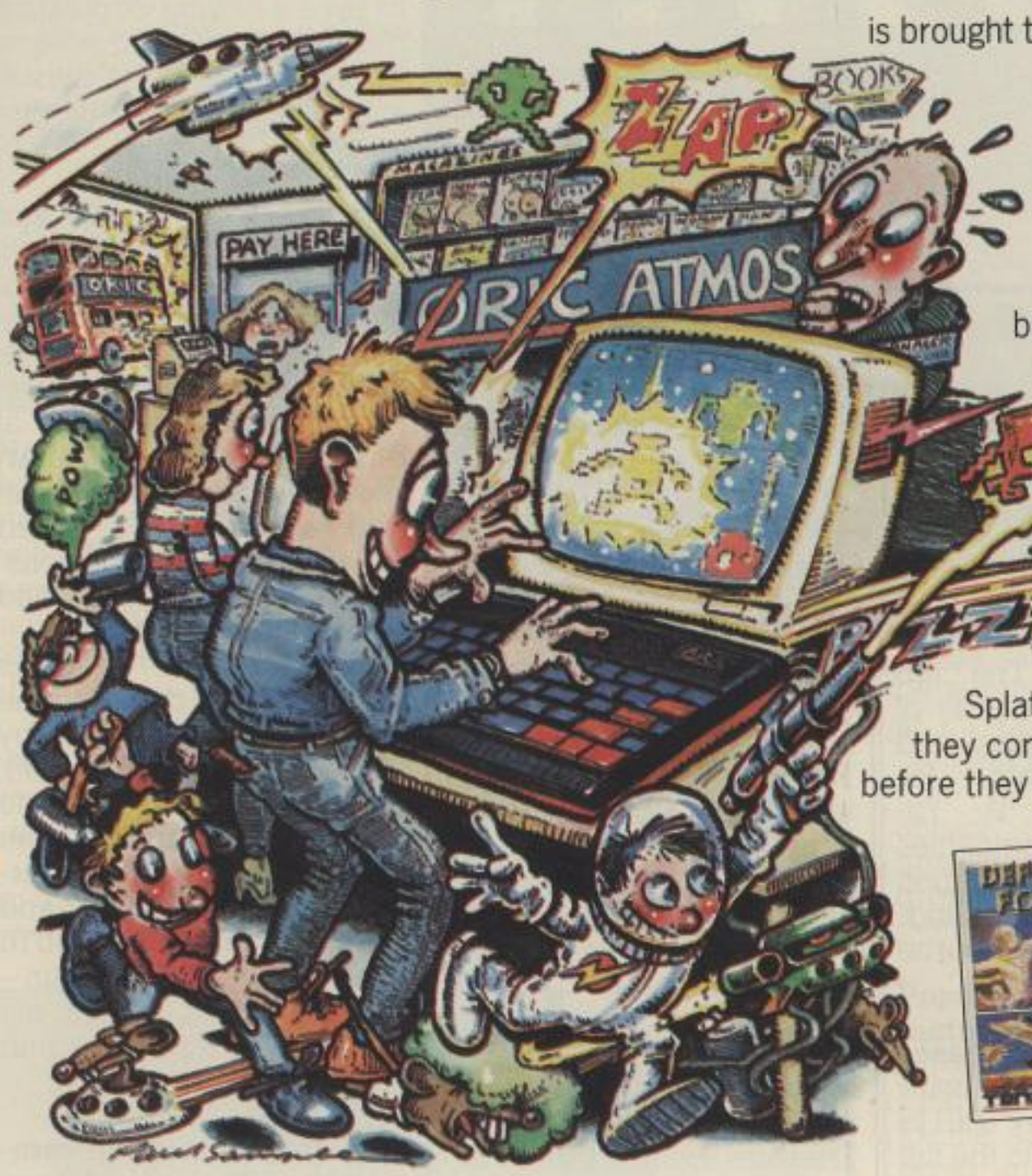
DECEMBER

Your Computer Christmas Fair
Olympia, London
Saturday 1st 10:00-18:00
Sunday 2nd 10:00-18:00
Organised by: Reed

Electron & BBC Micro User Show
New Horticultural Hall, Victoria, London
Entry: £3 Adults,
£2 Children
Thursday 6th 10:00-18:00
Friday 7th 10:00-18:00
Saturday 8th 10:00-18:00
Sunday 9th 10:00-16:00
Group tickets available, contact: Database

The facts in this list have been checked for accuracy, but no responsibility can be accepted for errors or omissions.

The very best in arcade action–



is brought to you by Tansoft – the specialists of the Oric-1 and Atmos Computers.

The games that people are fighting for are:–

Defence Force:
Pilot your space-craft through alien territory and fight off the enemy approaching from both sides. **48K. £7.95.**

Ultima Zone:
Shoot the Walkons, avoid the bouncing Brunes and battle your way through the satellite zone. **48K. £8.50.**

Rat Splat:
A revolting game.
Splat the rats in the sewer before they consume the cheese, and destroy the monsters before they consume you! **48K. £7.95.**

or let's get down to business!

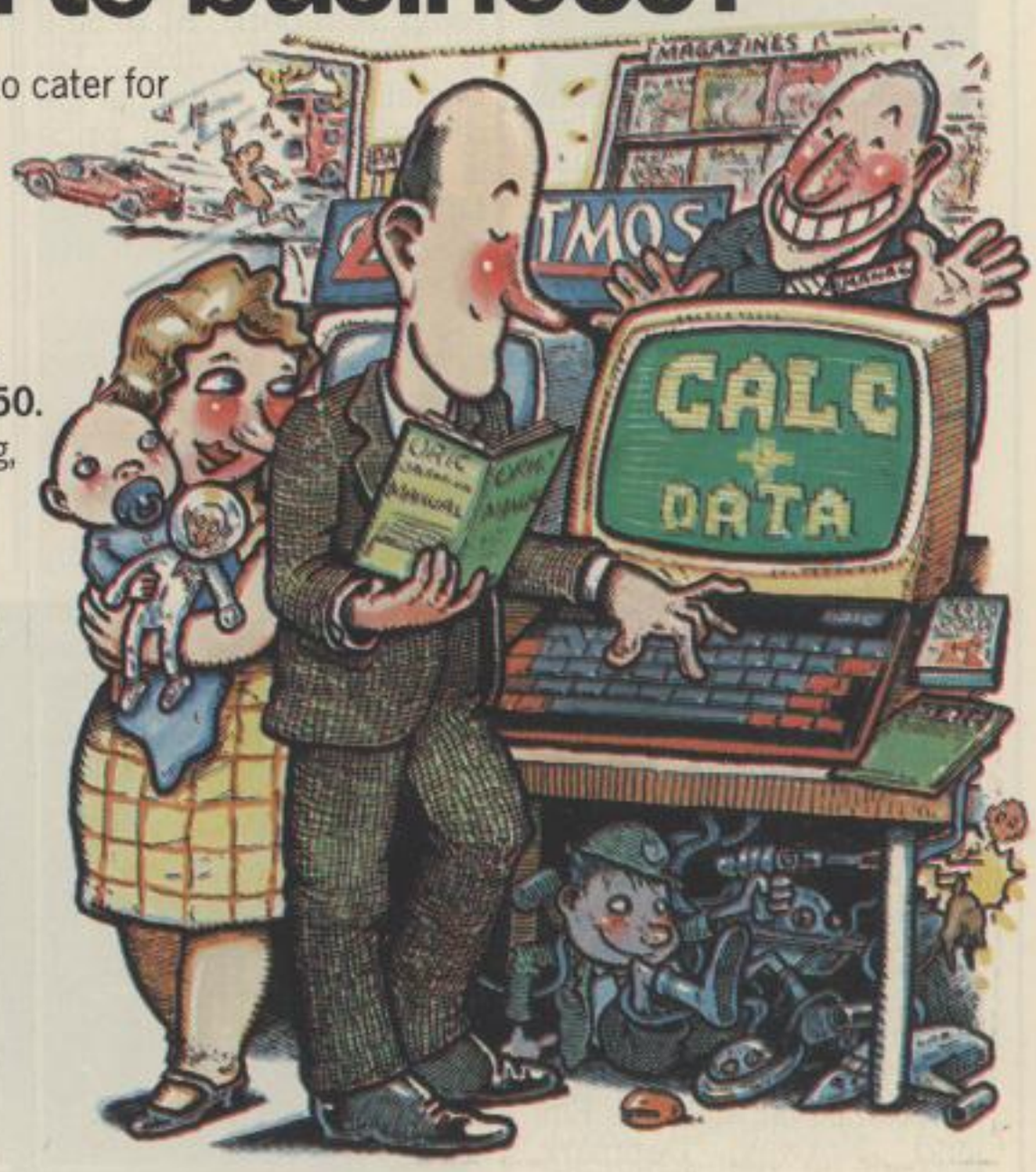
Tansoft produce a wealth of business and utility software to cater for every interest. The 'not so' games-minded people may be coming to grips with:–

Author: A powerful word-processor program which includes word-wrap and word-count. Ideal for letters and reports. **48K. £14.50.**

Oric Calc: A full spread-sheet program allows you to sum columns or rows and apply complex formulae. **48K. £14.50.**

Oric Cad: A computer aided design program for displaying, rotating, enlarging and shading objects on the screen. **48K. £9.99.**

For the full range of Tansoft software – which currently numbers over 20 titles – pick up a catalogue in your local Computer Store or contact Tansoft at Unit 1, The Techno Park, 645 Newmarket Road, Cambridge. Tel. Teversham (02205) 2261.



TANSOFT

MICRONET UPDATE

Time again to take an electronic journey into Micronet 800 – especially into games.

First, prepare for the journey by connecting your 'phone to the micro and its modem. Type in your user identity and password. You're in at page 800, the front door to the world's largest computing database.

Page 800 gives a brief list of today's routing alternatives:

1. Full index
2. Today's computer news
3. Advertisements
4. Programs to load now
5. Free Beeb software option
6. Beeb directory
7. MusicNet T-shirt
8. Useful routes

KEY # for What's new.

Step into What's new. You'll fall headlong into *Alice's Wonderland!* page * 800855200 #. The white rabbit, caterpillar, dodo, frog footman, screaming duchess and pig-faced child all appear.

At the journey's end, you arrive in Clubspot, with the regional and national groups of computer clubs. As well as displaying their own graphics, the clubs display the latest information on events for keen microcomputing enthusiasts.

By taking route *8008800 # you'll arrive at the Clubspot index.

If you have a special interest, perhaps in amateur radio, you can access the RAMTOP – Radio Amateurs, Microcomputer Techniques, Operation and Programs. Take the 'browse' option. You can look, for example, at news which clarifies the legality of transmitting computer programs over the airwaves.

*8008210 # will take you to the Clubspot's adventure helpline. Its international adventure club has membership as far afield as Finland, Norway, Denmark, Sweden, Israel, New Zealand and Holland. The club aims to raise standards of games with a 'Rating and Endorsing Project for Adventures'. It is recognised by companies such as Gilsoft, Dragon Data, Hewson, Phipps, Bug-Byte, and Melbourne House.

Micronet's latest releases in downloadable software are listed on page *800115 #, which is linked to the full features index.

Wheel of Fortune by Epic has an excellent review beginning at page *800115017#. "This has to be the adventure of 1984," Stuart Menges writes. "It really is superb. At £8.50 it is very good value." Especially good value, as the recommended retail price is £9.95. The star rating awards 29½ out of a possible 30 points, and five stars!

The aim is to retrieve a stolen wheel and avoid creatures – capable of independent action – which will try to thwart you.

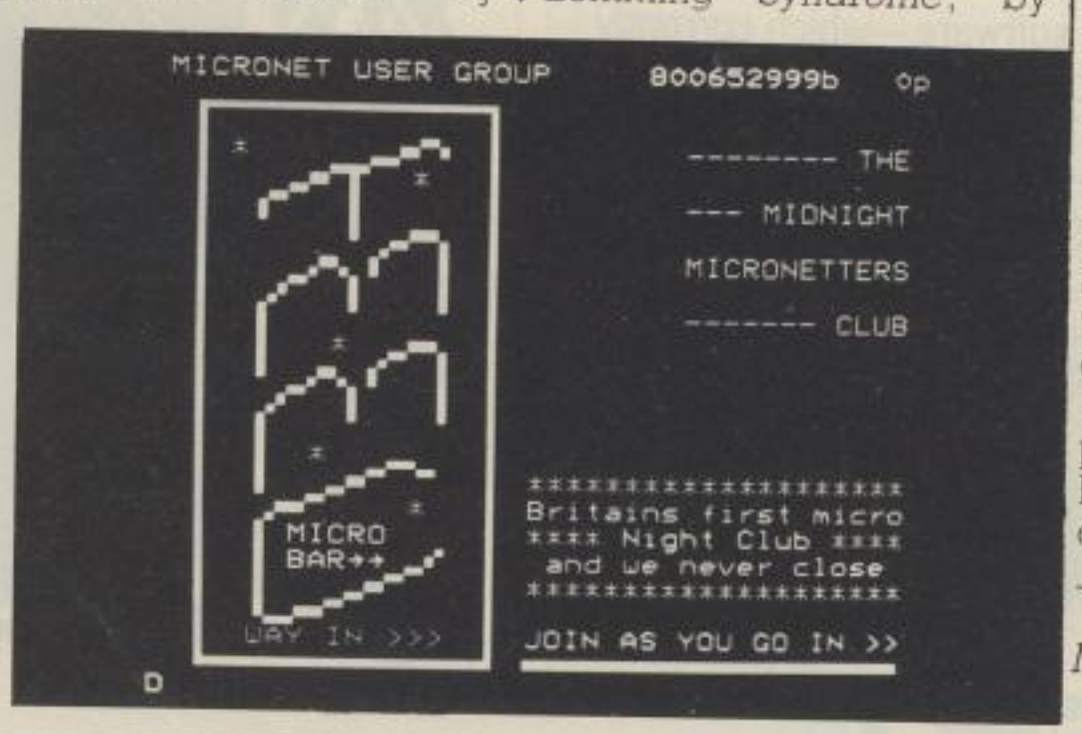
Transported to a tropical clime in *Dictator* by Dk'tronics (*600611166 #), you become the president of a small banana republic, Ritamba. You must hold tenaciously to your position, and frustrate the attempts of others to usurp or assassinate you.

In *Scan* by Peaen Systems, you try to beat the computer at a game of cards.

Still for the Beeb is a more conventional game: *Treasure Hunt* (*600611166 #), by Neville-Lee. This is the sequel to *Kidnapped* on Micronet, but is more difficult. The area is twice as large, and the routes lie both above and below ground.

If you enjoy car races, try *Road Racer* by Superior Software at £6.50 (*600611869 #). The chase has six skill levels. As you race, pursued by three cars, there are good sound effects and features such as a radar display, smoke screens, and checkpoint flags.

Leaving the road behind, you're now aboard a raft as Lifeboat Lennie in *Lemming Syndrome*, by Dynabyte at £6.75 (*600611886#). Your task is to save a fleeing population from shark-infested waters. Mad Marco is in hot pursuit and makes every attempt to dynamite your raft.



The Spectrum, Apple and Commodore Pet also have new games. Route to the top fifty hits for the Spectrum on page *60061621 #. You'll find *Turbo Chess* by Kerian at £4.75. It is a state-of-the-art chess program, which can load a previously saved game, has a comprehensive analyse routine and many other features.

For excellent graphics and sound, try diving to the ocean floor in *Glug Glug* by CRL at £4.75 (*60061619 #). There is hidden treasure to be found. But dangers loom close: killer crabs, piranhas, hunter sharks and deadly mines. You're equipped with a dart gun – but the hunter sharks eat through your air pipe and communications cord.

Now for something completely different. Moving away from the mainstream of the database, you may come across the midnight micronetters.

At closing time – and deep into the night, when calls are only 38p per hour – the Midnight Micronet Club opens its doors. Rooms of graphics and chat are dedicated to late-night micronetters. And it specialises in fearless kiss-and-tell exposés! Midnight micronetters have their own directory, so they can contact other insomniacs. They arrange parties across the nation, and have pioneered the live wire technique of mailboxing where 'netters hold simultaneous conversations. Membership is free to those over 18.

Confused by the many conflicting reports on Clive Sinclair's QL micro? Keep up to date with the latest developments on page 180011028 #. Micronet plans its very own QL database before long, with downloadable software.

Micronet Update is written by Lorraine Cox

	1980	1981	1982	1983	1984	1985
Home computer software						
Unit sales to dealers (millions)				35	55	80
Average value each (dollars)				18	17	18
Programmable video games						
Unit sales to dealers (millions)	2.2	4.2	8.2	6.6	4	3
Average value each (dollars)			116	114	75	66
Video game cartridges						
Unit sales to dealers (millions)	9	30	60	75	65	61
Average value each (dollars)			20	19	15	13

Having experienced a bad Christmas last year, the video games industry will do much worse this time round. So stated prestigious US newspaper *The Wall Street Journal* earlier this year.

This view is backed by statistics from EIA Marketing Services and independent research firms.

"Following a peak year in 1982, about the time that home computers began to make an impact, the line between the two product categories of video games and home computers started to blur," EIA said. "Video sales have been following a downward trend, declining about 40%."

EIA predicts another slip of about 25% next year.

That's not necessarily all bad news. Sales of four million units of any product is a major market.

EIA also puts the sale of home computers and software at $5 billion a year – more than 25% of its entire consumer electronics industry. "So far, we have penetrated only about 10% of all US households with computers. So you can see the potential that lies ahead," it enthused. It estimates the market will grow to $40 billion.

The Muppets come to your help. Koala Technologies and Sunburst Communications have developed a Muppet keyboard which replaces the often confusing standard one. It simulates the familiar contents of a school desk: ruler, paints, chalk slate, compass, eraser, exercise book – and even a comic which gives command keys for programs.

Each section of the desk is animated by your touch, and instructions come from Miss Piggy, Gonzo and Fozzie Bear. For example, if you press the letter A – remembering that it stands for alligator – an alligator will appear. Press the number four, and four alligators will appear.

If you need help, Miss Piggy responds.

Audiogenic will distribute Koala products in the UK and Ireland. They are compatible with Commodore 64, Apple and IBM computers, with the BBC following soon.

Popular joystick manufacturer Wico has come up with some new ideas. First is a joystick/keypad for the Adam and Coleco. It gives an extra pair of fire buttons on the side of the base.

Second is a three-way joystick with a unique gate-lock control. This allows you four- or eight-position movement by rotating a disc. It also boasts three interchangeable handles: the famous red ball, grip and bathandle.

Atari and a child psychologist have teamed up to create games on the VCS for toddlers. It is probably the first time that software has been written for children aged one to three.

Peek-a-Boo is the first, and features a friendly cat. The simple, age-old game is supposed to "help toddlers learn about cause and effect, spatial relationships, colours, shapes, letters and numbers as well as building motor skills". Not bad for a one-year-old!

Frogger reaches for the sky. If you haven't tired of *Frogger*, look out for *Frogger II: Threeedeep!*

Parker Brothers has expanded the Sega hit and converted it for the Atari VCS and home computers, the Colecovision and the Commodore

In the new version, three screens take the high-jumping amphibian underwater, over water and through the clouds – side-stepping electric eels, snapping alligators, barracudas, sharks, hippos, Clyde the dragon and a deadly prop plane.

In the underwater scene, Frogger is perched on a river bed, ready to make his way across alligator- and barracuda-infested waters. He must watch that the current, which grows stronger at higher levels, does not pull him into life-threatening encounters.

Friendly giant turtles occasionally give a free ride out of troubled waters, and floating bubbles help earn bonus points.

Near the surface, Frogger can either fill the log berths or climb onto the.

KICK~OFF

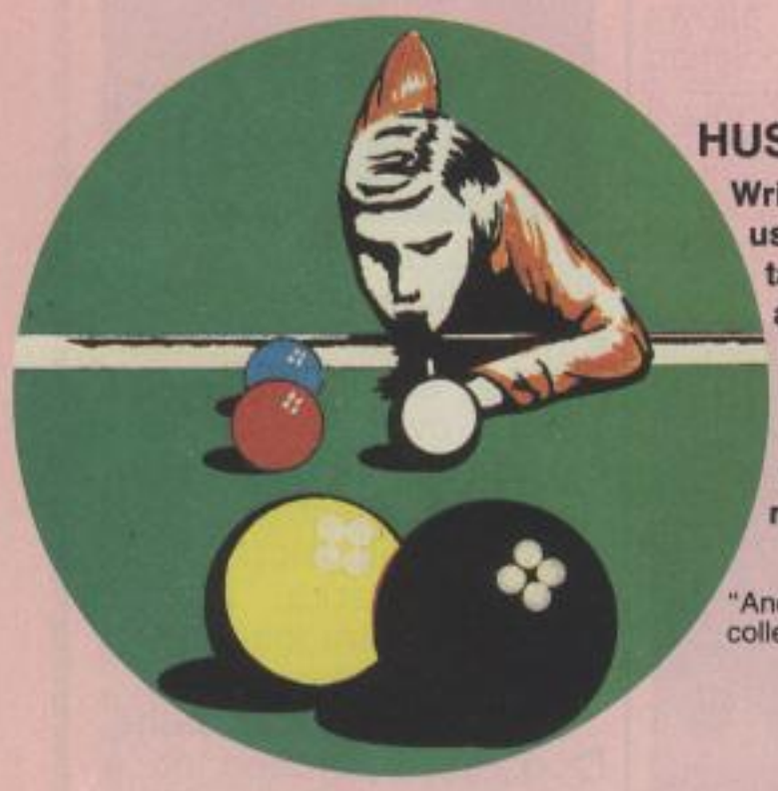
the latest in the line of magical programs for the Commodore 64 from bubble bus

A unique game based on the famous Table Football game with moving rods through the players. Amazing graphics and music. For one or two players. Two players use two joysticks simultaneously. Machine code.

New

WIDOWS REVENGE

Similar to our 'Best Seller' Exterminator, but this game fires back! Obliterate all of the Widows Warriors but watch out for Photon Webbs and devious Egg Layers. Machine code.



HUSTLER

Written in machine code and using Sprite graphics HUSTLER takes the 64 to its limits. There are six 'pool' type games for one or two players, high scores kept and super music. Machine code. See the great press reviews. You won't find a more realistic snooker type game.

"Another gem – a must for the collection"
Commodore Computing

EXTERMINATOR

Definitely one of the best arcade action games around for the 64. . Shoot the worm and everything else in the garden whilst avoiding the deadly spider and swooping eagle. Machine code using high resolution and Sprite graphics with excellent sound. Beware, it's very addictive.

"Finger pressing good!"
Personal Computing Today
"Brilliant"
Home Computer Weekly

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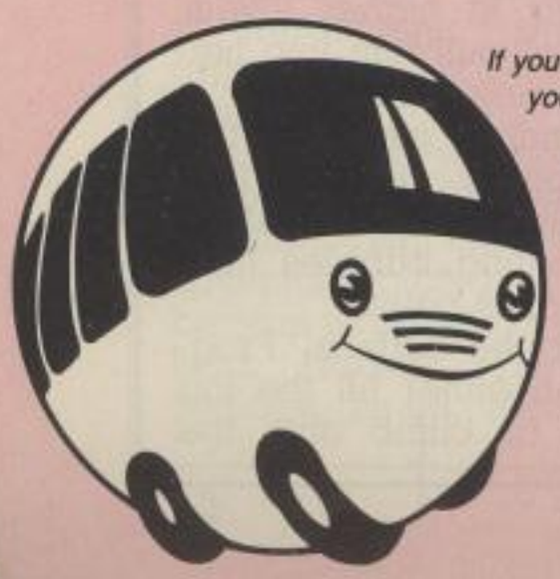

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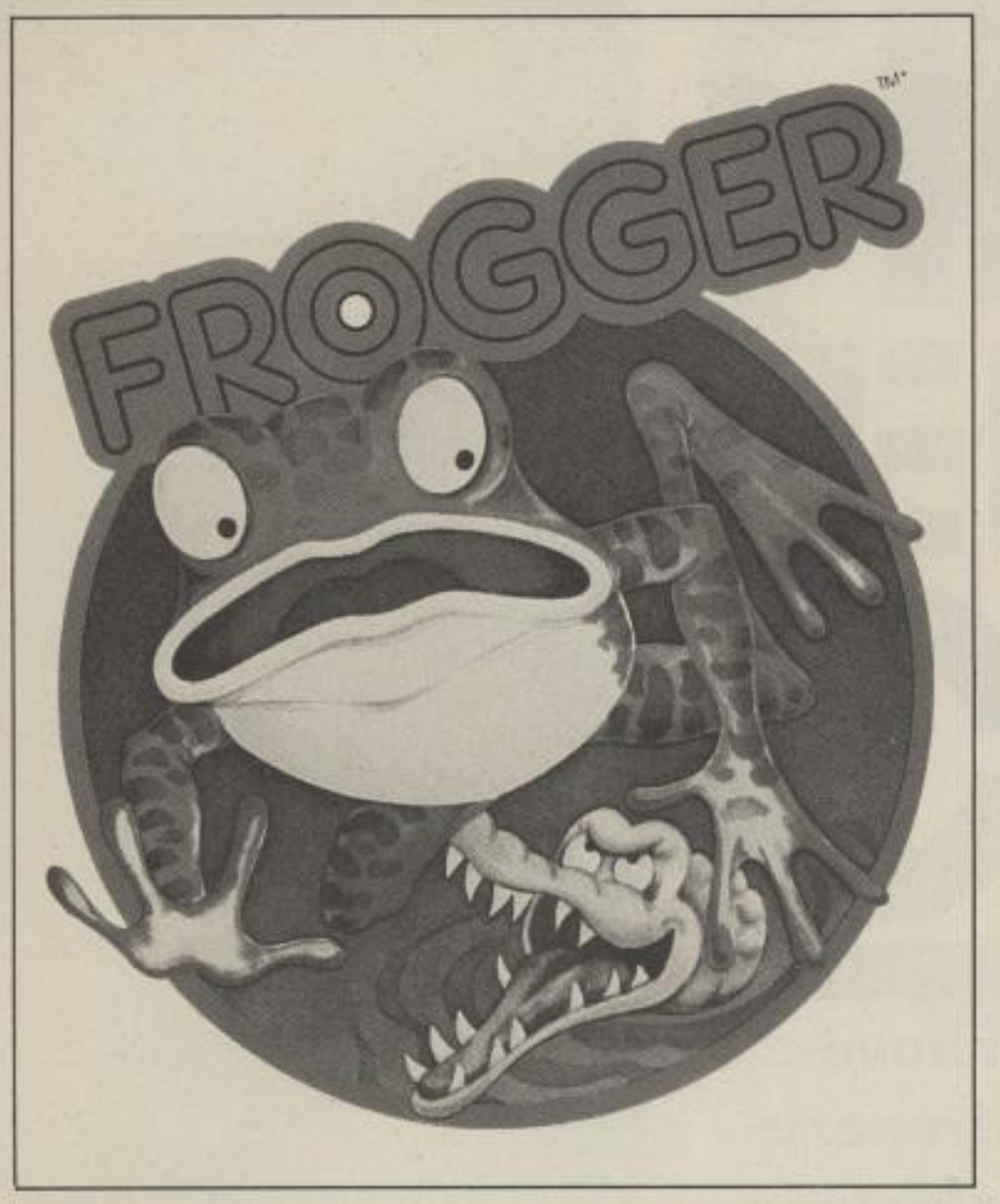


side of a log and emerge on the surface.

On the water, Frogger must dodge alligators, submerging whales and hippos. They can offer a free ride – but they can also change their minds midstream and shake Frogger back under.

Lilypads and baby ducks offer shelter, but sharks and mother ducks can send Frogger into the drink in a hurry. Frogger's goal is to fill the life preservers pulled by the tug boats at the top of the screen, or leap onto the back of a mother duck who will fly him into the clouds.

In the air, Frogger finds himself in a land inhabited by birds and butterflies. He must bounce from his starting spot to a large cloud trampoline, and jump from bird to bird to reach safety. To foil his endeavours are Clyde the dragon, poisonous black butterflies (a bat in the VCS version) and a deadly prop plane.

Fluttering butterflies enable Frogger to capture bonus points, but at a cost. Each time he snaps a winged creature, a hole opens in the clouds. If Frogger falls through this hole, he will descend to the water, or to the river bed.

A well-executed hop onto a passing stork, bearing a nappied tadpole, can earn Frogger extra lives.

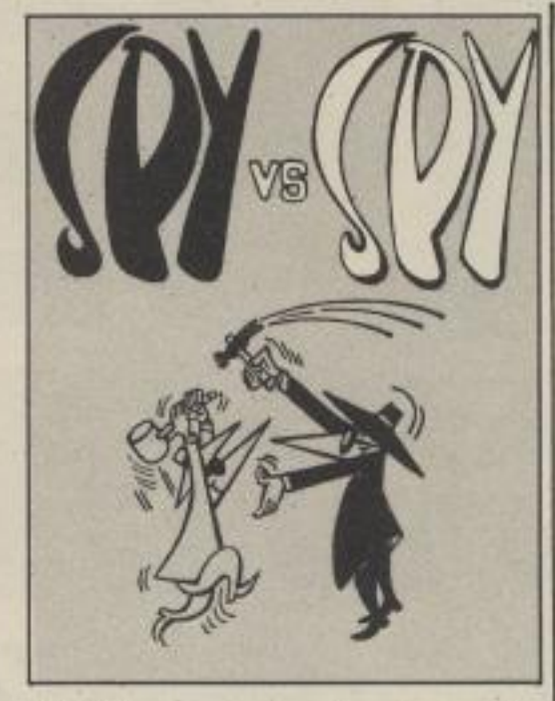
If you manage to get through all that – don't relax. The next round will be even more hectic.

Frogger Threeedeep! was scheduled to come out in August in the US, and to the UK before Christmas.

Sara is one hot potato ... or rather, a superchip. It (she?) boosts the Atari VCS's humble 8K to16K, so that you can play the new Atari superchip games. These are led by *The Last Starfighter*, and include *Track & Field, Jr Pac-Man, Millipede, Stargate, Midnight Magic* and *Crystal Castle*.

The Last Starfighter will be featured in a future issue of *TV Gamer*. Based on the Lorimar movie that premiered in the US in July, the games uses first-person, three-dimensional flight dynamics and "music like you've never heard on the VCS".

You can play *The Last Starfighter* either alone or simultaneously with a friend – one as pilot and the other as gunner. Because of a traitor's actions, all starfighters in the Star League except you have been destroyed. You must attack Xur and the Ko-Dan armada...



Mad magazine's Spy Vs Spy cartoon strip makes its debut as a computer game this month.

Antonio Prohas' characters, the white spy and the black spy, play dangerous tricks on each other in ironic and humorous situations. To keep the flavour of the cartoon strip, the game will use animated graphics.

Designer Mike Riedel is simultaneously developing Commodore 64 and Apple versions of the game. These will be followed by Atari and IBM versions. It will be published by First Star Software, in affiliation with *Spy Vs Spy* publisher Warner Books.

This is not the first of First Star's scoops. It has just signed a deal with Exidy – the oldest privately held US coin-op video game manufacturer. Exidy will convert *Boulder Dash, Astro Chase, Flip & Flop* and *Bristles* by First Star onto arcade machines.

It has also signed a deal with Micro Lab to convert *Boulder Dash* onto the CBM 64, Adam/Coleco and Apple. Micro Lab is best known as the company that catapulted *Miner 2049er* to best sellerdom.

Access claims to turn your CBM 64 into a powerful music systhesiser. The system to do it all is called *Master Composer*. And you don't need any programming skills.

The system's library includes preset 'voices' that represent most musical instruments. Players can add or delete instruments, play parts of a musical score or link portions together. The music is then stored on tape or disc, which means you can add to existing programs or play several scores in sequence.

The Avalon Hill games company has planned an exciting range of summer games.

Most notable is *Quest of the Space Beagle*, the sequel to the successful four-disc Atari space fantasy, *Jupiter Mission 1999*. It is an interactive space fantasy adventure.

Alone in space, you are befriended by the Faunians, a peaceful race being invaded by the evil Gentuzians. You have been appointed to lead the defensive strike against the invaders.

At your command are ten Faunian robot fighters – but the Gentuzian battle fleet outnumbers you four to one. It won't be easy. You'll need the right tactics and all the skill you can muster.

Assuming you conquer the Gentuzians, you become emperor. The only thing you want is to repair your ship, the Space Beagle, and get back to Earth. But the Faunians are insistent: if you refuse the crown, you can forget leaving. Reluctantly, you must accept it.

There is one chance. Find your way through the labyrinth of Kamerra, and you'll be allowed to fly home as emperor of Gentuza.

After this, your greatest challenge is about to begin. You set your sights home – but which way? Before you are 200 million light years of superclusters. On board is an authentic matrix computer simulating the dimensions of the universe. You must identify the one supercluster containing the sol, and hyperwarp from one end of space to the other. Home, sweet home!

Quest of the Space Beagle comes on two discs for the Atari 48K home computer.

Other Avalon releases include *Market Forces, Ripper, Clear for Action, Computer Diplomacy* and *Panzers East. Ram!* and *Combat Chess* will follow in the autumn.

COVER STORY

SUPER TROOPER 2000

Computers and computer games have blasted into the army. Teddy Nevill reports on the blurred line between fact and fantasy.

Hugging the ground, a helicopter, glistening in the early sun, silently appears through the morning mist. For a moment it hovers behind a clump of trees, and a lone figure jumps out. Merging with the hedgerows, almost invisible to the naked eye, he quickly goes to earth as the helicopter disappears.

Infantryman 2000 burrows into the undergrowth as his camouflage hides him from the watching world. He creeps forward until he reaches his observation position where the country falls away in front of him. Settling down, he asks his computer for confirmation of the location.

It checks with the inertial navigation system and confirms this calculation by calling up 3D digital maps for the area. It matches what it thinks should be there with what it can actually see. Automatically and reliably, the communications pack feeds back this location to the headquarters.

Patiently the infantryman watches and waits.

In the dead ground out of sight of the hidden figure, a group of enemy armoured vehicles, unaware of his presence, move quickly and as quietly as the rumble of their tracks will allow.

Alerted by his sound sensors that these vehicles are approaching, Infantryman 2000 again calls up the map data to find the dead ground they are hiding in. Switching on his viewing aids, he waits expectantly. Suddenly, noticing movement behind a hedgerow, he zooms in with the video trying to see what is there.

Failing, he switches on the thermal imager and picks up the infra-red shape of a tank. Friend or foe? The computer checks its memory, updated only moments before. Finding no record of friendly tanks in this area, it is asked to identify it. With the combination of images it matches what it can see with the details on file of known tanks and feeds Infantryman 2000 with its best estimate of the tank type. Definitely not friendly.

As the rest of the enemy group deploy in front of Super Trooper, the identity and number of the vehicles are recorded. Using the laser rangefinder and the map data, their location is constantly monitored. All this is automatically fed back to headquarters to keep the strategists in the picture.

Infantryman 2000 decides to attack. Advised by the computer, he selects the best weapon system at his disposal to destroy this attack in the most effective way. The communications system then automatically calls up the one selected, possibly artillery or rockets, and transfers the target data. Moments later the enemy attack is brought to a halt as it is destroyed by the terminally-guided munitions.

The enemy commander sees his group disappear. He urgently orders his driver to head back into cover as fast as he can drive the tank.

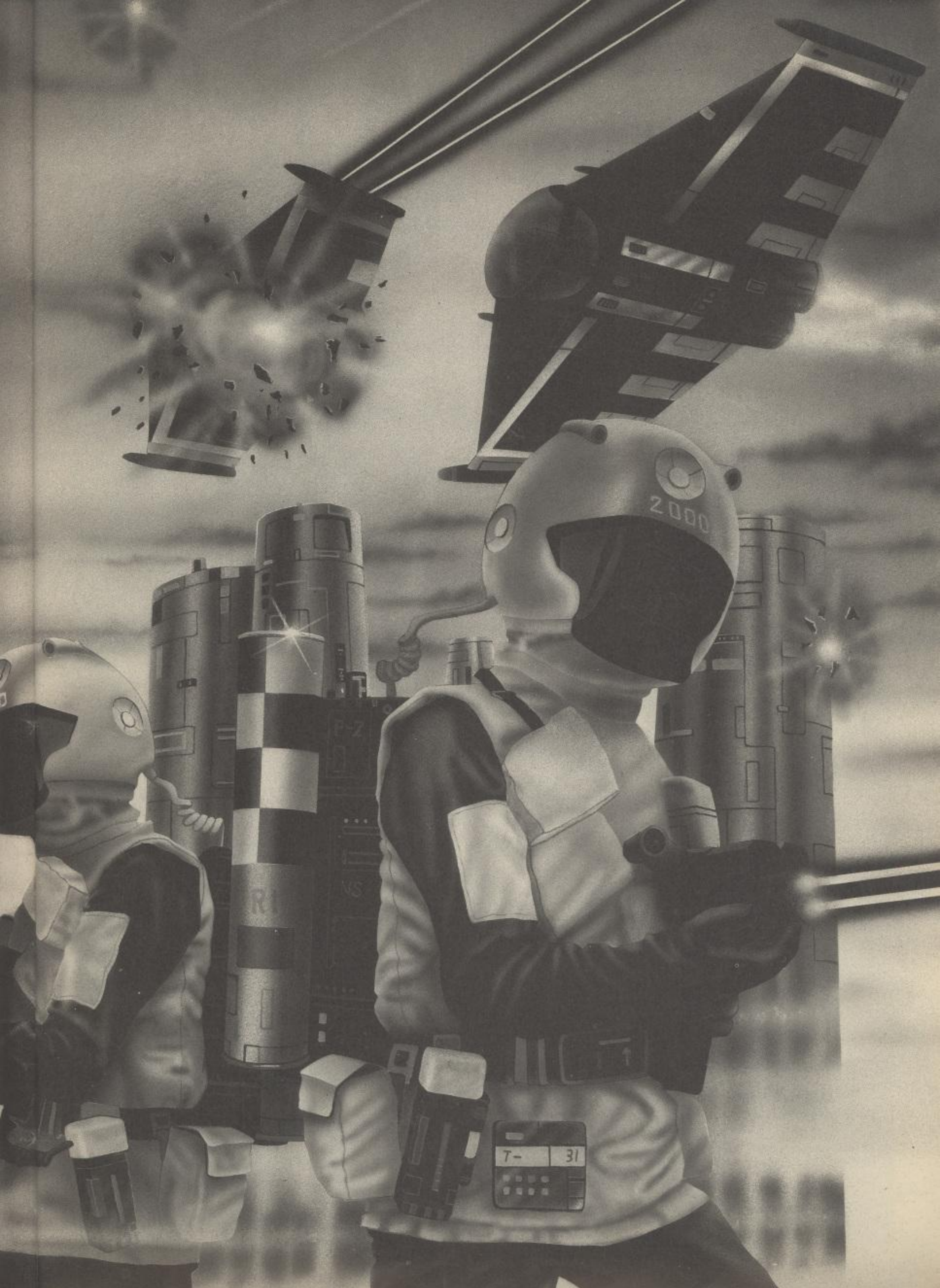
Cutting through the flame and

Super Trooper 2000 hides undetected by enemy radar. The computer picks up movement — definitely the foe. The screen calls up the best methods of attack. The computer chooses heat-guided missiles. The enemy is destroyed. Onto the next stage of the game.

But it's not a game. Admittedly the scenario is similar, and the plot worthy of any software publisher. But it's all now possible. Games of the future for us citizens are real life survival dramas for the military of today.

In 1415 the cream of French aristocracy, well armoured on the backs of horses, formed up to face the English army. Moments later they lay slaughtered by the lowly yeomen of England with their unsophisticated long-bow.

Can the nature of war have changed just as radically six hundred years later?


2000
T-
31

smoke, the imagers show the retreating survivor. The computer recognises the subtle differences that distinguish it as the commander's tank and recommends the launch of Infantryman 2000's own anti-tank/helicopter missile. Illuminating the fast disappearing target with the laser designator, the missile is launched and homes in to destroy this last vehicle.

Reporting back to his commander, Super Trooper details the results of this short engagement with the aid of recorded images while their respective computers update each other. Confirmed by data transmission, he receives fresh orders to move to a new position.

Meanwhile. . . Pacing backwards and forwards in his command post in the requisitioned farmhouse, the enemy army commander reflects on the news coming through from his troops. In the space of the last twenty-four hours the mood has changed from confident optimism to mild despair as the forward units were wiped out without a sight of the enemy. On no occasion had his excellent armoured formations been able to fight face to face the enemy's own armour as they had so often trained and planned for.

It was hardly cricket, as the English would say.

More importantly, what was he going to say to his political masters when the call he had booked was put through and he had to report on their failure. Wrong – his failure. Where would he be tomorrow?

INFANTRYMAN 2000 – SUPER TROOPER

Ever thought about the army as a career? This is what you could be wearing in the next ten years – sooner if a 'crash' development programme is initiated.

Designed as an exhibit for the British Army Exhibition, Infantryman 2000 is a conceptual exercise showing what is technically possible using ideas that are either available or in development today.

Infantryman 2000's equipment is in four main elements – his clothing, his personal weapon, his helmet and the back-pack. The clothing keeps the soldier warm, protects him from the weather and allows the carriage of his personal kit. It will also counter any chemical and biological nasties that may be thrown at him, and most of his body armour can stop bullets and shrapnel.

The personal weapon is there only to allow Super Trooper to protect himself should the enemy get too close for comfort. With its two calibres and barrels, it can fire a variety of types of round including high explosive, smoke and flechettes.

The helmet, besides offering protection, acts as the eyes and ears of the system. Built into it, a normal video system with zoom facility can be used in the faintest light. It is also coupled with a thermal imager that picks up the infra-red emissions from 'hot' objects invisible to the video. To measure distances and to illuminate targets for guided weapons to home in on, a laser unit is fitted.

As sound is often the first warning given of approaching trouble, acoustic sensors can detect the direction and distance of any noise. Perhaps most critically the helmet is the interface between the soldier and the equipment. A microphone picks up the voice commands and a head-on display projected onto the visor shows images from the video and thermal imager, with all the information requested from the computer pack.

Finally, the helmet is used for the aiming of the weapon systems deployed by Super Trooper.

The last and most important item is the back-pack. It is also split into four major parts – two anti-tank or helicopter missiles to allow Infantryman 2000 to defend himself in emergencies, the rechargeable power supplies to keep everything running including electrically heated underwear, the computer and the communications equipment.

The first two speak for themselves so let's consider the last couple.

The computer with the substantial memory integrates all the systems and provides Infantryman 2000 with his unique abilities. All the input commands are by voice and the facilities on call include digital map data that can be used to find exact locations, to present 3D impressions of ground, to plot routes through it or identify those parts that are out of sight of Super Trooper.

Expert systems allow the analysis of the data from the sound and visual sensors and the identification of what is being picked up. Where targets are identified, it will do all the calculations needed to bring the fire down accurately.

Finally, of course, the computer can be used to store information that Infantryman 2000 needs to do his job: from where friendly forces are located to what type of equipment the enemy has, to video games for training or for entertainment, reducing tension in a hostile situation.

Without effective communications, Infantryman 2000 would be cut off from his commander. He would be cut off from updates in the tactical situation and, most critically, the weapon systems that he should call down on the enemy. Naturally he has the best. Signals, whether of voice or data, are encoded and transmitted in short bursts through a frequency hopping radio. This will ensure their security and hide his location.

Sounds too magical? All this is being done today. Consider the rapid advances in, say, the field of home computers and their associated software. They have increased the degree of sophistication while bringing the cost down. Is it not reasonable to expect that we could see similar things happening in the world of defence?

Software that can be run on mainframes today will be running on a new generation of smaller and more powerful micros.

Would you as the first computer literate generation accept anything less? □

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ALSO FOR SPECTRUM £5.50, ELECTRON/ BBC B, ORIC/ATMOS £6.95
"I could quite easily get addicted…very user friendly…good value for money" ELECTRON USER

There's still plenty of fight left in the Confederate South as each side selects forces to do battle on a full graphics battlefield. One or two players.

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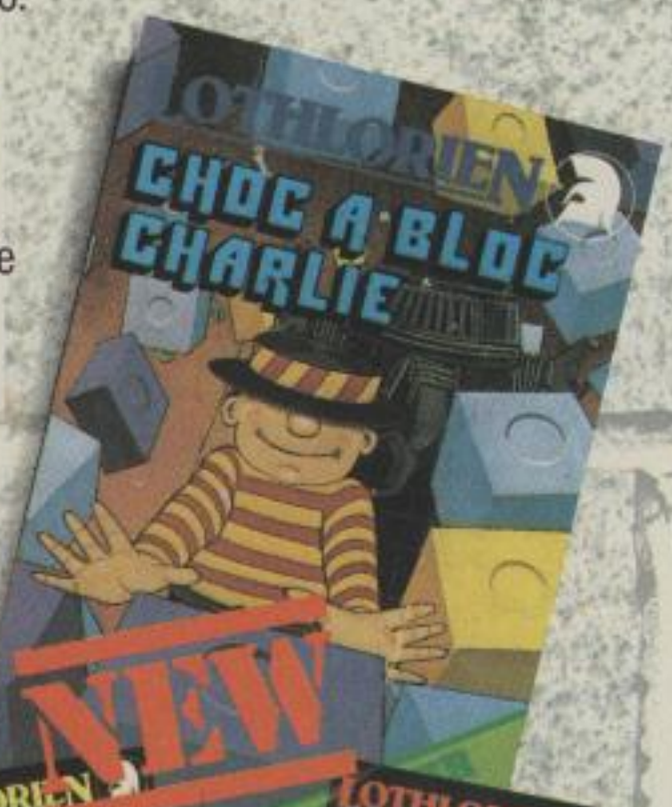
CHARLIE'S SO QUICK!



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A GAME TO GET YOUR TEETH INTO!

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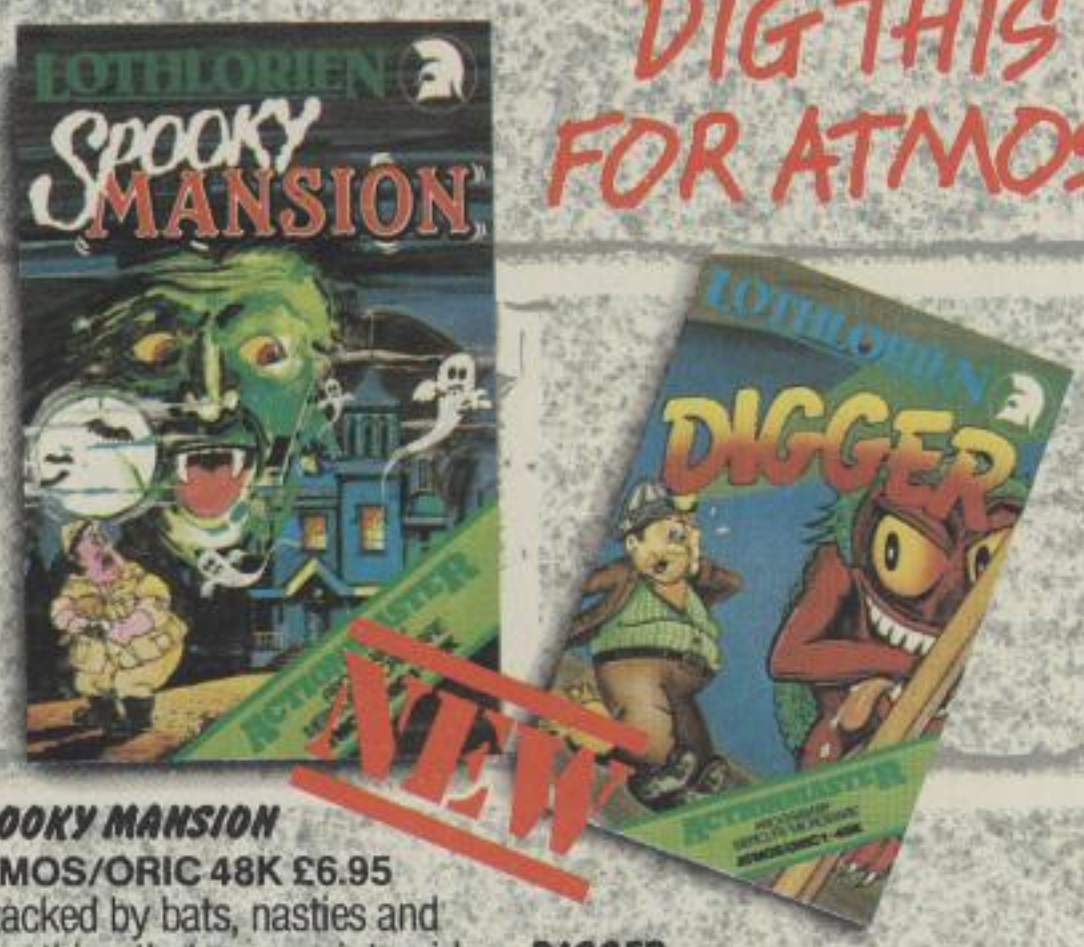

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Attacked by bats, nasties and everything that moves, intrepid explorer Hugo First fights his way through the spooky mansion collecting weapons, wakens Dracula and condemns him to a fiery hell. Great effects and sound, good machine-code graphics. 10 levels. 3 Lives. 7 screens.

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ATMOS/ORIC 48K £6.95
Monsters in the mineworkings try to stop you taking your gold to the Bank. Clear the screen and they re-emerge with new recruits (up to 60!) and the game speeds up. 4 lives. Great sound and graphics.

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ZX81 16K

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LOTHLORIEN
more action for your money

The ELECTRONIC T

A UK invention will bring cheaper screen games to high street stores around the country. Deirdre Boyd reports.

Nolan Bushnell is set to tackle Britain's screen games market. Famed as the founder of video and coin-op games giants Atari and Sente, Bushnell recently turned his hand to robots. Now that his robot company Androbot is running nicely, he's become itchy. It's a UK invention that's spellbound him.

The invention is the SoftShop: "an electronic treasure chest of video games and home computer software", manufacturer RoseTech enthuses. The SoftShop can copy games cheaply, which will obviously endear it to gamers. It also means that shopkeepers will not need to hold hundreds of expensive titles on their shelves — something which has tossed the games business onto a runaway roller coaster.

In contrast to other electronic software distribution systems looking at the UK market, the SoftShop is operated entirely by you, the player. You don't have to rely on the shop assistant's help.

At the touch of a button, a games player can choose any one of several hundred programs in the SoftShop's library, preview it onscreen, and instantaneously load that program onto a specially designed, reusable RoseTech cartridge. The machine can also copy cassette and disc games, but that will come later.

The machine will cater for Spectrum, Atari VCS, Commodore 64, Vic-20 and Acorn machines. And it can cater for other machines as they become popular, either through adaptors or slot changes.

Game memory will be from 4K to 16K. "We can get most of the games on the market on to 16K cartridges, as we don't have to worry about using it up on operating systems," managing director Michael Marx said.

The outstanding news is lower prices for games. Cartridges will cost £14.95, including the first game. Programming for other games will vary between £4.95 and £9.95. As a general rule, games will cost less than 75% of the normal retail price.

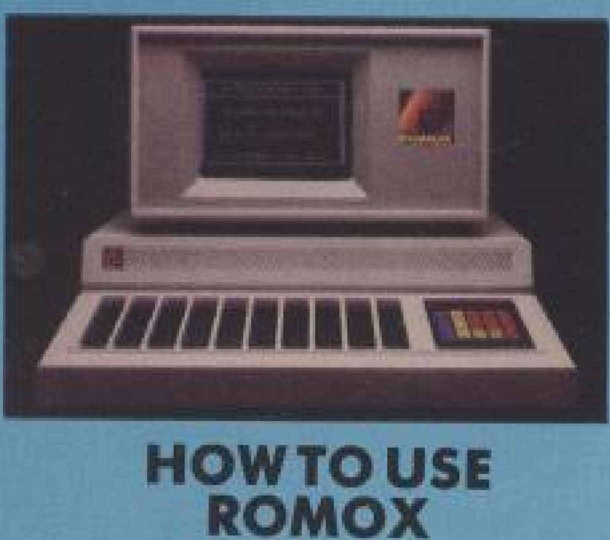
RoseTech has signed up about 120 to 150 games titles. Most are from the US, but there are some UK ones. "We are signing up more and more UK software houses every week," Marx said happily.

Games will not be exclusive to RoseTech at the beginning of the project. But when there are enough machines, a lot of software houses are expected to offer exlusive games.

Some of the programmers include Imagic, Spinnaker, HES and Western Technology. "We are at a very advanced stage in negotiations," Marx said.

RoseTech's profits will come from the programming. So it obviously wants each machine to be a success. The first machines were scheduled to go into shops during August. Fifteen retailers in the London suburbs will take the first machines — advertising is too expensive to start in London. Silica Shop is one favourite to take SoftShop — its 120,000 customers will be mailed with details of this and other innovations before Christmas.

Over the next eighteen months, a maximum of 1,500 machines will be



HOW TO USE ROMOX

Press any key to start — watch screen for instructions.

Select your program from the screen menu or from the catalogue.

Insert your Romox cartridge into the correct slot and give the shop assistant the fee shown. The assistant will then activate the machine. Romox will download the game when telephoned.

The machine will indicate when your cartridge is ready. By then, the shop assistant should have given you a package with instructions for playing the game. Insert your cartridge, and off you go.

TREASURE CHEST

The ELECTRONIC TREASURE CHEST

in UK shops, including London.

For once, America does not lead the field. The machine is in exactly the same state here as in the US. Their first twenty machines will also be released in August or September. And they will keep the UK design.

The SoftShop can copy cassettes and discs as well as cartridges. Copying cassettes is delayed for one reason only: piracy. The service is dearer than cassettes now. But cassettes are rising nearer the cartridge/disc price as more programming is packed in and as anti-piracy gadgets (such as Microdeal's dongle) add £s.

Cassette games could be available on SoftShop if the authors were willing. But with losses from piracy estimated at £150 million, the idea seems unlikely.

And the SoftShop won't copy discs until prices drop. Sooner than expected, disc drives should be available at about £99.95 rather than the average £300 they now command.

The SoftShop has another interesting facility. It can decide the number of plays you get out of a cartridge. You could buy five plays for £1, for example. If you liked the game, you could fork out the full rate. You must decide in advance if you want the game permanently etched or not.

RoseTech was formed early last year as part of an association between Bushnell and two Swedes, Lars Kling and Claes Arrhen. These two were the original Atari coin-op and consumer products distributors in the UK.

Marx was appointed at the beginning of this year. He, too, came from an Atari background. As managing director of Ingersoll, he inherited the Atari distribution in the UK, selling more games than any other branch except the US.

This group of people recruited two exceptionally bright engineers: Chris Randall and John Brown. They had designed and developed the first public access viewdata in the world. Their brief from RoseTech: to offer retailers a system that was as simple and self sufficient as possible.

This is why the machine is controlled by a ticket machine rather than a shop assistant. You can load a program onto a RoseTech cartridge and use it indefinitely. Or you can return to the SoftShop to load that same cartridge with another program.

The SoftShop contains a microcomputer with a disk drive. This can store up to several hundred program titles. The SoftShop also includes software which displays an attract sequence, directions for use, a fifteen-second preview of each game, and instructions for each game.

The machine does not use telephone lines. It could be connected to RoseTech's mainframe computer later, for daily updating.

RoseTech's staff will call fortnightly on each shop stocking the SoftShop. They will check on its progress, and update the selection of games on the machine — which takes less than three minutes.

Where will the SoftShop go from here? "Two of our partners are Swedish, and have a close relationship with a good manufacturer there," Marx said. "There is a very strong chance that the Swedish Telecom will handle our machines.

"We are looking at 1985 as the year we really get moving. 1984 is only the run-up to the big push."

The other method of electronic distribution to come to the UK is from US company Romox. Promising to appear last February or March, it has been pipped to the post by low-profile RoseTech. September now looks a more likely date.

The Romox machine will program cartridges only, at about 75% of the normal retail price. This would work out slightly dearer than the RoseTech system, so may be changed.

Details of the UK version have not been released yet. But the US version, which may remain unaltered, caters for Commodore 64, Vic 20, TI99/4a and Atari home computers and VCS. Games signed up come from software houses such as First Star, Amiga, Fox Video Games, Commavid, Telesys, Gamestar, Softsync, Sierra, Sirius, Epyx and HES. So there is a chance that the US games which never made it to the UK will now arrive.

There are other differences between the SoftShop and Romox, apart from choice and price. The most obvious is that you cannot operate the Romox system yourself, but must seek the help of a shop assistant.

Also, the programming time will be longer — about two minutes. The Romox machine is Rom based as opposed to the SoftShop's Ram with battery back-up.

The last difference is one you probably won't see, but will affect the number of shops willing to take the machines. The SoftShop has a hard-disc drive inside it, which handles all the programming. The Romox machine is linked by a telephone line to a mainframe computer. So each shop will have to install a telephone line just for this. You dial the number, and Romox downloads the game to you — something on the lines of Micronet.

Whichever system proves the more popular, the winner is you, the gamer. There will be a wider choice of games, available in high street stores as well as specialised games shops. And those games will be kinder to your pocket. □

☆ ☆ ☆ ☆ ☆ ☆

HOW TO USE THE SOFTSHOP

Buy a RoseTech cartridge and a ticket (which looks very like an underground ticket) from the shop assistant. Insert them in the correct slots on the SoftShop. The screen displays of sample games will disappear, to be replaced by operating instructions.

Press a button to see the choice of games, the cartridge type needed, the name of the publishing house and the price. Select a title, and a preview of the game appears.

If you are happy with your choice, press another button. The SoftShop will swallow your ticket, and load your choice into the cartridge's memory. This takes only fifteen to thirty seconds, but the time may be lengthened to give a longer preview.

A receipt and instructions for playing the game will be printed at the same time. Tuck these into the slot on the back of the cartridge, which is now programmed for use with a home computer or VCS. The transaction is complete.

☆ ☆ ☆ ☆ ☆ ☆

THE ARCADE SCENE

Andy Harris reviews the latest games forerunners

Flicky, like *Bomb Jack* (TVG July), is one of those games that exert a strange influence on the people who play them. One game and you're hooked.

The hero of the game is a duck, Flicky. It's his task to race around the screen collecting baby ducklings, and then to escort them safely back to the door marked Flicky.

The action takes place on various walls. The ducklings are perched on shelves, hopping about and hoping to be rescued by the duck. This is the same sort of idea as in *Bomb Jack*, with the shelves turning into mazes as the game progresses. There's a bit more to it than that, of course.

While the player guides Flicky and his fluffy charges, assorted hungry cats are on the prowl. If he should be careless enough to be caught, the cats leave the ducklings unharmed. Lose Flicky three times, and that's the end of the game.

Using the joystick and jump button, move Flicky from shelf to shelf, collecting the ducklings and avoiding the big, bad cats. Depending on how long you take to get them all back to safety, you score bonus points. You can collect all the ducklings at once or one at a time. The first method is the quickest.

There are other objects on the shelves, and these vary from screen to screen. Flowerpots, cups, hammers, apples and electric irons can all be picked up and thrown at the cats to eliminate them and score extra points. After hitting a cat, a diamond will usually appear somewhere on the screen. If you can collect it, you get even more points!

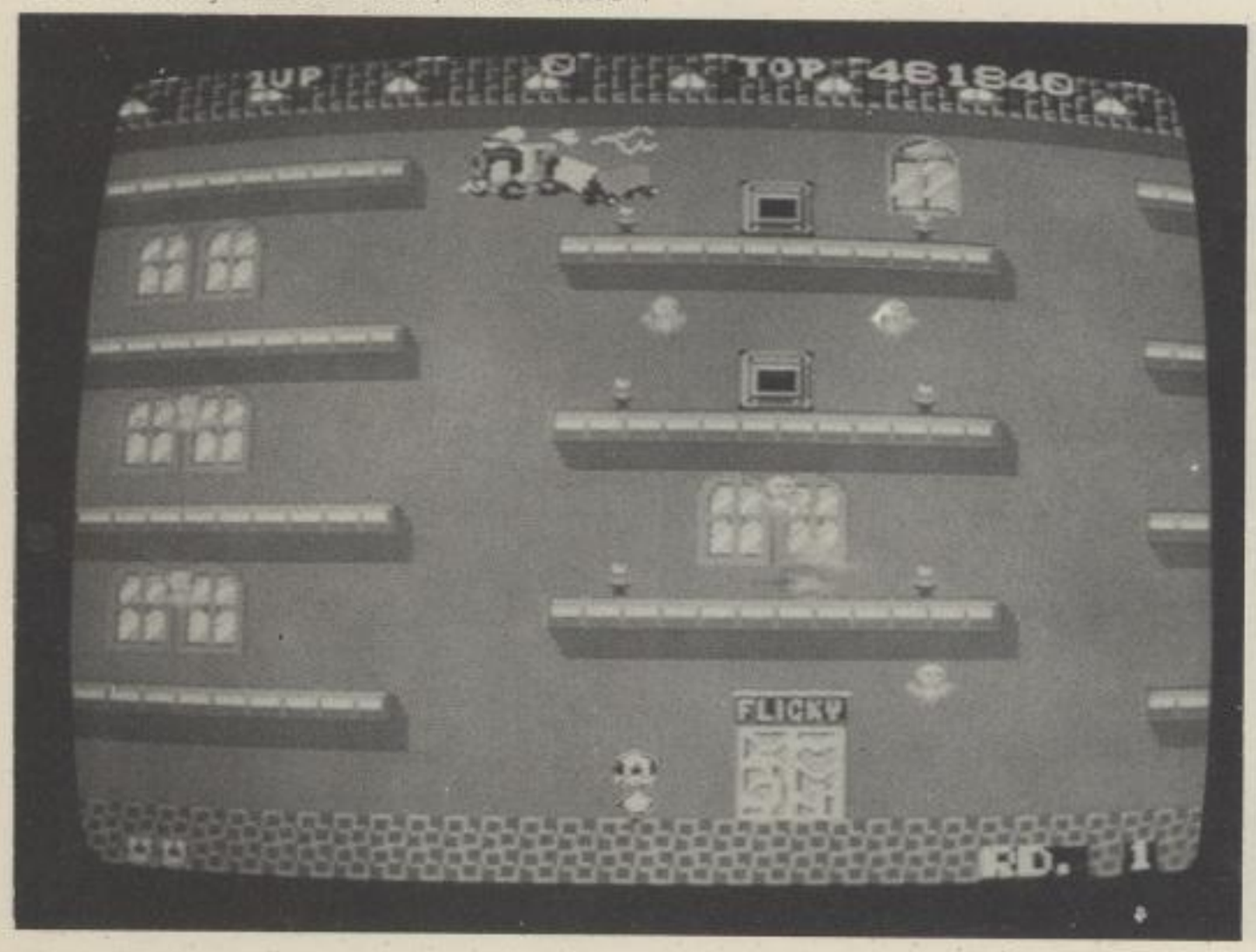
To throw an object, you must press the jump button — but there's a problem here. You will often find yourself in the position of having an object to throw but wanting to jump, so wasting the chance of getting rid of a cat. It's always best to carry an object with you, just in case.

Beware of cats appearing from windows and holes in the wall. And be especially careful of the fire-breathing pussy which makes its presence known from time to time.

After the second screen has been completed, you get a chance to score bonus points by catching the ducklings in a net as they're see-sawed into the air by the cats. This bonus feature then appears after every third screen throughout the game. It's a tough life being a duckling in *Flicky*. No wonder some of them wear dark glasses.

Further into the game another little animal — of indeterminate species — arrives on the scene. He's small and green and chases Flicky relentlessly. You can get rid of him with a well aimed flowerpot or whatever comes to hand.

Visually, *Flicky* is very similar to *Bomb Jack*: simple but bright, clear and interesting. As I said at the start, it's addictive, and such good fun.



Nintendo is best known for its range of hand-held electronic games. Now it seems that it is entering the arcade game business, too. It has certainly got off on the right foot with *Punch-Out*, a really original game based on the manly art of boxing.

The game is instantly recognisable by the two screens in the cabinet. The top one shows score, time, contestants and other information. The bottom screen carries the actual fisticuffs.

The control panel, too, is unusual, maybe unique. It comprises three basic controls: joystick, punch button and knock out button. The four-way joystick controls your boxer's dodging actions right to left and his punching with the right hand or the left. And the KO button is used when your opponent has been beaten to a pulp and is ready to be put out of his misery.

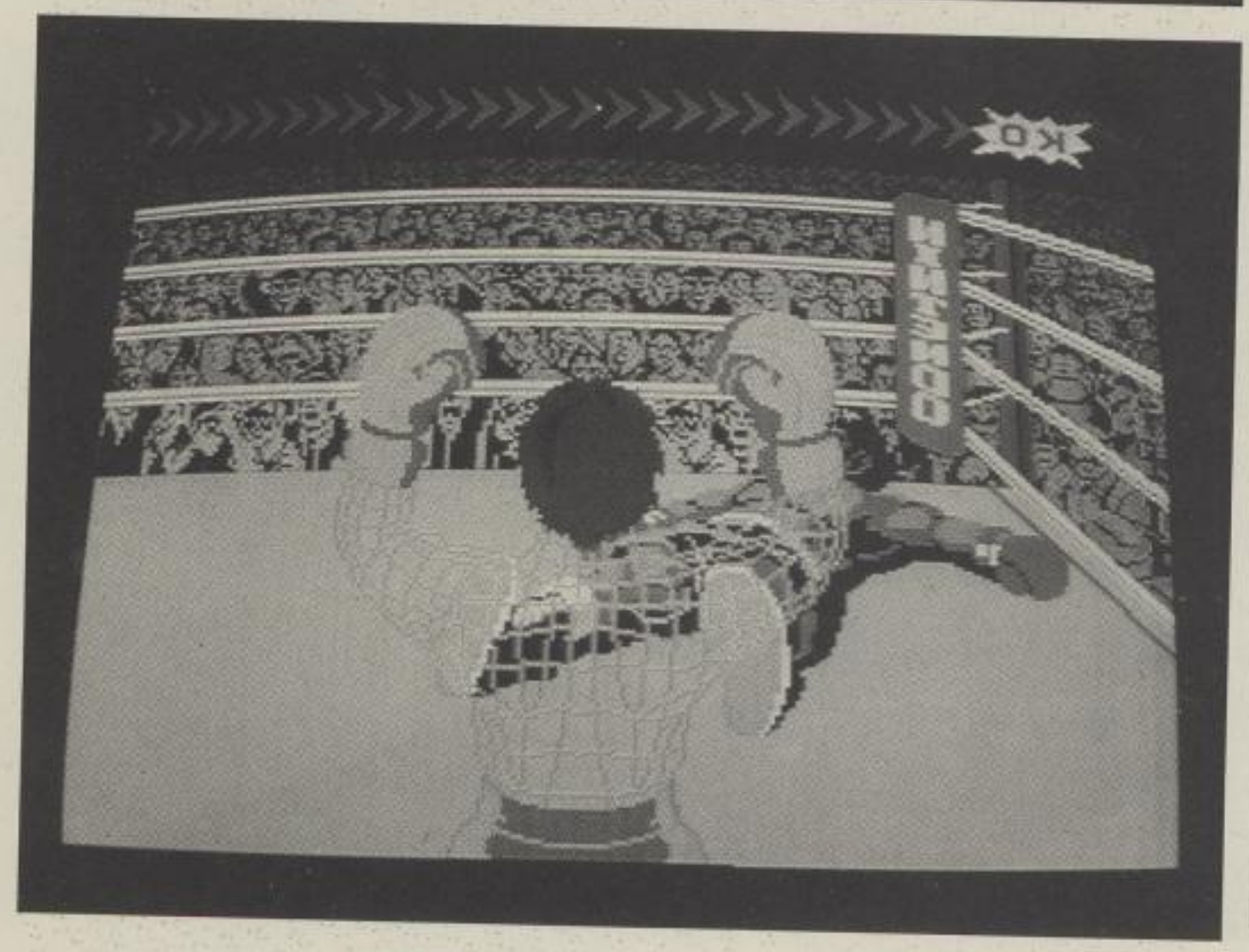
Having inserted your 20 pence, put your name onto the scoreboard and await the introduction of your first opponent. He is Glass Joe, "a smooth, powerful puncher from Paris, France".

When the bell rings you have three minutes to knock him out. Your

THE ARCADE SCENE

boxer is transparent, so that you can keep an eye on what your opponent is up to. Glass Joe is comparatively easy to beat. It's necessary only to keep up a barrage of punches before he falls to the floor.

The main thing to remember is that when he has his gloves UP, you move the joystick DOWN so that you hit his body. When he has his gloves DOWN, put the joystsick up to deliver blows to his head. Always watch the man's eyes. When they flash yellow he's about to try and hang one on you. So take evasive action by using the joystick again. If he punches with his RIGHT hand go LEFT; if he throws a LEFT, go RIGHT.



While the blows are flying and the sweat drips, keep an eye on the status meter on the top screen and the power meter on the bottom screen.

The power meter shows your strength building as you punch your opponent. When your strength has built up sufficiently, a KO signal flashes. Then you start bashing the KO button.

Depending on your opponent's strength and how the fight has gone so far, you can knock him down for a count of four, seven or the full ten seconds. Should he get up before the full count, don't get taken by surprise. Get straight back in action and try again.

Having seen off Glass Joe, prepare to meet Piston Hurricane. He's a stronger contender. But if you're up to it, you can beat him and go on to meet Bald Bull, Kid Quick and other, increasingly tough competition before the final challenge of the champ himself, the mighty Mr Sandman.

An interesting feature of *Punch-Out* is the re-match. If you should lose a fight you are given the chance of another try against the same opponent for just 10 pence.

Punch-Out is a great game, no doubt about it, and it's also very realistic. After going a full round against Bald Bull I was beginning to feel distinctly groggy and weak at the knees. Graphics and sound are both excellent. At the end of a bout, the crowd cheers and the camera bulbs flash. During the fight, the referee keeps up a constant stream of encouragement and lets you know how you're doing.

You need a lot of practice to become a champ on *Punch-Out* but it's a very satisfying game when you begin to improve. Real skill is called for. And even if you don't know or care anything about the Queensbury rules you may well find that *Punch-Out* becomes one of your all-time favourites.

THE ARCADE SCENE

With its three screens and dramatic, sit-down cabinet, *TX-1* stands out a mile from its rivals. In playing terms, it's the most realistic driving game ever. It is so life-like that it's sometimes easy to forget that your actual speed is zero and that you're going to walk away unharmed from the most terrifying smash.

Controls comprise brake and accelerator pedals, low- and high-speed gear change, and a very realistic, full-size steering wheel. In practice, it seems that the best tactic is to leave the brake pedals alone altogether, and to use only the low-gear at speeds below 160kph.

The game is in stages. Complete stage one successfully and you move onto stage two, until you end at stage five.

Stage one is a fairly straightforward drive through the countryside accompanied by other cars which have an unpleasant habit of getting in your way. If you should happen to collide with another car, all is not necessarily lost.

Sometimes you will find your car spinning wildly. But you can regain control and be on your way again as if nothing had happened. On the other hand, you could end up wiping yourself out. This is the usual result if you come off the road and hit a tree or sign-post. All is still not lost if you keep your head.

In the first stage is it just possible to have two crashes and complete the course in under the seventy-second time limit.

Having achieved that time, you are presented with a choice of taking a left or right turn. If you go right, you carry on through the same sort of landscape as in stage one, though the corners are a little more difficult. If you take a left turn, you find yourself driving through a city at night. In my opinion, this is the hardest part of the whole game. It's also very disconcerting when the Eifel Tower keeps appearing in the distance, no matter which direction you're heading in.

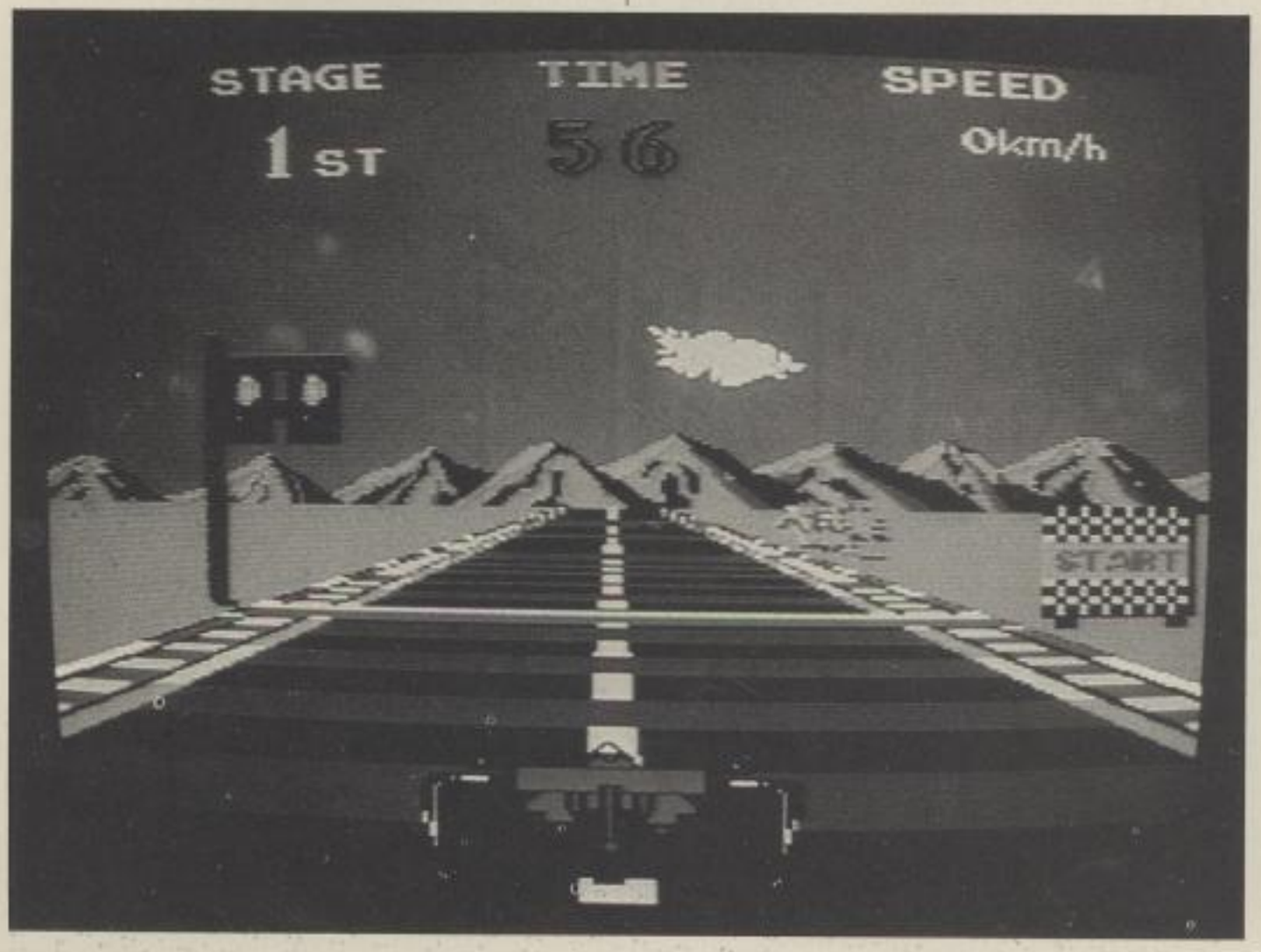
Complete the second stage in sixty seconds, and it's onto stage three for which you have only fifty seconds. This time the terrain is very different and a lot more difficult, with snow, ice and some very tricky bends. Complete it in time, and you're through to the next round.

That is followed by a race which takes place on a Grand Prix circuit. Which one depends on the routes you took along the way. Circuits shown are South Africa, USA, Japan, France, Spain, Monaco, Belgium and Italy (wot, no Brands Hatch!).

As I said before, *TX-1* is very realistic. The four-channel sound is sensational. It's also an important factor in keeping the car on course, helping you to judge skidding, braking and speed as well as your position on the road. The steering, too, feels very lifelike and is responsive to the slightest twitch.

The wide-screen vision of *TX-1* is also a major part of the fun: it makes single-screen games dull in comparison. It's difficult to see how Atari can improve *TX-1*. Perhaps it will combine three screens and video-disc graphics. But it might then be so realistic that it would have to start fitting seat belts to the games. □

Below, left and right: TX-1 is so life-like that it is sometimes easy to forget that your actual speed is zero and that you can walk away unharmed from the most terrifying smash.



ADAM -A NEW BREED?

Will the Adam prove a world beater? Darrin Williamson rates its chances.

Chances are that Colecovision's Adam is the one computer that all games' players have been eagerly waiting to see live up to its expectations.

Let's quickly run down the features and functions the Adam has to offer the games player.

For a start, the Adam gives you compatibility with both the Atari VCS and Colecovision games systems. Colecovision compatibility comes straight away, as the system plugs straight into the Coleco's expansion interface. VCS compatibility comes with expansion module one — the VCS adaptor to you and me — which plugs into the side of the Adam's memory module.

This has obvious advantages in that you won't have to throw away your existing games software in favour of a new system. This is something that many games players don't want to do, especially as several of the games on home systems are still superior to anything on many home computers. Even the more expensive machines have this fault.

While we're on the subject of compatibility, it seems fitting to mention Coleco's plans in this area. In the not too distant future (we hope!), plug-in circuit boards will allow CP/M software and, after that, possibly an MSX adaptor. That's a while away, so don't hold your breath.

I am told that the Adam is Applesoft compatible; I find this puzzling for two reasons. First, the Adam is Z80 based whereas the Apple is 6502 based. Second, Applesoftware is on conventional floppy disc — something that Adam doesn't have. One is planned in the near future, so we shall see.

What do you get for your money? For your 500 notes your get three lumps of hardware, a daisy wheel printer, a full-stroke keyboard and a memory module. I shall go into each of these in more detail later on. In the meantime, let me tell you how I got on at unpacking young Adam and setting it up.

When you have handed over your hard-earned loot, you will be confronted with a very large cardboard box, about the size of an Austin Metro (and possibly a second smaller box containing a Colecovision). Your first problem — after "How on earth do I get this home?" — is "How do I take these seemingly inanimate lumps of plastic and turn them into the flashing, blinking, all-singing, all-dancing home computer system?"

For a start, I wouldn't throw the box away. It is a good idea to hang on to it until you're sure the Adam works. It might be cumbersome, but it's far better than trying to take the system back to the shop in half a dozen carrier bags.

Our Adam came with two set-up manuals, both of which said much the same thing — but one said it in English and the other in American.

What annoyed me is that both left out little bits, such as pieces of cardboard screwed into the printer. Neglecting to take these out could have led to a large number of daisy wheel spokes flying out of the printer at high speed. So a word of advice: use common sense as well as the set-up manuals.

Linking the system together is quite simple, thanks to the clarity of the manuals. Make sure the memory module and the Colecovision are snapped firmly together. The front of the Coleco should be flush with the back of the memory module.

The memory module is the heart of the Adam system. It is the piece of hardware that connects to your Colecovision. It houses the additional 64K which, combined with the Coleco's 16K Ram, gives you a grand total of 80K Ram.

Also housed in this off-white box is a single digital data drive, and provision for another one. It looks like a humble tape recorder, but is much faster and more efficient. It nearly rivals the speed of a Commodore disc drive. *Buck Rogers* (the game that comes with Adam) takes exactly 57.10 seconds to load, according to my stopwatch.

The memory module also provides a home for three expansion interfaces internally, one of which is already used up. These are for memory upgrades and the CP/M cards as and when they become available. Externally there is also room for expansion, thanks to the expansion interface on the right-hand side of the module. This allows you to plug in the Atari converter now, and any other expansion modules in the future.

The keyboard is one of the nicest around at the moment. Its seventy-six nicely laid out keys are easy to use and simple to understand, as each is clearly marked: none of this multi-function key rubbish. No key is labelled with more than two functions.

Typists, too, will like this keyboard as it is sculptured and set out in much the same way as an electric typewriter. One criticism is that there's no £ sign, only a $ one.

The cursor keys are arranged logically. There is also an option to fix one of your joysticks to the side of your Adam, with a little cradle that clips onto the side of the keyboard. This allows you to use the joystick to operate the cursor controls. The numbers on the controller may be

used instead of those on the keyboard (useful for accounting, I'm told), and the * and # signs can be used to produce a full stop and a carriage return respectively.

The two side buttons can be used to scroll text up the screen quickly. Or you can put the roller controller next to the keyboard, with both controllers fitted. That way you'll be able to operate the cursor via trakball.

The other thing about this keyboard is the row of six black keys at the top of the screen, called Smartkeys. These are user-definable keys with a difference. Their functions change during programs, which means that only the functions you need can be accessed, which is very helpful.

The printer is a daisy wheel. In my view, this is a bad move for the games player. A far better option would have been a good quality dot matrix printer with built-in screen dump software. So while you were playing a game you could simply press the print button and get a screen representation. Think how easy it would be to prove high scores or to send in evidence of Easter Eggs!

There's no chance of there being an optional dot matrix printer either, as Adam's transformer as well as some mysterious circuit boards are all built.

The other thing I found with the printer was that it was very noisy. The neighbours are going to think that you've got a maniac machinegunner in your living room.

The software comes in three pieces: a built-in Rom-based word processor, a Basic interpreter on data tape and — last but not least — a well known arcade game *Buck Rogers, Planet of Zoom*.

The games. In addition to all the Coleco games and VCS games (with adaptor), you can also use data tape games. This gives you the freedom of supercharger-type multi-load games along with the much larger memory of the Adam.

Buck Rogers, Planet of Zoom is good. But it falls down on the fact that you have to wait for it to catch up with itself. You face a blue screen for about thirty seconds in the middle of each round, which can be really frustrating. So, too, is waiting for the high-score table to load up after a game, just to show you that you haven't made it this time.

Hopefully, *Buck Rogers* is untypical of Adam games to come. Potentially, Adam should be able to perform as well as many of the arcade games. *Buck Rogers* falls short of this.

Other titles on the way include *Donkey Kong, Zaxxon, Donkey Kong Junior* and *Super Zaxxon*. New games on the way include *Wargames, Star Trek* and *Dukes of Hazzard*, which will use the Turbo Drive module.

The basic on this machine doesn't seem too bad. But it certainly isn't the easiest to learn, especially if games writing is what you want to do. The graphics and sound commands will no doubt prove confusing for first-time programmers. The designers at Coleco seem to have realised this. They plan to bring out Smartbasic II and an electronic guide to Smartbasic, both on data tape.

Conclusions. For £600 (including Colecovision), the Adam does seem to be good value for money and lives up to most of its expectations. But Coleco may we'll be hard pushed to make people part with that kind of money all in one go.

It would have been far better to sell the printer separately, and give the consumer a choice of printers. After all, everybody who wants a computer doesn't always want a printer, let alone a daisy wheel.

The software is reasonable, just enough for you not to feel robbed — but not enough to keep you going for long. You'll soon outgrow what software you've got.

In short, the Adam is a good computer system, but not the brilliant world beater we've all been waiting for. □

ADAM/COLECO GAMES AVAILABLE

This is a list of the games available for the Adam. Games are listed by manufacturer in the following order:

TITLE
TYPE OF GAME
A Adventure
AC Arcade
AG Fully Graphic Adventure
AT Mainly Text Adventure
C Combat
CL Climbing
D Driving
M Maze
SF Sci-fi
SH Shoot 'em up
SIM Simulation
SK Skill
SP Sport
S Strategy

PRICE
Recommended, or usual retail price
* Approximate price

ACTIVISION

Beamrider	£29.95
H.E.R.O.	£29.95
Pitfall	£29.95
Pitfall II	£29.95
River Raid	£29.95

CBS ELECTRONICS

Antartic Adventure (A)	
Baseball (SP)	£29.95
Buck Rogers' Planet of Zoom** (SF/SH)(free with Adam computer)	
Carnival (SH)	£29.95
Cosmic Avenger (SF/SH)	£29.95
Donkey Kong (free with console)	£29.95
Donkey Kong Jnr (CL)	£29.95
Dukes of Hazard (D)	
Frenzy	£29.95
Frontline (C)	
Gorf (SF/SH)	£29.95
Lady Bug (M)	£29.95
Looping (SK/SH)	£29.95
Miner 2049er	£35.95
MR Do	£35.95
Mousetrap (M)	£29.95
Omega Race	£29.95
Pepper II (M)	£29.95
Pitstop	£29.95
Rocky	£32.95
Slither	£29.95
Smurf Paint 'n' Play Workshop	£29.95
Smurf Rescue in Gargamels Castle	£29.95
Space Fury (SF/SH)	£29.95
Space Panic (SF/CL)	£29.95
Subroc	£32.95
Time Pilot	£29.95
Turbo (D) (free with module 2)	£49.95
Venture (A/SH)	£29.95
Victory (S/SH)	
Zaxxon (SF/SH)	£35.95

**Adam only

PARKER

Frogger	£27.95
Popeye	£27.95
Q*Bert (SK)	£27.95
Super Cobra	£27.95
Tutankham	£27.95

WIN A COLECO

Here at *TV Gamer*, we try to make the competition match the prize. So what sort of competition is suitable for a computer system so complete that it even includes its own printer, word processing system and memory expansion module? Well, that word processing system seemed to be a good place to start. One of the first things that you learn about word processing is that mistakes are so easy to correct that it is recommended that you input fast enough to make a few mistakes now and then – it's easier to correct them than to avoid making them in the first place.

So we have produced a couple of paragraphs as they might have been written in rather a rush by someone doing a games review for *TV Gamer* on an Adam system.

What we want you to do is to spot the mistakes they have made. You don't have to correct them, just ring round any word that's mis-spelt, or where missing punctuation should be, etc, to bring the review up to *TV Gamer*'s normal style. Then complete the last paragraph in the most amusing way you can. This spoof review is of a mythical game which is a bit of a rip off.

Please ring round each mistake you find, fill in the entry form below, and send the whole entry, together with your own final paragraph of not more than 100 words, to: **September Competition, TV Gamer, 187 Oxford Street, London W1R 1AJ**

REVENGE OF THE MUTANT JET SET FROGGY PAC KONG FROM OUTER SPACE
Boyd Electronics 16p
Lampoonivision 73K (with expansion module 87 price 946.25)
Sci Fi skill maze Shoot e`m up Adventure

"This new game comes on a cassetts, witch is about all i can find to say about it thats good The packin is terrible ,the the instructions are unhelpful, (having been baddly translated formthe original Outer mongolian sanskript. SEveral pages were missing, which made the gameplay rather difficult to follow, but basicaly the game is a poor rippoff of the weel nown arcade hit"You cannot be serious"! by McEnroe Electronics.

in this poor cppy, however, there are no swear words or abuse and the best man wins, which just goes to show how far the Manufacturers have altered the original idea. However all the old faves are their including the squatters,the cousin reggies, the sludge pond, the dreaded Hari Khrishna chanters and the man-eating Blu-Tack, not to mention the mention the built-in homework programme for lo-scorers. Loading time has been improved thanks to the new TURTLELOAD (TM) system which improves loading tome to a mere 17 ours.

QVISION ADAM!

ENTRY FORM

Name: .....

Address .....

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..... Postcode .....

Number of mistakes found: .....

Competition rules:

1 All entries received by the closing date, September 28th, will be examined and correct entries will be judged by representatives of both TV Gamer and CBS Electronics Ltd.

2 The prize of a complete CBS Adam computer system, including a Colecovision games module, will be awarded to the entrant who successfully finds all the deliberate errors; and in the event of a tie, to the entrant who writes the most amusing additional paragraph.

3 The prizewinner will be notified by post, and details will be published in a forthcoming issue of *TV Gamer*.

4 All entries must be made on forms cut from *TV Gamer*. Photocopies are not acceptable.

5 The prize is to British TV standards, and operation or servicing cannot be guaranteed overseas.

6 The editor's decision is final.

Ever played a game and thought that you could design one just as good?

GAMES DESIGNERS

Well, you'll soon be able to – thanks to the latest batch of design packages that Mike Lewis puts to the test.

For many years now, adventure games writers such as Scott Adams have used their own adventure-generating programs. These enable them to turn their adventure ideas quickly and easily into coded adventures.

It is now possible for anyone to do the same thing, with no programming knowledge. You, too, can produce commercial versions of these systems.

There are three designers currently available on the Spectrum: one for text adventures, one for graphics adventures and one for Basic adventures.

The Quill is the original adventure creator program. And there are several high-quality adventures being marketed which have been written using *The Quill*.

The Quill uses a menu system, from which you select an item by pressing the appropriate letter on the keyboard. The main menu appears when the program has finished loading and it offers you a wide range of options, as follows.

Vocabulary enables you to define the words that can be used in your adventure. When the program is first loaded, a number of words are already present in the vocabulary – the words commonly used in all adventure games.

Message Text is where you can type in the various messages you want printed out during the game. This might include things such as "I see nothing special here", or "I feel hungry".

Location Text is the description for each location, which can be as long as you like. The text can also include any of the features the Spectrum offers, such as Bright, Flash, Inverse or coloured text.

The Movement Table defines the movements possible from each location. So if it is possible to move only north from location 3, and this took you to location 4, you simply type in 3 N 4.

Object Text is where you enter a description for each of the objects to be used in your game – such as "a glowing silver pendant".

Object Start Location is where you define the location that each object starts the game at. It is also possible to have the object start in a special location. 252 may mean that the object hasn't been created yet; 253 that the object is being worn; or 254 that the object is being carried.

The Event Table contains details of what the player's commands will achieve. Each entry consists of two words followed by a set of conditions and a set of actions which are selected from predefined actions – such as getting an object, dropping it, destroying it, or changing the player's location.

The Status Table is similar to the event table. But it contains the conditions and actions for situations which are independent of the player's commands. This means that events can be caused, such as hunger or thirst after a certain number of turns.

It is possible to save partially completed adventures to tape, to be reloaded and extended at a later time. **Save Database**, **Verifty Database** and **Load Database** enable you to do this.

Test Adventure enables you to test the adventure so far, making sure that everything you've typed in is correct.

Save Adventure and **Verify Adventure** enable you to save your adventure to tape in a form which will run independently of *The Quill* and on any 48K Spectrum. This means that you can produce marketable adventures.

Bytes Spare tells you how much memory you have left to fit the rest of your adventure in.

Objects Conveyable lets you set the number of objects the player can carry at any one time during the adventure.

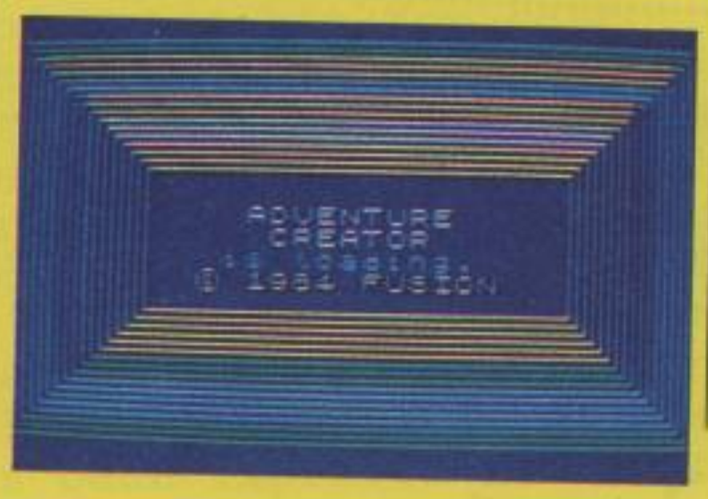
Permanent Colours just lets you alter the colours on the screen to ones that you feel comfortable with when using *The Quill*.

The last option on the menu returns you to Basic.

The Quill is a very complex program, as can be seen from the wide range of options. It will take a fairly lengthy process to create a complete and playable adventure with it. But the manual that comes with the program is excellent. It gives a step by step guide to using all the features in the game with an example mini-adventure explained.

The Dungeon Builder from Dream Software takes a similar approach to copyright. It just requests that you leave the header page to the adventure as it is (it includes an advert for TDB).

The Dungeon Builder is designed to produce graphics adventures on the Spectrum. But it takes a very different approach to the problem from *The Quill*. Instead of using numbers to represent each location in a table, *The Dungeon Builder* uses a grid to represent the locations and the possible movement between them.



Once *The Dungeon Builder* has loaded, you are faced by a title page, and the outer menu of the system. This offers you the option of LOAD, SAVE, VERIFY, MODIFY, CREATE or PLAY GAME. The required option is selected by pressing the appropriate initial letter on the keyboard.

Load, Save and **Verify** let you save a game to tape for later editing.

Modify is the option which allows you to edit the currently loaded game.

Create destroys the current game and initialises the system. **Play** lets you play the currently loaded game.

When first loaded, *The Dungeon Builder* has an example adventure built into it, which can be played by pressing P. This demonstrates the quality of graphics that can be created using the designer.

To create an adventure using *The Dungeon Builder*, you select C on the outer menu, and answer Yes to the question "Are you sure?". You are then confronted by a grid of octagons. The grid shown is just a small section of the total 40 X 40 grid, which scrolls as you move the cursor around it. Each octagon represents the eight directions that can be taken from each location.

The manual which comes with the game is well produced. The designer is best understood by carefully working through the examples in the manual and checking that you understand each stage.

The initial stage to creating an adventure is deciding on the start location for your player. This is done by moving the cursor, using the cursor keys, to your chosen octagon. Once the cursor is in position, the centre menu is displayed.

This menu enables you to edit or add a score, description, picture, modify or create an object, or exit.

When you select picture, you are asked the background colour to be used. Having selected this, you enter the picture creator. This lets you build up a picture from different coloured lines, or solid triangles. You can also delete mistakes quite easily. The limitations on colour on the Spectrum – there can only be a foreground and a background colour in each of the character squares – is overcome by having a list of colour precedences. So if you try to put two foreground colours in the same square, the program will pick the one with the higher precedence. The pictures that can be built up from the lines and triangles are surprisingly complex. And the graphics which may be produced are definitely up to the level of adventures such as *Knight's Quest* from Phipp Associates.

The object creation menu lets you enter a description, a score for picking up the object, define commands which affect the object, position the object and give its weight.

Moving the cursor to the edge of the octagon brings up the edge menu, which lets you open/block a direction, set conditional or consequential movement (you can only move in that direction if you have a certain object) or create an object.

Pressing O for open removes the wall of the octagon and allows movement in that direction. So if you remove the top wall of octagon 3,3 you would be able to move north into octagon 2,3. But you wouldn't be able to move south unless you removed the bottom wall from the octagon 2,3. This feature lets you have one-way doors which adds to the interest of an adventure.

The Dungeon Builder is not as easy to use as *The Quill*. It offers some additional features, but it also lacks some – such as synonyms which are very useful. But *The Dungeon Builder* does offer the possibility of graphics in your adventure and is £5 cheaper.

Another product which claims to offer this facility is *The Adventure Creator* from Fusion. This comes with an very poorly written and photocopied eight-page manual, which immediately gives the product a very amateurish feel.

The idea of *Adventure Creator* is the same as *The Quill* and *Dungeon Builder* – the difference being that *The Adventure Creator* is written entirely in Basic, and that it produces Basic adventures.

The program uses a menu system, which enables you to enter descriptions, and objects. You are limited to a maximum of sixty locations. The program is so poorly written that there is no error-checking on input. The program crashes if you make a mistake such as entering location O.

The program claims graphics in the advertising. But these have to be added yourself into the basic program, using basic commands. It also claims music. This latter feature is restricted to a set of standard tunes such as police siren, Diamonds are Forever, or The Hills Are Alive... These can be played when you enter a location, or each time you move.

I did try to create a small adventure using *The Adventure Creator*, but in the end I was forced to admit defeat due to the inadequacies of the program and the sheer frustration of using it.

The Adventure Creator is a nice idea let down by poor execution. It results in a product which isn't vaguely commercial when faced by machine code products such as *The Quill* or *The Dungeon Builder*.

The adventure games designers currently available enable you to create good quality adventures, which you could market as a commercial quality game. They are limited in that they offer no opportunities for characters or interaction in the games created, just the standard puzzles-solving style of adventure. You cannot create adventures like *The Hobbit* or *Sherlock Holmes*, where the interaction between characters and their independence is the major element in the game.

I feel that there is a definite market for an arcade designer and an advanced adventure designer. *The Quill* has already proved itself by allowing talented individuals, who have no programming skills, to produce high-quality adventures such as *Denis Through the Drinking Glass*, and *The Tebbit* – which are two political satire adventures written in verse. They would not have been possible without *The Quill* or its equivalent. □

SPECIFICATION

Name: The Quill
Price: £14.95
Supplier: Gilsoft, 30 Hawthorn Road, Barry, South Glamorgan CF6 8LE.

Name: The Dungeon Builder
Price: £9.95 (+50p p&P)
Supplier: Dream Software, PO Box 64, Basingstoke RG21 2LB.

Name: The Adventure Creator
Price: £7.95
Supplier: Fusion, 17 Crome Close, Colchester, Essex CO3 4QQ.

WIDE AND HIGH

Games in space? Yes, Richard Porch states. When NASA sells off ageing spacecraft, they'll be snapped up by games companies.

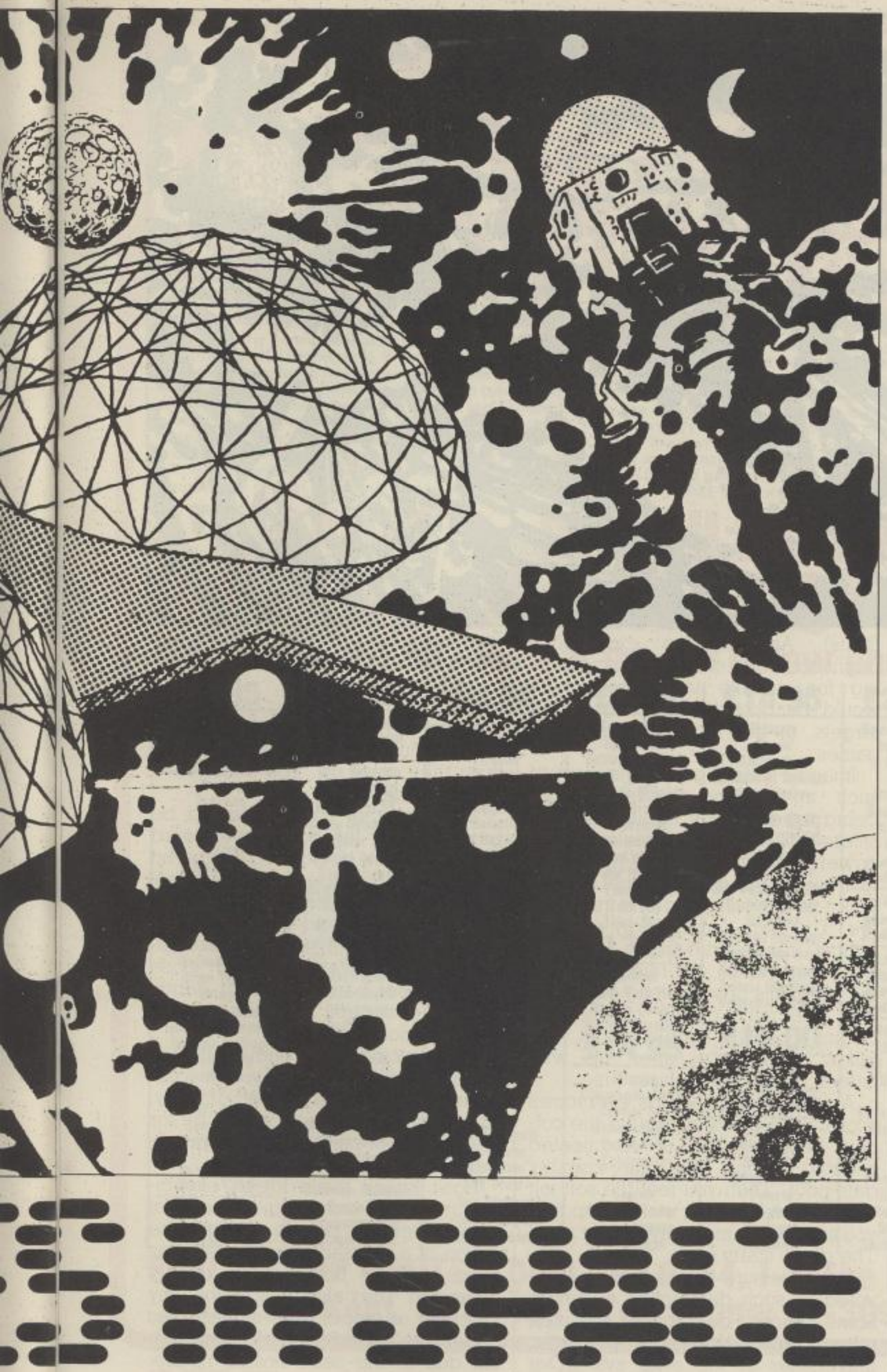
Video arcades in space? The idea may sound far-fetched, but don't discount it. There are very strong reasons why it could come about — and most of them are financial.

People would pay outrageous sums for a passenger seat on any of the coming shuttle missions. And they only carry out relatively mundane satellite maintenance.

There will be a growing pressure on NASA to run some sort of one-off, high-publicity passenger flight in the next few years. So a leisure consortium is likely to spring up, wanting to buy its own passenger payload, or even its own shuttle.

What has started with *ITN News* purchasing its own small experimental package-payload could end up as a commercial venture. The cost needn't be extortionate. A leisure consortium would not buy a shuttle outright. Instead, it would lease it for a conditional period, with ownership reverting back to NASA on the lease's expiry.

I know what you are thinking. . .



how could any company or set of companies affort to buy a piece of space hardware that stretches even the resources of governments? This would have been a valid point to make ten years ago, but not now with a burgeoning computer industry.

Take a consortium-cartel of the five wealthiest home computer manufacturers and software houses in the western world. There you have the financial clout of a small-sized nation. Use that clout, not in superior advertising or slicker packaging as now, but in opening up new vistas on the leisure horizon. You'll be tapping a source of never-ending fun.

It is the ultimate irony that 80% of all arcade games deal with conflict in space. Yet they are fought out by 'hole in the wall' operations on the high street.

The day cannot be too far off when the major computer/software manufacturers wake up to the fact that they own a huge financial empire. This empire will have spread to every home and high street. It will develop into sea-borne leisure environments, and ultimately out into space.

It will come about well into the next century, when the shuttle missions arouse no more interest than the comings and goings of jumbo jets do now. The military and scientific payloads that dominate shuttle flights these days will take second place to business and pleasure. NASA may even lease redundant or disused space hardware in orbit for commercial purposes.

Old skylab units might become the solar system's first short-stay space motels! Just as the oil companies may sub-let some of their oil rigs as leisure colonies, when the oil they are producing becomes too expensive, or the wells dry up.

The cost of space flights is steadily escalating, and the current US government is committed to a 'Star Wars' space weapons programme. A clear window of opportunity is opening up for a super-wealthy commercial leisure concern to move into space.

The idea of such a concern 'going in with' the government to support the construction of orbital platforms is not that far-fetched. On the basis of a *quid pro quo* arrangement, for every two platforms that are made for weapons systems, one might be made purely for leisure accommodation. And as the military moves further into completely robotic weapons, more disused orbiting platforms could be taken into the commercial sector.

What of the facilities for the paying guests of these first orbiting leisure colonies? For the most part, just watching the scenery would be the most obvious pleasure. You could also relish the new-found freedom of weightlessness, and all its fun.

But even these would pall after a few days. This is where all kinds of new computer games and software could make an entrance. Those platforms orbiting gently above the earth will become the ultimate video arcades.

When you have finished gawping at the rest of the solar system or watching the earth's weather developing, and having made the inevitable phone call home, you could unwind with a weightless game of *Space Invaders*. Or you could go to your cabin and plug in a tape that will teach you astronavigation, or read you to sleep.

The basic point is that, overwhelming an experience as it might seem, it need not be totally passive. To many, it will represent the ultimate holiday-leisure experience, like a once-in-a-lifetime cruise on the QE 2 or a flight in Concorde. The difference is that, in our orbiting platform, fabulously athletic (and comical) games of football or volleyball will take place in weightless conditions, in domed recreation halls, with the stars visible overhead.

Short-range, low-power laser weapons will be fitted at gun ports.

For the less energetic and more dignified passengers, there will be science exhibitions, computer displays and onboard observatories.

In the most advanced orbiting leisure colonies of all, there will be totally new forms of all-action leisure activities.

The colonies will be freed from a fixed earth orbit and float in the void, towed from point to point by small 'tractor units'. These could be a large rocket motor, with a domed control deck housing a small crew. Think of a small diesel train pulling a succession of carriages, or a tug-boat towing a huge cruise-liner, and you'll get the picture.

The leisure colony might comprise a couple of large domes for accommodation and leisure purposes. They would be fixed to a flat-bed chassis, which is in turn hooked to a tractor-unit and towed to sites of interest around the solar system. It would finally be anchored to a preselected position by thruster jets.

Gone would be the idea of all the fun taking place *inside* the domes. Instead, the domes would be equipped with lots of short-range, low-power laser weapons fitted at gun-ports around their perimeter. Holidaymakers would pay to sit at one of these gun-ports. The domed-colony craft would be towed through the asteroid belt around the earth — or anywhere that has suitable debris — while you try to shoot down/explore as many asteroids as possible.

No longer will you see graphic blips on a television screen, but the real thing. You are in there, living the game. Redundant satellite debris might become the target of a colony sharpshooter competition (obviously telecommunication satellites and defence equipment would be ruled off-limits). And hunting expeditions might scour the solar system searching for suitable target-droids. All would be considered fair game as targets, in this ultimate in asteroid games.

Imagine sitting at the gun-port of such an orbiting leisure colony, being towed slowly through a small asteroid cluster. Your laser cannon is powered up and the red light begins to wink on the control panel, telling you it is fully charged and ready to fire. You stare unblinkingly into the optical rangefinder. You draw a bead on a large asteroid, probably the remnants of some long exploded star. The main cluster of asteroids begins to slowly tumble by, as your fellow competitors open up with flashes of pencil-thin laser fire.

A robot umpire keeps everyone's score. Soon the area around the colony becomes full of fragmented asteroid debris, and the visibility gets poor. Then you feel the soft jolt of the power tractor starting up and you are towed into a new target zone. The game starts over.

Not all leisure colonies will be devoted to such destructive pastimes. Some might be cruise colonies, others fixed observation platforms, universities of the solar system or hydrophonic farms. Some might be located on vast asteroids, others spherical assemblies linked by transportation tubes.

It is the game tournaments held in earth orbit that will exert the most customer attraction. This is where entire orbiting leisure colonies will form into squadrons, to take part in colony-to-colony warfare.

Every year a tournament might be held to find the leisure colony with the most deadly marksmen. Out in earth orbit, the leisure colonies would assemble into armadas, each one packed with paying guests who will man the laser cannons. Then the lasers would be powered down, so that they give a non-destructive beam of light.

'Hits' on other colonies would be registered by the colonies' onboard sensors, which decide where the hit is and what damage has been done. The central computer, at the heart of every colony, would in turn decide on how to register the impact of opposition firepower. It could close down a laser bank or two, or gently spin out of control, to stimulate damage and incoming fire.

There would be an endless flow of people willing to pay for experiences such as these. Initially, such 'arcades in space' would be for the very well-off, just as computers were in the home micro boom.

Don't knock these ideas, especially from the technological point of view. After all, people thought the notion of a re-usable spacecraft was pure science fiction until twenty years ago. They also thought that any prospect of tapping the oil reserves under the North Sea totally impractical due to the sea's hostile nature. And in the 1940s, very crude computers filled entire rooms, were valve operated and had to be attended by dozens of staff. A small micro can do more than they did.

People couldn't see that the citizens of 1984 wouldn't bat an eyelid at launches and recoveries of a space shuttle. They couldn't see a highly efficient sea-borne factory to extract the North Sea's riches in relative comfort. And, of course, they couldn't foresee that powerful computers and their use would become the hobby pastime of the young. □

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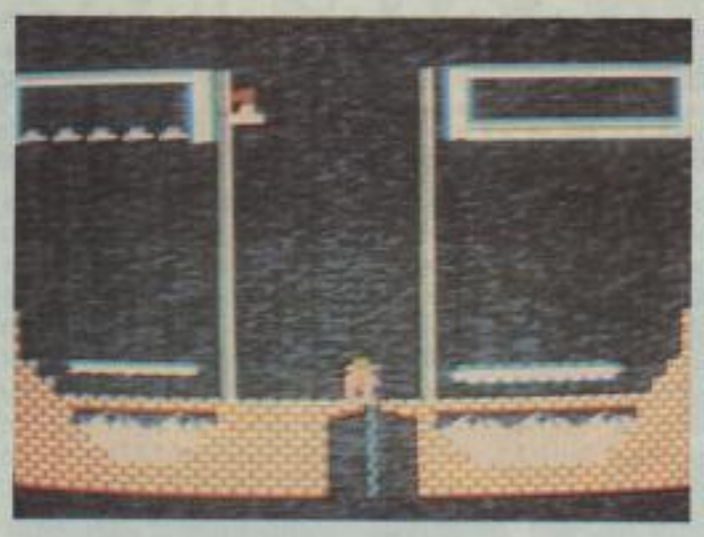
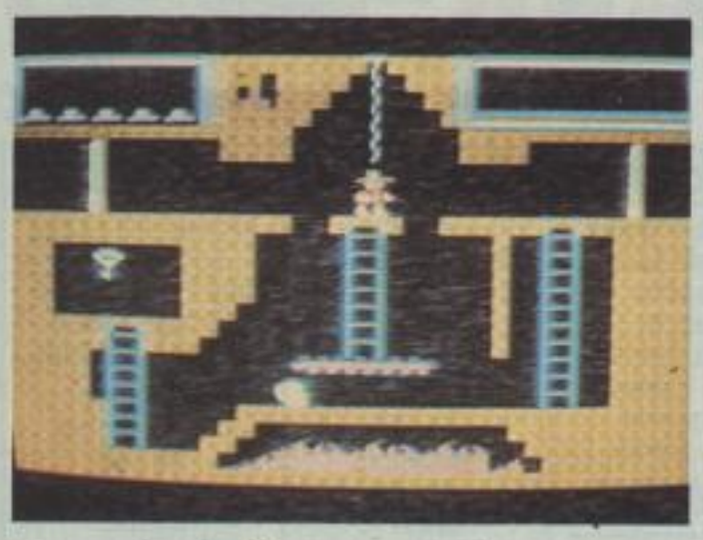
Rev 3

INSIGHT

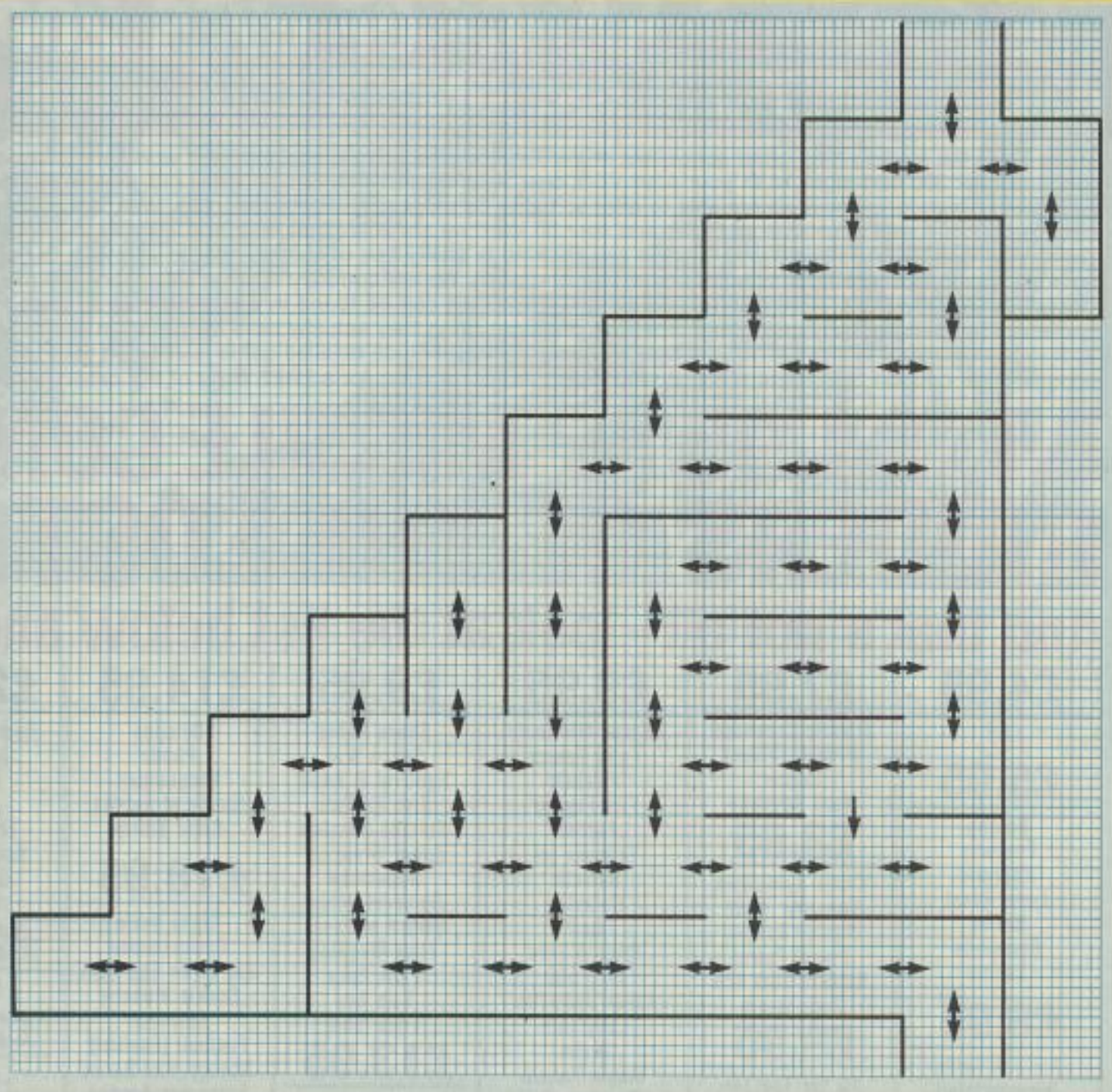
MONTEZUMA

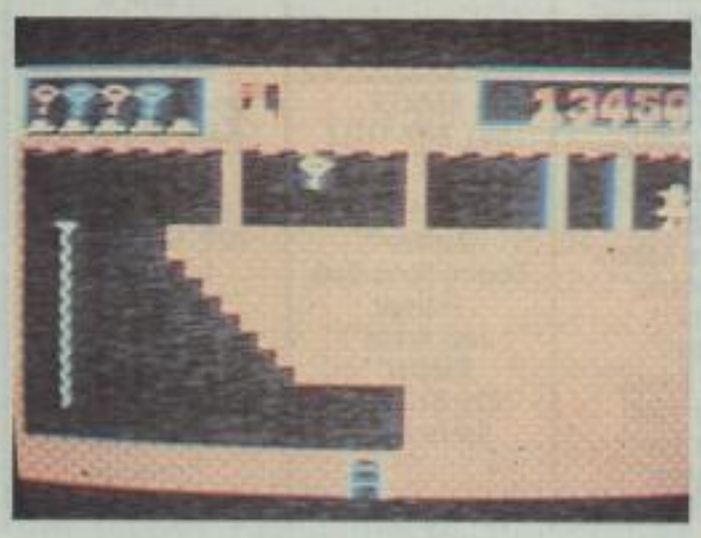


This is the first scene in Panama Joe's adventures to the ancient treasure room. The only way to go is down.

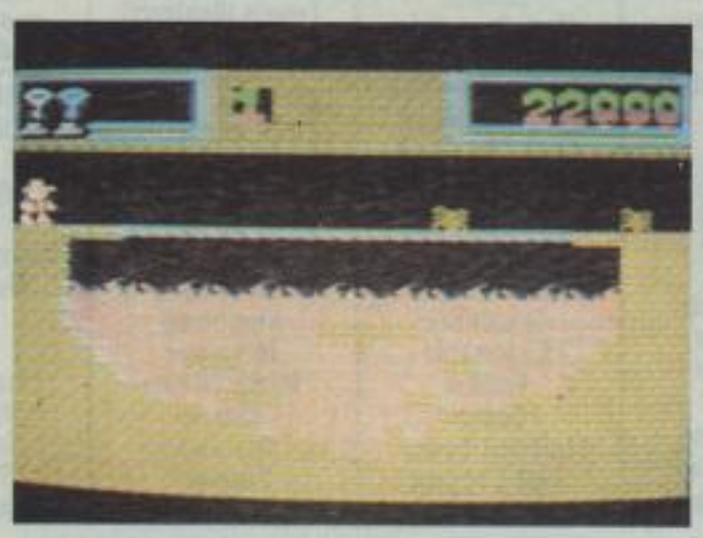


Down the ladder, smart left and up to collect the key. It will open the door at the top right of the screen.



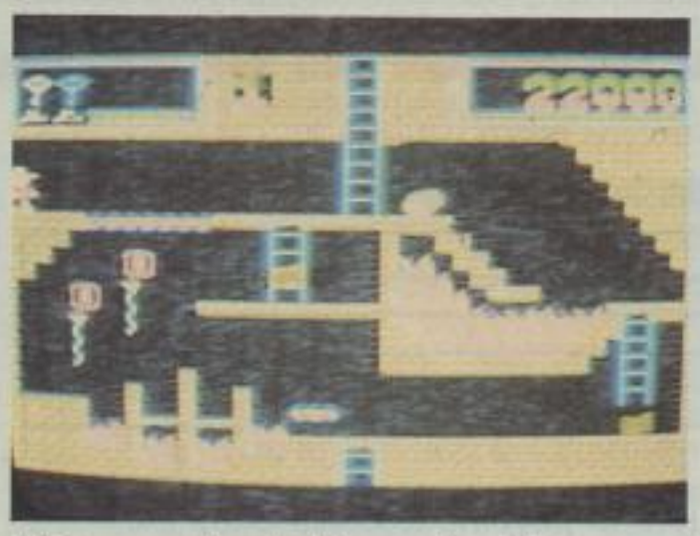


Panama Joe's possessions are shown in the top left panel. The keys will open doors of similar colour.



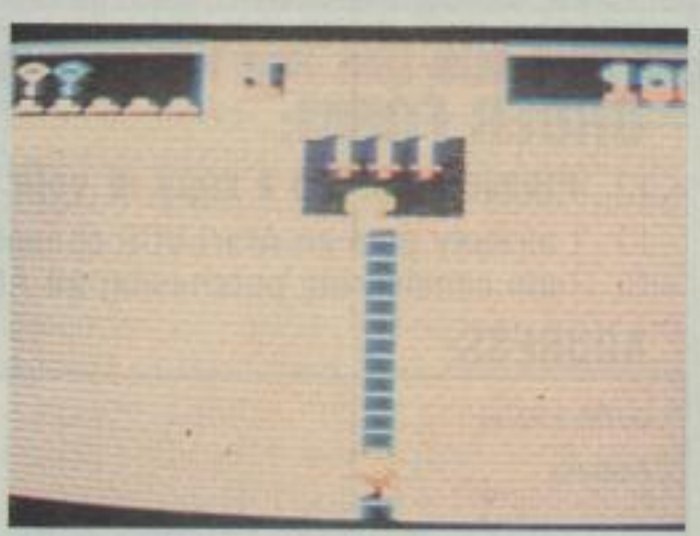
Careful timing is needed here. You must jump the spiders – but don't be on the bridge when it disintegrates.

One of the easiest scenes: all Panama Joe needs to do is dash down the corridor, avoiding the skulls.



Disappearing bridges, deadly spiders, moving escalators and flames – are the two rubies worth it?

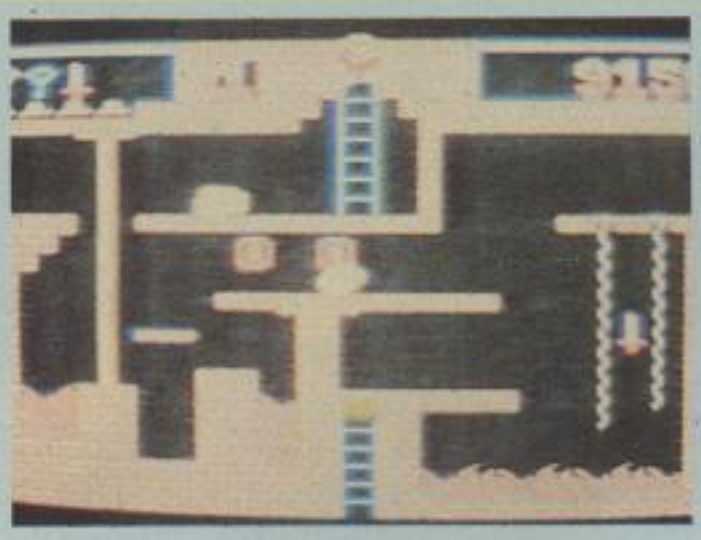
After collecting the treasure and torch from the top left, our hero descends.



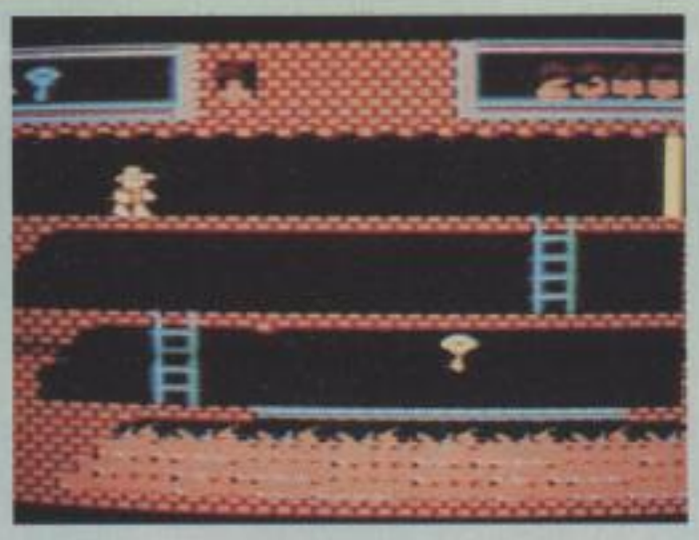
Joe will need the three daggers – but watch the inventory on the left. He can carry only five objects at a time.

MA'S REVENGE

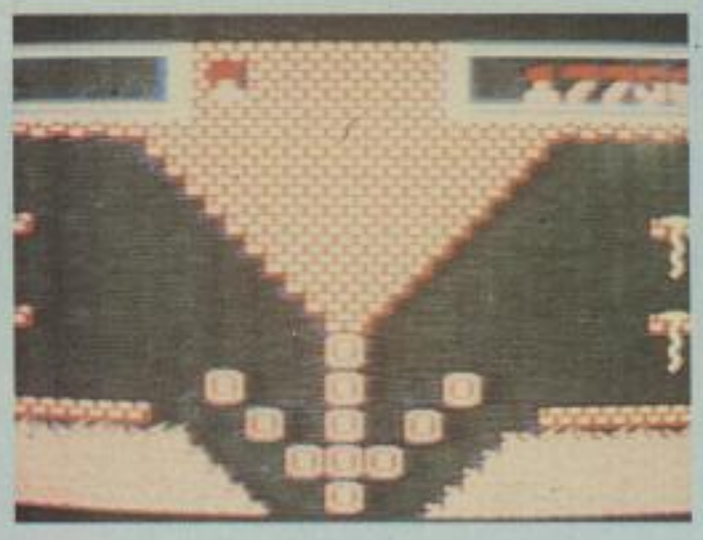
INSIGHT



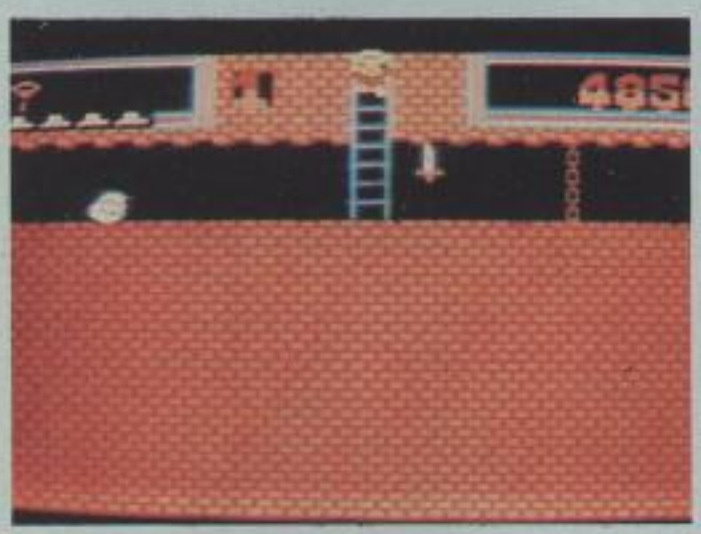
Collect the gems first for a high score. Then grab the dagger by jumping from one rope to the other.



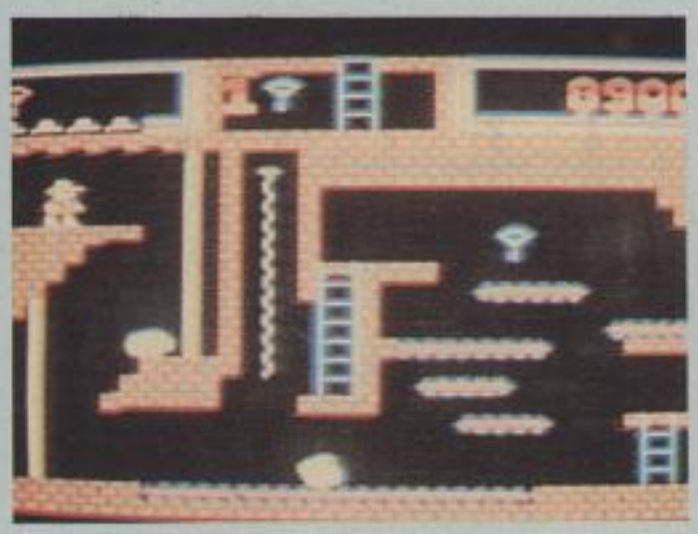
Collect the key at the bottom level to open the door on the right. Again, the bridge disintegrates dangerously.



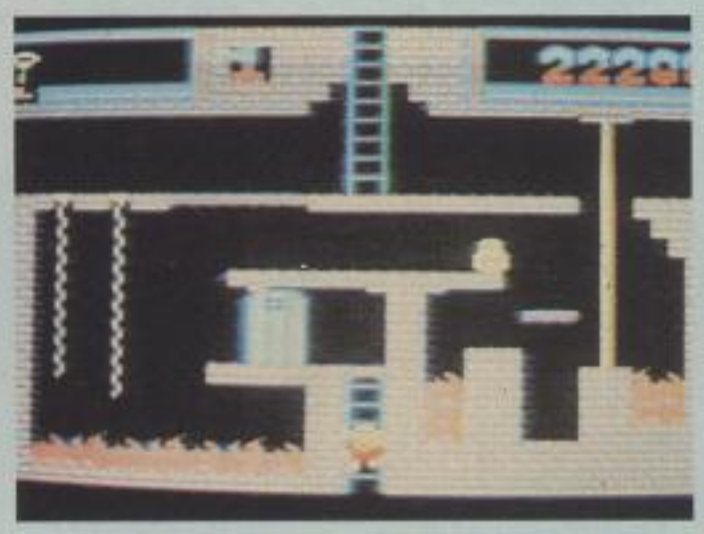
Go down a ledge before you jump into the centre – you'll catch more jewels this way.



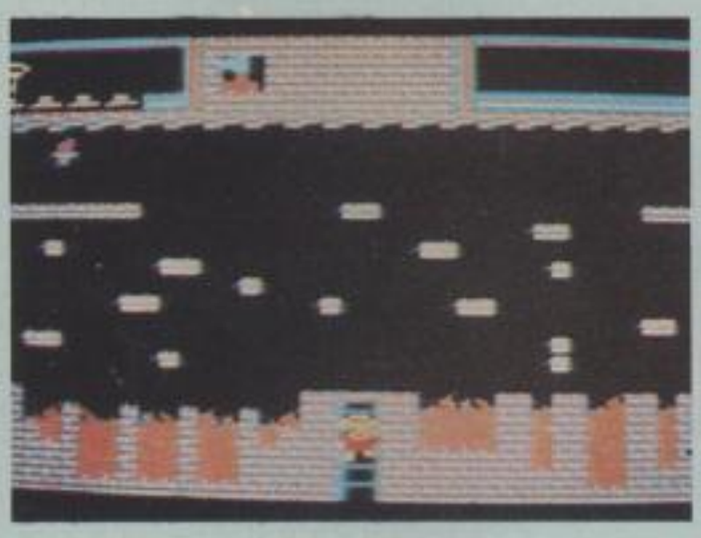
Spring over the skull to catch the dagger. But beware the hanging chain: wait until it disappears.



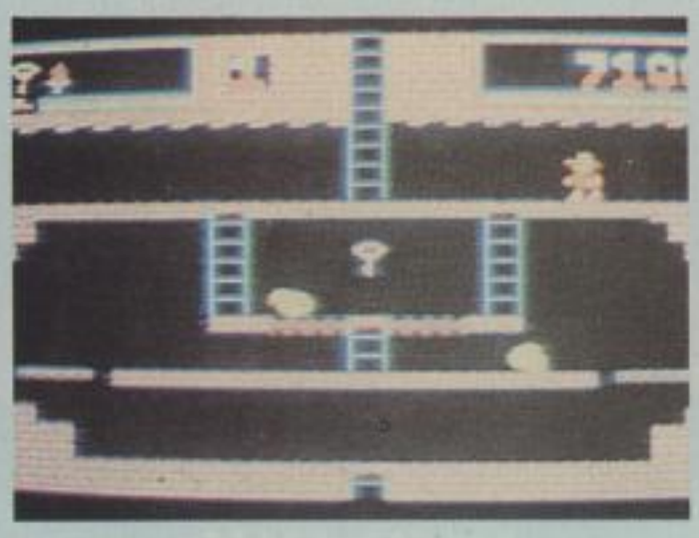
Trouble – only the knife in the previous scene will kill the skull at the bottom of the pole.



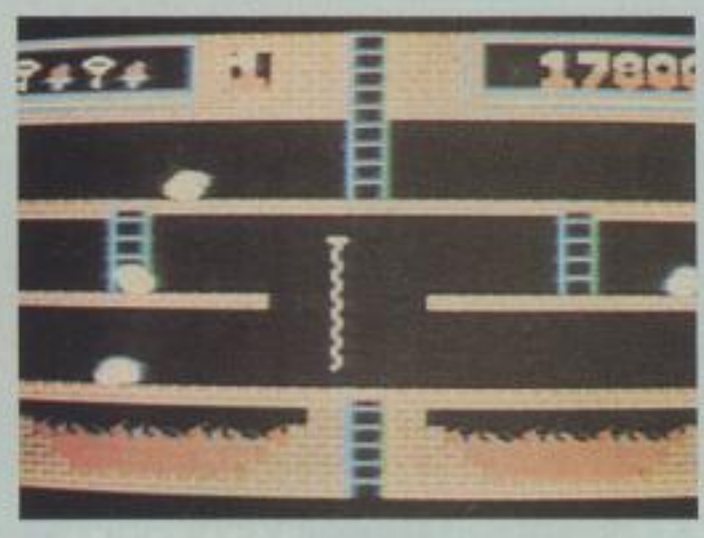
Having successfully collected a dagger and more gems, Joe is not satisfied. He descends for more.



A nasty scene! Misjudge the positioning for jumps from ledge to ledge and our hero will die.

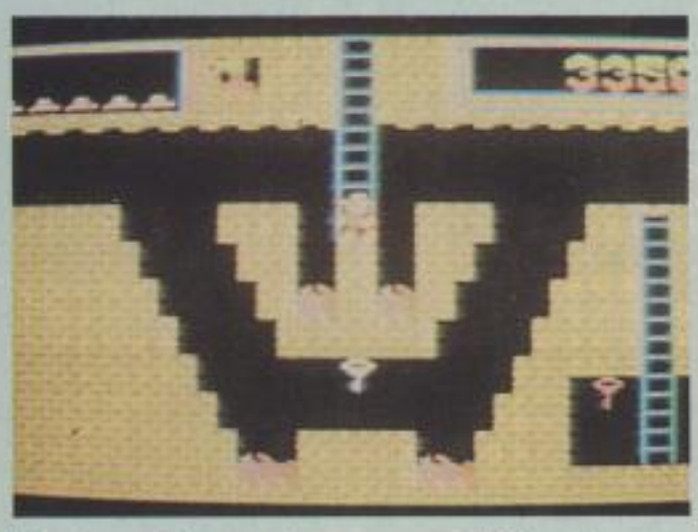


Panama Joe retraces his steps to collect a forgotten key. There are few problems here.

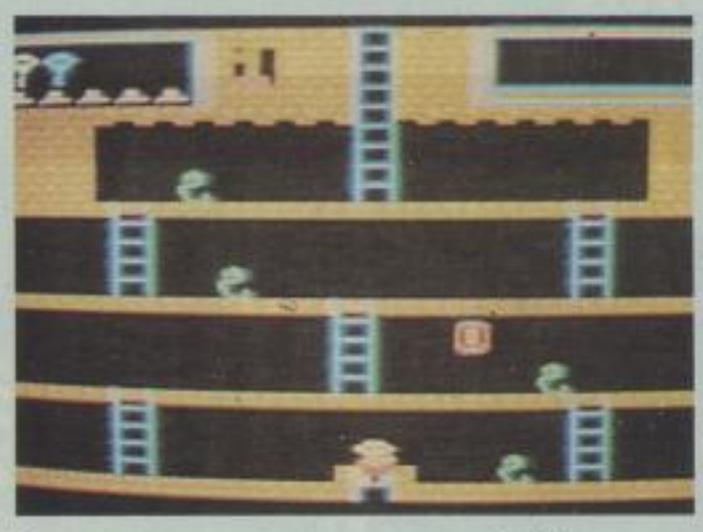


The snakes have gone from view. But Joe wisely keeps two torches ready to frighten them away.

A dead end! But Joe will gain another 3,000 points easily with these gems. Don't lose concentration.

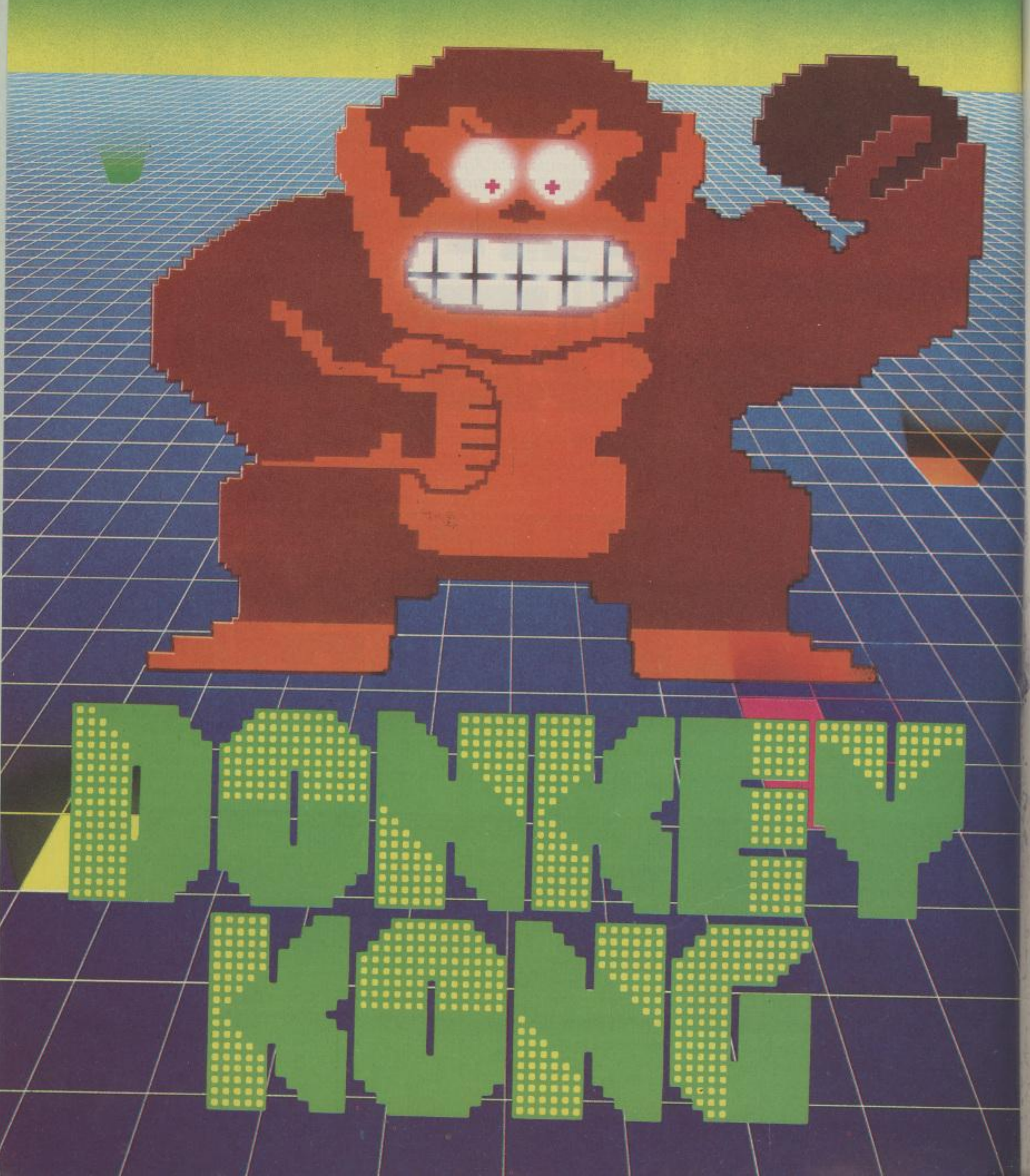


My least favourite scene. Collecting the keys is easy – but getting back to the top ladder needs careful jumps.



Ninety-nine scenes are available on CBM 64 disc, and Spectrum and Atari VCS cartridges.

Poor little Mario has really got his work cut out for him this time. It's up to you to help him save his loved one. Dave Harvey assists you.



For all those who are new to screen games — and as a base from which to work up to some of the more complex games — here's the lowdown on the grand daddy of them all: *Donkey Kong*.

It is available on computer and home video games systems, and, of course, in the arcades.

The Atari home computer version is the best we have seen, apart from the arcade one. The VCS version is probably the worst. You get only two screens and, instead of it looking like a gorilla throwing down barrels, it looks more like a ginger-bread man throwing down Rich Tea biscuits.

The object of *Donkey Kong* is to guide Mario around several different structures to rescue his girlfriend from the clutches of the mighty Kong — who has taken her to the top of one of many sites. While you are doing this, Kong strengthens his bowling arm by lobbing things at you.

If you wait before you start the game, you will see Kong standing at the top of a set of horizontal, parallel beams with Mario's girlfriend nearby. Kong gets a bit angry and starts stamping his feet. Suddenly, all the beams are not parallel to the ground any more — making the first structure for the game.

Girders. At the start of the game Mario finds himself at the bottom of a stack of girders connected by blue ladders, some of which are broken. As Mario starts his climb, Kong hurls barrels down.

There are also fireballs. These emerge when a barrel crashes into the oil can — but not always. They are more deadly than barrels because they can move back and forth and climb up and down ladders when they please.

Also, you will see two hammers. These are used for smashing oncoming barrels and fireballs. On all of the screens, a bonus timer ticks away. If you can get Louise (as I have christened her) before this reaches zero, you get the points left over added to your score.

At the start of the girder section, you will appear a little to the right of the oil can. Kong will throw a barrel which will come straight down, ignoring and passing through the girders.

Run and jump over this barrel, then climb the ladder. The barrel will hit the oil can and turn into a deadly fireball — which will come back after you. Wait near the hammer until you see a hefty lot of barrels coming for you. Then jump up, grab the hammer and start smashing away! The hammer lasts for only eleven seconds so be careful.

Once you have used your hammer, climb up a ladder to the next girder, still watching out for barrels. Then climb up to the next, where you will see another hammer. Pick it up (watch for Kong, you are directly beneath him and he may drop one on your head!) and, again, start having a smashing time.

It is best, when you have the hammer, to run along to the end ladder and wait there for the barrels to come down. In fact, it is best to use that strategy whenever you have the hammer.

Wait until you see the coast is clear and climb up the ladder. Jump over the barrels that Kong hurtles along the girder, and go to where Louise is standing. Then climb up the ladder. A heart appears between you and Louise, Kong emits a string of very peculiar sounds, and the heart breaks — only for Mario to start climbing a different structure to get to his loved one.

- Occasionally, when you are trying to smash a barrel, it will slip past the hammer and murder Mario — be warned!
- While you are using the hammer, beware of Kong throwing a barrel diagonally, or standing underneath a ladder (you can't go up ladders when you have the hammer).
- Don't fall off the ends of the girders.
- Remember, you don't have to be facing the direction that you wish to jump — you can jump backwards.
- Don't get stuck at the top of the ladders.
- You can climb ladders (and broken ladders) to avoid oncoming barrels. But make sure one doesn't drop down the ladder: you may find yourself in the past tense. Some of the broken ladders can't be climbed high enough to avoid the barrels, so they have to be jumped.
- If you see three barrels coming along together, immediately jump over them. this earns you a lovely 800 points, which could lift you to the 7,000 point mark where you receive an extra life.
- Don't try and jump fireballs! They may reverse whilst you are in mid-air.
- When you are standing at the far end of a girder and there is a string of barrels coming for you, wait until one is almost touching you and jump right. The barrel will fall off the girder onto the one below. Mario will hit the black wall and bounce back onto the girder (if you timed it correctly).
- If you see a load of hefty barrels coming for you which you know you could never jump, run down to the bottom structure and hide behind the oil can. Unlike the arcade where you get killed if you do this, on the computer version you don't.

Rivets. The next structure you must negotiate is another set of girders — this time, game play is totally different. Again, Kong has taken Louise to the top of the structure. But, instead of lobbing barrels, he watches the action. Fireballs magically appear in this section — so be on your guard! At this part of the game the object is simply to run over the little golden rivets (four on each side) which are inbedded in the girders. There are two hammers in this section as well.

The best advice we can give you for this section is to look and run. Don't go out of your way to use the two hammers because, while you are waiting for the fireballs to come trotting along, you are using up your precious bonus. Only if you find yourself in a tight spot, or on the same structure as a fireball, should you use them.

Around certain parts of the structure you will see several of Louise's belongings, including a birthday cake. Our advice: go for the prizes. It doesn't take much effort and, seeing that they are scattered near the rivets, you don't have to go too far out of your way.

All you arcade buffs will probably know that you can run behind Kong who is standing on the top girder. Don't try it! It doesn't work in this game.

As in the girder section, be careful you don't fall off one of the ends.

Once you have run over the rivets, be careful that you don't run over the hole you just made. You will fall through and lose one of your three lives.

Remember, fireballs can't cross the holes in the girders (where the rivets were). So, if you see one coming for you, simply run over the rivet and then jump back across.

When you complete the rivets section, Kong topples over, and falls onto his head with an almighty crunch.

Girders (again). The girders are a little bit more difficult the second time. Kong slings the barrels down at a much faster rate. If you want to get onto later screens, running to the top and ignoring the hammers might do the trick.

Elevators. When you enter this

SPECIFICATION

Name: Donkey Kong
Supplier: Atari
Price: £24.95
Machine: Atari HCS (licence also held by CBS for VCS, Intellivision, Coleco; other versions available from main suppliers)
Rating: Value 4
Graphics 4.5
Sound 4
Gameplay 4.5
Arcade 4

screen you will find yourself standing on a platform which has another one above joined by a ladder.

To the right, there is an elevator going upwards. To the right of this there are another two platforms, joined by ladders, with a fireball running around. To the right again there is another elevator — this time a down one. Beside it are a few stepping stones which lead to another little ledge. Above this there are more semi-girders, joined by ladders, with a fireball spnning around.

Kong, again, stands on a platform at the top with Louise. Wait until you see what else is ready to 'spring' a surprise on you; yes, you got it — springs. These bounce all over the show, occasionally causing havoc to your head.

When you first enter this screen, you are standing on the platform. Two platforms above, there is a prize — climb the ladder and get it. Climb back down the ladder and go to the middle platform. At the right of the elevator (in front of you), there is the fireball. Make sure it is on the bottom platform, then jump.

If you see the fireball, climb up the ladder and go to the top platform at the right. You must jump off the elevator onto the platform at the left (where the umbrella was) and try again. The elevator will take you up. Tilt yourself over the edge — and jump off when it reaches the platform to the side. Wait here.

When the fireball starts to climb one of the ladders you must go down the opposite one, and collect the prize that Louise has dropped. Jump onto the elevator to the right, push yourself a little over the edge, and quickly jump onto one of the stepping stones.

It may be best on the second elevator section to let the first fireball go to the top of the platform (where the second prize is), and come back down again. You can then be sure it won't move up when you are on the elevator.

Now start worrying about the springs. Go to the edge and jump onto the next stepping stone, this time centring yourself. Wait until a spring has gone past and then quickly jump onto the stone. Go to the edge and jump on the ledge at the side of the screen — moving as far right into the side as you can go. The springs will bounce near you — don't worry. When one has just rushed past, climb up the ladder and go onto the little platform, moving right as far as you can go.

Above, you will see a large platform and, somewhere nearby, a fireball. Wait until the fireball is on this platform or up the ladder, before you make the jump. Do this when the spring has just gone past. Actually, you have to make two jumps — one onto the little platform (with the ladder above) and another to the platform on the left.

Once done, climb up the ladder, onto the small platform, and jump onto the tiny platform leading to Kong. Look for the fireball. If it's on the large platform or the ladder below it, jump the two platforms to the right of you, collect the prize and return to the tiny one.

Climb up the ladder and move a little way into the girder — the spring should bounce over your head. If not, and it squashed you to death, you moved too far forward — try again!

Now you've found the right place to stand in (by painful experimentation), you must wait until the spring has bounced past your head and immediately run to a little left of the ladder. Louise is waiting above. Another spring should pop out and fly across your head. When it does, go and climb up the ladder — done it!

Rivets (again). Rivets are the same as the previous sections. But fireballs appear much more frequently. Strategies from before are still valid.

Girders (third time round). The girders are more difficult than before. But you must be fairly skilled because you've got this far.

Conveyor belts. This is the hardest section.

When Mario starts, he is at the bottom of a series of conveyor belts and girders connected by blue ladders. Again, there are two hammers. The only screen on which you don't get hammers is the elevator section.

Apart from your old friends the fireballs, there are deadly sandpiles. Just above the centre of the screen is an oil can. If one of the sandpiles hits this it will, most probably, turn into a furious fireball. Meanwhile, Kong again holds Louise at the top.

There is no set strategy for this section, because the appearance of the sandpiles and fireballs are random. But we can offer advice.

As you enter the structure, pick up the prize waiting for you at the bottom of the screen. Start observing.

Firstly, look at the conveyor belt above. If there's nothing there — and there are no fireballs coming down the ladder above it — go up one of the ladders onto the belt. Next, wait for a fireball or two to come down the ladder. When they do, jump up, grab the hammer and do what the hammer is best used for — hammering!

If there are sandpiles on the belt, then it's up to you. You can go up one of the ladders onto the belt if you wish. But beware! The belt could suddenly reverse, making the sandpiles reverse and knock off your head.

If you make it up the ladder, jump over the sandpiles until you get to the hammer in the middle of the screen. Jump and get it. As quick as you can, bash as many sandpiles as possible in the eleven seconds you have.

If there are fireballs on the belt then, by no means whatsoever, go onto it. A fireball might run down one of the ladders onto the bottom girder where you are standing. Climb onto the belt, keep your fingers crossed that a sandpile doesn't run into you, and pick up the hammer. Wait for Mr Ball to come back up, whereupon you can smash it to bits.

Now look at the girder above to see if there are any fireballs. Careful one doesn't rush down the ladder — you could be a dead Mario. Wait for the fireball to go up the ladder onto the conveyor belt above them and make a clear path for you on the girder. Or wait until the right or left end of the girder is free. And watch to see that sandpiles don't suddenly appear on the conveyor belt and come rushing towards you.

While you are on the belt you will notice that it likes to carry you back and forth. So you'll have to centre yourself and be on the alert if it suddenly reverses.

"What do I do when the right or left ends of the girder are free or the fireballs have gone up the ladder?" This, my friend:

Go up one of the ladders (depending on which end of the girder is vacant) and quickly go to the edge of it. Now, jump onto the platform at the side. If you're on the left platform then ignore the hammer (unless you need it) and climb the ladder to the next conveyor belt. Then climb up the next ladder. You don't need to rescue Louise from Kong's clutches. As soon as you are on his conveyor belt, the structure is won.

"What if there were fireballs above me when I was on the left platform?" Jump up and get the hammer. You may destroy one or two fireballs above you (a helpful tip for most structures). Most probably, a fireball will come down the ladder after you. If so, then he's in for a smashing time.

Elevators (again). Use the same strategy from the first section but, when you're going to collect the prize from the top right hand corner (where the fireball is) be careful when you stand on the minute platform to the left of it. Springs bounce on this — you'll have to brush up on your timing. Another part changed is Kong's girder. All you have to do is avoid the springs by running underneath them. Then run up the ladder.

The screens are as follows: girders, rivets; girders, elevators, rivets; girders, conveyor belts, elevators, rivets; girders, conveyor belts, girders, elevators, rivets. From then on it is: girders, conveyor belt, girders, elevators, rivets.

A good game? Just try and get this joystick out of my hand. □

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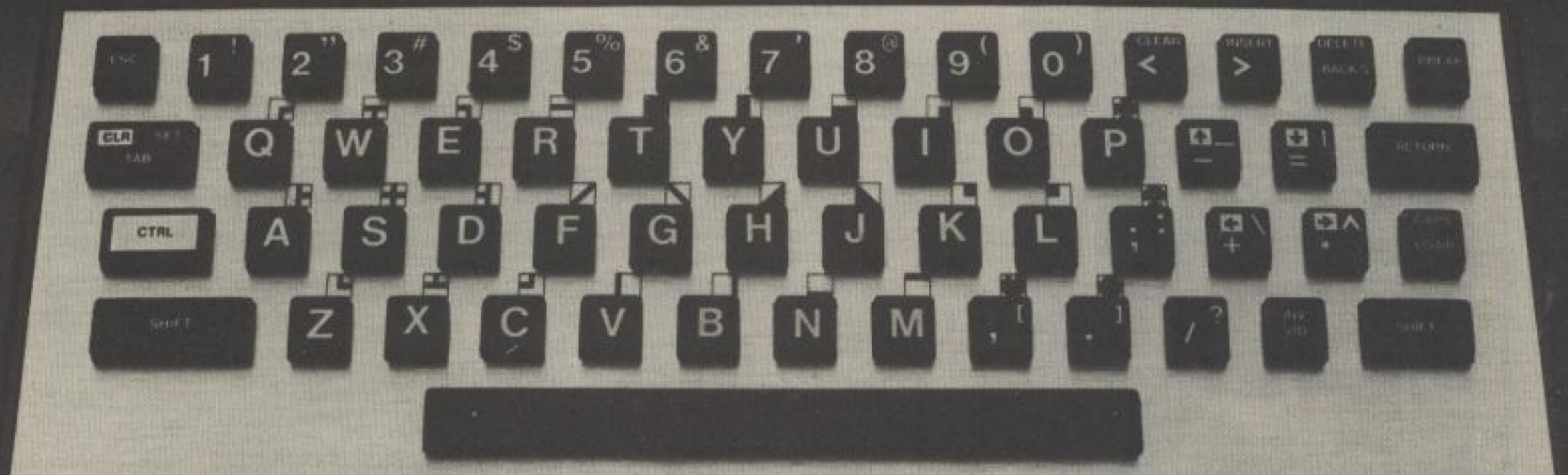

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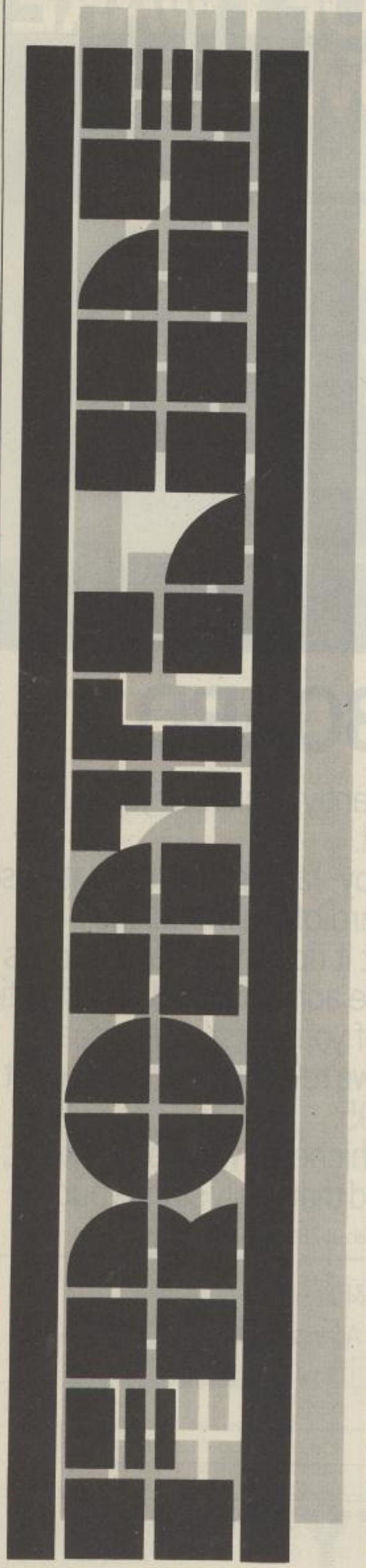


A dangerous journey across an awesome battlefield is in store for Dave Trutzenbach.

The aim of this game is to battle your friendly soldier through the enemies' territory and destroy their fort. You may also find an abandoned tank to accomplish this.

There are four types of terrain to battle through. First, you come to the open fields which are dotted with a few trees. Then you come to the thick undergrowth, and to the burning desert. Finally, you must overcome the obstacle course.

I have christened the soldier Hero because of the big 'H' on his back. To control him you must use the four finger buttons — these are called action buttons.

The top yellow one fires Hero's rifle. The second, red button rotates his rifle clockwise. This dictates the angle of fire.

The next, purple button does the same but anti-clockwise. A quick press on these buttons will rotate Hero's rifle by one position. The fourth, blue button throws his hand grenades and also gets Hero in and out of tanks.

The control stick on the top moves Hero in the direction you wish him to go. This also applies when he is driving his tank.

Now about the action and how to get Hero to the enemies' fort. After the introductory drum roll, Hero is on his own, battling against the enemy in the open fields. Beware of the mauve obstacles — they are land mines.

The enemy soldiers will approach two or three at a time, firing their rifles in Hero's direction. Note: on the first level they are slow in aiming. Use the trees for protection and throw hand grenades over them. Neither Hero nor the enemy soldiers can fire through the trees.

Once through the open terrain, Hero will find a blue abandoned tank. This has been left in the thick brush. If you want Hero to continue by tank, manoeuvre him next to it, press the blue action button and he will jump into it. On all levels when Hero is next to the first tank, any soldiers that are left will automatically run away.

Rifles will be of little use against tanks; this is the same on both sides.

There are two different types of tanks, heavy and light. You will notice the difference in the friendly ones, because not only are the guns a different size, but the heavy one has

SPECIFICATION

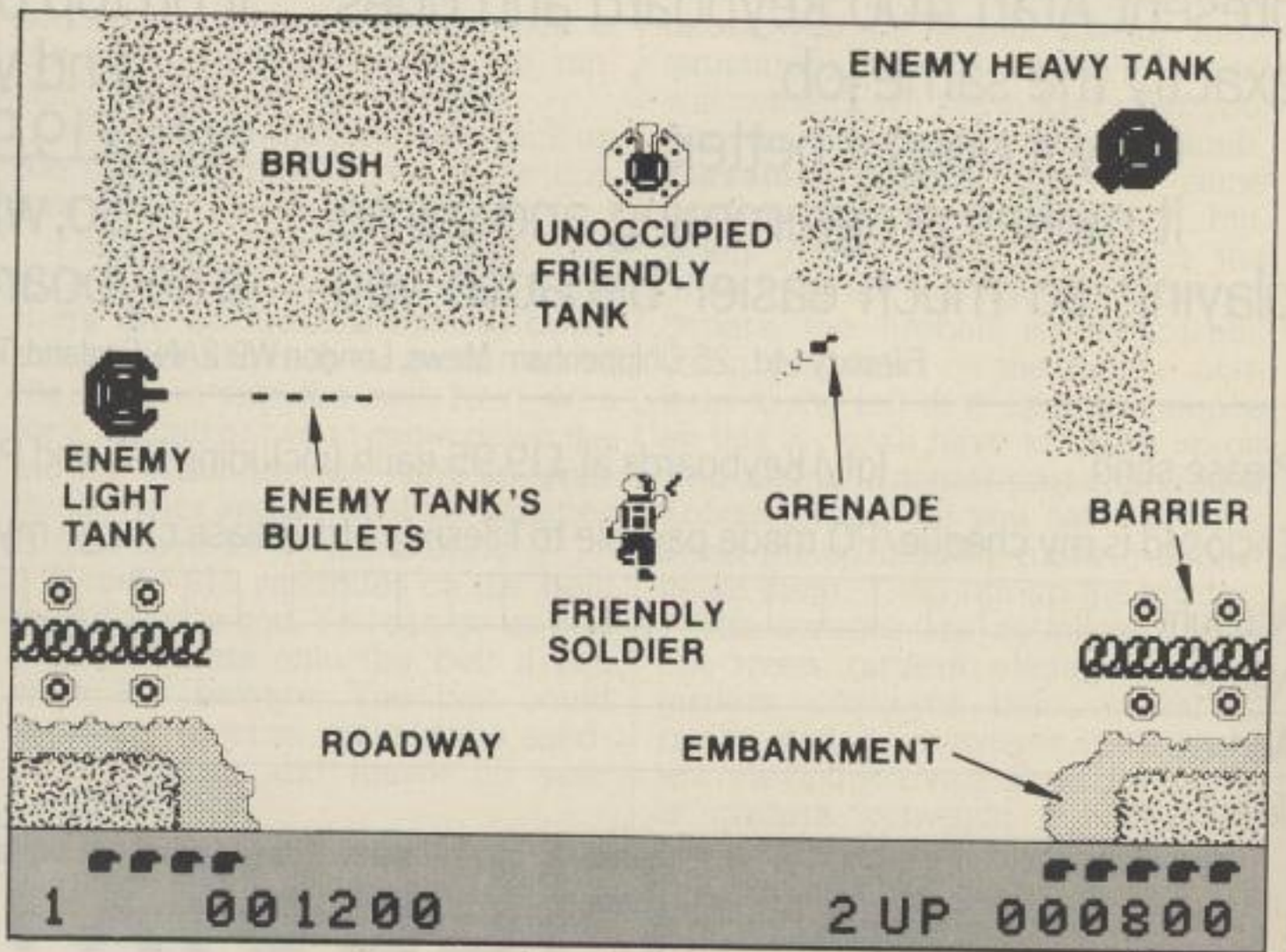
Name: Frontline

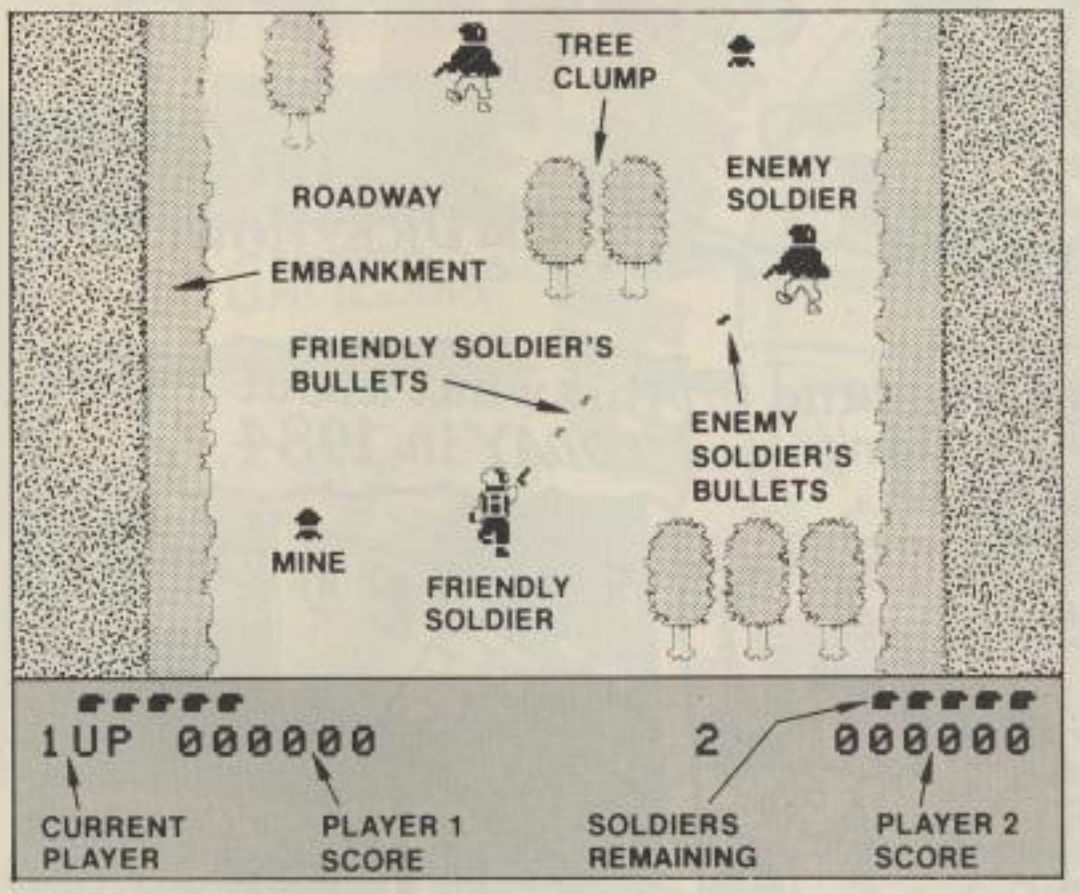
Supplier: CBS Electronics

Price: £

Machine: Colecovision (+ 'Super Action' controllers)

Rating: Value
Graphics
Sound
Gameplay





If Hero gets hit when he is in a heavy tank he will have a few seconds to abandon it before it explodes. If he is hit by machine gun fire from a light tank he can jump out, put out the fire, then return to continue his battle. Any time Hero's tank is blown up he can continue his quest on foot. He may come across another abandoned tank.

four rivets round the turret. The heavy tank fires large shells — one hit from these is enough to destroy any tank Hero is in.

The light tank has rapid machine gun fire. When Hero fires at this one from any other tank, one hit is enough to explode it. If he is in a light tank and tries to attack a large enemy tank, he must hit it twice before it explodes. The light tank has a shorter range of fire than the heavy one.

He will then arrive at the desert with only boulders and rocks for cover. Use these wisely if he is on foot, as tanks cannot fire through them. Remember to use Hero's grenades as quickly as possible. This will keep the enemy away.

Once past the burning desert, Hero will reach a river: he must use the bridge to cross it. When he gets to the other side he is on the last and most difficult part of his journey to the enemies' fort.

Watch out for the solitary land mine on the other side of the bridge! It can destroy Hero, whether he is on foot or in a tank. The obstacles here include heavy tanks, light tanks, mines, barbed wire and walls. The walls are Hero's only form of cover.

Once again, if Hero is on foot take cover behind a wall and toss your grenades over them. Tanks cannot fire through the walls but can fire through the damaged portions of them.

Hero cannot climb over the barbed wire. But if he is in a tank he can drive over it. He can go straight to the fort and blow it up. But this is done with the use of hand grenades only; the tanks will have no effect on either of the big guns.

The best way to knock out the big gun is to get as near to it as possible in a tank. Then get Hero to jump from the tank and quickly throw a grenade into the centre of the gun. But beware! Any of the guns can fire in all directions. So be quick.

Once Hero has destroyed the fort, an enemy soldier floats down from the top of the screen waving his hands in surrender. After the final conflict, Hero will be transported back to the start of the next battle (open fields).

In this battle, the enemy soldiers are a little faster to aim and fire their rifles. You will also find that they will occasionally reply to Hero's gun fire with a grenade. The rest of this level is the same as the first but a little faster.

Watch out for the enemy tanks. If Hero gets too clever by shooting too many, you may find one may chase you and deliberately run into you.

When Hero gets to level three, the enemy foot soldiers are very difficult to overcome. There, hand grenades are thrown nearly as many times as they fire their rifles. Hero must use the trees to his advantage and take shelter quite often, throwing his hand grenades. Remember: on the higher levels, hand grenades kill more soldiers at one time.

Do not worry if one or two enemy soldiers get behind Hero. They will not trouble him if you keep him marching forward, shooting and throwing grenades.

Hints and Tips.

Hero can blow up a mine only with a hand grenade.

Hero cannot walk over a crater left by an exploded mine, but must walk round them. When he is on foot he cannot walk through barbed wire.

If he is hit by a shell when he is in a tank on the bridge, you can make him jump out. But he may fall into the river and drown: he cannot swim.

Do not let him abandon his tank when next to a wall. If he does, he may sit on the wall, become stuck and not be able to continue his journey.

Hero's rifle cannot shoot through trees or 'knock out' the enemies' tanks.

The only way Hero can destroy the enemy fort is with a hand grenade.

On the higher levels, shoot and throw hand grenades as quickly as possible.

Hero can jump from a heavy tank into a light one (they go faster) or vice versa.

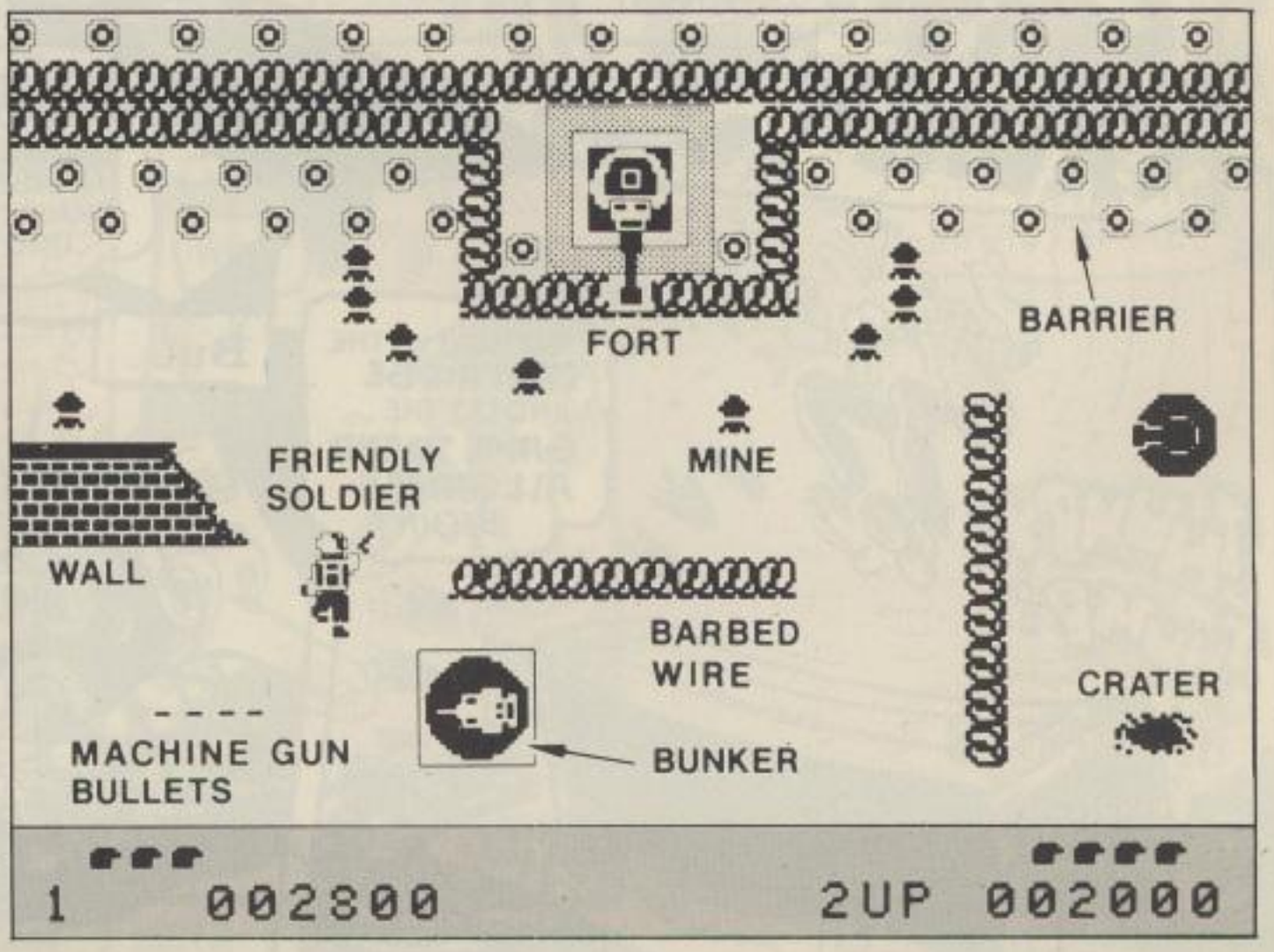
Scoring

Enemy soldier — 100 points
Tank — 100 points
Bunker — 100 points
Fort — 1,000 points.

This is a very compelling game, and lots of fun to play. You may find the 'Super Action' hand controllers a little hard to master first of all, but once mastered they react quickly and positively.

This cartridge has the special pause key. When this is pressed the screen goes blank and you get a tune. Listen to it; I think it is great.

Best of luck and good soldiering! □



HEROES INC

By Tim Quinn and Dicky Howett

A wise old man once said:

LIFE IS LIKE A GAMES PROGRAM.

However, two thousand years ago, that didn't make much sense...

BACK HOME FOR YOU, GRANDAD! WE'VE AIRED YOUR CELL.

PLATO'S NUT HOUSE

POOR OLD ATARI. HE'S WAY AHEAD OF HIS TIME.

But what about TODAY in 1984..?

FRED'S GAME SHOP

Behind the "front" of the shop front we find FRED. He is putting the finishing touches to a delicate experiment...

DONE IT! MY YEARS OF WORK ARE AT LAST COMPLETE. I HAVE INVENTED THE ULTIMATE GAME!

CRASH! CRUNCH!

JUST ONE FINAL SLIGHT ADJUSTMENT..

MAD CACKLE!

WITH THE AID OF MY READER'S DIGEST DO-IT-YOURSELF MANUAL, I HAVE TURNED THE WHOLE OF THE EARTH INTO ONE BIG GAMES MACHINE!

THUMPY! THUMP!

SO, SLOT IN THE CARTRIDGE AND LET THE GAME TO END ALL GAMES BEGIN!

But...

THAT'S ODD. NOTHING'S HAPPENED..

I DON'T UNDERSTAND THIS AT ALL. SURELY **SOMETHING** SHOULD HAVE HAPPENED BY.....

FRED'S GAME SHOP

CHOMP!

...NOW.

SOMETHING has indeed happened, as all over the world the ULTIMATE GAME begins.....

Pac-men, Space Invaders, Frogger.....

Even the lesser known games get in on the act - "PICKETS v POLICEMEN" "COMMON WOMEN v THE BOMB" "POLITICIANS v THE PUBLIC".....

CRUISE OUT!

But as with all good games, where there are VILLAINS there have to be HEROES, and our heroes have made their base at the 'TURK'S HEAD'.....

ALES

SHOULDN'T YOU LOT BE OUT THERE, **SAVING THE WORLD?**

NO SWEAT, MAN. REMEMBER, WE **HEROES** ALWAYS SAVE THE DAY IN THE **FINAL FRAME.**

IN THAT CASE, I THINK YOU'D BETTER START **SWEATING.**

WHY?

BECAUSE **PAC-MAN'S** JUST **EATEN THE FINAL FRAME!**

BURP!

NEXT: The HEROES Strike back!

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ALL CARTRIDGES ADVERTISED ARE NEW

D·A·V·E R·A·V·E·S·!

Have you tried bribing a rock with money? Or deliberately disobeying the instructions on your game manual?

You should, Dave Harvey cries. They're some of the best ways to find hidden eggs.

Read on.

Bonjour – and other assorted phrases that mean hello – to all you egg hunters. This month, instead of us showing you how to locate eggs and bugs, we're going to tell you how to hunt for your own.

Finding eggs is really like cracking complex adventure games. Some may be hard to locate – you'll have to do a whole string of things to get them up. Some may be easy – walking into an inanimate object in an adventure game, for instance.

The egg that started it all off was the Warren Robinett signature in *Adventure* (which DW was the first one to find). Then programmers, mostly the ones that didn't get credit for their work, put hidden initials or features into games. And that's what we are here for: to hunt them.

The latest craze seems to be hiding characters from a previous game you have created into one you are creating now. *Ms Pac-Man* (VCS) has a *Vanguard* spacecopter hidden in it. *Raiders of the Lost Ark* has, amongst other things, a Yar from *Yar's Revenge*.

So how do you find all these? The answer seems to be experimentation. Most of the new games display a secret if you get a high-score. For example, if you get a high-score on *Berzerk*, you will come to an arena with no walls, but with two evil Ottos bouncing around.

Cracking eggs. Look out for things. If you see a dot on *Raiders*, for instance, don't disregard it as a dead fly. Check it out. What happens if you stand on it? What happens if you fire at it? If you dropped two of the objects you are carrying while standing on it what would happen?

Does bribing a large rock with your money sound weird? It sounds pathetic – but it works! Get your *Raiders* cart and try it now.

If you see something happen that shouldn't, find out why. And if you find something by pure chance, write down what you did.

Another way of finding things is to disobey instructions. If the manual of your game says "only the C and R keys on your computer keyboard function in game play", then try the other keys. Remember: the book said that only those two keys function in game play. But what about the other keys in non-game play?

Please note that you'll find hidden features only in the games. Don't poke the machine in the hope that it will lay you some eggs.

What about hidden rooms? If you are playing an adventure game, note the places where there could be a hidden room. Then experiment on how you can get in. On *Raiders* there could be a number of rooms. But there is only one – mainly due to the fact that *Raiders* contains only 2K of memory, and it's got so many eggs you couldn't fit anything else in.

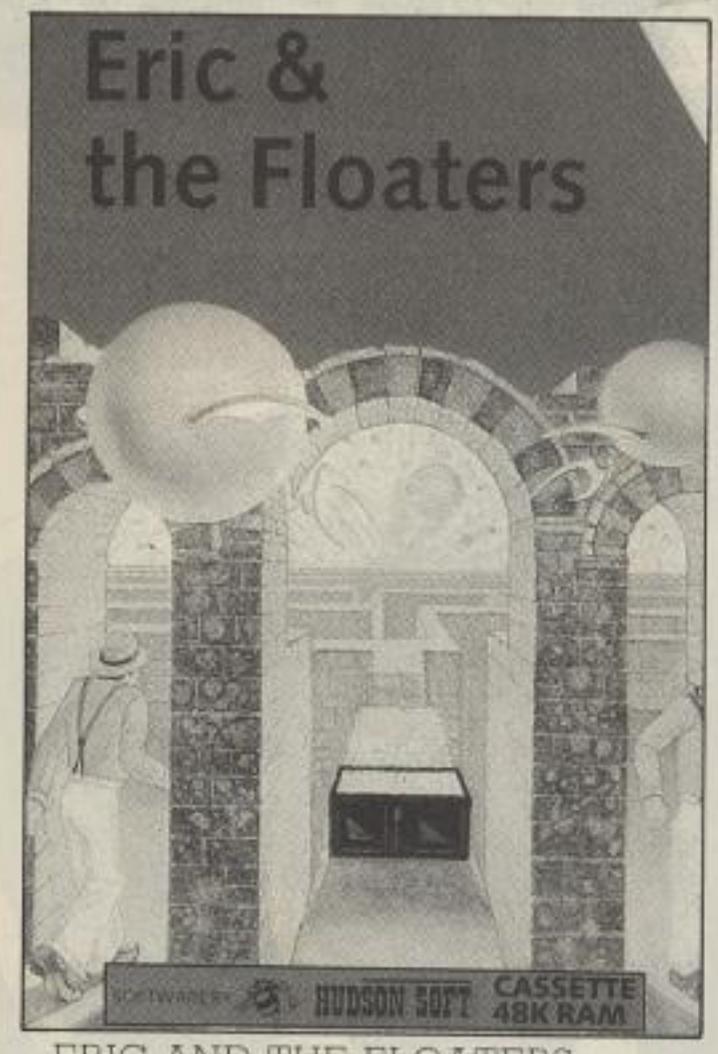
For extra objects, again *Raiders* comes to mind (remember, front of the box, fifth from the left?). Some adventure games are very likely to have these items. Finding them may help you on your quest to retrieving the twin-engined pineapple – or whatever.

If you own a text adventure, try typing in statements that are totally irrelevant to the game. You could try typing in the phone number of the software firm (a worthy piece of strategy for *Miner 2049er*). Perhaps, once you have done this, it may help you go from one place to another. You could also try typing in other characters apart from letters. Doing this on *Colossol Adventure* takes you back to the beginning of the game.

To locate bugs, which are very different from eggs as they are not put there intentionally, you do much the same as you would to locate an egg.

A lot of VCS owners have taken to "flicking the on-off switch for a bit of a laugh" to find hidden features. Yes, it normally works. But it is also hazardous to your Atari's health. Don't do it! □

NEXT MONTH: Cousin Reggie returns, dragging Dave to Africa on a search for the long-lost Jon Dean.



ERIC AND THE FLOATERS
Machine: 48K Spectrum
Supplier: Sinclair
Price: £5.95
Type of game: skill

Hidden beneath the rubble of the brick lanes are the remains of a lost civilisation. Eric has to find – or try to find – part of them by blasting the rubble with his deadly timebombs.

Danger lurks in the lanes in the form of floaters – deadly inhabitants of the ancient system.

The floaters have bouts of anger: then they turn red and start hunting Eric. But when purple, they just drift about the lanes.

The score for bursting a floater is between ten and 200 points, calculated at random. Collecting treasure chests for bonus points will give you between 160 and 1260 points, also calculated at random. When all floaters have been burst in the stage you're on, the bonus points remaining are added to your score.

There are twenty stages in the game. The number of floaters varies over the first five stages.

The position of the keys is a bit tight, but can be used by both left- and right-handed players. You can also use the ZX Interface II.

The graphics are simple but good, and movement is fast.

The sound has good explosion noises and Eric taps his feet on the brick lanes.

Christopher Bullett

Value 3.5
Graphics 3
Sound 4
Gameplay 3

September GAME REVIEWS

★ ★ ★ ★ ★

TV Gamer's review panel takes an honest look at the bewildering choice of computer and dedicated-machine games flooding the shops. We recommend what to buy – or avoid! Above all, enjoy your game.

What does it take to be a computer video and games reviewer? If you look behind the scenes at some of TV Gamer's panel, you'll discover that only one thing is common to them all: a devotion to screen games.

By the way, keep all TVG reviews, even if not for your games system. The best selling games are now being converted onto the most popular machines – and maybe yours.

Jamie Gladden, 14
Computer: Atari 800 XL
Hobbies: computer games, reading, films
Pet like: my mum's cooking
Pet hate: school and homework
Best game: *Bruce Lee* by DataSoft
Worst game: *Person* (I'm hideous!)

Cameron McDade, 17
Computer: Atari 800 XL
Hobbies: gaming and programming
Pet like: computer games
Pet hate: arcade vandals and family using monitor as TV
Best game: *Astro Chase, Pole Position*
Worst game: likes all games

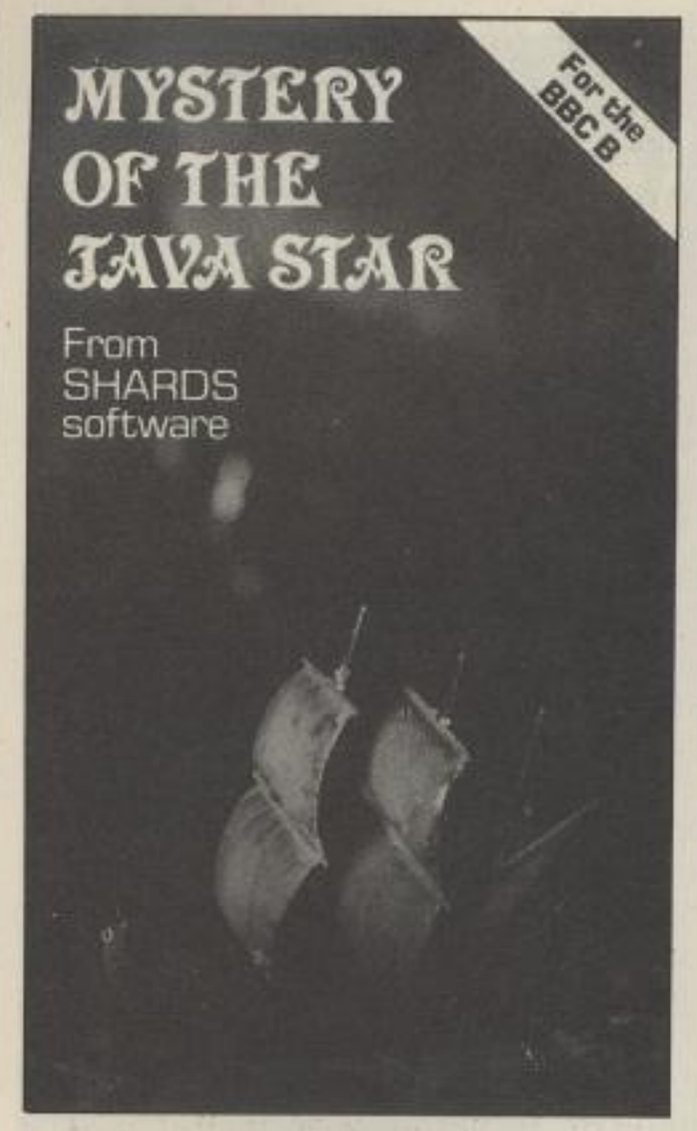
Dennis Hemmings, 50
Computer: Texas TI-99/4a
Hobbies: windsurfing, scuba-diving, photography, flying light aircraft
Pet like: leisure
Pet hate: untaxed cyclists
Best game: *Kippy's Nightmare*
Worst game: the next game of *Mission Impossible*

Stephen James, 17
Computer: Atari 600 XL
Hobbies: video games, parascending, entymology
Pet like: food
Pet hate: flared trousers
Best game: *Preppie II* by Adventure International
Worst game: *Winged Avenger* by Worldforce

Lee Mallinder, 13
Computer: Vic 20
Hobbies: video gaming, fantasy role playing
Pet like: artwork
Pet hate: race discrimination
Best game: *Mutant Herd*
Worst game: *Destroyer Space Shuttle*

Diana Theodosiou, 19
Computer: 48K Spectrum
Hobbies: looking after her barn owl, Leo
Pet like: sci-fi, driving, Laser radio, Star Trek
Pet hate: cruelty to animals and games that crash
Best game: *Hobbit, Ant Attack*
Worst: *Transylvanian Tower*

Nicholas Wakeman, 14
Computer: Spectrum 48K
Hobbies: flying, gliding, computer and video games
Pet like: gliders
Pet hate: boats and water
Best game: *Star Wars* (arcade version)
Worst game: *Fire Fighter* (Atari VCS)



THE MYSTERY OF THE JAVA STAR
Machine: BBC B
Supplier: Shards Software
Price: £7.95
Type of game: adventure

This game is a four-part adventure with a difference. Each part takes place in a different part of the world: Bristol, London, Jamaica and an island near South America.

The purpose of the adventure is to find a long-lost ruby called the Java Star. The Java Star was on board a ship called the Sea Witch when the ship was blown off course and foundered during a storm.

The first part of the adventure takes place in Bristol, when you buy a wooden box from an antique shop. The box has the words Sea Witch carved into the lid.

When you open the box, you find a packet with pieces of paper.

When put together they form a map of the island near the wreck and a message about the wreck and its whereabouts. If you get stuck, you can get some help by pressing H.

In the next stage, you must gather together all the information needed to begin the search for the wreck. The computer displays the name of thirty-three buildings in London, one after the other.

You can choose which ones to visit by pressing the space bar. The name stays on the screen for about two seconds and then changes to another one. So not only do you need a wide knowledge of the buildings, but also quick reflexes.

In the next part of the adventure, you must locate the position of four islands and then choose one of the four to make a more detailed search for the wreck.

To overcome the final challenge, you must retrieve the ruby and gold from the wreck. But first you have to find the wreck. Once on board, you may only stay underwater for ten minutes at a time.

I think this game is rather good and one that's very time-consuming. Certainly one for the novice adventurer.

Karl Flower

Value 3
Graphics 2.5
Sound 3
Gameplay 4

★ ★ ★ ★ ★ ★ ★

DUELLIN' DROID
Machine: Atari HCS (+ 16K joystick)
Supplier: English Software
Price: £9.95
Type of game: sci-fi shoot 'em up

You, as Julian the duellin' droid, must save the members of your family from wave after wave of evil droids and other nasty things which can damage your health.

The aim of the game is to rescue Jool's family, but, really, your main aim is self preservation. If you think it sounds familiar, then you would be right: it's a *Robotron* lookalike.

There are ninety-nine waves in all, which consist of different combinations of nasties. I will have to take English Software's word for it that there are ninety-nine screens – I have reached only about screen thirty with a score of 308,600.

If you are familiar with the *Robotron* arcade game then you should recognise most of the *Droid*'s. The grunts, hulks and tanks are there, as well as some other blokes who look like they're wearing rather large red sweatshirts.

There are a couple of bad points about the game. For instance, you can't move and shoot at the same time. And if two droids move over the top of each other they will momentarily disappear.

The sounds aren't bad, but they're not marvellous, going by what the Atari is capable of. The graphics are good.

This is a good shoot 'em up which becomes very fast in the later waves and will make your thumb sore in very little time.

Jamie Gladden

Value 3
Graphics 3
Sound 2
Gameplay 4

☆ ☆ ☆ ☆ ☆ ☆ ☆

RAID
Machine: Sharp MZ-700
Supplier: Sharpsoft
Price: £6.95
Type of game: combat/shoot 'em up

Raid is one of the growing number of MZ-700 games written in machine code. This obviously makes for faster action than Basic.

Those of you expecting *Raid* to be along the lines of Activision's *River Raid* would be mistaken. The objective of *Raid* is to stop six enemy parachutists landing and destroying your guided missile control centre. Your only means of doing this is to destroy the helicopters that drop the paratroopers, or to kill the troopers in the air before they land. Once they have landed – you cannot shoot them.

You have a limited amount of missiles to do this. You get more missiles if you destroy a helicopter, kill a parachutist or destroy a trooper's parachute. This makes him plummet to the ground. Once you have killed thirty-six paratroopers, you move on to the next wave.

The waves on *Raid* differ only slightly. On the first wave, helicopters come straight across one at a time, dropping up to three troopers. The second wave is identical to the first, except the helicopters move up and down, making them a harder target.

On wave three, more than one helicopter comes across at a time.

Wave four is a bonus wave. No paratroopers are dropped and you cannot be killed. You shoot what seem to be different coloured squares.

In the fifth wave, several choppers enter the action, and up to about six paratroopers are dropped at once.

When you have finished a wave, the number of missiles remaining are multiplied by ten. This is your bonus for completing a wave.

The controls are redefinable. I used the '1' key to aim the missiles left, '3' to aim them to the right, and the space bar to fire.

The graphics are a bit below average for the Sharp, but the sound of the helicopter rotors is quite good.

Gary Davidson

Value 2.5
Graphics 2
Sound 2.5
Gameplay 2

September GAME REVIEWS

★ ★ ★ ★ ★

EAGLE EMPIRE
Machine: Commodore 64
Supplier: Alligata
Price: £7.95
Type of game: sci-fi shoot 'em up

Eagle Empire is based on a game called *Phoenix*. It compares very favourably with the arcade version in both gameplay and speed.

The graphics and sound are excellent. Control is by keyboard: Z is left, X right, space bar is shield, and shift is fire. You can also use a joystick for left, right and pull back – shield is not explained in the instructions.

There are five waves to this game.

The first starts with swirling phoenix, single shot. This means you must hit a phoenix, or your shot must go off the screen, before your next shot is fired.

Screen two has more menacing phoenix but you have multi-shot rapid fire.

Screen three is where you meet the magical blue advance war party eagles and 'alligatas'. These are eggs which hatch into eagles and they need a direct hit in the middle. You have only a single shot.

Wave four is the same as three. But with multi-shot wave fire you must blast your way through the phoenix' ship which randomly drops bombs on you.

At the same time, your ship is gradually inching its way up the screen, reducing your ship's bonus points.

You now return to screen one which is faster than originally. There is an extra man at 10,000 to 30,000 and 50,000 points.

A good, all round entertaining game which is worth every penny.

Steven Roberts

Value 4
Graphics 4.5
Sound 4.5
Gameplay 4.5

★ ★ ★ ★ ★ ★ ★

FORTRESS
Machine: BBC B
Supplier: Pace
Price: £7.95
Type of game: combination Dambuster/Star Wars/Fighter Penetrator

On loading this game you get the usual instructions and choice of keyboard or joystick. The targets are missile pods, oil tanks, rocket launch pads and enemy fighter interceptors. Flashing on the screen is the message "IT IS POSSIBLE!".

My left thumb is in serious disagreement with this statement. You see, your left thumb takes most of the punishment as your right hand attempts to rip the joystick apart in a vain attempt to evade rockets, missiles and enemy fighters, or to squeeze your screaming plane underneath yet another force field.

I had managed a score of 19,600 before "fortress thumb" set in! Of course, I have my excuses. The dog barked once, at just the wrong moment, on a particularly successful run. I was chastised for swearing on another occasion just as I was about to penetrate my third force field; and friends laughing at the contorted expression on my face tended to put me off.

The game has excellent graphics, my favourite being the shadow cast by the fighter planes. The shadow appears to change very realistically as you dive and twist around the various nasties.

The sound could have been better, but I am splitting hairs.

You knock out fuel tanks to replenish your own fuel. As your fuel doesn't last for too long, you need to get nearly all the fuel tanks.

Highly recommended. And one of these days I will get more than a glimpse of the fortress.

Francis Duffin

Value 4
Graphics 4
Sound 2
Gameplay 4

☆ ☆ ☆ ☆ ☆ ☆ ☆

DAN STRIKES BACK
Machine: Atari HCS
Supplier: English Software
Price: £9.95
Type of game: maze

By now most Atari owners will be familiar with English Software's best seller, *Diamonds*, the mining game starring Digger Dan. Now it has released the sequel, called *Dan Strikes Back*, by the same author.

Apparently, Brian the Blob has stolen the great white diamond and hidden it in the deepest vault of his lair. Your job is to work your way down to the bottom to collect your prize and return it to the surface.

You must manoeuvre Dan along rock platforms collecting small mushrooms and tiny diamonds. When all the mushrooms and objects have been collected, a set of doors opens up. You can then proceed to the next level.

Also present in the vaults are the nasties. They take on many forms, for example a bird or a face. These fly haphazardly around trying to kill you.

Dan Strikes Back has some very good graphics, smooth vertical scrolling, and even a musical sound track to accompany gameplay. This is an excellent game; it is just a pity you have to start from the top every time you start a new game.

Cameron McDade

Value 4
Graphics 4
Sound 4
Gameplay 4

GALAGON
Machine: Dragon 32 (+ joystick)
Supplier: Microdeal
Price: £8.00
Type of game: sci-fi shoot 'em up
This is basically a copy of a little known arcade game called *Galaga*.

The game starts with a blank screen, onto which the aliens swoop from the sides. They loop the loop with such dexterity that they put the red arrows to shame, then move into an invader-type formation. The game now continues in a *Galaxian* way, with some major changes.

One of these is the chance to double your firepower. Occasionally, a bigger 'boss' galagon dives down and sends out a tractor beam. By moving into this, your ship will now ride tandem with the boss.

If you have a spare ship left, and shoot the alien while it is diving, his base will gently float to earth and link with yours. This gives twice as many shots. When you're like this, you're near enough invincible.

Other nice touches include a scrolling starfield, a choice of colour sets, an excellent hi-res loading screen of good old Cuthbert, a high-score feature and a thing called a challenging stage.

Starting at stage three, and every five screens after, five groups of eight aliens fly on, do some aerobatics and then fly off again. Shooting all of these can give you up to a massive 24,000 points.

As with all Microdeal games, there were no loading problems. My only complaint is it took just under ten minutes to load.

The graphics are excellent with smooth movement, and there is a nice positive joystick control. Perhaps a little more could have been made of the sound. It is an excellent game and one no self-respecting arcade freak can do without.

Andy Jones

Value 4
Graphics 4
Sound 3
Gameplay 4

★ ★ ★ ★ ★ ★ ★

KATERPILLAR II
Machine: Dragon 32
Supplier: Tom Mix Software
Price: £7.95
Type of game: arcade
This game is a copy of the arcade game *Centipede*, in which you must defend a laser base against hordes of caterpillars which come down the screen. It is also a souped-up version of *Katerpillar Attack* by the same firm.

The graphics are much improved, with the caterpillar moving far more smoothly. There are also some new hazards including magic mushrooms which are dropped by a scorpion. If the caterpillar hits one of these, it dives straight down at your laser base.

There are also killer mushrooms which cause the caterpillar to break up and again cascade towards your laser base.

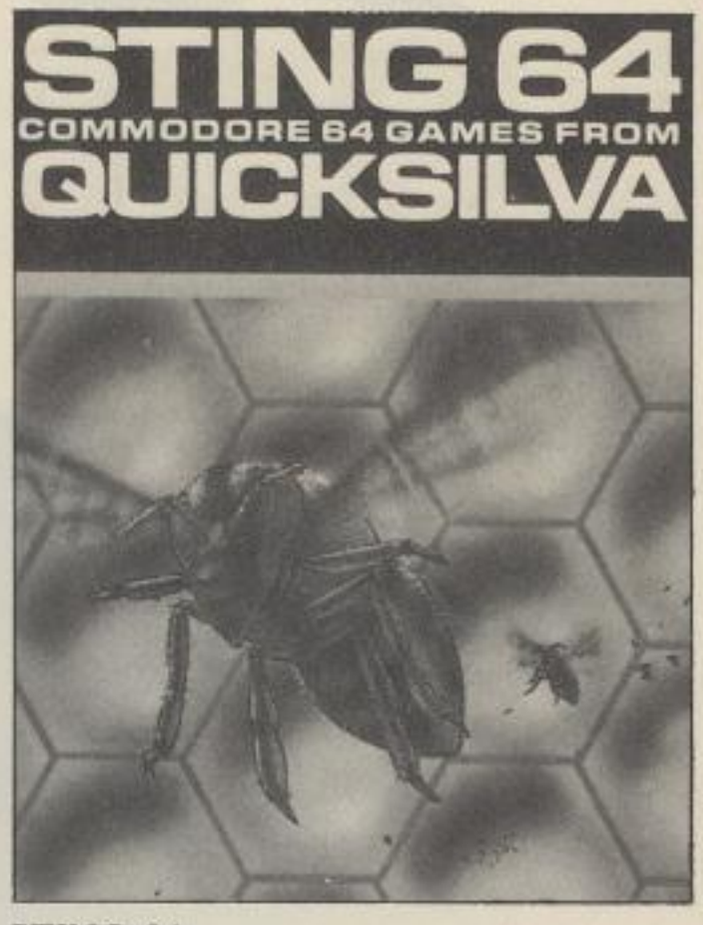
Your laser base can move further up the screen than in *Katerpillar Attack*. But when the caterpillar reaches the bottom of the screen, it begins a regeneration process. Individual head segments come in from the sides of the screen at an increasing rate.

The sound is average for the Dragon and the graphics are very smooth. In short, if you liked *Katerpillar Attack*, then you'll love *Katerpillar II*.

Chris Wiseman

Value 3
Graphics 4
Sound 3
Gameplay 4
Arcade 4

☆ ☆ ☆ ☆ ☆ ☆ ☆



STING 64
Machine: Commodore 64
Supplier: Quicksilva
Price: £7.95
Type of game: arcade
If you enjoy a game with good graphics and sound which you cannot stop playing – avoid *Sting 64*.

An instruction screen is the first catastrophe to be viewed. There is no musical accompaniment, and the format makes the screen virtually indecipherable.

The game itself is split into three parts for each life.

In the first screen, you guide your swarm (a large multi-coloured ball) to deflect the invading swarms (smaller multi-coloured balls) away from your three hives. These turn from white to black as each swarm gets through. When a hive is completely black it's on to screen two.

Not a lot of variation here as you move your formation of bees against an endless tide of invader bees. Bump into one and both bees disappear. Defending bees may be replenished at any time, by returning to the hives. When all yellow lines on the hive have turned black, then it's on to screen three.

Now you're inside the hive guiding a dragonfly to deflect what look like hang-gliders. Each one getting through turns a portion of the centre black. When the centre is completely black, it's back on to screen one.

JP Thompson

Value 1
Graphics 1
Sound –
Gameplay 2

Three cu
amn

A rubbish bin for your old has been.

Yet more mone fo
bo or

■ Believe it or not, computers often suffer from amnesia.

99% start off with large enough memories, but operating functions like text, colour, sound and more particularly high resolution graphics, take large bytes out of them. Leaving very little "useable" memory for programming and games.

Not so the new Oric Atmos 48K.

This is the one home computer that takes these normal working functions in its stride.

Unlike other home computers it uses the highly sophisticated serial attribute handling method used by Viewdata and Teletext, in which the attributes are stored on the screen alongside the data, instead of taking up space in the memory.

Thus the Oric Atmos never offers less than a healthy 37K of useable memory – even when the new colour printer and disc drive unit are attached. (Technical buffs see details overleaf).

So it rivals the performance of the supposedly larger, more expensive Commodore 64K, which unfortunately loses 26K of its "elephantine" memory in high resolution graphics.

It beats its immediate competitors like the Sinclair Spectrum, Dragon 32K, Vic 20 and Atari 600.

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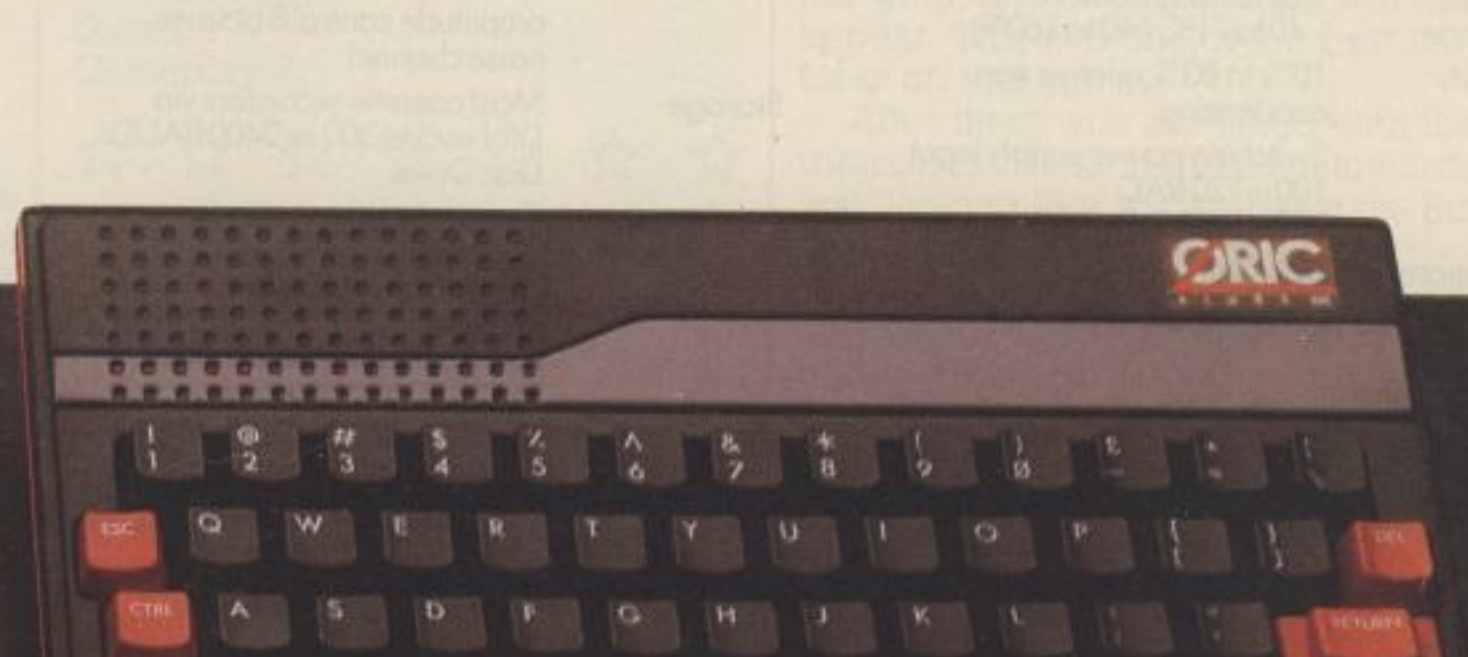


oney for yet more bolt ons.

The new Oric Atmos 48K.

It beats the Lynx 48K, which costs over a third more, yet loses 34K.

It even beats the Acorn Electron and the BBC Micro which costs more than twice as much, yet loses 23K in high resolution graphics.

And while this may surprise you, it's totally in keeping with a company recognised in the computer industry for performance and innovation.

Like its predecessor, the Oric-1, the Oric Atmos has the powerful loudspeaker and amplifier unit that prompted "Which Micro" (November issue) to comment... "Its sound facilities have more in common with those of the £400 Beeb, than the rather pathetic beep of the Spectrum. At full volume it can compete with most arcade games..."

Yet the Oric Atmos 48K costs a mere £170, including all the leads and adaptors you need to get it going.

So if you're buying a computer, remember our name. We could save you a fortune on bolt-ons... or wastepaper bins.

The new Oric Atmos 48K. ORIC

Now we've whetted your appetite, here's something to get your teeth into.

Printer Technical Specifications

Printer/ Plotting system	Ball Point Pen, 4 colour
Plotting speed: (horizontal) (vertical)	52 mm/sec (2.05ips) 73 mm/sec (3.08ips)
Printer Speed	12 characters per second
Resolution	0.2 mm/step (0.00787 inch)
Effective plotting range	96 mm (3.804 inch) x axis, divided into 480 steps. (No limit in y direction)
Characters per line	80 or 40 text mode (determined by software in graphics mode)
Characters per line	INT (480/n+1) *6) for 0=n=15
Accuracy (repetition) (movement) (distance)	0.2 mm max 0.3 mm max 0.5% max (x–axis) 1% (y–axis)
Pen life	250 metres (825 feet)
Parallel interface	8–bit parallel Uses STROBE and ACKNOWLEDGE
Temperature range storage	18.3 to 35°C (65 to 96°F) –40 to 71°C (.40 to 160°F)
Humidity range	10% to 80% relative non-condensing
Power supply	Switching power supply input 100–120 VAC 200–240 VAC
Dimensions	10¾" wide 6⅞" deep 2½" high

Atmos Technical Specifications

CPU	6502 A
Memory	Choice of 16K or 48K RAM
Memory (48K Model)	Minimum 48K RAM, max 64: 16K ROM external control signals allow use of full 64K RAM or maybe used externally to increase ROM/RAM
Language	Extended Microsoft basic
Keyboard	Typewriter style and pitch, 57 keys, standard computer layout, additional cursor control keys, autorepeat facility, tactile and acoustic feedback
Display	Output for B&W or colour TV, RGB output for colour monitor.
Text format	40 line x 28 rows
Character set	Similar to Teletext format, standard ASCII double height, flashing, 80 user definable characters
Graphics	240 x 200, 8 colours
Graphic Facilities	Points, lines, circles
Sound	Internal loudspeaker and amplifier. 3-Channel sound synthesiser envelope control, amplitude control 8 octaves, noise channel
Storage	Most cassette recorders via DIN socket 300 or 2400 BAUD. Disc Drive.
Interface	Centronics, expansion port, Hi-fi, RGB Monitor, UHF TV, cassette recorder
Other	Warm reset to regain control without clearing program or data

Micro Disc Technical Specifications

Formatted Capacity	160K bytes per side (double density as standard)
No. of Tracks	40 (80 available as option at a future date)
No. of Sectors	16
Bytes per Sector	256
Transfer Rate	250K Bits/Sec

Supports up to 599 files per side, four drives single or double sided, 40 or 80 track. User definable configuration allows mixing of drive types including 5 ¼" (five and a quarter inch)
Extensive wild card facilities
Copy allows merging of basic and machine code files

Utilities

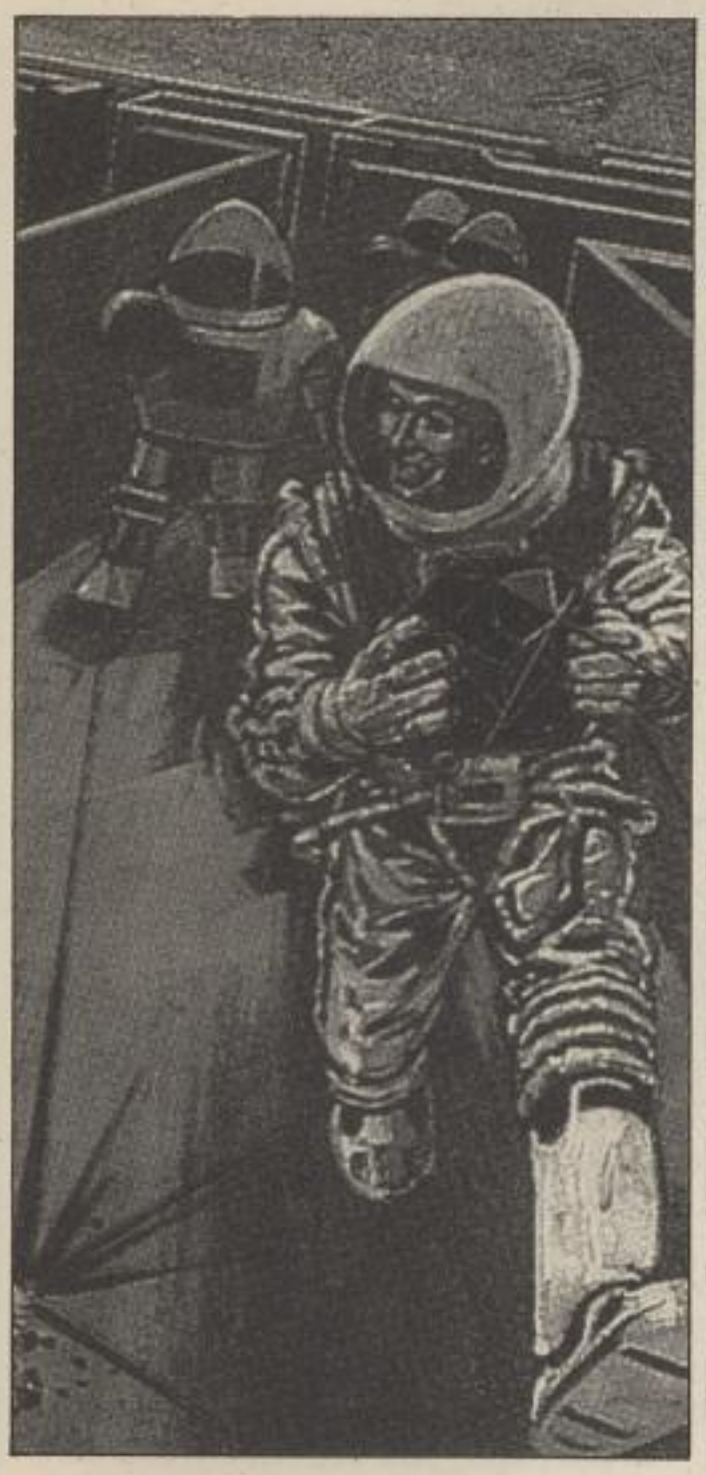
The Utilities are as follows:

1. Backup	Copy a whole disc
2. Copy	Copy a file to another
3. Del	Delete a file allowing wildcards
4. Dir	Display directory listing
5. Drv	Set the default drive number
6. Format	Format and initialise a disc
7. Load	Load a file (code data or basic)
8. Protect	Change protect status of file
9. Recall	Recall a basic array from a file
10. Ren	Rename a file
11. Save	Save a file (code, data or basic)
12. Store	Store a basic array as a data file
13. Sys	Change system configuration

Prices and data correct at time of going to press.
Specifications on the above models may change without notice.

Available at Allders, Currys, Dixons, Greens, Harrods, Laskys, Rumbelows, Spectrum and Zappo Computer Centres.

ØRIC



GRABBER
Machine: Dragon 32
Supplier: Microdeal
Price £8.00
Type of game: maze

Grabber is another variation on the *Pac Man* theme. The object of the game is to grab the eight treasures. You must then place them in the central boxes of the two mazes shown on the screen. You are able to switch mazes at will.

There are creatures chasing you including googlies that steal the treasures and monsters that are out to kill you.

As with most Microdeal games, there is a choice of black, buff or green background. The game has pleasing graphics and some of the best constant music I have so far heard on the Dragon.

Overall, an enjoyable game to play which should be considered if you like *Pac Man*.

Christopher Wright

Value 3
Graphics 3
Sound 4
Gameplay 3

★ ★ ★ ★ ★ ★ ★

ELECTRO FREDDY
Machine: Amstrad CPC 64
Supplier: Softspot
Price: £7.99
Type of game: skill

Electro Freddy is a new game by Softspot, licensed by Amstrad.

The action takes place in the warehouse of Sincrum Research. Electro Freddy is the nephew of Uncle Claude, who looks like Mr Sinclair himself! Freddy has to push all the objects onto the conveyor belt. But Uncle Claude doesn't want his deliveries to go out on time because he wants to increase his prices (I've heard this before!).

To stop you, Uncle Claude shoots ZX Spectrums. And he has enlisted the help of Satsuma Inc to throw Orics (whoops! Oracs) down from the top of the screen.

You can kill Claude by pushing an object onto him, from above or below only. In screens three and four you have to push the objects through a gap in a deadly barrier that moves to and fro above the conveyor belt. If you die, an ambulance arrives to remove your corpse.

As the game progresses you will see various objects, such as double plug sockets, cassettes, clocks, portable stereos, robot arms and the ultimate of all objects – an Amstrad TV (wow!).

The graphics are pretty impressive and the sound is very good. The game has a certain addictive quality which makes it such fun to play.

Andrew Marshall

Value 3
Graphics 3
Sound 4
Gameplay 3

☆ ☆ ☆ ☆ ☆ ☆ ☆

MULTITRON
Machine: Vic 20 (keyboard on joystick)
Supplier: Sumlock
Price: £7.95
Type of game: skill

This is one of the easiest games I've seen. It has nothing to do with the movie *Tron*, but involves the player shooting tiny aliens.

This game has good sound effects, as well as good graphics.

The aliens gather in groups and attack you one at a time.

The first group consists of meanies. These are small faces with little fat legs. I don't know why these are called meanies. When I first played I stayed in one place, kept my finger on the fire button and cleared them all off in about four seconds!

After these, you are confronted by the warp stingers. These are shaped like scorpions and about twenty of them float around the top of the screen, slowly making their way down to you. If they do, you've had it.

After you've cleared them out, you meet the space turtles. These do the same as the rest. But when they're lying down, you can't shoot them. You must wait until they're running from one side of the screen to the other. I found these the hardest to clear out.

Next are the cosmic phoenix. These are like real birds, flapping their wings and making a loud whooshing sound. If you shoot one in the wing, one half of its body will disappear. This was one of the best features on this game.

After them, you are faced with the trimissiles. These dart down towards you, looking like hot air balloons. But they were too fast for me to see.

Next are the star hoppers. These fall down the screen diagonally in a group. They are shaped as darts, and are easy to hit.

After you've cleared out all the aliens, and your trigger finger can't take any more, you must fly through a corridor. This is like Atari's *Night Driver*, but a lot better and faster.

When you're flying through, you can hear a car running. After negotiating this corridor, you get a bonus ship. But the surprise is yet to come, because you've got to start all over again!

Now they come to kill you in bigger numbers. I never did get past this stage.

At the top right-hand corner there is a laser supply. Every time you fire a laser, it goes down a bit until you have none left. You've got to wait until it's recharged, and then you can attack again.

If you're looking for an easy 'shoot the invader' game, buy this one. When I first played this, I got well over 10,000.

David Cook

Value 4
Graphics 3
Sound 2.5
Gameplay 3

September GAME REVIEWS

★ ★ ★ ★ ★

MISSION 1 (PROJECT VOLCANO)
Machine: 48K ZX Spectrum
Supplier: Mission Software
Price: N/A
Type of game: adventure

Mission 1 sets out to be a graphic adventure, *Hobbit* style. The top half of the screen display shows a graphic image of your current location, and the bottom half shows the adventure text and your input. Unfortunately, this is where all similarities to *The Hobbit* end.

The tape was supplied with no instructions. This may have been because *TV Gamer*'s copy was a prototype for review purposes. I hope Mission Software ensures that copies in the shops have some instructions. The recording of the game seemed to be of poor quality, but I encountered no loading difficulties.

The adventure has a limited vocabulary and most responses must be entered in a two-word format, such as TAKE KEY.

After playing the adventure for a couple of hours, I noticed that there are only a few locations. These are repeated to give the impression of size.

The response times vary but on the whole are slow; the graphics, too, are drawn slowly.

Mission 1 does make use of the sound facilities available but to a limited extent.

Altogether, I found *Mission 1* featureless and boring. Playability may be higher if I knew the objective of the adventure, but I doubt it.

David Liddle

Value 2
Graphics 2
Sound 1
Gameplay 2

CAVELON
Machine: Commodore 64, Spectrum 48K
Supplier: Ocean Software
Price: £6.90
Type of game: skill

Cavelon is an arcade game based on an original theme with subtle overtones from other games. As a knight, you must rescue Guinivere by travelling through Cavelon Castle (à la *Hunchback*), through six levels of different mazes (à la *Pac-Man*).

To complete a level, you must collect the eight pieces of the door that leads to the next level. This involves negotiating a maze, collecting treasures and avoiding castle guards.

To make life easier, our gallant knight is equipped with a magic sword, Excalibur, which renders our hero immune for a few seconds. More swords are found on each level.

The game appears a real winner with a turbo load (appropriately named Pavloda), colourful *Hunchback*-style graphics and adequate sound.

But a bug in the program prevents real enjoyment. The knight is prone to dying, for no reason, at least once on each level. Mathematicians should be able to work out that it is impossible to complete the task with only three men. Without the bug, the program would rate as high, or even higher, than *Hunchback*.

Sean Maddalena

Value 4
Graphics 3.5
Sound 3.5
Gameplay 2
Arcade 4

We telephoned Ocean, who explained there was a bonus/time limit on the right side of the screen. If you don't complete each level on time, you forfeit a life. DB.

★ ★ ★ ★ ★ ★ ★

OPERATION SAFRAS
Machine: Dragon 32/64
Supplier: Shards Software
Price: £7.95
Type of game: adventure

After playing *Pettigrew's Diary*, I was looking forward to the sequel, *Safras*. I was not disappointed.

The adventure, like Pettigrew, is written in three parts which load separately. You may progress to the next part only when the part before it has been completed.

In part one, you are first given details of who you are, your job, the name of your parents and even what you had for breakfast in the morning. Then you are shown, with some good graphics, yourself walking to the office.

There, you get stuck in a lift, and have to press the right button to get out without being electrocuted. All in a day's work?

When you have done this, a stranger appears and asks you questions about the information you were given at the beginning. Then you are asked to type in a code – which you have to find out.

The only bad point about this part of the game is that, if you get the code wrong, you have to answer all the questions again.

In part two, you are given £5,000 and a limited amount of time to rescue five secret agents. This part is a text adventure with a vocabulary of 150 words which can be shortened to three letters each.

When you complete this adventure, you are given a code to get to part three.

Part three I have yet to see! I am told it is eight fully illustrated challenges which you must complete to end the whole adventure.

Well done to Shards on another great adventure.

Darren Russell

Value 4.5
Graphics 4
Sound 4
Gameplay 4

BACK NUMBERS

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Atmos	June 1984
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Oric-1	June 1984
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The Sinclair Computers	April 1984
Texas Instruments T199/4A	May 1984
Vic 20	July 1984

INTERVIEWS	
The Atari World Champions	April 1984
Steve Kitchen, of Space Shuttle fame	June 1984

COVER FEATURES	
Adventure Games	June 1984
Games from the Movies	May 1984
Space Cockpit Games	April 1984
Tank Games	March 1984
Games on Cable	July 1984
Games in the 21st Century	August 1984

IN-DEPTH REVIEWS	
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Atic Atac for Spectrum	June 1984
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Jungle Hunt for Atari VCS	August 1984
Lady Bug for Coleco	May 1984
Miner 2049er for Atari and Coleco	May 1984
Mr Do for Coleco	March 1984
Night Stalker for Intellivision	March 1984
Pitfall for Atari VCS, HCS	March 1984
Raiders of the Lost Ark for Atari VCS, Part 1 + Part 2	April + May 1984
Scramble for Vectrex	June 1984
Star Raiders for Atari HCS	April 1984
Yar's Revenge for Atari VCS	July 1984
Pitfall II for Atari VCS, HCS	July 1984

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Chicago Games	August 1984
Write a Game	August 1984

THE ARCADE SCENE	
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Dragon's Lair In Depth	June 1984
New games	April, May, July, August 1984

All issues contain the latest news, reviews of new games, readers' letters, high scores and competitions. **Note:** Issues 1, 2 & 3 were each complete listings of all the games available for Atari VCS, Intellivision, Coleco and Vectrex video games. Many of the reviews were reprinted with amendments from issue to issue. Issue 3, Winter 1983, remains the most comprehensive listing of games for these machines. For those readers who wish to keep a complete set of TV Gamer, we will send issues one, two and three together for only £2, while stocks last.

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SEPTEMBER '84

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.....

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What computer(s)/games system(s) do you have?

.....

And when did you get them? .....

What's your favourite home screen game?

TITLE .....

WHAT DO YOU PLAY IT ON? ..... WHAT'S YOUR HIGHEST SCORE? .....

What's your favourite arcade or pub game?

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HEATHROW AIR TRAFFIC CONTROL
Machine: Commodore 64
Supplier: Hewson Consultants
Price: £7.95
Type of game: simulation

An air traffic controller's view of flight simulation, this program presents thirty minutes in the life of one hypothetical creature based at London's Heathrow Airport.

The graphics represent a radar screen with Heathrow Airport figuring centrally. It is surrounded by four 'holding areas' from which up to twenty aircraft make an appearance. These are shown by moving blips, each with a lettered designation and altitude.

The right of the screen gives information on the contents of each area of airspace around the airport.

Full and readable documentation is provided. This is a boon, as the program provides a very complex and realistic simulation.

The many variables include aircraft types, speeds and headings to differing altitudes, windspeed, airspace restrictions and outgoing aircraft. These appear gradually through seven structured difficulty levels, so you can test the game mechanics at your own pace.

An extra demonstration mode explains basic control systems for essential areas of play, such as how to land those wretched planes.

Higher levels of play bring in emergency situations. The controller must try to take these in his or her stride.

At the end of thirty game minutes, a review of progress – if any – is offered. Points are awarded for safe aircraft handling and any landings. You can also extend the scenario for thirty minutes more if you like.

Instructions are via single-stroke keyboard entry. Computer reaction time is fast and a pause option is thoughtfully available for those 'total catastrophe' moments of panic.

Persevering through my first three mid-air collisions, I found this to be a highly entertaining and addictive simulation, perhaps not everybody's cup of tea but nevertheless excellent.

One question ... do air traffic controllers suffer from an abnormally high incidence of mental breakdown? If yes, I can full understand why!

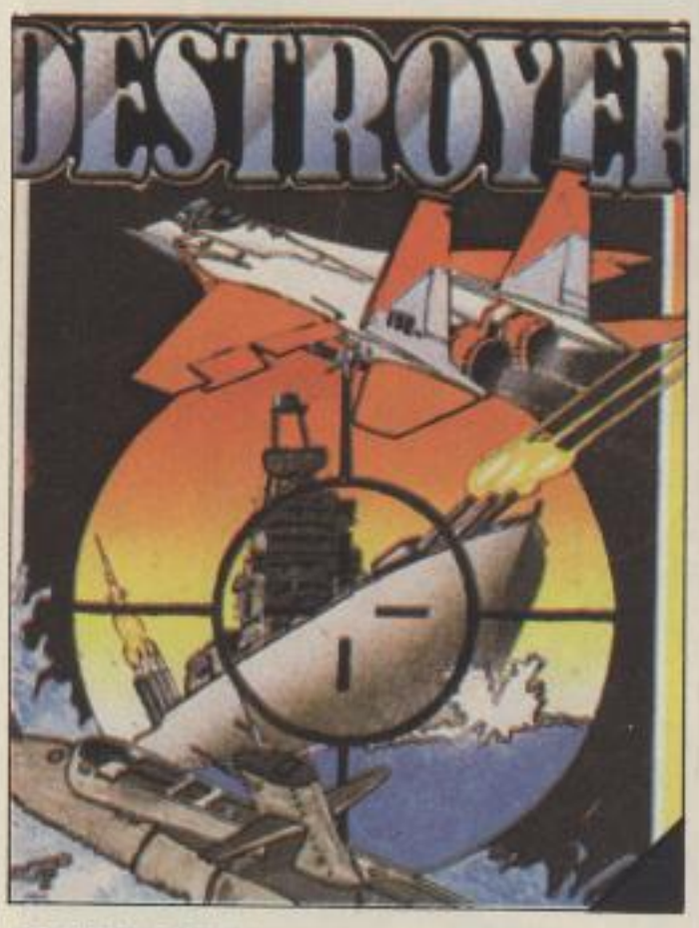
I strongly recommend this to all those who have a yearning to land Concorde before tea, and even to those who haven't.

Arthur Hailey, eat your heart out!

Graham Cook

Value 4
Graphics 2
Sound 2
Gameplay 4

★★★★★★★★★★



DESTROYER
Machine: Vic 20 (no joystick)
Supplier: Sumlock
Price: £7.95
Type of game: shoot 'em up

Destroyer is based on those early sea shoot 'em up arcade games like *Sea Wolf*. They were all about messing about in boats – or sinking them.

In *Destroyer*, you take command of a sub destroyer ship. Your job is to rid the ocean's murky depths of enemy submarines while avoiding the mines that float to the surface of the water.

Occasionally, a small white dot appears on your radar. This means that an aircraft is approaching, loaded with bombs poised at your ship. But you're not going to let yourself be blown to smithereens! Especially when you have anti-aircraft guns and depth charges at your disposal.

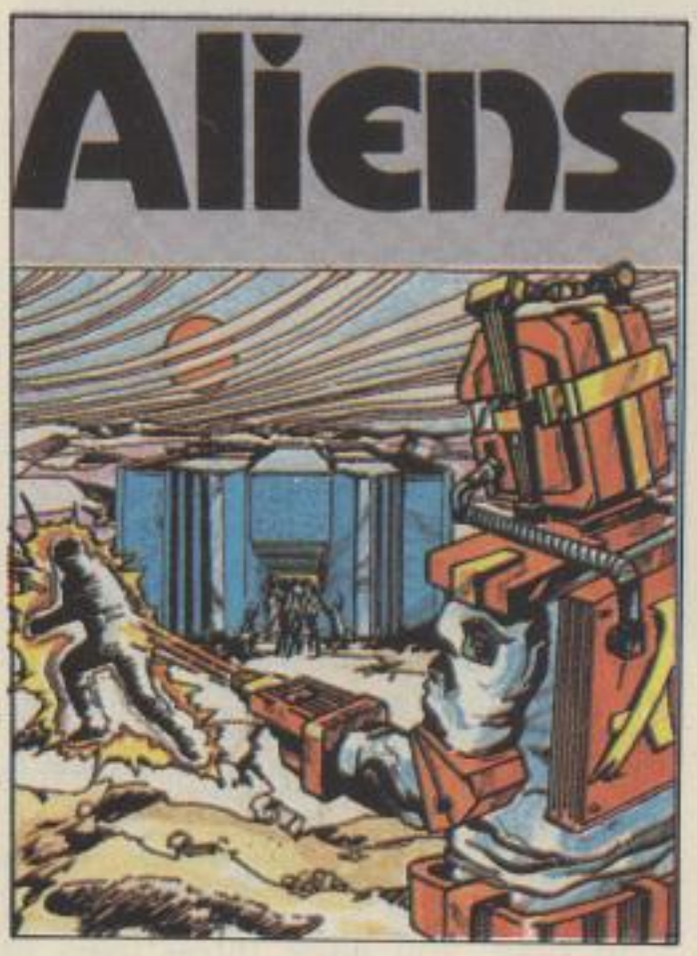
Despite having this great storyline, the game isn't really up to scratch, not even for an unexpanded game. I thought the graphics and most certainly the sound could and should have been a lot better.

Basic keyboard characters being used as explosions aren't exactly what I'd call hi-res graphics. And there wasn't enough sound. You aren't even awarded a well-deserved bang or crash after eliminating a submarine.

Lee Mallinder

Value 3
Graphics 2.5
Sound 2.5
Gameplay 3

★★★★★★★★★★



ALIENS
Machine: Aquarius home computer + 16K extension
Supplier: Add On Electronics
Price: £5.99
Type of game: sci-fi shoot 'em up

Add On Electronics was one of the first cassette-based games companies to make cassette games for the Aquarius computer. Several more software companies are now also producing games for it since Radofin took over the distribution earlier this year.

The game features good graphics, gameplay and value for money. It is a lot cheaper than the cartridge-based games which sell for an average £12.99.

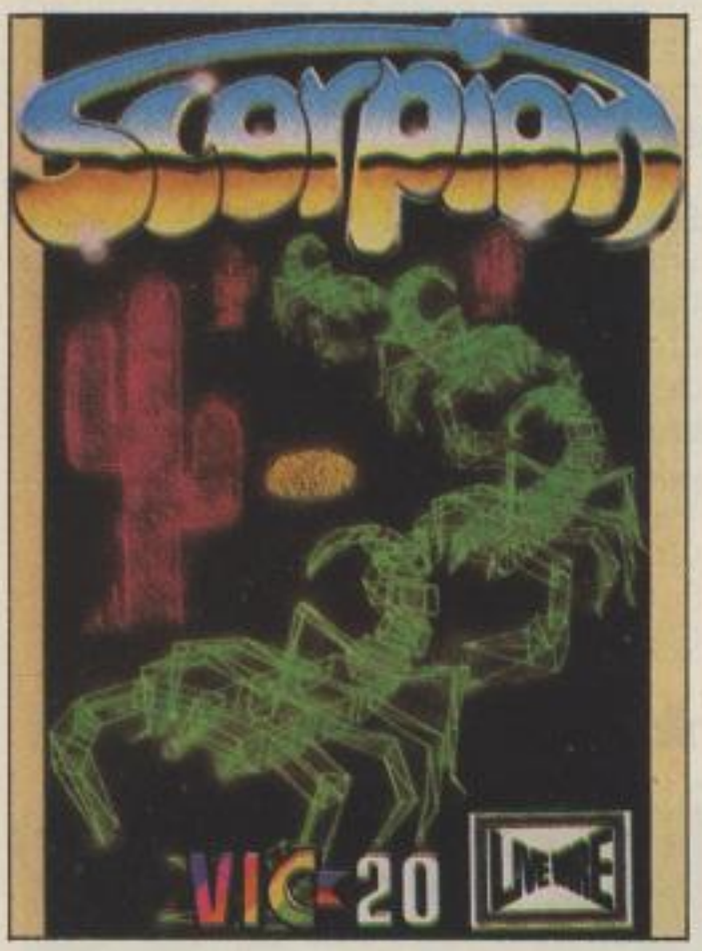
The aim of the game is to shoot the aliens. Once you have shot twenty-five of them, another type of alien appears.

The game is difficult to play with the keyboard but you will soon get used to it. The graphics are good; I've seen better and I've seen worse.

Shamyl Jawdokimov

Value 4
Graphics 2.5
Sound 1
Gameplay 3

September GAME REVIEWS



SCORPIO
Machine: Unexpanded Vic 20 (joystick option)
Supplier: Sumlock
Price: £7.95
Type of game: shoot 'em up
This game is another *Centipede* spin off. But the centipede has been replaced by a trail of scorpions in this particular version.

The instructions were clear and precise, and the features mentioned seemed to extend the 3.5K of the Vic. One thing that I couldn't understand was that a short burst of *Superman* music was played while the game loaded.

In play, you have three lives to start the game. Extra lives can be gained every 12,000 points.

There is a fiddly arrangement of keys: C means go right, Z means go left, , means go up, and / means go down. Firing is done by means of the L key or the red button on the joystick.

The graphics are not astonishing, but neither are they terrible.

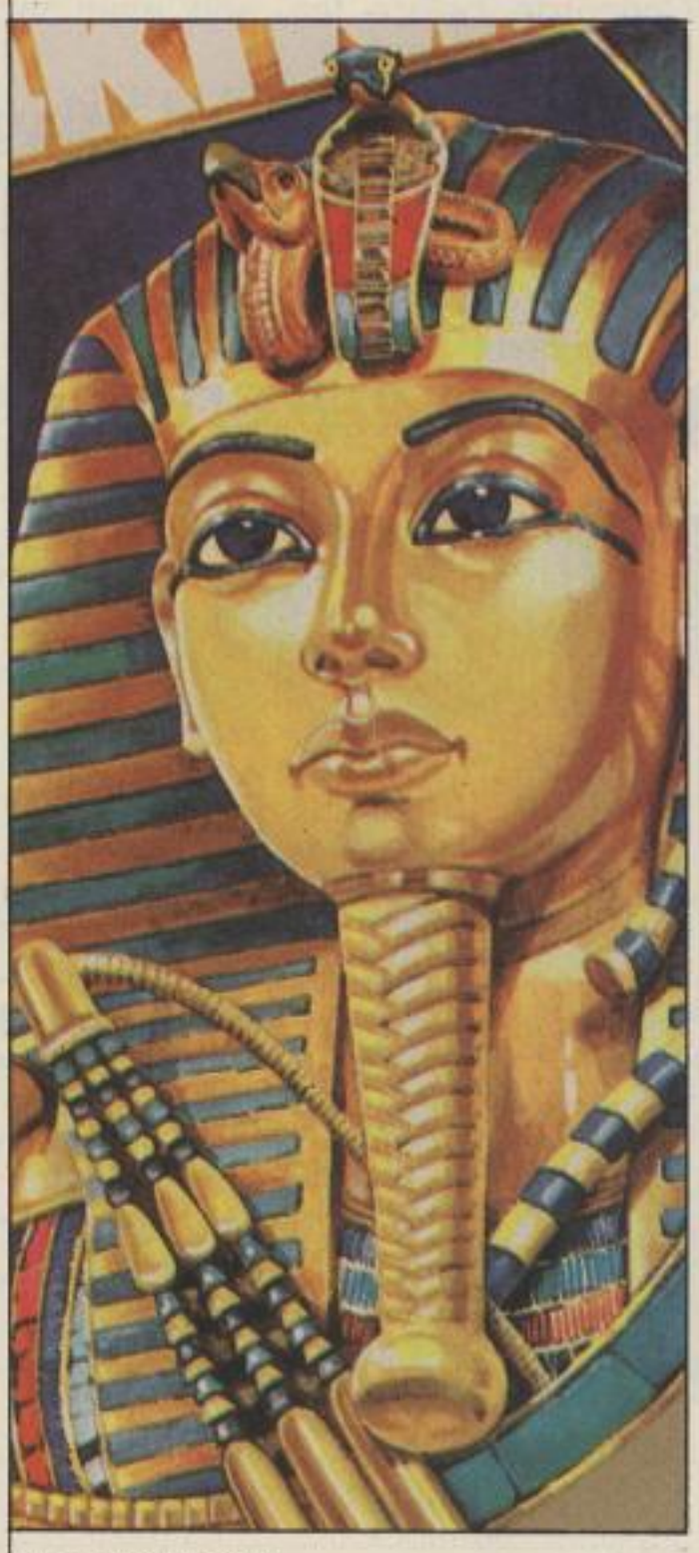
When the scorpions begin to scurry around the screen, they are very difficult to hit because the cacti are clustered close together. Shooting an area takes quite a lot of time.

At random intervals a spider appears, and will bounce along the screen. This has to be shot quickly, as its touch will result in the loss of one of your lives. If the scorpions are shot very quickly, a dragon lizard will appear. Bonus points can be collected by shooting the lizard.

I would recommend the game for beginners, as players who are experienced at *Centipede* may find it easy.

Jason Habgood

Value 3
Graphics 2
Sound 3
Gameplay 3



TUTANKHAM
Machine: Colecovision (joystick needed)
Supplier: Parker
Price: £29.95
Type of game: maze/skill
Inside King Tut's tomb are treasures beyond your wildest dreams. Your mission is to obtain these treasures before time runs out.

The small treasures are scattered about each maze along with the vital keys. These are needed to open the doors at the end of each room.

There are four mazes, or rooms, with four different levels. These contain six types of monsters: the royal cobras, snakes, crows, bats, dragons, cats, and sparks. Your only weapons are a laser gun and a small number of flash bombs.

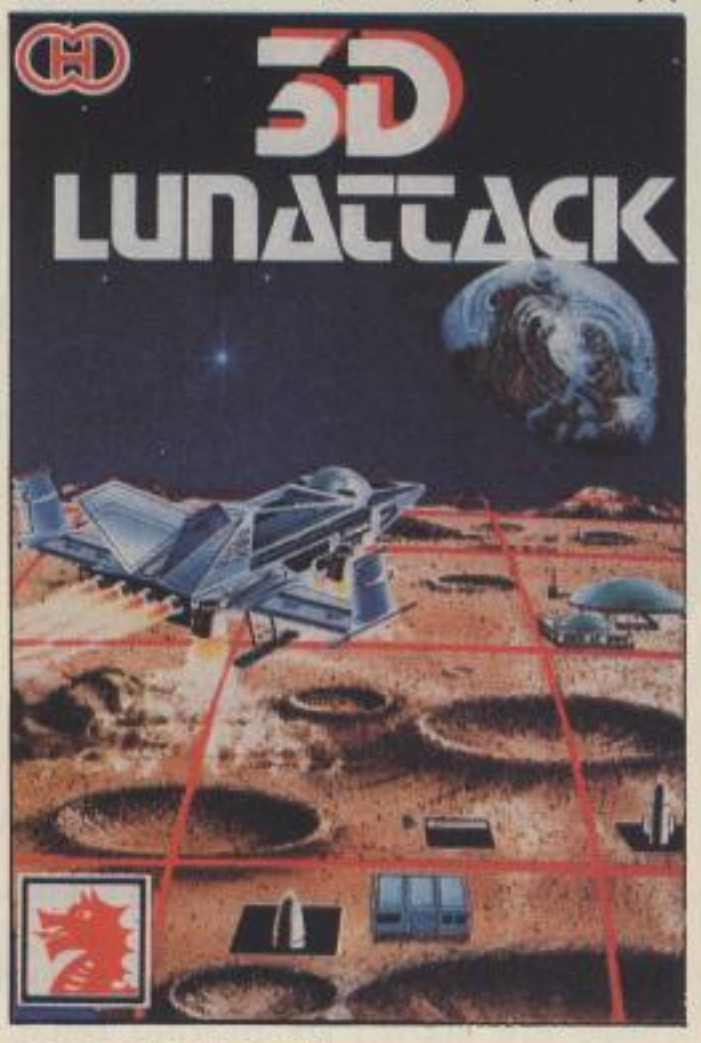
As you open the door at the end of each maze, a treasure is shown. They are a map, an urn, a treasure chest – and the most coveted of all, the death mask of Tutankham.

The graphics are not brilliant and the screen scrolls very shakily, but this did not spoil the great enjoyment this game gave me.

If you like maze games you'll love *Tutankham*.

Jeremy Wellard

Value 4
Graphics 3
Sound 4
Gameplay 4



3D LUNATTACK
Machine: Dragon 32
Supplier: Hewson Consultants
Price: £7.50
Type of game: space
The object of this game is to attack and destroy the enemy Seiddab command base. To do this you must penetrate the three successive Seiddab defensive zones.

Each of these zones takes a different tactic. But, once mastered, they are fairly easy to complete.

You are first attacked by 'Dab' tanks which fire 'Ytsan missiles'. Then you are attacked by aerial mines and, finally, missile silos.

Once you have passed through all three zones, you have the command base to destroy. This is by far the easiest part of the game.

The graphics in this game are extremely good, but they are in black and white which is a shame. There are not many 3D games for the Dragon, and this is certainly the best I have ever seen.

Chris Wright

Value 3
Graphics 4
Sound 3
Gameplay 3

RUBBLE TRUBBLE
Machine: BBC B + joystick
Supplier: Micro Power
Price: £7.95
Type of game: maze/skill
After a large nuclear explosion during the third world war, a new life form appeared: that of primitive cavemen. The only creatures to survive are the .krackats. These are turtle-like creatures whose only diet is that of human flesh. The only way to survive is to kill the krackats.

After the title page has appeared, the instructions load. While the instructions scroll a tune plays. The game is very similar to the arcade game, *Pengo*. But instead of ice cubes there are large boulders.

To kill the krackats, you must push a boulder against them, squashing them to death. If you push a boulder and it misses a krackat, it will bounce back towards you. A boulder will move when it is blocked by another, in which case it will be crushed.

There are bonus rocks around the screen, and if you crush them you will receive bonus points. You must be careful not to touch boulders with a bomb inside. This will result in another explosion, and you will lose a life! When this happens, the organs play and you rise to Heaven with a halo above your head.

Once you have crushed all the bonus boulders and killed the krackats, your caveman jumps with joy, a jingle plays, and you move on to the next level.

The amount of krackats rises by two for every level.

There are three variations to this game. Regular is an ordinary maze. In Hayfield you have to find the maze walls by walking over the boulders, leaving a clear path behind you. And Vanishing means you cannot see any of the boulders.

I found the second and the third variations very hard to play.

Overall, this is a very addictive game, one which will keep you up all night trying to reach the next level. It has very good animation and sound, especially in the instructions.

Chris Blatch

Value 4
Graphics 4
Sound 4.5
Gameplay 3

★ ★ ★ ★ ★ ★ ★ ★

GUARDIAN
Machine: Commodore 64
Supplier: Alligata
Price: £7.95
Type of game: sci-fi shoot 'em up
The packaging on this cassette gives no indication that this is a version of the arcade classic *Defender*. It shows several octopi being attacked with footballs.

The instructions that come with the game are rather disappointing, and the keys given are in several places incorrect. This is put straight in the program itself, when the rather unnerving message "Keys stated on case may be wrong!" appears during loading. Incidentally, loading doesn't take as long as the fifteen minutes suggested.

The game is very close to the original, and the graphics are true to those in the arcade game. The explosions are very good, with the pieces blown to the four corners of the screen. The only problem is that there is sometimes a slight flickering on the aliens.

As always, there is a multitude of keys to use – this is the fault of the arcade original. A joystick can be used. But you still need the smart bomb and hyperspace keys, which are difficult to hit in a crisis.

The sound effects in the game are not over-spectacular and could have been better. I do admit that I like the sound effect for reaching 10,000 points which signals an extra ship and smart bomb.

Of all the versions of *Defender* for the 64 that I have seen, this is the best. I recommend it for anyone who wants a version in their collection. The only shortcoming is the lack of decent instructions.

Mark Frary

Value 4
Graphics 4
Sound 2
Gameplay 4
Arcade 4.5

★ ★ ★ ★ ★ ★ ★ ★

STAR TROOPER
Machine: Commodore 64 (joystick option)
Supplier: Melbourne House
Price: N/A
Type of game: sci-fi shoot 'em up
The blurb for this game advertises ultra-fast load and, indeed, it loads in just over two minutes.

The opening screen features an inspiring electronic tune. After this, the format is of the 'waves of merciless aliens' variety.

Twenty-four breeds of aliens divided into six sections are promised, with a refuelling stop between each sector. I've met only ten so far, but I wouldn't invite any of them home for tea.

You control a spaceman with a laser gun, rather than the usual space craft. He shoots up, left or right depending upon the direction he is travelling. His response time is suicidally slow!

I give a plus point for the graphics, which I note were designed by someone other than the programmer. This probably accounts for the difference in quality. But the graphics are not enough to rescue what is essentially a primitive piece of programming.

I would recommend this game only to dedicated 'alien zappers'.

David Bogod

Value 2
Graphics 4
Sound 3
Gameplay 1

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As monitored by *TV Gamer* readers

TOP 20 video and computer games

POSITION	NAME	MANUFACTURER	SYSTEMS
1 (2)	RAIDERS OF THE LOST ARK	(Atari)	n
2 (1)	ZAXXON	(CBS/Datasoft)	b, f, g, n
3 (3)	PITFALL	(Activision)	b, c, f, g, n
4 (8)	JET SET WILLY	(Software Projects)	c, j
5 (5)	POLE POSITION	(Atari)	a, c, f, j, n
6 (4)	RIVER RAID	(Activision)	b, f, g, j, n
7 (13)	DECATHLON	(Activision)	c, n
8 (—)	PITFALL II	(Activision)	n
9 (6)	DONKEY KONG	(CBS/Atari)	b, f, g, n
10 (11)	BURGERTIME	(Mattel)	g
11 (7)	POPEYE	(Parker)	b, f, g, n
12 (—)	ATIC ATAC	(Ultimate)	j
13 (10)	Q*BERT	(Parker)	b, f, g, n
14 (15)	THE HOBBIT	(Melbourne House)	a, c, e, h
15 (10)	ENDURO	(Activision)	n
16 (19)	MR DO	(CBS)	b, n
17 (14)	DONKEY KONG JR	(CBS)	b, j
18 (15)	SPACE SHUTTLE	(Activision)	j, n
19 (—)	DIG DUG	(Atari)	f, n
20 (17)	TURBO	(CBS)	b

*Numbers in brackets indicate last month's position

a Acorn BBC Computer b CBS Colecovision/Adam c Commodore 64 d Dragon e Acorn Electron f Atari 400/800 Computers (usually fits XLs) g Intellivision h Oric-1/Atmos i Philips 67000 j Spectrum k Sharp 700 Series (usually fits MZ80 A/K) l TRS 80 Series/Colour Genie m Texas Instruments T199/4A n Atari 2600 VCS o Vectrex p Commodore VIC 20

...and the TOP 10 arcade games

1 (1)	STAR WARS	(Atari)	6 (—)	MR DO	(Universal)
2 (3)	DRAGON'S LAIR	(Cinematronics)	7 (8)	DONKEY KONG	(Nintendo)
3 (4)	TRACK & FIELD	(Konami/Kaito)	8 (—)	FIRE FOX	(Atari)
4 (2)	POLE POSITION	(Atari/Namco)	9 (10)	M.A.C.H. 3	(Mylstar)
5 (5)	BUCK ROGERS	(Sega)	10 (9)	TURBO	(Sega)

Last month's winner: Andrew Rollinson, Castleford, W. Yorkshire

TOP SCORE

***TV Gamer* has compiled a list of top scores and UK records**

1	**RAIDERS OF THE LOST ARK** (TVG claimed)	**25 points** Brian Bell
2	**ZAXXON** (TVG claimed)	**2,319,100** Jason Brown
3	**PITFALL** (Activision)	**114,000** David Rose/Richard Varnie
4	**JET SET WILLY** (Software Projects)	**83 objects** Ross Coleman/Cameron Else
5	**POLE POSITION** (TVG claimed)	**106,800** Adrian Bunting
6	**RIVER RAID** (Activision	**1,000,000** Gavin Davidson
7	**DECATHLON** (Activision)	**10,078** Mark Riley
8	**PITFALL II** (Activision)	no claim made
9	**DONKEY KONG** (TVG claimed)	**8,796,600** Jason Brown
10	**BURGERTIME** (TVG claimed)	**244,600** Derek Gerrard
11	**POPEYE** (TVG claimed)	**427,550** Frederick Kirk
12	**ATIC ATAC** (Ultimate)	**78,000** Ian Boffin
13	**Q*BERT** (TVG claimed)	**4,112,480** Jason Brown
14	**THE HOBBIT** (Melbourne House)	No claim made
15	**ENDURO** (TVG claimed)	**47 days** Paul Boselli
16	**MR DO** (TVG claimed)	**1,242,450** Kevin Rustill
17	**DONKEY KONG JR** (TVG claimed)	**2,660,200** Jason Brown
18	**SPACE SHUTTLE** (Activision)	No claim made
19	**DIG DUG** (TVG claimed)	**518,100** Andrew Gettings
20	**TURBO** (TVG claimed)	**1,700,000** John Cooper

TV Gamer invites readers to send in their high scores for any screen game. A ***claimed*** score merely needs to state your name, game title, system (eg Atari home computer system, Spectrum, VCS, etc) and claimed score.

A ***proven*** score will require photographic evidence, but will take precedence over previous claimed scores. We suggest using a SLR auto-exposure camera on a tripod with cable release, timed at 1/4 second. Games which can be "clocked" (ie the score reaches a maximum and then returns to zero) will count only as claimed scores. Additionally, games which present short-cuts to high scoring (eg ***Space Invaders***, which can be made to shoot two missiles at a time) will also only be accepted as claimed scores.

Send your scores to *TV Gamer, Top Score Desk, 187 Oxford Street, London W1.*

First the bad news: Summer is nearly over. But now the good news. . . the games scene will hot up for the big build-up to Christmas. This means that the video games scene will start to look much healthier than it has of late.

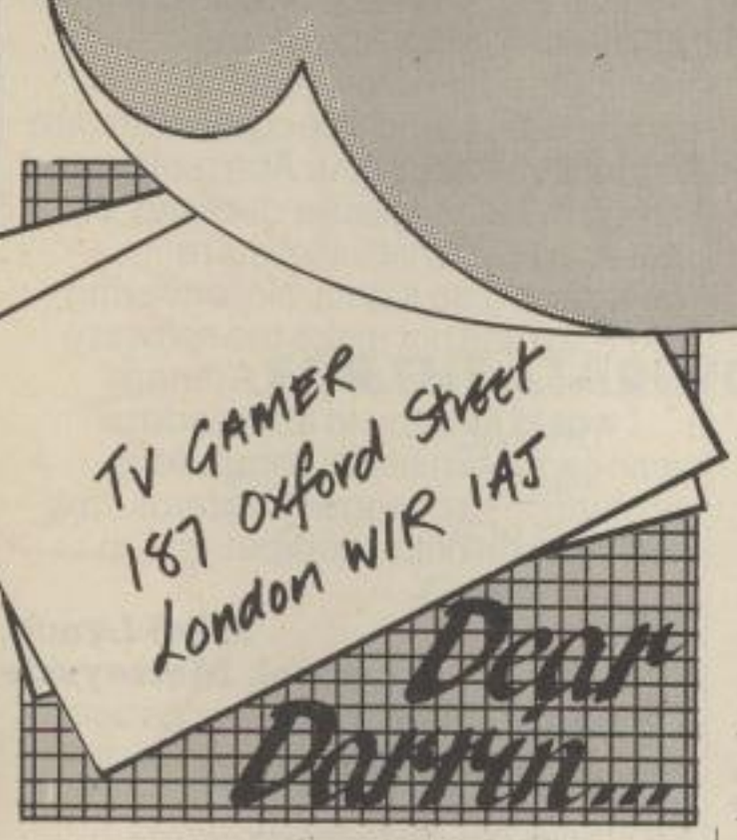
We review every TV game we receive – but there haven't been many releases this year. The big companies (namely Atarisoft, Parker and Activision) have been concentrating on translating existing games onto home computers. And some systems we were covering this time last year have now gone under.

On the subject of Vectrex and Intellivision, I have been informed by the powers that be at sunny Silica Shop (based in deepest darkest Sidcup) that they have a huge range of carts for the above-mentioned games systems. If you've been having difficulty finding games, see if Silica can help.

I'm still recovering from the TVG Awards which were quite an occasion (made Ben Hur look like an epic). You may well have seen a few shots that were taken at said jamboree. Actually, a lot more pictures were taken – but they didn't get through editorial censorship.

That's about all I have space for this month. Don't forget to keep those letters flooding in. We're especially interested in games you may have played abroad!

Darrin Williamson



THE VCS COMPUTER?

Please could you tell me if you can use the Intellivision computer and interface with a humble VCS? I would like to own a converted VCS with a proper computer keyboard and interface.

Stephen Sigley, Tamworth, Staffs.

It is not yet possible to interface the two together. The only keyboard that works with the 2600 is the Spectra compumate. But make sure there is enough software for it – it's slow to come.

TOP VOTES

I have just bought the June issue of *TV Gamer* which is the first one I have seen. I thought it was really good and hope to get it every month from now on. I especially like the article on *Dragon's Lair* and I've been memorising the directions. I'll put them into practise when I go to Leeds next weekend – it's the closest *Dragon's Lair* machine to me.

Anyway, I'd like to vote *Dragon's Lair* as my favourite arcade game, and *Q*Bert* for the Colecovision as my favourite home game.

I'd love to see more about arcade games, and would be interested to know if you are willing to incorporate pinball machines. I know they don't have much in common with space invaders. But *Caveman*, for instance, has a built-in *Pac-man* type screen. *Haunted House* is my favourite pinball of all time.

Clive Richard, Ulleskelf, N. Yorkshire

We can't really justify featuring pinball tables because they aren't usually linked to a TV screen of any sort. There are, of course, exceptions to this where the player alternates between pinball and video game and there is no reason why we don't feature these. I understand Andy Harris rather likes pinball tables himself.

SOCCER FOR THE COLECO

I am writing to you to ask two questions. Is CBS going to make a soccer cartridge for the Colecovision and when will it be coming out?

Also, is CBS going to have a video game club, like Atari's club? If there was one it could make a big impact.

Andrew Wroe, Elsecar, S. Yorkshire

CBS does plan to bring out a soccer game that uses the super action controllers. This should be out this side of Christmas – more details in future issues.

WHAT SHALL I BUY?

I am considering selling my Atari 2600 (VCS) and twenty-six cartridges, to buy a computer. I would like a computer which has good peripherals and a big memory.

I don't want the Adam as it's too expensive. I could afford to pay between £200 and £300.

MP O'Neill, Middlesex

How about the Amstrad CPC 64? It has the same complete system approach as the Adam but is a lot less expensive.

BLISTERS

Whilst playing *Decathlon* on a friend's VCS, the joystick went faulty. Would this be the result of the vigorous pulling of the joystick? Can you suggest any ways of game control on *Decathlon* that would not cause painful blisters?

On Activision's Colecovision-compatible games – *Pitfall I/II*, *Decathlon* and *HERO* – are there any improvements or alterations in the graphic detail?

Finally, in your winter competitions I was fortunate enough to win a Vectrex and light pen. Was the light pen, and cartridges for it, ever released in Britain? Or am I the only one to own one over here?

Chris Short,
Tewksbury, Glos.

The best stick for Decathlon *is Le Stick, the mercury-filled joystick. You can just whirl it around your head and get great race times. The graphics on the Coleco translations are improved, in varying degrees. But no additional screens have been added.*

The light pen has never officially been launched, although limited stocks did dribble out to Harrods and Hamleys just after Christmas. You're not the only person who's got one but you're certainly one of the élite few.

NO POOL

Is there a cartridge of pool for the Atari 2600, similar to *Video Pool*, as seen in the arcades?

There is a game by Imagic called *Trickshot*. But I get a bit bored with it after a while, unlike the arcade game which I could play for hours.

Chris Baldwin,
Beckenham, Kent

Imagic's Trick Shot *is the only one available. None of the major manufacturers plan to bring out such a cartridge.*

SHHHH...

I have had an intellivision computer adaptor and keyboard since Christmas. But I have yet to see you review it – please hurry up and do so.

I also have two cartridges for the computer and organ: *Melody Blaster* and *Mr Basic* – please hurry and review them too.

PS I really loved your in-depth review of *Dragon's Lair*. How about a review of the excellent *Astron Belt*?

Ron Evans,
Bridgend, Mid Glamorgan

As you no doubt know, things have gone very quiet at Mattel and we have never received any software for Lucky.

But our March issue carries a small summary which you may have missed.

CARTS ACROSS THE SEA

In your May issue letters page, I read about a Mr Paul Davies from Australia who buys cartridges from America for his Intellivision. Would it be possible for me to get cartridges imported into this country for my Colecovision? Would they work on our television system?

I would be really grateful if you could supply me with any information and addresses on how to go about importing cartridges. The problem at the moment is that the American games take so long to appear over here.

I thought the review of *Quest for Tyres* was brilliant. Could you give me any information about when it will be released?

M Beckett,
Quarry Bank, W. Midlands

The answer is yes. You can get carts from the States and play them on British (PAL) consoles. Dave Trutzenbach does this all the time (see Front Line *review). Coleco US will probably not be very helpful so it might be an idea to get a pen pal in the US. Then he or she could get the games for you and send them over..*

GOING CHEAPER... CHEAPER...

I'm a bit puzzled by the Starpath Superchargers. After reading your review on it, I decided to get one. But after searching in the shops I was unable to find it. Can you tell me if Silica Shop sell it through mail order?

I am also confused about the price. When it was first launched, it cost £40. In your games reviews you said it was £30. Yet in Silica Shop's advert is was only £20. Please, please tell me how much it actually is.

Jonathan Smith,
South Shields, Tyne & Wear

The correct price is now £20. The problem is that prices are dropping all the time. And the text in TVG is written long before we get any new ads in. So we often find price changes in ads that we didn't know about before going to press..

GAME QUEST

Is Atari going to release the following cartridges: *Krull*, *The Sword Quest* series, *Realsports Basketball*, *Realsports Baseball* and *Football (american)*.

Are there easter eggs or bugs in *Enduro* and *Ms Pac-Man*?

J Garnham,
Saxmundham, Suffolk

We haven't heard of any bugs on Enduro, *although that doesn't mean that there aren't any. There certainly are a few on* Ms Pac-Man *which I'll leave you to find. It might help to know that the programmer who did* Vanguard *also did* Ms Pac-Man.

Alas, non of the Realsports or Sword Quest *series will be coming out over here.*

Will the following three games be made for the CBS Colecovision game system: *Raiders of the Lost Ark* (in Raster graphics), *Dragon's Lair* (in Raster graphics), *Mad Planets*?

Also, are there any storage units for the Coleco and/or its modules?

Russell Coles,
Portslade, Sussex

There's no storage units that I know of. But one of the units that Imagic used to make for the VCS and Intellivision might be okay if you can find a shop selling them.

No plans for any of those games coming out for the Colecovision alone. But Dragon's Lair *(laser version) may well be coming out for the Adam, as the game that comes with the much-fabled laser disc attachment in the new year.*

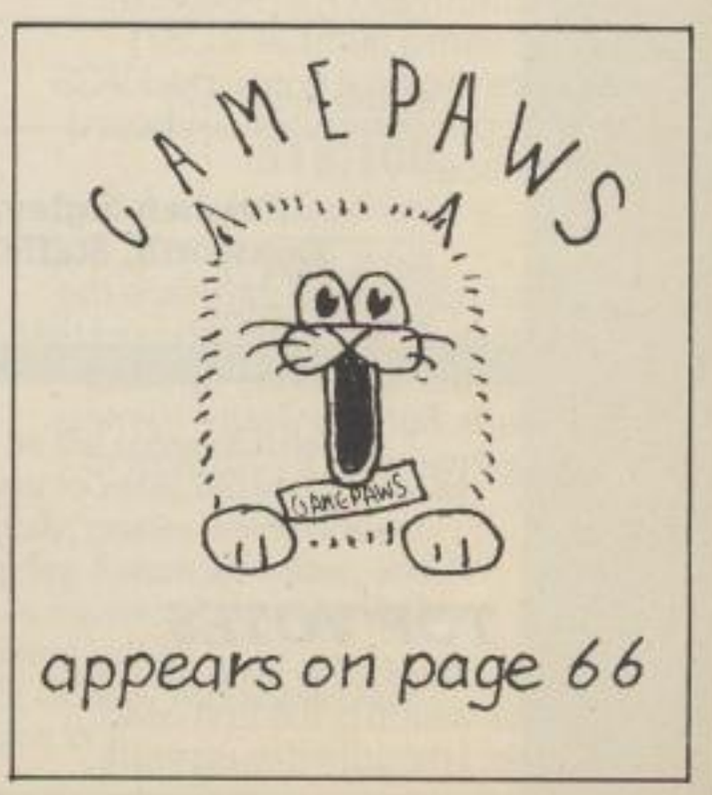
ATARI EXCHANGE

The only complaint I have against your great magazine is that you hardly touch the Atari home computer. I do know that BBC, Commodore, and Spectrum software is much cheaper than Atari software and is in much greater demand. But the Atari deserves a lot more coverage than it gets. Not covering the Atari will not make the software any cheaper for us loyal Atarians!

I would like you to ask readers who own Atari home computers, wishing to exchange programs, tips – anything on home computers – to write to me.

Mike Lynch,
Liverpool, Merseyside

I hope this little software exchange you're planning doesn't involve any piracy! 'Cause if it does, I'll have to get Dave Harvey to send cousin Reggie round to deal with you. You have been warned!



TV GAMER SPECIAL OFFER

REDUCED PRICE CARTRIDGES

We've had lots of readers asking us why we don't print as much news about video games as we used to. Well, this is because not much has happened! We pass on all the news we get, and review all the new cartridges that come out. But there just hasn't been anything to report recently.

We've decided to do something about this sad state of affairs, and to give our loyal readers a bargain at the same time, too.

Knowing that this is time of year that suppliers are liable to be thinking of a clearance sale to sell off older stock to make room for new titles, we've arranged a special offer for some popular cartridges for the Atari VCS and Intellivision.

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EASTER-EGGS

REGGAE MUSIC?

I have found a bug in the Colecovision version of *Carnival* which seems to work only on skill four.

First, you must score over 10,000 points. When you reach the screen after the second bear shoot out, hit all the pipes. After they have been hit, waste just over half your ammunition by shooting anything in sight. When you have done this, shoot the musical notes on the right-hand side of the screen once, so that the music is off. You should then notice the initials REG where the bonus indicator usually is.

Ian Duncan,
Hemel Hempstead, Herts

THE LAST ROOM

HOORAY! At last, after months of hard slog I have completed *Jet Set Willy* for the 48K Spectrum.

I was just pipped at the post by another *Jet Set* addict, so I will not .be claiming the prize from Matthew Smith, the author.

I would like to say that, as it stands, *Jet Set Willy* is impossible to complete. It is impossible to collect the items from the conservatory roof and the item at the very top of the orangery.

But I have the solution. Before loading the program type type MERGE"". After a few seconds the game will stop loading and you should stop all tape. Now type CLEAR 32767: LOAD""CODE. The rest of the game will load and stop, giving a report code. Now type POKE 602310: POKE 42183,11: POKE 59901,82: POKE 56876,4 and enter.

This version can now be used to save all the typing every time you load.

To save the first part of the program type SAVE "JET SET" LINE 10. To save the main part of the program type SAVE "JSW" CODE 32768,32768.

To start the game do NOT type RUN. Type GO TO 40.

I have also found a way of having unlimited numbers of lives. Again, type MERGE. After the first part of the program is loaded, stop the tape. Type 35 POKE 35899,0 and Enter. Now type RUN and load the rest of the program.

For those of you who would like to know what happens when you complete *Jet Set Willy*, this is it.

As you enter the master bedroom, after collecting all eighty-three items, you will notice that Maria is no longer blocking your entrance to the bed. She has disappeared. But as soon as you touch the bed, you will lose control of Willy. He will dart straight out of the bedroom and through into the bathroom. He will then unceremoniously stick his head down the toilet, as if being sick. All you will see of Willy is his legs, dangling in the air.

Paul Edmondson,
Faversham, Kent

GHOSTLY BUGGING

I have discovered a few weird things on video games lately.

On *Yar's Revenge*, my friend and I were playing doubles. I scored a hit on the Quotile. As it exploded, I went to the far right of the screen and pushed my button. Then I heard the sound of my zorlon cannon being fired.

Also, on *Pitfall*, Harry was hit by a log. Just then, Harry's leg fell off.

Staying at *Pitfall*, I have learnt a weird trick. If you jump on a vine and then jump off again, instead of the tune stopping, it goes on. I call this trick The Ghostly Vine.

On *Raiders* I have found a secret room. I discovered this as I turned on my console quickly.

In the March issue of TVG, Elain Brown wrote about a find on *Centipede*. I discovered this, too, and it is a secret room. If you find this, push down and you will see that your wand has the freedom of the whole screen.

My friend, Derek, clocked up 300,000 on *Centipede* when he discovered he had seven men in store. In the instruction manual it states that this is impossible.

In *Berzerk*, your man has a large gap between his body and neck so it is possible for bullets to go through you.

Angus Thomson,
Dundee, Scotland

OLYMPEGGS

If you draw a ghost on *Pac-Man* near a tunnel, wait till it hits you and move down straight away. After about three seconds you will appear dead at the top.

In *Decathlon*, select either discus or shotput. Then move your man as close to the line as possible and nudge him left or right. Then fire. The discus or shot will disappear in the air. Only sometimes will it reappear.

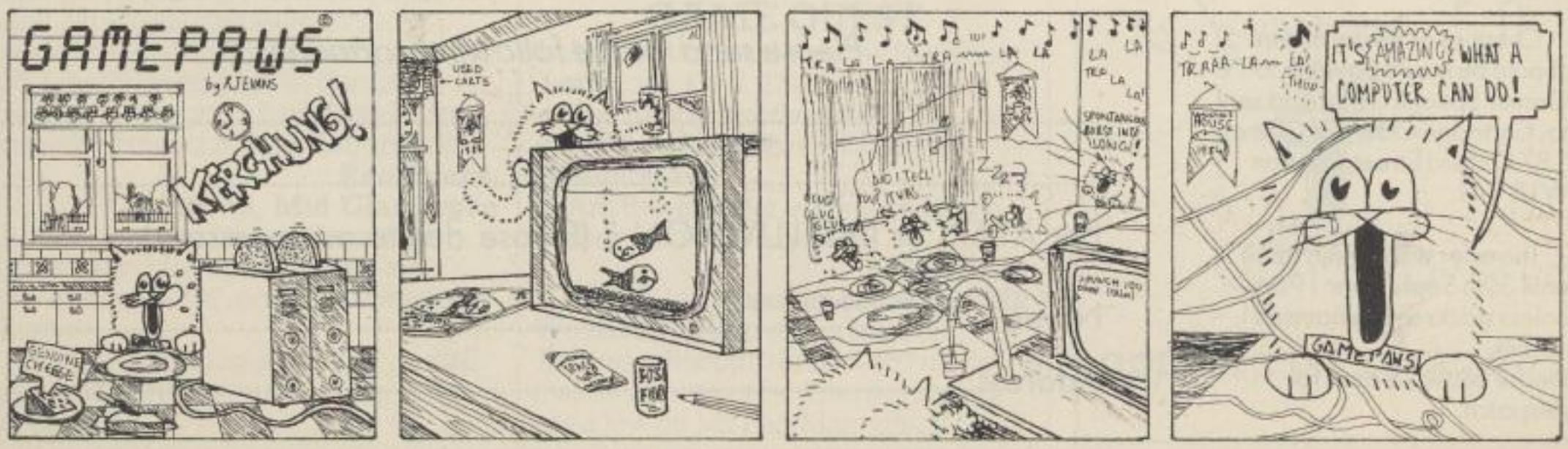
When you start the javelin, nudge the joystick left once, so that the speedometer goes up a centimetre. Then, as it starts to go back to zero, fire! If you do it successfully the javelin will rise vertically and never reappear.

Did you know that if you throw the javelin way before the line, you'll still get 150 points — even if it doesn't go over the line.

Here are some hints to help on *Atic Atac*. The blue spanner scares the hunchback. Bump into him with it in your possession. Puff — he's gone!

The same with the devil creature, except you use the yellow cross. The shields, if followed, bring you back to the room of ACG. ACG are not the initials of the programmer. If you look on the cassette cover, it says Ashby Computers and Graphics (ACG).

Andrew Gallagher,
Cheshire



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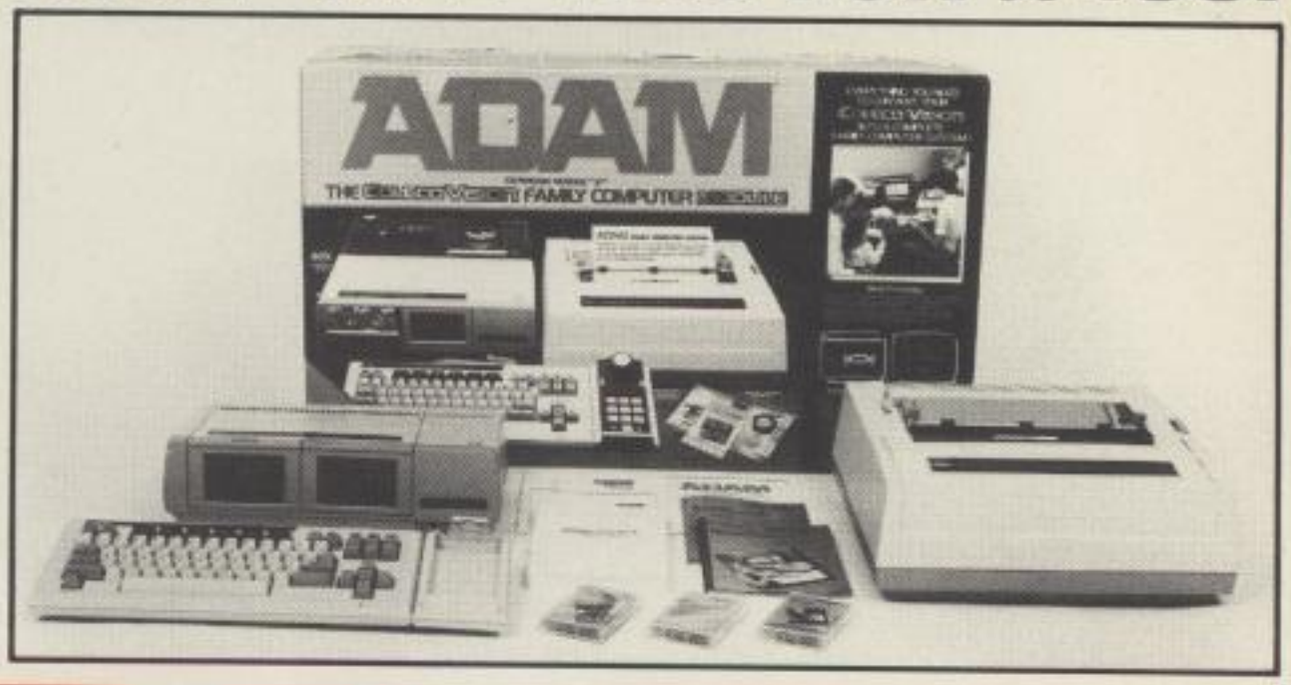

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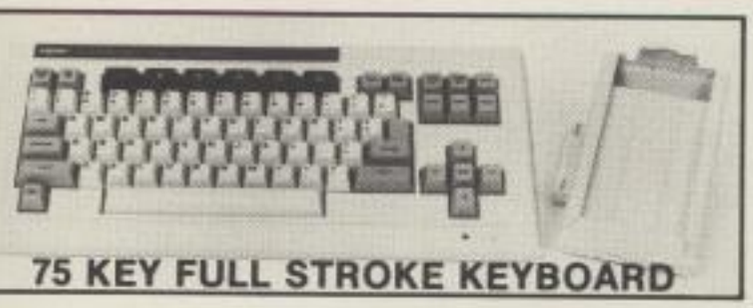
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If you're looking for real value in a computer system, one which can handle anything from serious Word Processing to enhanced Colecovision style video games such as Buck Rogers, look no further. The Coleco Adam is here with a package which will make you wonder if you're dreaming when we tell you about it. A price breakthrough in computer systems, Adam is comprised of an 80K RAM memory console with a built-in 256K digital data drive; a professional quality, stepped and sculptured 75 key full-stroke keyboard; a letter quality daisywheel printer and a full word processing program built into the Console. Two additional pieces of software, Smart BASIC and also 'Buck Rogers - Planet of Zoom' (the ultimate in advanced video games), are included as well as a blank digital data pack. Adam can be used with any domestic colour Television set.*

MEMORY CONSOLE/DATA DRIVE: *The heart of the Adam system is the 40K ROM and 64K RAM memory console which combines with the 32K ROM and 16K RAM in Colecovision to give you a total of 72K ROM (including 24K cartridge ROM) and 80K RAM (expandable to 144K). Built into the memory console is a digital data drive which accepts Adam's digital data packs, a fast and reliable mass storage medium that is capable of storing 256K of information, that's about 250 pages of double spaced text! The console is also designed to accomodate a second optional digital data drive.

FULL STROKE KEYBOARD: The Adam keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. It is stepped and sculptured for maximum efficiency and has 75 full stroke keys which include 6 colour coded Smart Keys which are redefined for each new application; 10 command keys which are dedicated to the word processing function, and 5 cursor control keys for easy positioning of the cursor at any point on the screen. You can attach a Colecovision controller to the keyboard to function as a numeric keypad for easy data entry. It can also be held like a calculator, a feature which makes working with numbers particularly easy. The joystick part of the hand controller can be used in the same way as the cursor control keys, to move the cursor around the screen.

LETTER QUALITY PRINTER: The Smart Writer letter quality daisywheel printer is a bi-directional 80 column printer which prints at a rate of 120 words per minute. It uses standard interchangeable daisywheels, so a variety of typestyles are available. The printer has a 9.5 inch wide carriage for either single sheets or continuous fan fold paper and uses standard carbon ribbons. It is comparable to many printers which cost as much as the total Adam package. The printer can be used either with the Adam's Smart Writer word processing program or as a stand alone electronic typewriter.

BUILT-IN WORD PROCESSOR: Adam comes with Smart Writer word processing built-in. This program is so easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and a series of queries from the computer confirm your intentions, so that you can continuously double check your work as you type.

COMPATIBILITY WITH COLECOVISION: By using high speed interactive microprocessors in each of the modules, the Coleco Adam is designed to take additional advantage of both the 32K ROM and 16K RAM memory capability in the Colecovision. If you do not already own a Colecovision Console (£99 inc VAT), then you will need to purchase this when you initially purchase your Adam Computer package (£499 inc VAT), making a total purchase price of (£598 inc VAT).

WHAT IS COLECOVISION: Colecovision is one of the worlds most powerful video game systems, capable of displaying arcade quality colour graphics of incredible quality on a standard Colour TV set. The console (see picture bottom left) accepts 24K ROM cartridges such as Turbo and Zaxxon and is supplied with the popular Donkey Kong cartridge and a pair of joystick controllers. Colecovision has a range of licenced arcade hits available such as: Gorf, Carnival, Cosmic Avenger, Mouse Trap, Ladybug, Venture, Smurf, Pepper II, Space Panic, Looping, Space Fury, Mr Do, Time Pilot, Wizard of Wor and many others. So there you have it, Adam plus Colecovision the unbeatable combination. Send the coupon below for your FREE copy of our 12 page Colour brochure giving details on the complete Adam system.

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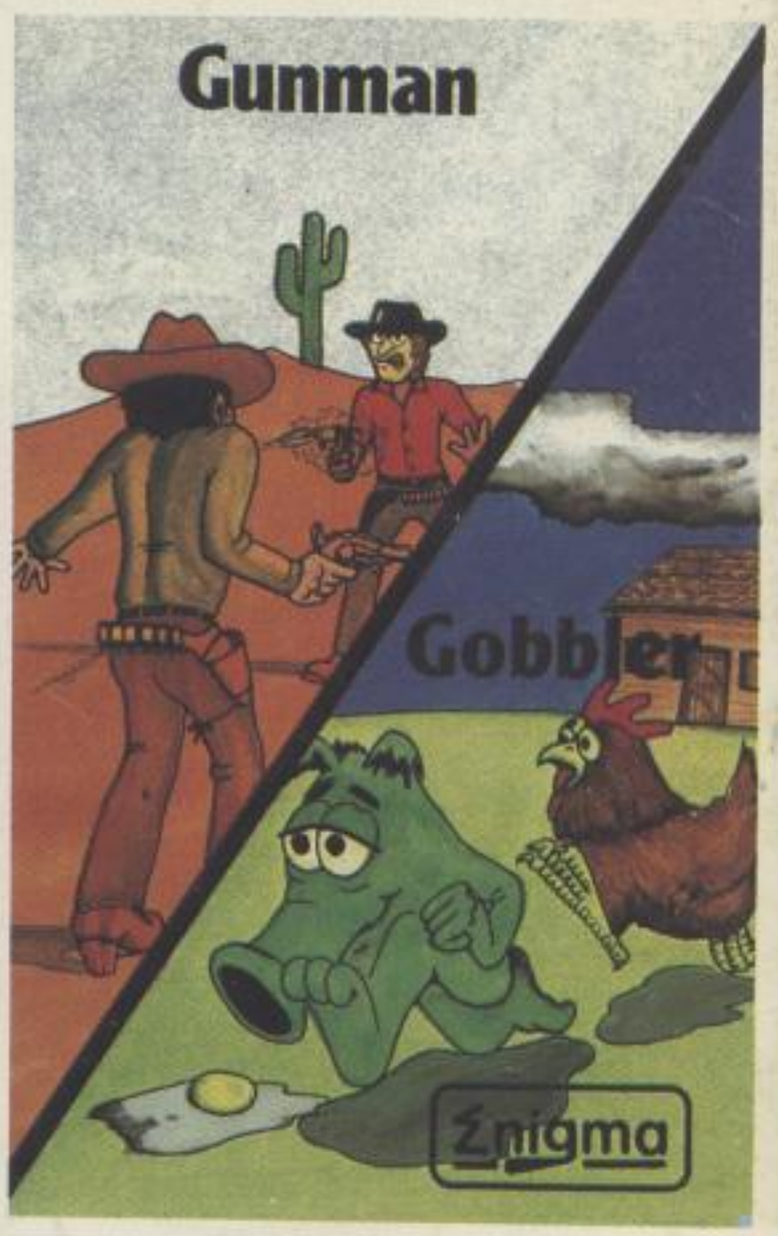

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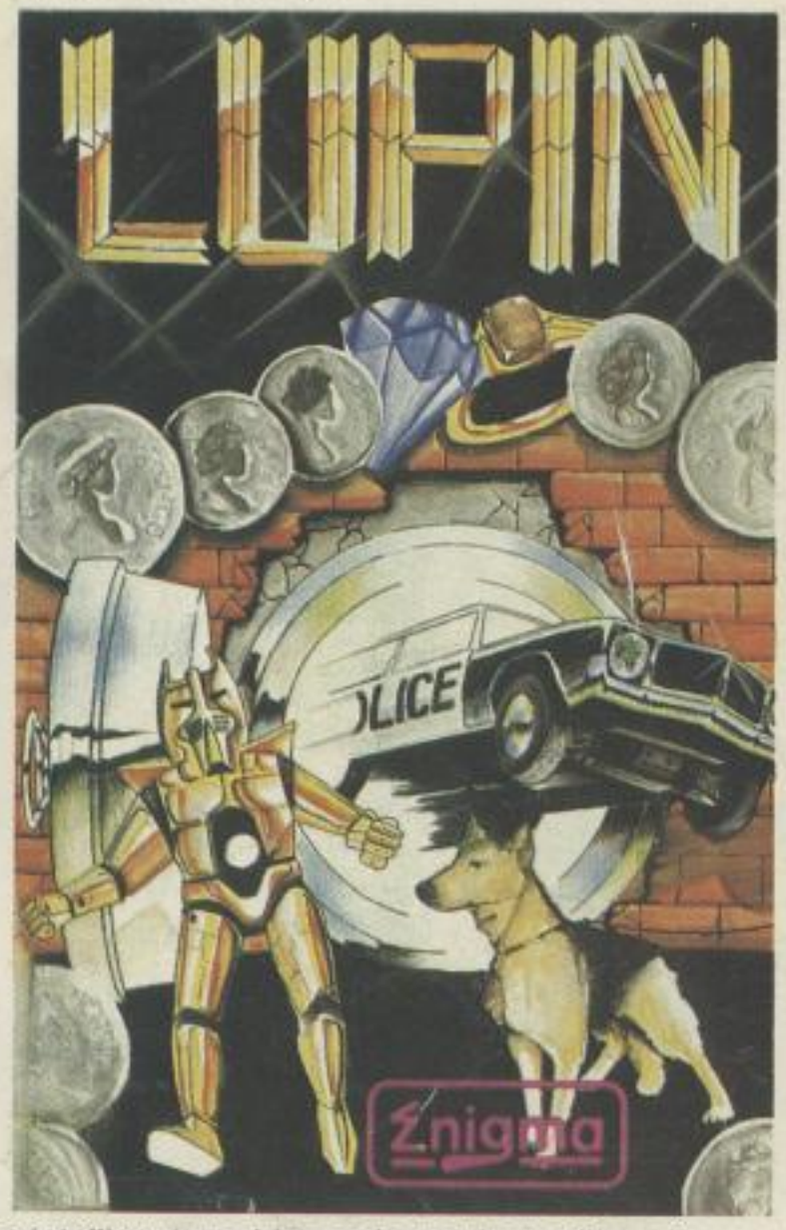

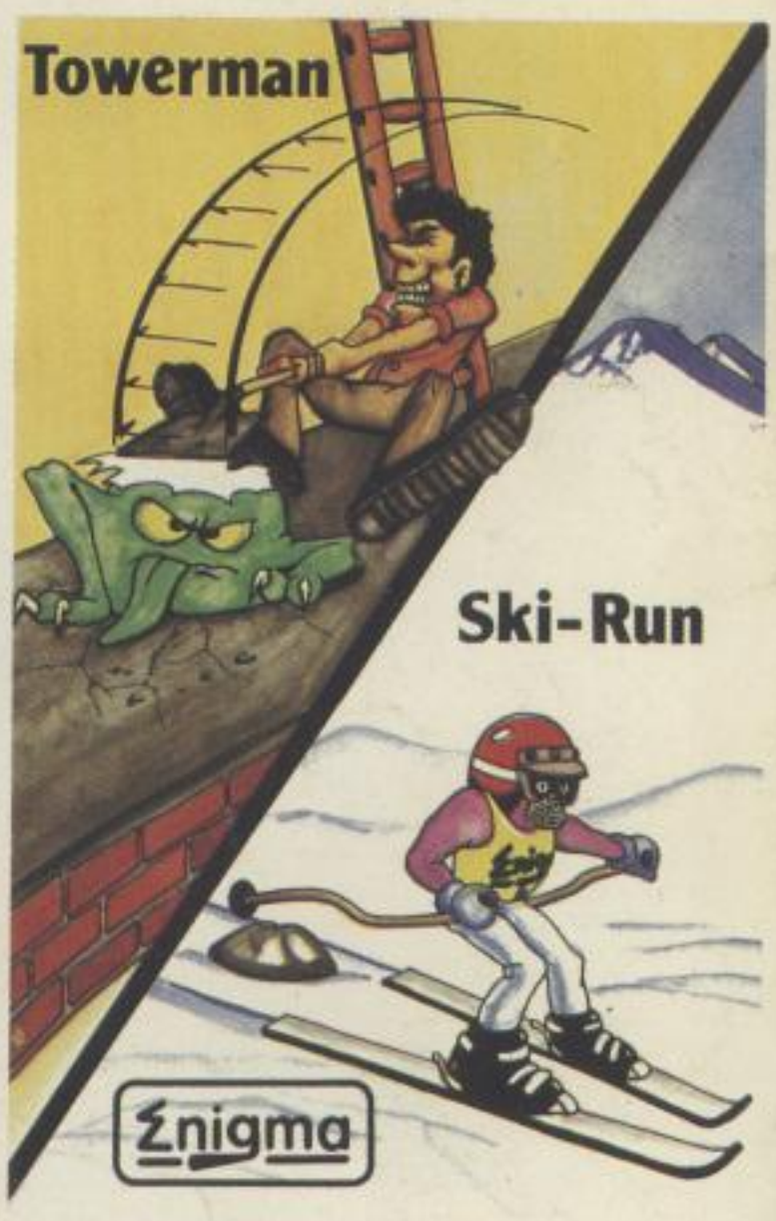

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