

WINTER 1984/5

ACTIVISION[®]
SOFTWARE CLUB

GH^{OST}BUSTERS™
THE COMPUTER GAME.

BY DAVID CRANE



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HEY! Anybody NOT seen a Ghost?

AVAILABLE FROM SELECTED BRANCHES OF BOOTS, WH SMITH, JOHN MENZIES, LASKY'S, SPECTRUM, RUMBELOWS, WOOLWORTH AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.

HEY! Anybody Seen a Ghost?

Ghostbusters has taken everyone by storm! The film is great – you must see it, and everyone is raving about Activision's latest, greatest hit – our Ghostbusters computer game.

We gave our top designer, David Crane (he designed Pitfall I, Pitfall II and Decathlon, you'll remember) the challenging task of creating our Ghostbusters software, when we acquired the exclusive worldwide rights from Columbia Pictures. As you know, the Ghostbusters film has been a sensational hit in the U.S., streaking ahead of all other cinema titles released this year.

We're bringing out Ghostbusters for the Commodore 64 (cassette and disk) and the Sinclair Spectrum (cassette) well in time for Christmas – so get down to your dealer now, to try it! Then early next year we'll be producing versions for BBC Acorn, MSX, Amstrad home computers and other leading systems – so watch this space!

WHAT'S IT ALL ABOUT?

Ghostbusters tells the story of three very off-beat parapsychologists in New York who set up a totally lunatic business to fight paranormal occurrences (ghosts to you and I) which are plaguing the city. The key to the film's amazing success is that Ghostbusters provides cinema audiences with action-packed FAMILY entertainment.



GAMEPLAY

Ghostbusters – the computer game – follows the film closely, and you can sing along with the theme by Ray Parker Jr. by following the bouncing ball along the lyrics on the screen. Pressing the space bar yields the Ghostbusters cheer to punctuate the tune in the right place.

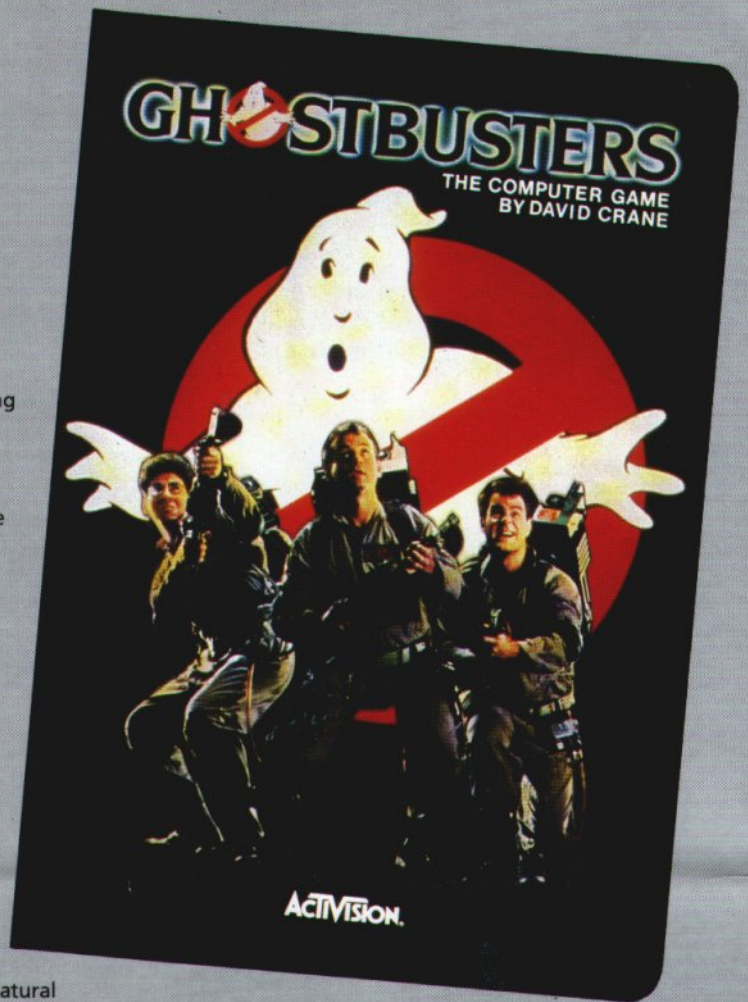
The purpose of the Ghostbusters computer game is to avert a ghosts invasion of New York – a disaster of Biblical proportions – and make sure your Ghostbusters make it: to a final dramatic showdown at the Temple of Zuul. What makes the whole thing extra different and exciting is that you're given cash to build a Ghostbuster franchise, you choose and equip your own vehicle, and all the time your debits and credits are ticking up or down – depending on how adept you are at Ghostbusting!

You have all sorts of amazing and sophisticated gadgets to help your task – like an Energy Detector, Image Intensifier, Marshmallow Sensor, Ghost Vacuum, Ghost Traps, Ghost Bait and a Laser Confinement System. It's up to you to search for, catch and store ghosts (Slimers), the dreaded Marshmallow Man and itinerant ghouls (Roamers) through a seemingly endless series of disturbances and unnatural spooky happenings!

Detailed New York streetmaps position you in an aggressive Ghostbusting stance – then you're on your own in numerous different scenes against the ever-flitting enemy!

You can call up a Status Report on how you're doing on your screen at any time – and if you don't get "slimed" you know you've made it as a Ghostbuster when you finally sneak two Ghostbusters into the entrance of the Temple of Zuul where the final battle begins.

If you are successful and earn enough money, you'll get your own Ghostbusters franchise and your very own secret number which you can use the next time you play Ghostbusters. And here's a really unique feature from Activision: you can use your own secret number on any version of Ghostbusters anywhere in the world – try it!



New for the Commodore 64

*Commodore 64 is a trademark of Commodore Electronics Ltd.

We let Andrew McDonnell loose with a whole pile of our new Commodore 64 software – all over half term. These reviews are all his.

Andrew is fifteen, and his hobbies are photography, politics and – guess what – home computing! With the accent on Adventure-type games, he says.



Our Commodore 64 Software Checklist

CASSETTE

Beamrider

Decathlon

Designer's Pencil

Ghostbusters

H.E.R.O.

Pitfall

Pitfall II

River Raid

Toy Bizarre

Zenji

DISK

Decathlon

H.E.R.O.

Pitfall II

River Raid

Toy Bizarre

Zenji

And coming soon...

Designer's Pencil

Ghostbusters

Space Shuttle



BEAMRIDER



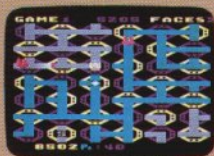
DECATHLON



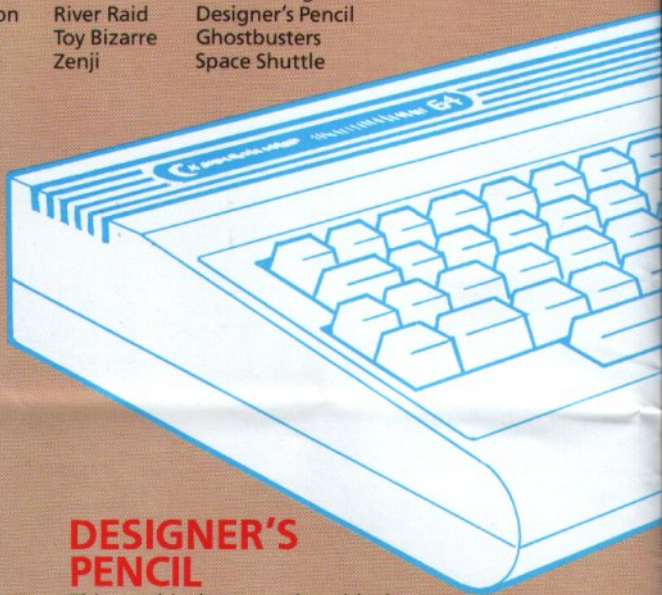
DESIGNER'S PENCIL



TOY BIZARRE



ZENJI



DESIGNER'S PENCIL

This graphics language is an ideal way to learn the basics of computing. Instructions are selected by joystick, from a 'window' and are then transferred to the screen. When the program is run a pencil appears on the screen and draws your picture.

Things I particularly liked:-

Twelve demonstration programs are included in the package and these can be altered in order to see the results. The program also allows you to compose a three voice tune. This is fun to do, and my eight year old sister was using it after a few minutes.

GHOSTBUSTERS

Rarely do I come across a game of this calibre. After assaulting our screens with Pitfall (I and II) and Decathlon, the brilliant U.S. designer David Crane, brings us his latest epic, the game of the film: GHOSTBUSTERS.

Loading is greatly speeded up by use of a turbo loader and, this accomplished, I discovered not only that the game has impressive graphics but excellent music (the chart topping theme tune) and speech (yes, it talks!)

Your primary task is to select your car and stock it with accessories. However some goods may be out of the price range of the beginner.

BEAMRIDER

The playing field in this game is tilted to give a 3D perspective. Aliens swoop down from the top jumping from beam to beam and it is your job to shoot them. After each sector a mother ship appears and this must be hit by one of three torpedoes. To make matters worse the aliens can shoot and the mother ship is protected by special rays. The concept behind this game is a strong one. The sound is brilliant and the 3D effect draws you into the screen. Definitely for the maturing Space Invaders fan.

DECATHLON

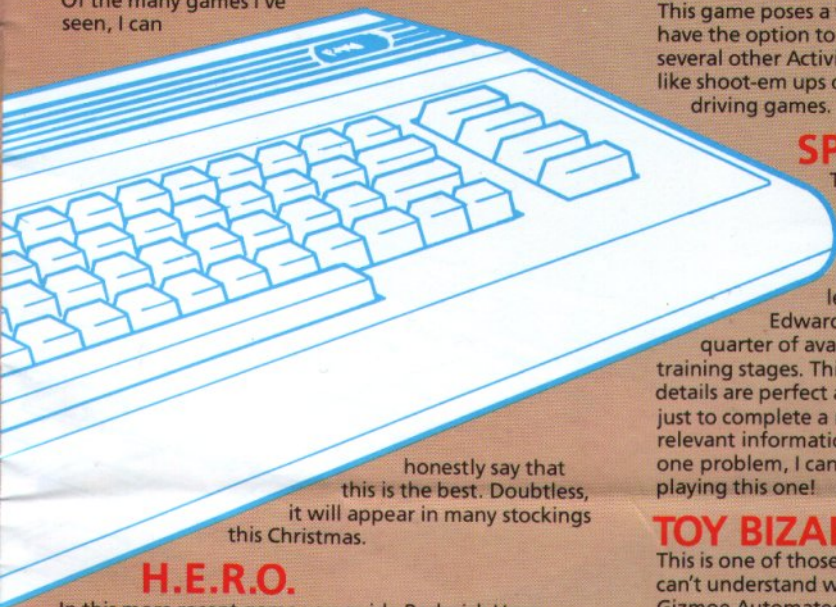
This game follows all ten events of its Olympic namesake. 1-4 players can compete and all events can be played in sequence or individual events can be selected for practice. The graphical representation is absolutely fantastic, especially in the high jump, pole vault, long jump, and throwing events. Movement is exceptionally smooth. The player controls the athlete by moving the joystick left and right and appropriate use of the fire button.

Get Jogging! I was exhausted after playing this game!

Once the game starts properly, you are faced with a map of New York. From this you must select your destination and set off – sucking up any passing ghosts on the way.

Arriving outside one of the buildings you must trap your ghost in order to increase your wages. This needs careful timing or he may escape. From time to time ghosts group to form the marshmallow man and there are large rewards to be earned by stopping him. If at the end of the game you have made a profit you are given an account number for use in future games and a chance to sneak 2 men into the temple. If you are successful, an impressive display follows accompanied by a large reward.

Of the many games I've seen, I can



honestly say that this is the best. Doubtless, it will appear in many stockings this Christmas.

H.E.R.O.

In this more recent game you guide Roderick Hero through the volcanic mine shafts to rescue the trapped miners. Take care with the volcanic deposits, bats, spiders and snakes. You start with 6 sticks of dynamite which must be detonated to blow up walls which lie in your way. He is also equipped with a helicopter, backpack and a Microlaser beam. The graphics and the sound are perfect right down to the hiss of the dynamite fuses. Light failing does not help matters. This game is a winner – rush out and buy it.

PITFALL

In my mind this is the game that revolutionised the VCS. In case you don't already know, you must guide Pitfall Harry through the jungle in search of riches. There are vines to swing, crocodiles to be jumped, tar pits, snakes and a host of other nasties to be avoided.

In the 64 version the graphics have again been suitably improved and Harry has a more solid look to him. I could play this game for hours but I have to be content with finding as many treasures as possible within the 20 minutes allowed.

Happy swinging!

PITFALL II

This game which can best be described as a graphical adventure, has set unrivalled standards on the VCS. To complete your task, you must collect as many gold bars as possible, find Quickclaw, the diamond, Rhonda

and avoid every 'Pitfall' you can. The constant tune and graphics of trees and rocks are outstanding. One feature I particularly liked is the fact that if you come across a red cross during the game, the next time you get killed you go back to the last cross that you touched. This game takes time to play but is worth every second.

RIVER RAID

This classic has been improved considerably for the Commodore 64. Your aim is to progress as far up the river as possible, refuelling on your way. The river is divided into sections, with bridges at either end which must be blown up. Enemies include tanks, helicopters, balloons, and planes – all of which must be destroyed. This game poses a wide range of difficulties and you have the option to start on a selection of them as with several other Activision games. Good for those who like shoot-em ups or negotiating winding courses as in driving games.

SPACE SHUTTLE

This is definitely a game for intellectuals! To achieve the status of Commander, you must pilot the shuttle through all stages of space flight, rendezvous with a satellite at least six times and safely land at Edwards Air Force base having used only a quarter of available fuel. Thankfully, there are training stages. Things I liked about the game: flight details are perfect and it takes many hours of practice just to complete a mission; the screen display shows all relevant information and is very realistic. There's just one problem, I can't use the computer as my dad keeps playing this one!

TOY BIZARRE

This is one of those games that you play for hours but can't understand why. The scenario is set in the Gizmoe Automated Toy Works, where you as Merton the Maintenance Man, must quell the rioting toys avoiding Hefty Hilda.

I don't know whether it's the colourful graphics, original concept, or comical style, but I strongly recommend this game for any shopping list.

As well as regular gameplay, there is a safety bonus and coffee breaks.

Go get it!

ZENJI

In this simple original but addictive game, you control the movement of the seeker (a rolling face) around a small maze of disconnected, cryptic shapes. The idea is to rotate certain shapes in order to connect the grey shapes to the 'source' within a certain time limit. When all the shapes are connected, you progress onto larger mazes containing fatal fireballs. The oriental sound in this game is captivating. Even though the graphics are a little rudimentary, they don't distract from the game. This game needs careful thinking as well as quick reactions, especially in the later screens.



There's a lot more to the Sinclair Spectrum than meets the eye!

Beginners or experts...read on.

*Sinclair is a trademark of Sinclair Research Ltd.

Our Spectrum Software Checklist

Beamrider	Ghostbusters	River Raid
Designer's Pencil	H.E.R.O.	Space Shuttle
Enduro	Pitfall II	Zenji

We asked a software reviewer from a well-known magazine for his thoughts on...

MAKING THE MOST OF YOUR SPECTRUM

You're the proud owner of a Sinclair Spectrum – so what exactly are you going to do with this funny little black box with its funny little rubber keys? Of course you may have had some really definite idea in mind when you bought it, but on the other hand it may have been a rather bewildering present. Don't worry, you will be amazed by the versatility of this well-tryed machine.

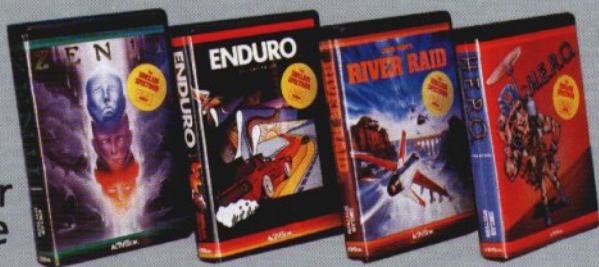
If you've bought the Spectrum so that you or your children can learn about computers, then all you need to do is unpack the machine, plug it in as instructed by the excellent manual, and you're ready to go. The Spectrum possesses a built-in computer language called BASIC, and you'll be surprised at how quickly you master this. The example programs given in the manual are worth working through, and you'll find plenty more programs to key-in in the popular computer magazines and in the many books that have been written about the machine. These will be mostly games, but you can learn a lot from studying how they work.

SOFTWARE

But of course you may not really want to program yourself, and even if you do, you may well want to go beyond the supplied BASIC. So the next problem is choosing commercial software to really make your Spectrum come alive. You'll find yourself spoiled for choice. Games, computer languages, programmer's tools, even business software and word processors, for your machine they exist in profusion.

Software however varies a lot in quality and price. You can waste a lot of time and money on badly written programs, so it's important to look around. First of all, look at the review columns in the computer magazines, such as *Your Computer* or *Big K*. Secondly, and this is very important for business packages or system software, try and get to see it run at your retailers or at a Computer Show.

System software is probably the most mysterious category of program. Under this heading come *Forth* and *Logo*, which are alternative computer languages to BASIC, and are said by many to teach better



programming style. Programming tools include assemblers, which are particularly important in writing fast games programs. You will soon notice that BASIC is really far too slow a language to produce the kind of fast games, for example the fine *River Raid* from Activision, which makes the Spectrum such an attractive machine.

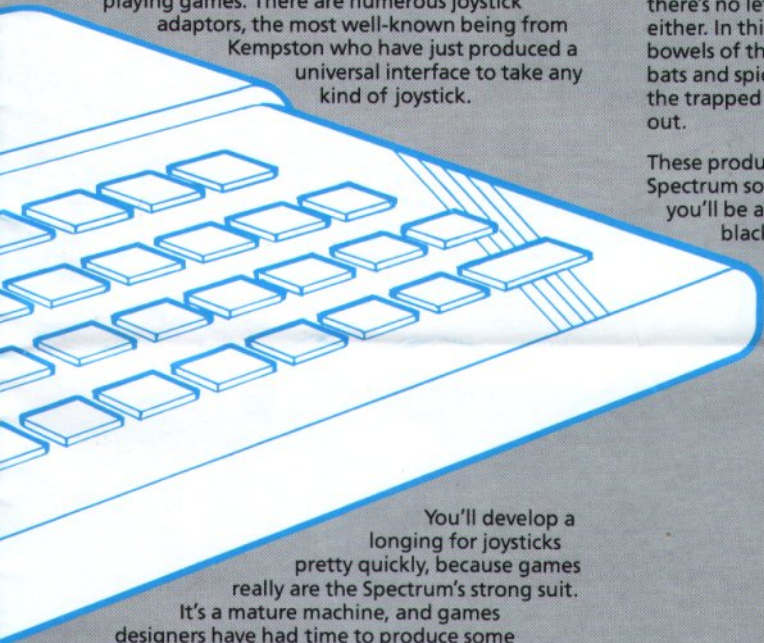
These games are in fact written in machine code, a rather obscure language which the Spectrum understands at silicon chip level. Assemblers provide a way of writing in this, and although machine code takes a while to learn, who knows, you may produce a successful commercial program! There are many other sorts of 'workhorse' software, from programs that simply add new commands to Sinclair BASIC, to adventure games design packages. Much of the best system software is marketed by Sinclair themselves.

Business software, such as word processors or accounts is available for the Spectrum, although it has to be said that it's not really what the machine is designed for. That rubber keyboard just isn't made for fast typing.

ADD-ONS

Which leads us on to other hardware. Particularly if you are operating a word processor, or if you want to list your own programs, you'll need to buy a printer. The cheapest is Sinclair's own, a remarkable buy at around £50. It only produces forty character wide listings on special conductive paper, but at the price, who's complaining? The Spectrum can be used with more advanced printers, but these usually cost more than the computer itself, and require special 'interfaces' – adaptor circuits – to make them work.

A wide range of add-ons is available. You may have heard of the famous Microdrives. These provide an alternative to cassettes as a way of storing information, and are much faster. Specialised hardware such as graphics drawing tablets, modems which allow you to communicate with other computers via the phone lines, and voice synthesisers, abound. But the one you'll want most of all, I'd guess, is an adaptor which will let you use joysticks for playing games. There are numerous joystick adaptors, the most well-known being from Kempston who have just produced a universal interface to take any kind of joystick.



You'll develop a longing for joysticks pretty quickly, because games really are the Spectrum's strong suit. It's a mature machine, and games designers have had time to produce some incredible programs. But be on your guard – there's still an awful lot of dross on the market, and some of it at quite high prices!

AND GAMES

Games programs tend to fall into one of two categories. For the literati among us, who prefer a more thoughtful approach to game play, adventure games can offer hours of distraction. These involve the player moving around inside a miniature world, picking up and using objects, solving puzzles, avoiding traps and nasties, and meeting strange beings, from aliens to elves. Adventures can be based on many themes, detective thrillers, science fiction, and Sword and Sorcery among them.

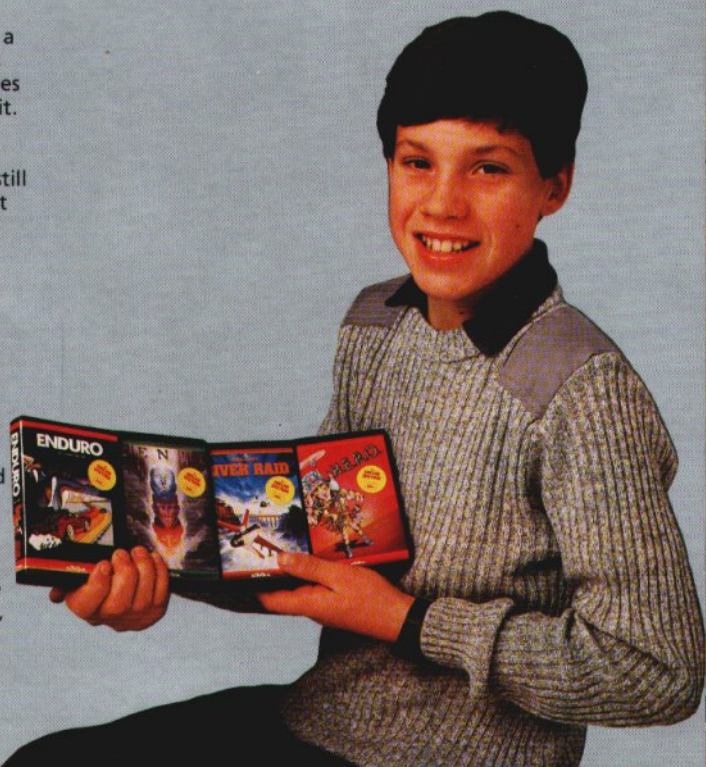
But what you'll need the joysticks for is a good rip-roaring action game. Arcade or 'real time' games are what everyone thinks of when they think computers, and many of the best are written for the Spectrum.

You can play these quite adequately using the keyboard, but to get the real feel you need joystick control.

Activision's output reflects the incredible variety of real-time action available on the Spectrum. Their celebrated River Raid is widely regarded as a classic. Here you have to manoeuvre a fast attack plane up a river valley destroying bridges as you go. Some dynamic evasive action is needed as the place is chock-a-block with enemy aircraft, tanks and ships. If you're not feeling warlike, however, Zenji offers an alternative. A mystical game this, where you have to readjust a maze of rooms so that they all connect with 'The Source'. You still need speed though – it has to be done in a limited time.

Or you may see yourself behind the wheel of a fast car. Activision's Enduro will severely test your road skills. Night and day, through weather conditions including fog and ice, you must last the course, pass all the other cars. An exhausting game, as the title would suggest there's no let up. There's not much respite in H.E.R.O. either. In this rescue game you descend deep into the bowels of the earth, dodging and zapping vampire bats and spiders and blowing up avalanches to rescue the trapped miners. But once again, time is running out.

These products epitomise the amazing range of Spectrum software. As you sample more and more, you'll be astounded at what an innocent-looking black box can get up to!



MSX

By this time next year 'MSX' will be an integral part of many computer owning households' everyday life. In the meantime - here's the lowdown on the system: from an expert.

Our MSX Software Checklist

Beamrider	And coming soon...
H.E.R.O.	Designer's Pencil
Pitfall II	Ghostbusters
River Raid	Space Shuttle

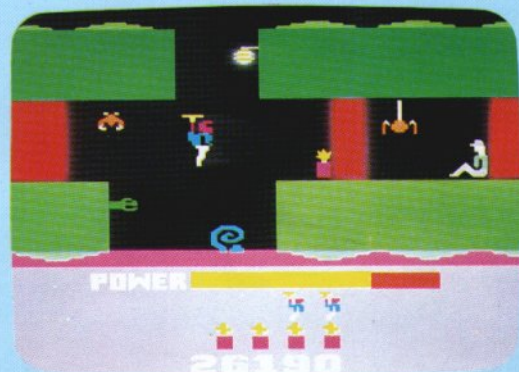
MSX - THE NEW STANDARD

by Gareth Renowden, group editor of *MSX Computing* and *What MSX?* magazines.

If you haven't heard the initials MSX by now - you soon will! They stand for a new range of microcomputers (mainly from Japan), and there's a very good chance they're going to take the British market by storm. When the Japanese decide to sell something, they usually succeed - just look at cameras, cars, motorbikes, hi-fi and Walkman.

The MSX machines on sale now cost between £230 and £300 and come from household names like Canon, JVC, Mitsubishi, Panasonic, Sony, Sanyo and Yamaha. In 1985 more big companies will join, and the first European machines - from Philips - will arrive. By the end of the year there could be as many as 20 companies making MSX micros.

So what, you may ask. What's all the fuss about? The answer's simple. MSX is a standard - like VHS or Beta in the video world - and it means that all these micros will be able to run the same software and share the same peripherals. You could have a Sony computer, running Activision software, plugged into JVC disk drive with a Canon printer, Sanyo light pen and Panasonic communications port. Or vice versa.



H.E.R.O.



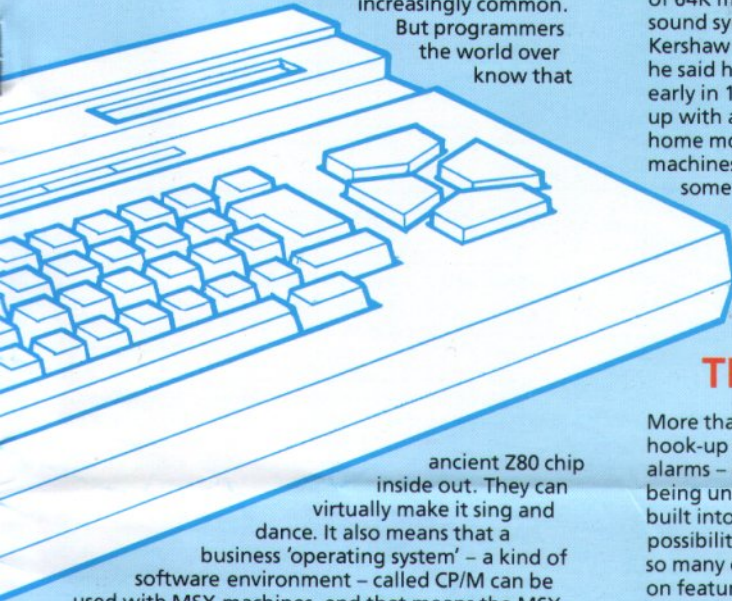
FULLY 'PORTABLE' SOFTWARE

Any MSX software will run on any MSX machine, and all peripherals will be compatible with all machines. That's good news, for a number of reasons. First of all, any program you write will be 'portable' (to use the jargon) on to friends' machines, and you'll be able to share expensive things like printers with your mates. Secondly, because there are so many manufacturers involved, they'll be competing pretty fiercely - and that means attractive prices. Users will no longer be held to ransom by the manufacturer of their machine, and the chances of people like Sony or JVC going bust is pretty remote - which means that you can be absolutely sure that MSX is going to be around for a long time.

AS GOOD AS IT SOUNDS?

However, MSX is also proving to be pretty controversial. A lot of influential British voices have been writing MSX off as 'too little, too late' or 'old technology'. Most of these comments are based on the fact that the MSX standard specifies chips that have been around for a long time – just when a new generation of chips is finding its way into British and American computers.

Unfortunately for the pundits, 'old' doesn't mean 'bad' – if it did I'd be the Devil! The processor used by MSX is the Z80 (as used in the Sinclair ZX81, Spectrum and many others) and processes information in 8-bit 'words'. 16-bit and 32-bit processors are becoming increasingly common. But programmers the world over know that



ancient Z80 chip inside out. They can virtually make it sing and dance. It also means that a business 'operating system' – a kind of software environment – called CP/M can be used with MSX machines, and that means the MSX owner can get at literally thousands of business software packages.

Software houses will find it easy to write game programs for MSX – cassettes are already coming on the market, including Beamrider, Decathlon, Pitfall II and Zenji from Activision. And they'll be able to use the powerful sound and graphics chips in the machines to make their games really exciting.

MSX STANDS FOR...

MSX takes its name from a company called Microsoft – that's where the M and the S come from – while X stands for extended, and refers to the Basic language built into the machines. MSX Basic is in fact a very close relation to the Basic written by Microsoft for the IBM PC, now virtually the business micro standard. But the MSX specification calls for a lot more than just 32K of ROM with that language in it. The whole internal architecture of the system is defined in such a way that it's a simple matter to add extra RAM (memory), peripherals, and all sorts of plug-in goodies.

Already out in the UK is Yamaha's CX5M, £600 worth of 64K micro hooked up with a very sophisticated FM sound synthesiser. When *MSX Computing* asked Nik Kershaw to play with one and tell us what he thought, he said he wanted to buy one to use on stage! And early in 1985, JVC will have a MSX machine that links up with a video recorder so that you can title your home movies. Later, Philips and Pioneer will produce machines that link up with a video disc player for some extremely spectacular games. One I played in Japan was a pretty straightforward space 'zap em' game, except that my spaceship was flying over a 'real' landscape and past 'real' stars. Just like sitting in the front row of the cinema watching Star Wars, but you're actually in there fighting with the rebels!

THE FUTURE FOR MSX

More than that, MSX machines will be made that hook-up to hi-fi's, central heating systems, burglar alarms – almost anything that would benefit from being under computer control. They could even be built into TV's (one already is in Japan!). The possibilities are almost literally endless, and because so many companies will be competing with each other on features, not the latest whizz-bang chips, they will exploit every opportunity.

In the future, new generations of MSX machines will appear, all compatible with current machines and which will take MSX right into the heart of 'serious' computing. I'm willing to bet that 1985 will see a MSX computer with built-in floppy disk drive perhaps one of the neat 3½ inch jobs from Sony – and with a professional standard display. Beyond that there could be 16-bit MSX machines. And software you buy from Activision today will run on it!



RIVER RAID

MEMBERS PAGES

The Next Four Pages Are ALL YOURS...

Activision Software Club,
5/7 Forlease Road,
Maidenhead, Berks, SL6 1RP.
Tel: (0628) 75171

Dear All

We are constantly amazed by the volume of mail you send us. Some days our desks are absolutely covered with all your letters, photographs and works of art.

We are particularly pleased when we receive correspondence from our many overseas Members, and we must say their English is excellent! We really enjoy your enthusiasm for Activision software and you seem all agreed that it's definitely the best on the market.

Keep up the good work - we learn a lot from your letters and you give us super ideas for future articles for the magazine.

A special thanks to all the Members who have contributed to this issue - who incidentally win themselves £5 each for having their letters published. Why not send us an interesting letter - you might be a lucky £5 winner next time!

Best wishes

Kathy & Lorraine

Kathy and Lorraine
P.S. Please send all your correspondence to the Club address above and note our new telephone number - (0628) 75171.



LORRAINE

SCOREBOARD

Here are all the current records (as of the end of November 1984) that our Master Gamers have achieved. Can you beat 'em? If so, get your claim in to us - straight away.

TITLE	QUALIFYING SCORE	UK RECORD ACHIEVED BY
DECATHLON	8600 to 8999	-
	9000 to 9999	-
	10,000 or more	11,462 Khalid el Marsafi (Kuwait)
ENDURO	5 days or more	72 days Paul Boselli (Middlesex)
FROSTBITE	40,000 or more	314,300 Bradley Smith (Beckenham)
PLAQUE ATTACK	35,000 and above	103,565 Bryan Thompson (W Yorks)
ROBOT TANK	4 sqdns - 48 tanks	-
	5 sqdns - 60 tanks	-
	6 sqdns - 72 tanks	79 tanks Kamal Akhtar (Pakistan)

Maximum scores have been achieved by Members on the following games: Chopper Command, H.E.R.O., Kaboom, Keystone Kapers, MegaMania, Oink!, Pitfall, Pitfall II, River Raid, Seaquest, Space Shuttle, Spider Fighter.

Any Members achieving maximum scores also receive a certificate, as well as the appropriate badge award - this would then mean you would become a Joint Game Champion. Please write in if you would like a more detailed Scoreboard Sheet, giving qualifying scores as well as high scores.



BECOME A MASTER GAMER

- AND WIN FREE BADGES GALORE!

The Activision Software Club is the only UK computer game Club to offer a full-scale Performance Award Scheme, which gives everyone who owns an Activision computer game a chance to win a super performance badge or certificate.

Just to remind you, here's how to apply:

How to apply for Master Gamer Status

- Go for a qualifying score, and take a photograph of your TV screen when you achieve it.
- Write your name, age and address on the back of the photograph and send to us at the usual Club address.

Just one request - please make sure your name, address and the game title is written clearly on the back of the photo you send in. Sometimes your pictures get separated from your letters - and we have some difficult matching up to do!

We regret we can *only* accept Master Gamer claims in writing, with a picture but if you need any help, please telephone us on (0628) 75171 - or write in for our information sheet on taking a photograph.

You could be a UK Game Champion!

After achieving Master Gamer status (see this page) on any Activision software, your next step is to go for Champion! You'll be in competition with every other Activision Master Gamer in the country, and there's no limit to the number of scores you can submit. We will award immediate Game Championship status, and a personalised certificate suitable for framing, for the highest score received to date on any Activision game available in the U.K. It's quite possible you could be a multiple Game Champion for just a few hours: new scores are coming into us all the time, and the Scoreboard is constantly changing. Follow the same instructions for your Game Championship claim as for your Master Gamer claim - and they must *always* be in writing with a photograph, please.

Many of you have indicated it would be a good idea to start an Exchange Corner, for Members wishing to exchange one Activision VCS cartridge for another.

If you would like to participate in this, please complete the form below, making sure you state clearly your name, address, telephone number, and the game titles you wish to exchange. **DO NOT SEND US CARTRIDGES!!**

We will then print up a list - like our Pen Pals list, of who has what (and wants what) - and you just get in touch with one another, from the list. Easy, isn't it! Someone should have thought of it before.

ACTIVISION VCS EXCHANGE CORNER

Name _____

Address _____

FCN/6

Tel No: _____ Membership No: _____

I wish to exchange the following Activision VCS cartridge:
(one title only)

The Activision VCS cartridge I wish to obtain is:

(BLOCK CAPITALS PLEASE)

Send the completed form to our usual address:
Activision Software Club (Exchange Corner)
5/7 Forlease Road, Maidenhead, Berks SL6 1RP



Your Letters

Here is a selection of Members letters that have been sent to us – a big thank you to Mark, Darren, Alistair, Danny, Nicholas and Stephen. Remember – anything we print wins its writer £5! We have noticed that we do not receive very much correspondence from our female Members – so come on girls – show the boys what you are made of!

Dear Fun Club

I would like to say how much better your Club, games, informative newsletter and ability to reply quickly are better than at Atari. The graphics are much smoother, quicker, brighter and clearer to see than at Atari. Every last detail, right down to the rolling 'Activision C 198-' to the shape of the cartridges.

Yours sincerely
Mark Atthey, Liverpool

Dear Fun Club

I have recently bought your new release ENDURO. I think it's fab, much better than any Atari, Imagic and Parker games. I love the way the car takes off in first gear on day one and the roar of the engine is great. Larry Miller's brain is hot, hot enough to invent even more outstanding games.

Activision – you're the best.

Yours sincerely
Nicholas Southern, Trowbridge

Dear Fun Club

I recently joined your Fun Club. I am amazed in everything I have received – so many records to beat, things to read and competitions to enter. There is no other company like Activision for the sound effects and actions on your games. I think you're superb.

Yours sincerely
Darren Rees, London SE18

Dear Fun Club

I have just received my first Fun Club bulletin. I read through it and found it jam packed with information. I have two of your terrific games – RIVER RAID and ENDURO.

River Raid is a great game and it has great colour graphics and sound effects are most realistic. Enduro is fabulous and the snow, ice and fog make it a superb game.

Yours sincerely
Alistair Sharp, Bridlington

What is in a name?

A is for the amazing games you can buy
C is for the calamity as a man begins to die
T is for the terrific games that you can find
I is for the ingenious ones which tax your mind
V is for the vision and the marvellous graphics too
I again I'm sure you'll see that these were meant for you
S is for the spectacular sounds as the bombs begin to fly
I is for the ideas involving earth, sea and sky
O is for our club and a great one it is too
N is for the noise from games old and new

I'll put them altogether now, and hold them up to you... that's right! It is **ACTIVISION** the best club for you.

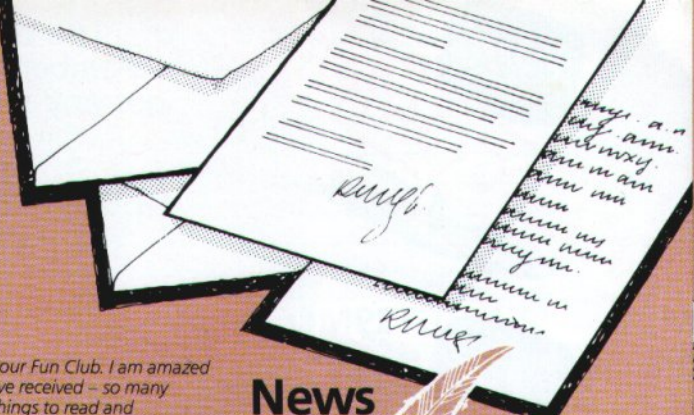
Stephen Mooney, Belfast

Dear Fun Club

I would like to congratulate David Crane on DECATHLON – one of the best value games I've played.

It must be the first game ever to wear anyone out! It feels like you've actually done the Decathlon, but on your hands. I haven't got the Gold yet – I don't think it's possible with Atari joysticks – maybe with a trackball or maybe we might see the first all round Activision joystick.

Yours sincerely
Danny Silve, Portslade, Sussex



News from our Pen Pals...



Our Pen Pals service has been very successful and the list is growing all the time. We've got male and female Members from all over the U.K. and also several people from much further afield – like Kuwait, West Germany, Saudi Arabia and Pakistan. If you want to write to someone, send for our list and we'll be happy to let you have a copy. If you'd like your details included then complete the form below and return it to us.

If you want to write to someone, send for our list and we'll be happy to let you have a copy. If you'd like your details included then complete the form below and return it to us.

PEN PALS

NAME _____ AGE _____

ADDRESS _____

INTERESTS/HOBBIES _____

FCN/6 _____

I would prefer my Pen Pal to be:
 MALE/FEMALE*
 FROM U.K./OVERSEAS*
 *please delete as necessary.

TO: PEN PALS, Activision Software Club,
 5/7 Forlease Road, Maidenhead,
 Berks, SL6 1RP

OUR SOFTWARE LISTING

Check your favourite titles against this up-to-date list of what's available at your dealer.

COMMODORE 64

(cassette)
 Beamrider
 Decathlon
 Designer's Pencil
 Ghostbusters
 H.E.R.O.
 Pitfall
 Pitfall II
 River Raid
 Toy Bizarre
 Zenji
COMMODORE 64 (disk)
 Decathlon
 H.E.R.O.
 Pitfall II
 River Raid
 Toy Bizarre
 Zenji

AND COMING SOON...

Designer's Pencil
 Ghostbusters
 Space Shuttle
ATARI VCS
 (cartridge)
 Beamrider
 Decathlon
 H.E.R.O.
 Pitfall II
 River Raid
 Space Shuttle
SINCLAIR SPECTRUM
 (cassette)
 Beamrider
 Designer's Pencil
 Enduro
 Ghostbusters
 H.E.R.O.

SINCLAIR SPECTRUM

(cassette) contd.
 Pitfall II
 River Raid
 Space Shuttle
 Zenji
AND COMING SOON...
 Ghostbusters for Amstrad
 Designer's Pencil for Acorn and Oric

KIDS CORNER

This is our new section for our younger Members - up to 12 years old. If you have got any interesting items for inclusion we'll be very pleased to receive them. And remember we pay £5 for each item published! So come on "kids" here's your chance to enter some super competitions!



WORD SEARCH

Here's our first contribution to "Kids' Corner". It's a Wordsearch sent to us by Nicholas Southern of Trowbridge - we will be sending you something soon, Nicholas! No prizes for this puzzle - it's just for fun!

The words you are looking for are:
 ACTIVISION, BOXING, BRIDGE, ENDURO, FREEWAY, OINK, PITFALL, RIVER RAID, ROBOT TANK, KABOOM, SEAQUEST, TENNIS

N	O	I	S	I	V	I	T	C	A
A	K	N	A	T	T	O	B	O	R
T	D	B	G	E	U	V	K	E	W
S	I	C	S	N	T	N	A	G	X
E	A	D	I	F	I	S	B	D	L
U	R	O	N	O	R	X	O	I	L
Q	R	R	N	G	P	Q	O	R	A
A	E	U	E	H	N	O	M	B	F
E	V	D	T	I	P	L	X	B	T
S	I	N	I	J	K	M	M	A	I
F	R	E	E	W	A	Y	B	Z	P

AMUSING "EXPERIENCES"...

We have been delighted by all the correspondence that we have been receiving, particularly your 'experiences' when playing Activision games. We have printed a selection below and look forward to receiving many more - it seems it's not only the kids that enjoy the excitement these games provide - but parents too! So come on... put pen to paper and let us share your amusing 'experiences' - we'll pay £5 for any letter published.

Dear Fun Club

I think I've had a severe case of River Raid fever. The day I bought it I ran home, put it in my Atari and played it from 6 p.m. till 11.30 p.m., stopping at the fuel depots to eat my dinner and to have a drink. Afterwards I went downstairs so my Dad could put a bandage on my hand where my joystick blister had formed. I got into bed and switched the light off and all I could see was a little combat jet shooting choppers, so I got up and put Pitfall in and played it for about 20 minutes and my River Raid fever disappeared. But my blister went away the following Monday!
 Yours sincerely
 R. Lawley, Congleton

Dear Fun Club

My dad is always going on at me for being glued to the television screen playing "stupid" TV games. But FISHING DERBY seems to have him permanently hooked. As soon as he gets home he picks up the controller and lets his dinner go cold. I must congratulate you as he has finally stopped nagging, but now my Mum nags at both of us!
 Any suggestions for her?
 Yours sincerely
 Richard J. Branson, Milton Keynes

Dear Fun Club

Who said games were just for kids? I was given Enduro for my birthday a few months ago and I'm still waiting for a go! My Dad is playing it all the time - whatever happened to the decorating and messing about with cars? Worse - he's getting better all the time. It's even driving my Mum up the wall!
 Yours sincerely
 Nicholas Southern, Trowbridge.

NOTICEBOARD

...we can supply you with a copy of our Pen Pals list - just write to us at the usual Club address.

...if, when you bought Space Shuttle, your instructions were the international edition, please write to us as we have copies of the English version.

...sorry to all of you who are patiently waiting for badges - we have had problems obtaining these from America and are in the process of sorting out a supplier in the U.K. Please bear with us - hope it won't be too much longer!

...our offer of free tee-shirts for Perpetual High Scorers has now come to an end and our stocks have been completely used up. Hopefully we'll introduce something similar again in the future.

ACTIVISION SOFTWARE CLUB "STICKERS" OFFER

SPECIAL "STICKERS" LUCKY DIP

We have 100 sheets (12 per sheet) of assorted Activision stickers to give away – exclusive to our younger Members! We have had a limited number of stickers printed (see illustrations on opposite page) – and we're sure you'll all agree, they are definitely worth collecting. We are offering a complete sheet, *free of charge* to the first 100 completed coupons received.

So fill in the coupon and post it to: Activision Software Club (Stickers)

5/7 Forlease Road, Maidenhead, Berks SL6 1RP

Name _____

Address _____

FCN/6 _____

Membership No: _____

ONS!... COMPETITIONS! ... COMPETITIONS! ... COMPETITIONS! ... COM

SPOT THE DIFFERENCE COMPETITION

Below you will see two pictures which may look identical but on closer inspection you will see that picture B has 10 differences – can you spot them?

WHAT TO DO

Circle the 10 differences on picture B with a coloured pen. Complete the entry form and send it to the address given, to reach us *no later than Thursday, 28th February, 1985.*

WIN SOME ACTIVISION SOFTWARE OF YOUR CHOICE!

There will be five prize winners who will each win a piece of Activision software of their choice (see our up-to-date Software Listing on page 11) – so don't forget to include this information on your entry form.

Name _____ Age _____

Address _____

FCN/6 _____

Membership No: _____



Picture A



Picture B

I would like to win the following piece of Activision Software:

Title _____

System _____

Send your entry form to:
Activision Software Club
Spot the Difference
Competition

5/7 Forlease Road
Maidenhead,
Berks SL6 1RP

Oldie But Goodie Competition

Activision have been making game cartridges for some time now and we know from your letters how much you all enjoy the 'older' titles. Here's your chance to win one of the following titles – there will be three winners for each title:

PITFALL
for Atari HCS

STAMPEDE
for Intellivision

BRIDGE
for Atari VCS

KABOOM
for Atari VCS

GRAND PRIX
for Atari VCS

STARMASER
for Atari VCS

Name _____ Age _____

Address _____

FCN/6 _____

My poster depicts the _____*
Activision game cartridge.
**if lucky this is the cartridge you will win.*

Return your design to: Oldie but Goodie Competition, Activision Software Club, 5/7 Forlease Road, Maidenhead, Berks SL6 1RP

WHAT TO DO

We'd like you to put your artistic talents to the test and design a colourful A4 (21cm x 30cm) poster depicting *any one* of the above titles and if your design is a winner, this is the title you will receive.

Just complete the entry form and either staple or stick it to your poster design. The closing date for this competition is **Thursday, 28 February, 1985.**

ONS!.. COMPETITIONS! ... COMPETITIONS! ... COMPETITIONS! ... COM

OUR SNEAK PREVIEW

Ghostbusters Hits the London Scene

Activision decided to do something really sneaky on Halloween night! We invited 700 special people: journalists, celebrities, buyers, retailers – and lots of London-based Software Club High Scorers – to a special preview of the film at London's Premiere Cinema, in the heart of Theatreland.

Jim Levy, Activision's President, came over specially, and host for the evening was our U.K. Managing Director Geoff Heath. Everyone went into the auditorium clutching our special "Trick or Treat" bags containing crisps and other goodies (to keep hunger pangs at bay while glued to the action!) – and everyone adored the film. As Geoff Heath said afterwards: "The Ghostbusters formula just can't fail – Ghostbusters the computer game is going to be a fabulous success in the U.K., and throughout the world!" See if you can "Spot the Celebrities" from our pics – or see yourself, if you were there!



**EXCLUSIVE
EXCLUSIVE
EXCLUSIVE
EXCLUSIVE**

Special Members' Offers WICO JOYSTICKS AT GREATLY REDUCED PRICES!

As Big K put it recently "Wico controllers are recognised and considered amongst the best in the business." We are running two Special Offers for our Members in this issue, covering these great products:

THE BOSS

According to CGL, *The Boss Joystick* is the only popularly priced precision-engineered control on the market today – it has a recommended retail price of £14.95. Constructed of durable, high impact plastic, The Boss has split-second action-time and features a comfortable grip handle with a thumb action fire button.

BUY "THE BOSS" USING OUR SPECIAL OFFER ORDER FORM – FOR £11.45 + £1.50 post/packing.



The Boss only £11.45

3 WAY JOYSTICK

The 3-way Joystick offers three ergonomically-designed interchangeable grips – a textured finish bat handle and two smooth-finish grip handles.

The 3-way Joystick has a recommended retail price of £27.95. Now you can change handles as often as you change video games ... and there are two independent fire buttons controlled by a 2-position selector switch.

BUY THE "3-WAY" USING OUR SPECIAL OFFER ORDER FORM – FOR £22.45 + £1.50 post/packing.

TECHNICAL SPECIFICATION

WICO hand controls are robustly constructed and suitable for all major video game and home computer systems. These two WICO hand controls are suitable for all Atari Home Computers (400, 600, 800 and 1200); VIC 20,

Commodore 64, the Atari VCS, and Amstrad and Sinclair Spectrum via a special adaptor.



3-Way Joystick only £22.45



SPECIAL OFFER ORDER FORM

Please send me _____ The Boss Joystick/s at £12.95 each

Please send me _____ 3-Way Joystick/s at £23.95 each

I ENCLOSE MY CHEQUE/MONEY ORDER

E _____ (payable to Activision)

PLEASE DEBIT MY ACCESS BARCLAYCARD (Please tick relevant box)

CARD NO.

EXPIRY DATE _____

To: Activision Software Club Offer, 5/7 Forlease Road, Maidenhead, Berks. SL6 1RP

SIGNATURE

NAME

ADDRESS

POSTCODE

DAYTIME TELEPHONE NO.

Allow 21 days for delivery

ACTIVISION[®] SOFTWARE CLUB

WHAT'S IN IT FOR YOU

You'll have realised, of course, that we at Activision U.K. originally set up our Club for Atari VCS owners, and we called it the Activision Fun Club. Thousands and thousands of you joined, and everyone reckoned we were the best Club around – and told us so. We were suitably chuffed, and have, we hope, continued to produce an interesting magazine, to tell you all about what other gamers are up to, and our newest software releases.

More and more software – for more and more systems

As you know, the structure of the U.K. home computer software market has changed enormously over the past twelve months or so. Activision is now producing computer games, as you will have seen, for all the most popular systems.

Our major strength (apart from brilliant software!) is our ability to translate gameplay from one system to another, taking into account the strengths and weaknesses – “nuances” is a good word! – of each and every system. Our computer games aren't just adapted for the system they are put on: they are redesigned and reprogrammed to suit the system, and you!

With so many other systems owners buying our software, we have enrolled many thousands of new Members to the Club during 1984.

And now, from January 1985, we are going to re-launch the Activision Club – as the Activision Software Club. For only £5 a year, Members of the new Club will receive their own fully documented Members Pack, plus three issues of the magazine each year – and have automatic access to all the other services you can read about overleaf.

The first issue of the new-style Activision Software Club's magazine will be published in Spring 1985. So fill out our Club Application Form on page 16 – and we'll see you there!

£5

Taking a photograph of your On-Screen High Score

It's easier than you may think! Just follow these instructions: **DO NOT USE A FLASH BULB!** In most cases the light from your screen is enough. When in doubt, turn on all the lights in the room. Remember we're not looking for photographic works of art - merely proof of the score you've achieved. Providing that shows up clearly, it's all we need.

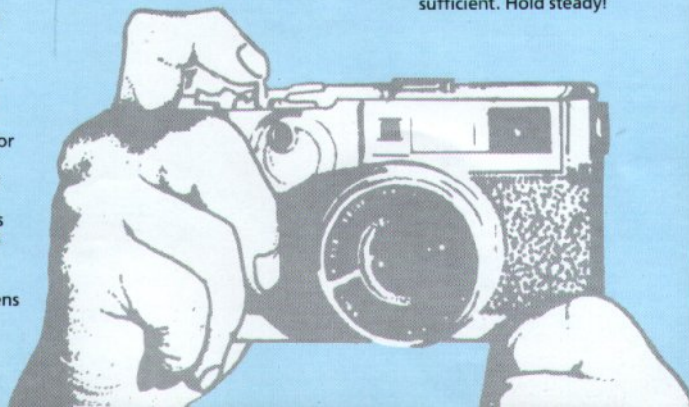
35mm Camera: there are three methods we've tried with some success – but let us know if you discover another:

1. Use an ASA reading of 64, set lens on f22 and expose film for 3 to 5 seconds. Use a tripod if you can.
2. For 100 ASA film shoot at 1/30 of a second using the widest lens opening. Hold steady!
3. For 400 ASA, one of our Members, D.A. Gunn, recommends you set your aperture at 2.8, camera set on auto, about 125 shutter speed (on manual). Steady again!

Instamatic Cameras – 126 and 110:

Insert a dead flashbulb or flashbar as this ensures the camera lens opening as wide as possible. Hold steady!

Polaroid – probably the most popular method. Polaroid film has an ASA of 3000 and so light from the TV screen should be sufficient. Hold steady!



Ten Good Reasons

Why you should join the

ACTIVISION®
SOFTWARE CLUB
Just £5 for a year's Membership

2

Super ACTIVISION SOFTWARE CLUB BUTTON BADGE

3

REGULAR MAGAZINE
The Activision Software Club Magazine is published three times a year. It's packed full of news, reviews, contributed articles and useful information for our Members.

1

FULL MEMBERSHIP DOCUMENTATION
Useful Members' Pack including a plastic Membership Card.

4

"PROBLEM" HOTLINE
Activision Software Club Members have access to our special London hotline number; to ring if you need advice sorting out a game problem; or if you just feel like a chat - or egging on!

5

PROFESSIONALLY RUN SECRETARIAT
Our office staff have run the Activision Club for years - they'll be pleased to help you in any way they can; make sure your letters are answered, your comments and requests passed on - and generally keep a good two-way communication going between you and the Club.

6

Access to ACTIVISION U.K.'s PEN-PAL SERVICE
If you'd like to swap letters (and ideas) with people of similar interests, round the world.

8

COMPETITIONS
In every issue of the Activision Software Club magazine there are great free-entry competitions with substantial prizes for Members.

7

VCS OWNERS CORNER
A unique service for Atari VCS owners who may like to contact each other to exchange ideas, game cartridges, interests and experiences with other Members. We put you in touch with one another: you do the exchanges yourselves!

9

OFFERS
The Activision Software Club runs exclusive Offers for Members - super goods at very special prices!

10

PERFORMANCE AWARDS SCHEME
Our quarterly High Scorer Awards reward Members' prowess on Activision computer games! Send us your high-score photographs, and we'll award the Activision title of your choice to the top scorers on each current game, four times a year.

You get all this, and so much more, as a Member of the Activision Software Club! Fill out our application form now, and a year's Membership can be yours, for just £5.

APPLICATION FORM

I wish to become a Member of the Activision Software Club, and enclose my cheque/postal order for £5 (made out to Activision), for a year's Membership.

FIRST NAME/S _____

SURNAME _____ Miss/Master/Ms/Mr

AGE GROUP 11 or under 12 to 17

(tick one) 18 to 25 26 or over

ADDRESS _____

POSTCODE _____

(It is essential that you fill out your postcode)

To: Activision Software Club
5/7 Forlease Road, Maidenhead, Berks, SL6 1RP.
Telephone: Maidenhead (0628) 75171

I have a games unit

(tick brand and fill out year of purchase)

Atari VCS bought in 197___/198___
Intellivision bought in 197___/198___
Coleovision bought in 198___
Other State brand _____
bought in 197___/198___

I have a home computer

(tick brand and fill out year of purchase)

Atari bought in 198___
Commodore 64 bought in 198___
Sinclair Spectrum bought in 198___
Amstrad bought in 198___
MSX bought in 198___
Other State brand _____
bought in 197___/198___

Place this Application Form in an envelope with your cheque or postal order (made out to Activision) and post it to the address opposite.